

CSCE 3110

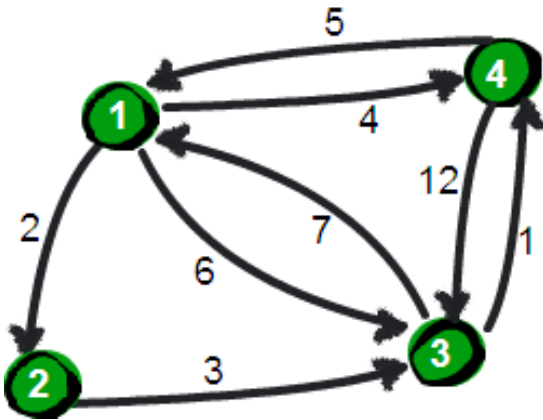
Data Structures and Algorithms

Graph III

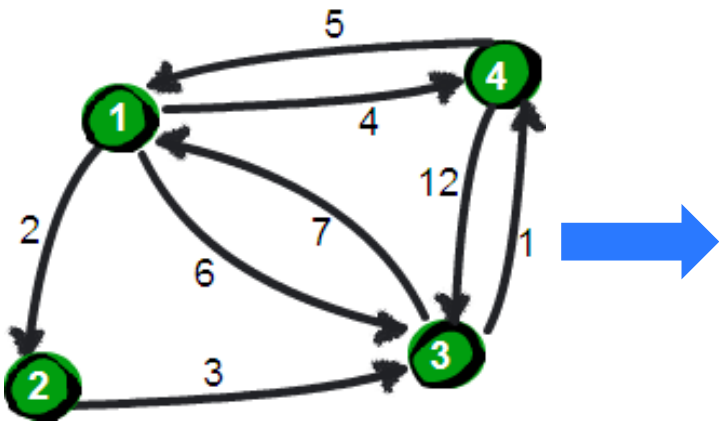
Floyd–Warshall Algorithm

- Main idea:
 - To decrease the distance $d(s, t)$ between two vertices s and t , we can try to add some intermediate vertices in the path $s \rightarrow t$.
 - If adding a new vertex u can decrease the distance $d(s, t)$, i.e.,
$$d(s, u) + d(u, t) < d(s, t)$$
we need to update $d(s, t) = d(s, u) + d(u, t)$
 - Otherwise, we do nothing

Example



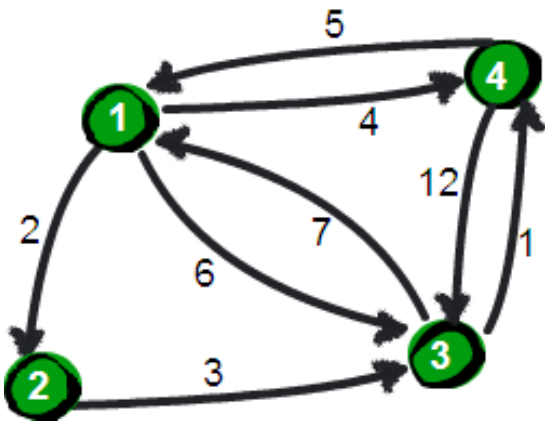
Example



	1	2	3	4
1	0	2	6	4
2	∞	0	3	∞
3	7	∞	0	1
4	5	∞	12	0

initial $d_0(s, t)$: not
adding any vertex

Example



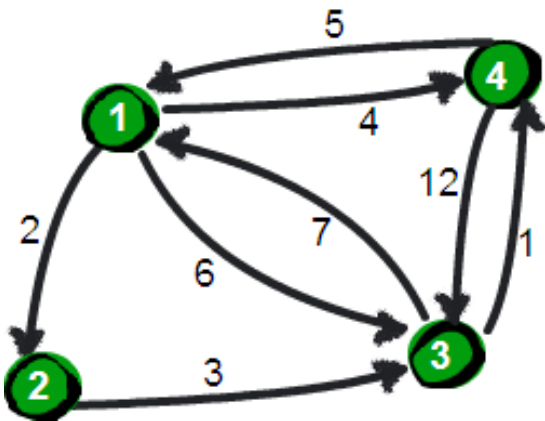
	1	2	3	4
1	0	2	6	4
2	∞	0	3	∞
3	7	∞	0	1
4	5	∞	12	0

initial $d_0(s, t)$: not
adding any vertex

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

updated $d_1(s, t)$: adding
vertex 1 to the path

Example



	1	2	3	4
1	0	2	6	4
2	∞	0	3	∞
3	7	∞	0	1
4	5	∞	12	0

initial $d_0(s, t)$: not adding any vertex

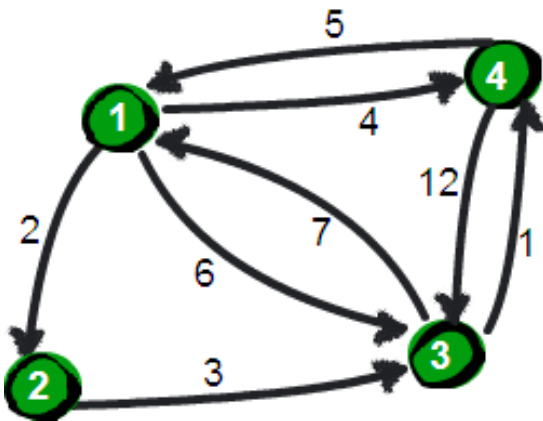
	1	2	3	4
1	0	2	6	4
2	∞	0	3	∞
3	7	9	0	1
4	5	7	11	0

updated $d_1(s, t)$: adding vertex 1 to the path

	1	2	3	4
1	0	2	5	4
2	∞	0	3	∞
3	7	9	0	1
4	5	7	10	0

updated $d_2(s, t)$: adding vertices 1 and 2 to the path

Example



	1	2	3	4
1	0	2	6	4
2	∞	0	3	∞
3	7	∞	0	1
4	5	∞	12	0

initial $d_0(s, t)$: not adding any vertex

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

updated $d_1(s, t)$: adding vertex 1 to the path

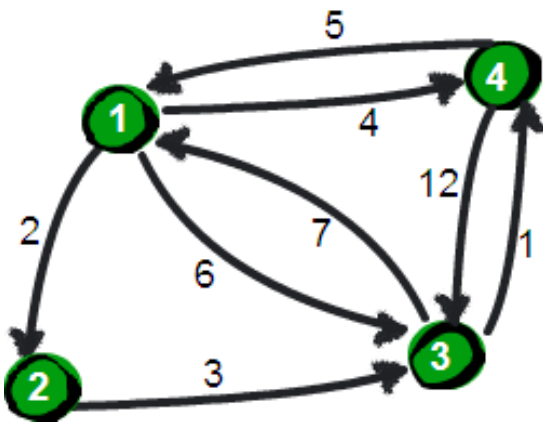
	1	2	3	4
1	0	2	5	4
2	10	0	3	4
3	7	9	0	1
4	5	7	10	0

updated $d_3(s, t)$: adding vertices 1, 2 and 3 to the path

	1	2	3	4
1	0	2	5	4
2	∞	0	3	∞
3	7	9	0	1
4	5	7	10	0

updated $d_2(s, t)$: adding vertices 1 and 2 to the path

Example



	1	2	3	4
1	0	2	6	4
2	∞	0	3	∞
3	7	∞	0	1
4	5	∞	12	0

initial $d_0(s, t)$: not adding any vertex

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

updated $d_1(s, t)$: adding vertex 1 to the path

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

updated $d_4(s, t)$: adding vertices 1, 2, 3 and 4 to the path

	1	2	3	4
1	0	2	5	4
2	10	0	3	4
3	7	9	0	1
4	5	7	10	0

updated $d_3(s, t)$: adding vertices 1, 2 and 3 to the path

	1	2	3	4
1	0	2	5	4
2	∞	0	3	∞
3	7	9	0	1
4	5	7	10	0

updated $d_2(s, t)$: adding vertices 1 and 2 to the path

Algorithm

- 5 lines, incredibly simple:

```
for (k=1; k<=n; k++)
```

```
    for (i=1; i<=n; i++)
```

```
        for (j=1; j<=n; j++)
```

```
            if (d(i, j) > d(i, k) + d(k, j)
```

```
                d(i, j) = d(i, k) + d(k, j)
```

Question

- How to obtain the shortest path by modifying the algorithm?

Algorithm

- 6 lines, still incredibly simple:

```
for (k=1; k<=n; k++)
```

```
    for (i=1; i<=n; i++)
```

```
        for (j=1; j<=n; j++)
```

```
            if (d(i, j) > d(i, k) + d(k, j))
```

```
                d(i, j) = d(i, k) + d(k, j);
```

```
                next(i, j) = next(i, k);
```