

# An Efficient algorithm to compute all pairs shortest path using DNA sequence

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## Abstract

In this paper, we present an algorithm to compute all pairs optimized shortest paths using DNA sequencing [19]. Researchers have given many approaches for finding all pair shortest path problem but the proposed algorithm is used to reduce time complexity to compute shortest path. In the existing algorithm takes  $O(n^3)$  time to find the path and in the proposed algorithm, it will take  $n!(n-r)!/r!$  where,  $n$  denotes the number of nodes and  $r$  denotes the intermediate node during the calculation of shortest path between nodes. Floyd Warshall's Algorithm is used to compare to the proposed algorithm. This concept is implemented in the DNA sequencing concept of Bioinformatics [18].

**Keywords:** Floyd Warshall's Algorithm, DNA Sequencing, Bioinformatics

## 1. Introduction

The shortest path problem [4] is the problem of finding path between two vertices (or nodes) in a graph, such that the sum of the weights of its constituent edges is minimized. An example of it can be, finding the quickest way to get from one location to another on a road map. In this case, the vertices represent locations and the edges represent segments of road and are weighted by the time needed to travel to that location. The single source shortest path is one of the oldest classical problems in algorithm theory. Given a positively weighted directed graph 'G', with a source vertex 's', this problem ask for finding the shortest path from 'S' to all other vertices. So it can be considered the mother of all routing problems. Given a weighted directed graph  $G = (V, E)$  with two special vertices, source 's' and a target 't', and the problem is to find the shortest directed path from 's' to 't'. In other words, we have to find the path 'P' starting at 's' and ending at 't' minimizing the function:

$$w(p) = \sum_{e \in p} w(e)$$

Specifically, for every pair of vertices 'u' and 'v', we need to compute the following information:

- $dist(u, v)$  is the length of the shortest path (if any) from u to v;
- $pred(u, v)$  is the second-to-last vertex (if any) on the shortest path (if any) from u to v.

Given a weighted digraph with a weight function  $w : E \rightarrow R$ , R is the set of real numbers that determine the length of the shortest path between all pair of vertices in G. Given an input,  $n \times n$  matrix, 'W' represent the edge weights of n vertices; i.e.,  $W = (w_{ij})$ , where

$$w_{ij} = \begin{cases} 0 & \text{if } (i = j) \\ w(i, j) & \text{if } (i \neq j) \text{ and } (i, j) \in E \\ \infty & \text{if } (i \neq j) \text{ and } (i, j) \notin E \end{cases}$$

## 2. Literature Survey

The algorithm compares all possible paths through the graph between each pair of vertices. Consider a graph G with vertices 'v' numbered 1 through n. Further consider a function  $shortestPath(i, j, k)$  that returns the shortest possible path from i to j using vertices only from the set  $\{1, 2, \dots, k\}$  as intermediate points along the way. Now, given this function, our goal is to find the shortest path from each i to each j using only vertices 1 to k + 1, which is explained in Fig 1. If the weight of the edge between vertices i and j, we can define  $shortestPath(i, j, k + 1)$  in terms of the following recursive formula:

$$ShortestPath(i, j, 0) = w(i, j)$$

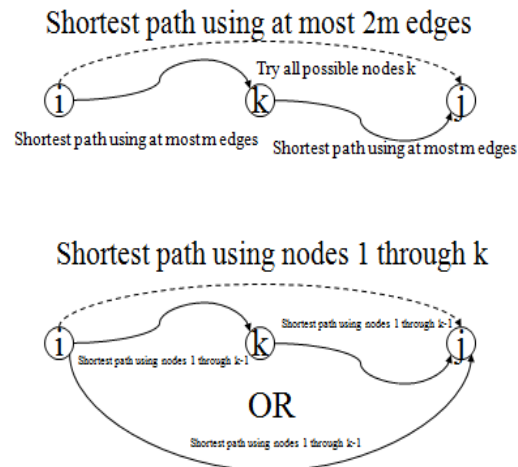


Figure 1: Shortest path between given vertices

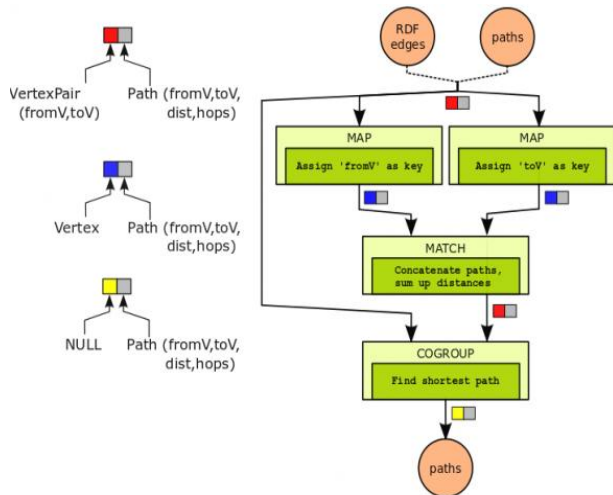


Figure 2 Steps to find shortest path

### 3. Existing Algorithm

The Floyd–Warshall algorithm [17] (also known as Floyd's algorithm) is a graph analysis algorithm for finding shortest paths in a weighted graph with positive or negative edge weights (but with no negative cycles) and also for finding transitive closure of a relation R. A single execution of the algorithm will find the lengths (sum of weights) of the shortest path between all pairs of vertices, though it does not return details of the paths themselves.

We initialize the solution matrix same as the input graph matrix. Then we update the solution matrix by considering all vertices as an intermediate vertex. The idea is to pick the vertices one by one and update all shortest paths which include the picked vertex as an intermediate vertex in the shortest path. When we pick vertex number  $k$  as an intermediate vertex, we already have considered vertices  $\{0, 1, 2, \dots, k-1\}$  as intermediate vertices. For every pair  $(i, j)$  of source and destination vertices respectively, there are two possible cases.

- 1)  $k$  is not an intermediate vertex in shortest path from  $i$  to  $j$ . We keep the value of  $dist[i][j]$  as it is.
- 2)  $k$  is an intermediate vertex in shortest path from  $i$  to  $j$ . We update the value of  $dist[i][j]$  as  $dist[i][k] + dist[k][j]$ .

The fig. 2 and 3 shows the above optimal substructure property in the all-pairs shortest path problem. The procedure is given below.

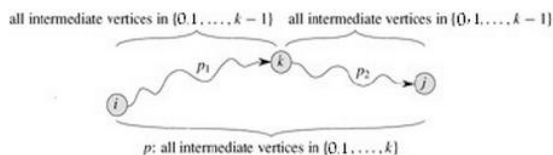


Figure 2: Intermediate Vertices

- Used to enable finding a shortest path
- Initially the array contains 0

- Each time that a shorter path from  $i$  to  $j$  is found the  $k$  that provided the minimum is saved (highest index node on the path from  $i$  to  $j$ )
- To print the intermediate nodes on the shortest path a recursive procedure that print the shortest paths from  $i$  and  $k$ , and from  $k$  to  $j$  can be used

### 4. Proposed Algorithm using DNA sequence

DNA sequence [19] is the process of determining the precise order of nucleotides within a DNA molecule. The Four DNA bases are adenine (A), guanine (G), cytosine (C), and thymine (T). In the proposed algorithm; we have used the DNA bases Adenine and Thymine. The Weight of the node in the graph has to be initialized as nucleotide after that it has to be converted as binary representation in assumption as A represented as '0' and T represented as '1'. The following algorithm explains how to reduce the time, when find the path and performance will be comparatively fast with the existing algorithm exist to find the shortest path.

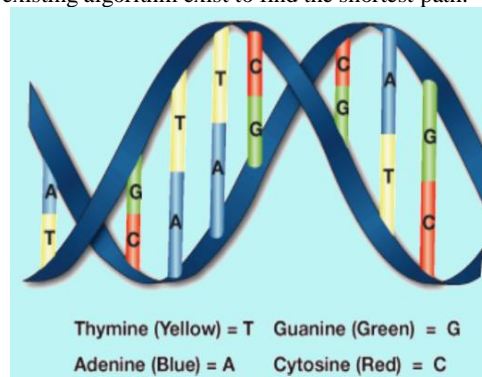


Figure 3: Graphical Representation of DNA Sequence

The result is analyzed by the implementation of the all pair shortest path algorithm using DNA Sequence is done by comparing the Floyd-Warshall algorithm for shortest path. In the proposed algorithm, if the source, intermediate and destination node is same, then it will not find the path between the nodes so this will save the time. The Result is analyzed by the algorithm described and verified for many graphs with different size of the graph. In the following code, read the input from the external file which contains the weight of the graph in the format of genome DNA sequence. First initialize the two 2 dimensional array such that  $D[][]="0"$ ,  $P[][]=0$ . Here  $D[][]="0"$  is string array which is used to store the input value.  $P[][]=0$  is an integer array which is used to store the intermediate node. This code get the input as the file Input stream format and pass the value into two dimensional array  $D[][]$  for matrix representation of the graph.

```
int getDecimalFromBinary(int binary)
//This procedure is used to convert the binary
//number into decimal number
{
    Int decimal=0;
    Int power =0;
    While (true)
```





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