

Grafos

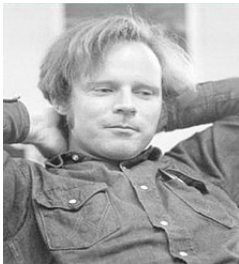
Algoritmo de Floyd-Warshall

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Faculdade UnB Gama



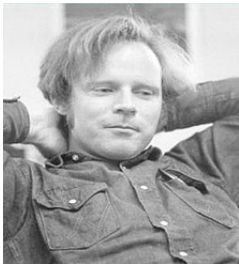
Robert W. Floyd
(1962)



Robert W. Floyd
(1962)



Stephen Warshall
(1962)



Robert W. Floyd
(1962)



Stephen Warshall
(1962)



Bernard Roy
(1959)

Características do algoritmo de Bellman-Ford

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- ★ As distâncias são reduzidas por meio do uso de vértices intermediários
- ★ Complexidade: $O(V^3)$

Pseudocódigo

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Entrada: um grafo $G(V, E)$

Saída: uma matriz d tal que $d[u][v]$ é a distância mínima em G entre u e v

1. Faça:

(a) $d[u][u] = 0$, para todos $u \in V$

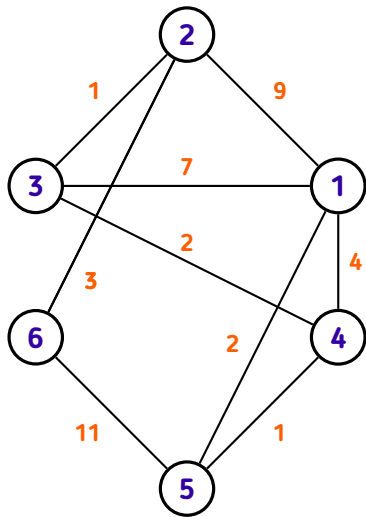
(b) $d[u][v] = w$, se $(u, v, w) \in E$

(c) $d[u][v] = \infty$, caso contrário

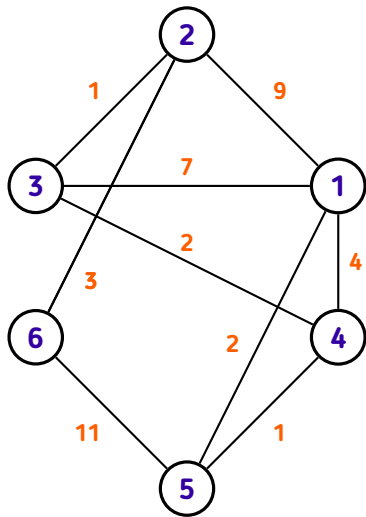
2. Para cada vértice k e todos os pares $(u, v) \in V^2$, faça

$$d[u][v] = \min(d[u][v], d[u][k] + d[k][v])$$

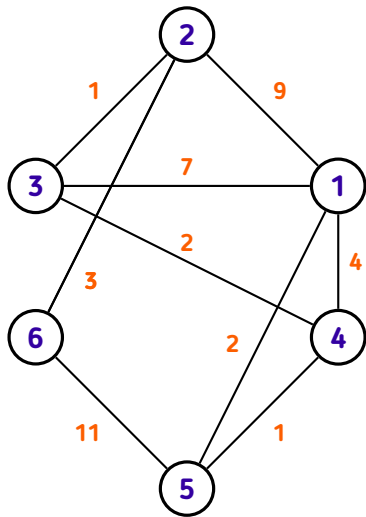
3. Retorne d



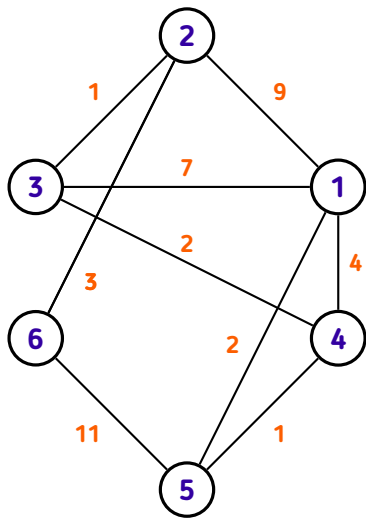
	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						



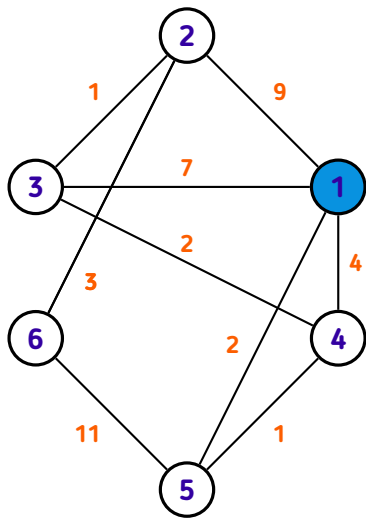
	1	2	3	4	5	6
1	0					
2		0				
3			0			
4				0		
5					0	
6						0



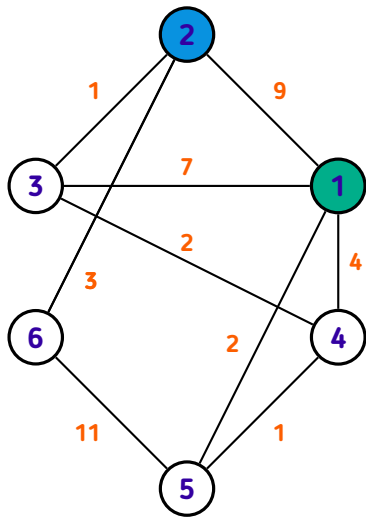
	1	2	3	4	5	6
1	0	9	7	4	2	
2	9	0	1			3
3	7	1	0	2		
4	4		2	0	1	
5	2			1	0	11
6		3			11	0



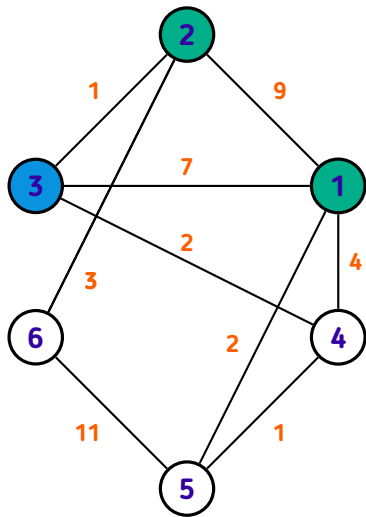
	1	2	3	4	5	6
1	0	9	7	4	2	∞
2	9	0	1	∞	∞	3
3	7	1	0	2	∞	∞
4	4	∞	2	0	1	∞
5	2	∞	∞	1	0	11
6	∞	3	∞	∞	11	0



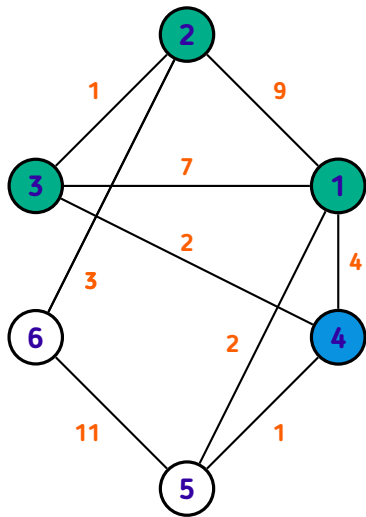
	1	2	3	4	5	6
1	0	9	7	4	2	∞
2	9	0	1	13	11	3
3	7	1	0	2	9	∞
4	4	13	2	0	1	∞
5	2	11	9	1	0	11
6	∞	3	∞	∞	11	0



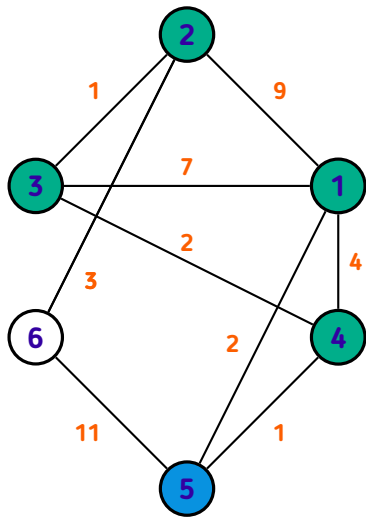
	1	2	3	4	5	6
1	0	9	7	4	2	12
2	9	0	1	13	11	3
3	7	1	0	2	9	4
4	4	13	2	0	1	16
5	2	11	9	1	0	11
6	12	3	4	16	11	0



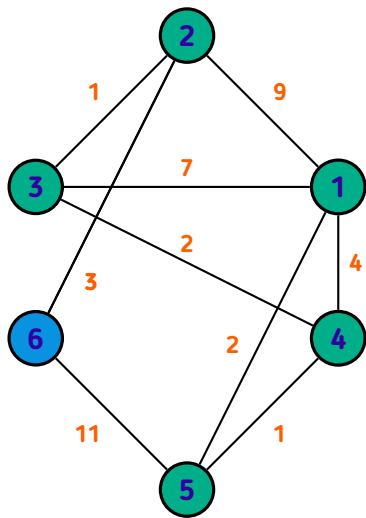
	1	2	3	4	5	6
1	0	8	7	4	2	11
2	8	0	1	3	10	3
3	7	1	0	2	9	4
4	4	3	2	0	1	6
5	2	10	9	1	0	11
6	11	3	4	6	11	0



	1	2	3	4	5	6
1	0	7	6	4	2	10
2	7	0	1	3	4	3
3	6	1	0	2	3	4
4	4	3	2	0	1	6
5	2	4	3	1	0	7
6	10	3	4	6	7	0



	1	2	3	4	5	6
1	0	6	5	3	2	9
2	6	0	1	3	4	3
3	5	1	0	2	3	4
4	3	3	2	0	1	6
5	2	4	3	1	0	7
6	9	3	4	6	7	0



	1	2	3	4	5	6
1	0	6	5	3	2	9
2	6	0	1	3	4	3
3	5	1	0	2	3	4
4	3	3	2	0	1	6
5	2	4	3	1	0	7
6	9	3	4	6	7	0

```
vector<vector<int>> floyd_warshall(int N)
{
    vector<vector<int>> dist(N + 1, vector<int>(N + 1, oo));

    for (int u = 1; u <= N; ++u)
        dist[u][u] = 0;

    for (int u = 1; u <= N; ++u)
        for (auto [v, w] : adj[u])
            dist[u][v] = w;

    for (int k = 1; k <= N; ++k)
        for (int u = 1; u <= N; ++u)
            for (int v = 1; v <= N; ++v)
                dist[u][v] = min(dist[u][v], dist[u][k] + dist[k][v]);

    return dist
}
```

Identificação de um caminho mínimo

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★ O algoritmo de Dijkstra computa as distâncias mínimas, mas não os caminhos mínimos

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- ★ Para determinar um caminho mínimo, é preciso definir uma matriz auxiliar `pred`, onde `pred[u][v] = antecessor de v no caminho mínimo de u a v`

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- ★ Para determinar um caminho mínimo, é preciso definir uma matriz auxiliar pred , onde $\text{pred}[u][v] = \text{antecessor de } v \text{ no caminho mínimo de } u \text{ a } v$
- ★ No início do algoritmo,
 - (a) $\text{pred}[u][u] = u, \forall u \in V$
 - (b) $\text{pred}[u][v] = u, \text{ se } (u, v) \in E$
 - (c) $\text{pred}[u][v] = \text{undef}, \text{ caso contrário}$

Identificação de um caminho mínimo

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★ Se (u, v) atualizar $d[v]$, faça $\text{pred}[v] = u$

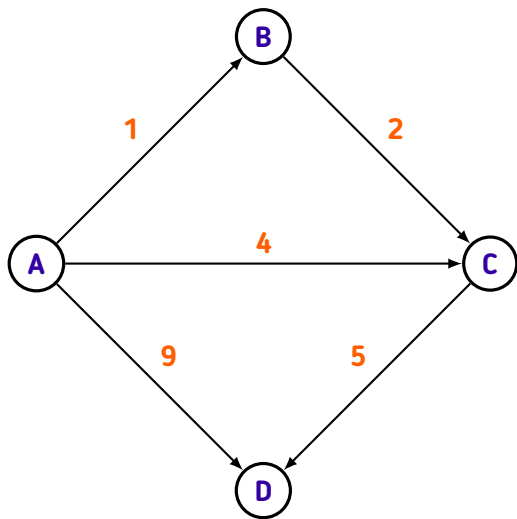
Identificação de um caminho mínimo

★ Se (u, v) atualizar $d[v]$, faça $\text{pred}[v] = u$

★ A sequência

$$p = \{(u, \text{pred}^{k-1}[u][v]), \dots, (\text{pred}[\text{pred}[u][v]], \text{pred}[u][v]), (\text{pred}[u][v], v)\}$$

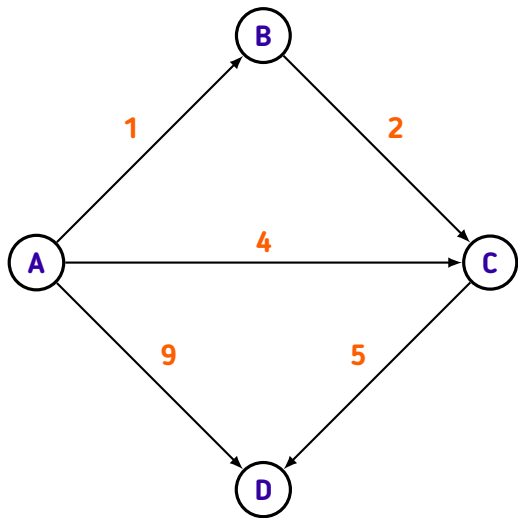
é um caminho mínimo de u a v composto por k arestas e tamanho $d[u][v]$



$M =$

A	B	C	D	
				A
				B
				C
				D

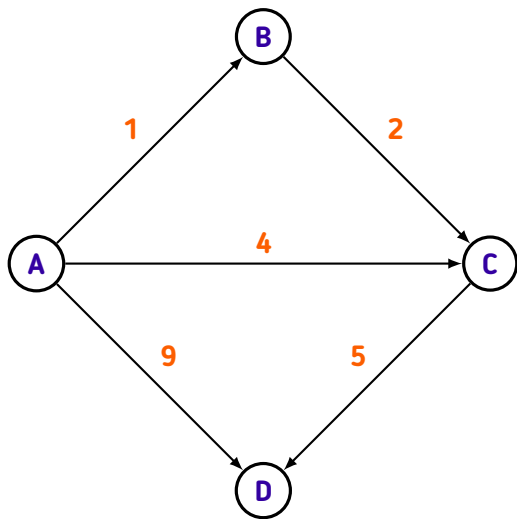
$$m_{ij} = \text{dist}[i][j]_{\text{pred}[i][j]}$$



$M =$

	A	B	C	D	
A	0_A				A
B		0_B			B
C			0_C		C
D				0_D	D

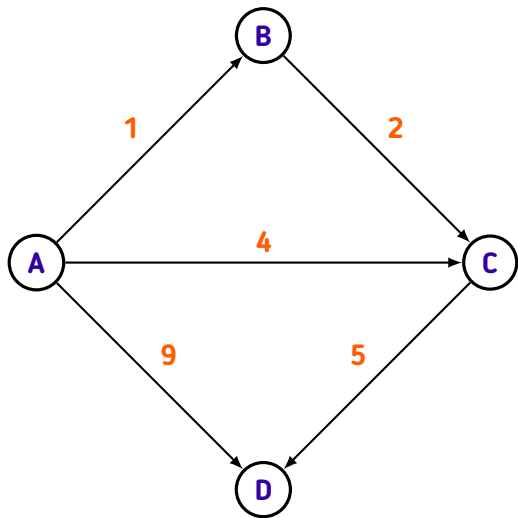
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$M =$

	A	B	C	D	
A	0_A	1_A	4_A	9_A	A
B		0_B	2_B		B
C			0_C	5_C	C
D				0_D	D

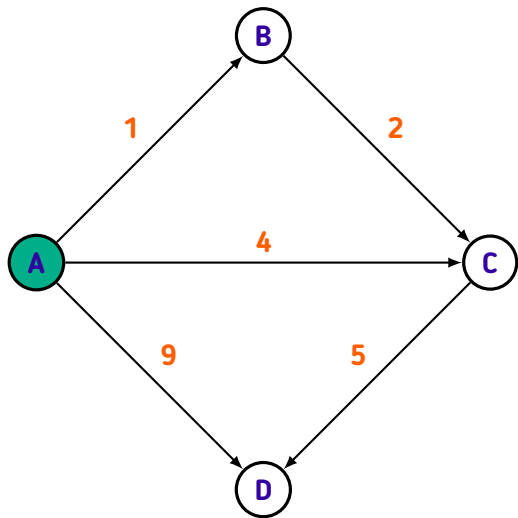
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$M =$

	A	B	C	D	
	0_A	1_A	4_A	9_A	A
	∞_-	0_B	2_B	∞_-	B
	∞_-	∞_-	0_C	5_C	C
	∞_-	∞_-	∞_-	0_D	D

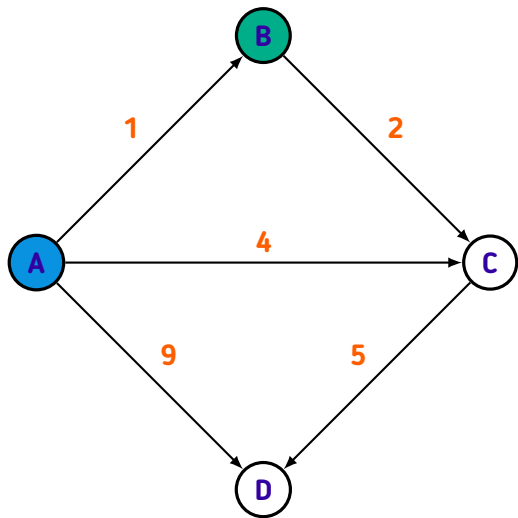
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$M =$

	A	B	C	D	
A	0_A	1_A	4_A	9_A	A
B	∞_-	0_B	2_B	∞_-	B
C	∞_-	∞_-	0_C	5_C	C
D	∞_-	∞_-	∞_-	0_D	D

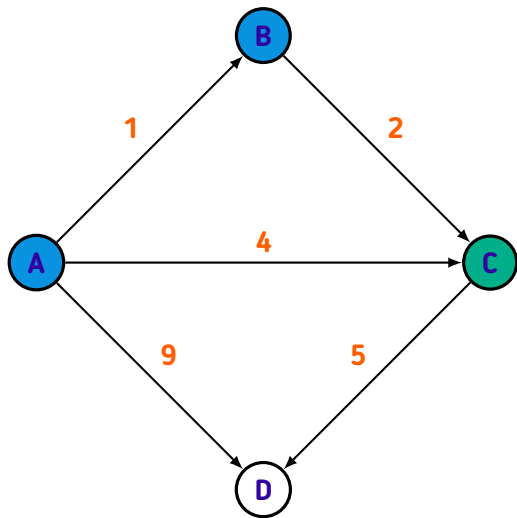
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	A	B	C	D	
	0_A	1_A	3_B	9_A	A
	∞_-	0_B	2_B	∞_-	B
	∞_-	∞_-	0_C	5_C	C
	∞_-	∞_-	∞_-	0_D	D

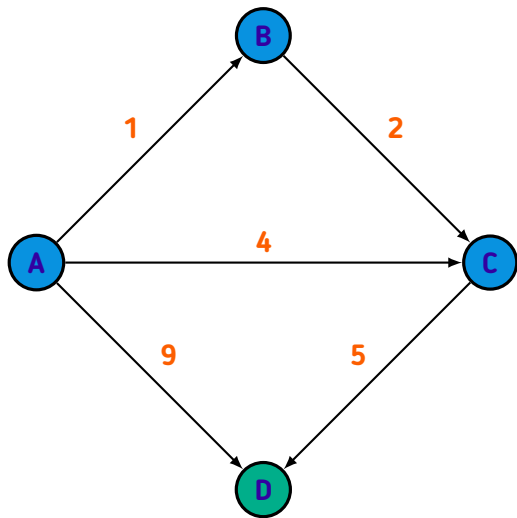
$$m_{ij} = \text{dist}[i][j]_{\text{pred}[i][j]}$$



$M =$

	A	B	C	D	
	0_A	1_A	3_B	8_C	A
	∞_-	0_B	2_B	7_C	B
	∞_-	∞_-	0_C	5_C	C
	∞_-	∞_-	∞_-	0_D	D

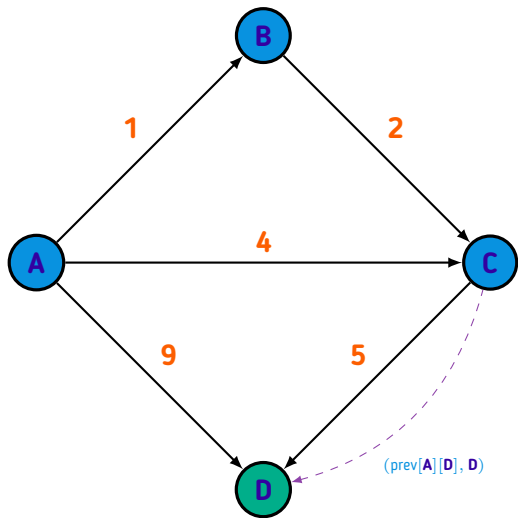
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	A	B	C	D	
	0_A	1_A	3_B	8_C	A
	∞_-	0_B	2_B	7_C	B
	∞_-	∞_-	0_C	5_C	C
	∞_-	∞_-	∞_-	0_D	D

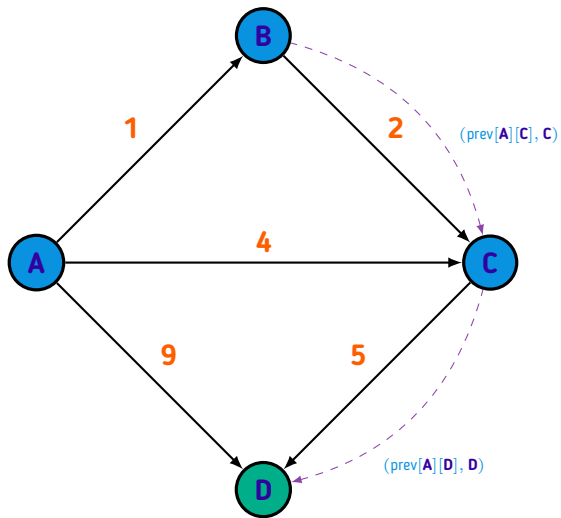
$$m_{ij} = \text{dist}[i][j]_{\text{pred}[i][j]}$$



$M =$

	A	B	C	D	
	0_A	1_A	3_B	8_C	A
	∞_-	0_B	2_B	7_C	B
	∞_-	∞_-	0_C	5_C	C
	∞_-	∞_-	∞_-	0_D	D

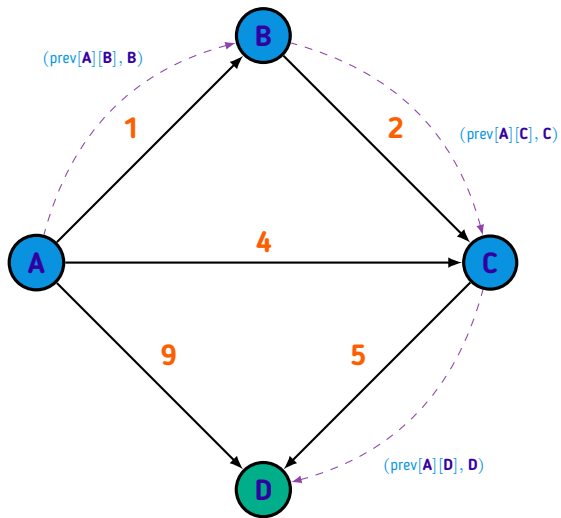
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$M =$

	A	B	C	D	
	$0_{\mathbf{A}}$	$1_{\mathbf{A}}$	$3_{\mathbf{B}}$	$8_{\mathbf{C}}$	A
	∞_{-}	$0_{\mathbf{B}}$	$2_{\mathbf{B}}$	$7_{\mathbf{C}}$	B
	∞_{-}	∞_{-}	$0_{\mathbf{C}}$	$5_{\mathbf{C}}$	C
	∞_{-}	∞_{-}	∞_{-}	$0_{\mathbf{D}}$	D

$$m_{ij} = \text{dist}[i][j]_{\text{pred}[i][j]}$$



$M =$

	A	B	C	D	
0 _A	1 _A	3 _B	8 _C		A
∞_{-}	0 _B	2 _B	7 _C		B
∞_{-}	∞_{-}	0 _C	5 _C		C
∞_{-}	∞_{-}	∞_{-}	0 _D		D

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