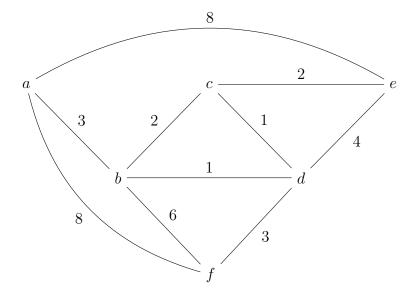
## Practice: Floyd's Algorithm Answer Key

CS236 - Discrete Structures Instructor: Brett Decker Winter 2020 Section 2

## Floyd's Algorithm: Practice

Consider the graph G (found below). Create the weighted adjacency matrix (order the vertices alphabetically). Now, compute Floyd's algorithm starting from that matrix. Create each subsequent matrix created at each iteration of the algorithm.



ANSWER:
$$F_{0} = \begin{bmatrix} a & b & c & d & e & f \\ a & 0 & 3 & \infty & \infty & 8 & 8 \\ 3 & 0 & 2 & 1 & \infty & 6 \\ \infty & 2 & 0 & 1 & 2 & \infty \\ \infty & 1 & 1 & 0 & 4 & 3 \\ 8 & \infty & 2 & 4 & 0 & \infty \\ 8 & 6 & \infty & 3 & \infty & 0 \end{bmatrix} \qquad F_{1} = \begin{bmatrix} a & b & c & d & e & f \\ 0 & 3 & \infty & \infty & 8 & 8 \\ 3 & 0 & 2 & 1 & 11 & 6 \\ \infty & 2 & 0 & 1 & 2 & \infty \\ \infty & 1 & 1 & 0 & 4 & 3 \\ e & 6 & \infty & 3 & 16 & 0 \end{bmatrix}$$

**Legend:** Blue - the *i*-th vertex we are working on; Yellow - other vertices connected through the *i*-th vertex; Red - new connections via the *i*-th vertex.

## ANSWER:

$$F_2 = \begin{bmatrix} a & b & c & d & e & f \\ a & 0 & 3 & 5 & 4 & 8 & 8 \\ 3 & 0 & 2 & 1 & 11 & 6 \\ 5 & 2 & 0 & 1 & 2 & 8 \\ 4 & 1 & 1 & 0 & 4 & 3 \\ e & 6 & 8 & 3 & 16 & 0 \end{bmatrix}$$

$$F_{3} = \begin{bmatrix} a & b & c & d & e & f \\ 0 & 3 & 5 & 4 & 7 & 8 \\ 3 & 0 & 2 & 1 & 4 & 6 \\ 5 & 2 & 0 & 1 & 2 & 8 \\ 4 & 1 & 1 & 0 & 3 & 3 \\ e & f & 8 & 6 & 8 & 3 & 10 & 0 \end{bmatrix}$$

$$F_4 = \begin{bmatrix} a & b & c & \mathbf{d} & \mathbf{e} & \mathbf{f} \\ a & 0 & 3 & 5 & \mathbf{4} & 7 & \mathbf{7} \\ b & 3 & 0 & 2 & \mathbf{1} & 4 & \mathbf{4} \\ 5 & 2 & 0 & \mathbf{1} & 2 & \mathbf{4} \\ \mathbf{d} & \mathbf{1} & \mathbf{1} & 0 & \mathbf{3} & \mathbf{3} \\ \mathbf{e} & \mathbf{f} & \mathbf{7} & \mathbf{4} & 2 & \mathbf{3} & 0 & \mathbf{6} \\ \mathbf{f} & \mathbf{7} & \mathbf{4} & \mathbf{4} & \mathbf{3} & \mathbf{6} & 0 \end{bmatrix}$$

$$F_5 = \begin{bmatrix} a & b & c & d & e & f \\ a & 0 & 3 & 5 & 4 & 7 & 7 \\ b & 3 & 0 & 2 & 1 & 4 & 4 \\ 5 & 2 & 0 & 1 & 2 & 4 \\ 4 & 1 & 1 & 0 & 3 & 3 \\ e & 7 & 4 & 2 & 3 & 0 & 6 \\ 7 & 4 & 4 & 3 & 6 & 0 \end{bmatrix}$$

**Legend:** Blue - the *i*-th vertex we are working on; Yellow - other vertices connected through the *i*-th vertex; Red - new connections via the *i*-th vertex.