Marwadi University	Marwari University Faculty of Technolog Department of Inform	y nation and Communication Technology
Subject: Design and Analysis of Algorithms (01CT0512)	Aim: Implementing Floyd	Warshall All Pair Shortest Path Algorithm
Experiment No: 13	Date:	Enrollment No: 92200133030

Aim: Implementing Floyd Warshall All Pair Shortest Path Algorithm

IDE: Visual Studio Code

Implementing Floyd Warshall All Pair Shortest Path Algorithm

Theory: -

• The Floyd-Warshall algorithm, named after its creators Robert Floyd and Stephen Warshall, is a fundamental algorithm in computer science and graph theory. It is used to find the shortest paths between all pairs of nodes in a weighted graph. This algorithm is highly efficient and can handle graphs with both positive and negative edge weights, making it a versatile tool for solving a wide range of network and connectivity problems.

Floyd Warshall Algorithm:

• The Floyd Warshall Algorithm is an all pair shortest path algorithm unlike Dijkstra and Bellman Ford which are single source shortest path algorithms. This algorithm works for both the directed and undirected weighted graphs. But, it does not work for the graphs with negative cycles (where the sum of the edges in a cycle is negative). It follows Dynamic Programming approach to check every possible path going via every possible node in order to calculate shortest distance between every pair of nodes.

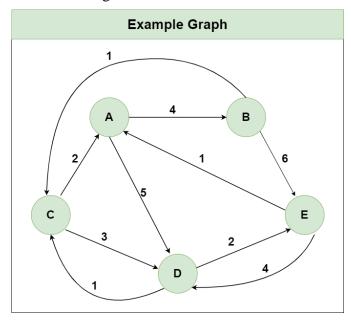
Idea Behind Floyd Warshall Algorithm:

- Initialize the solution matrix same as the input graph matrix as a first step.
- Then update the solution matrix by considering all vertices as an intermediate vertex.
- The idea is to pick all vertices one by one and updates all shortest paths which include the picked vertex as an intermediate vertex in the shortest path.
- When we pick vertex number \mathbf{k} as an intermediate vertex, we already have considered vertices $\{0, 1, 2, ... \mathbf{k} 1\}$ as intermediate vertices.
- For every pair (i, j) of the source and destination vertices respectively, there are two possible cases.
 - o **k** is not an intermediate vertex in shortest path from **i** to **j**. We keep the value of **dist[i][j]** as it is.
 - 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], if dist[i][j] > dist[i][k] + dist[k][j]

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Illustration of Floyd Warshall Algorithm:

Suppose we have a graph as shown in the image:



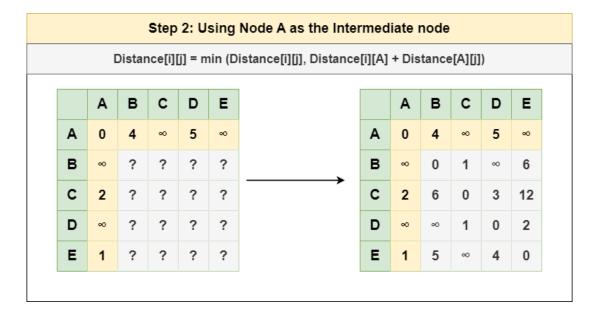
Step 1: Initialize the Distance[][] matrix using the input graph such that Distance[i][j]= weight of edge from i to j, also Distance[i][j] = Infinity if there is no edge from i to j.

Step1: Initializing Distance[][] using the Input Graph								
		Α	В	С	D	E		
	Α	0	4	××	5	×0		
	В	∞	0	1	∞	6		
	С	2	∞	0	3	∞		
	D	∞	•0	1	0	2		
	E	1	∞	∞	4	0		

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Step 2: Treat node A as an intermediate node and calculate the Distance[][] for every $\{i,j\}$ node pair using the formula:

- = Distance[i][j] = minimum (Distance[i][j], (Distance from i to A) + (Distance from A to j))
- = Distance[i][j] = minimum (Distance[i][j], Distance[i][A] + Distance[A][j])



Step 3: Treat node B as an intermediate node and calculate the Distance[][] for every $\{i,j\}$ node pair using the formula:

- = Distance[i][j] = minimum (Distance[i][j], (Distance from i to B) + (Distance from B to j))
- = Distance[i][j] = minimum (Distance[i][j], Distance[i][B] + Distance[B][j])

Step 3: Using Node B as the Intermediate node												
Distance[i][j] = min (Distance[i][j], Distance[i][B] + Distance[B][j])												
		Α	В	С	D	E		Α	В	С	D	E
1		?	4	?	?	?	A	0	4	5	5	10
E	3	∞	0	1	∞	6	В	∞	0	1	∞	6
(;	?	6	?	?	?	С	2	6	0	3	12
[)	?	×O	?	?	?	D	∞	∞	1	0	2
E		?	5	?	?	?	E	1	5	6	4	0

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Step 4: Treat node C as an intermediate node and calculate the Distance[][] for every $\{i,j\}$ node pair using the formula:

- = Distance[i][j] = minimum (Distance[i][j], (Distance from i to C) + (Distance from C to j))
- = Distance[i][j] = minimum (Distance[i][j], Distance[i][C] + Distance[C][j])

Step 4: Using Node C as the Intermediate node												
Distance[i][j] = min (Distance[i][j], Distance[i][C] + Distance[C][j])												
	Α	В	С	D	E			Α	В	С	D	E
Α	?	?	5	?	?		Α	0	4	5	5	10
В	?	?	1	?	?		В	3	0	1	4	6
С	2	6	0	3	12		С	2	6	0	3	12
D	?	?	1	?	?		D	3	7	1	0	2
E	?	?	6	?	?		E	1	5	6	4	0

Step 5: Treat node D as an intermediate node and calculate the Distance[][] for every $\{i,j\}$ node pair using the formula:

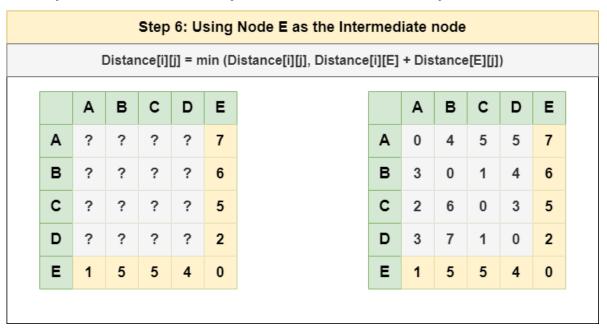
- = Distance[i][j] = minimum (Distance[i][j], (Distance from i to D) + (Distance from D to j))
- = Distance[i][j] = minimum (Distance[i][j], Distance[i][D] + Distance[D][j])

	ı					ode D as the Intermed tance[i][j], Distance[i][D])	
	Α	В	С	D	E		Α	В	С	D	E
Α	?	?	?	5	?	Α	0	4	5	5	7
В	?	?	?	4	?	В	3	0	1	4	6
С	?	?	?	3	?	С	2	6	0	3	5
D	3	7	1	0	2	D	3	7	1	0	2
E	?	?	?	4	?	E	1	5	5	4	0

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<u>Step 6</u>: Treat node E as an intermediate node and calculate the Distance[][] for every {i,j} node pair using the formula:

- = Distance[i][j] = minimum (Distance[i][j], (Distance from i to E) + (Distance from E to j))
- = Distance[i][j] = minimum (Distance[i][j], Distance[i][E] + Distance[E][j])



Step 7: Since all the nodes have been treated as an intermediate node, we can now return the updated Distance[][] matrix as our answer matrix.

Step 7: Re	Step 7: Return Distance[][] matrix as the result								
		Α	В	С	D	Ε			
	Α	0	4	5	5	7			
	В	3	0	1	4	6			
	С	2	6	0	3	5			
	D	3	7	1	0	2			
	E	1	5	5	4	0			



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Algorithm: -

Programming Language: - C++

Code:-

```
#include <bits/stdc++.h>
 using namespace std;
 #define V 5
 #define INF 99999
 void printSolution(int dist[][V]);
 void floydWarshall(int dist[][V]){
     int i, j, k;
     for (k = 0; k < V; k++) {
         for (i = 0; i < V; i++) {
             for (j = 0; j < V; j++) {
                 if (dist[i][j] > (dist[i][k] + dist[k][j]) && (dist[k][j] != INF &&
dist[i][k] != INF))
```



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```
dist[i][j] = dist[i][k] + dist[k][j];
             }
         }
     }
     printSolution(dist);
 }
 void printSolution(int dist[][V]) {
     cout << "The following matrix shows the shortest distances between every pair of
vertices \n";
     for (int i = 0; i < V; i++) {
         for (int j = 0; j < V; j++) {
             if (dist[i][j] == INF)
                  cout << "INF" << " ";
             else
                 cout << dist[i][j] << "
         }
         cout << endl;</pre>
     }
 }
 int main(){
     int graph[V][V] = { { 0, 4, INF, 5, INF },
                          { INF, 0, 1, INF, 6 },
                          { 2, INF, 0, 3, INF },
                          { INF, INF, 1, 0, 2 },
                          { 1, INF, INF, 4, 0 } };
     floydWarshall(graph);
     return 0;
}
```

Output :-

```
PS D:\Aryan Data\Usefull Data\Semester - 5\Design-and-Analysis-of-Algorithms\Lab - Manual\Experiment - 13> cd "d:\Aryan Data\Usefull Data\Semester - 5\Design
and-Analysis-of-Algorithms\Lab - Manual\Experiment - 13\" ; if ($?) { g++ Flyod_Warshall_Algorithm.cpp -o Flyod_Warshall_Algorithm } ; if ($?) { .\Flyod_War
The following matrix shows the shortest distances between every pair of vertices
0 4 5 5 7
              6
PS D:\Aryan Data\Usefull Data\Semester - 5\Design-and-Analysis-of-Algorithms\Lab - Manual\Experiment - 13>
```



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Space Complexity:-**Justification: -Time Complexity:** Best Case Time Complexity: Justification: -Worst Case Time Complexity:-**Justification: -Conclusion:-**