## Floyd-Warshall

- 1. Definition: Used to compute the shortest path between all pairs of vertices.
  - Recall the Dijkstra's algorithmm calculated the Shortest path from one node to all nodes. Floyd-Warshall is like if you ran Dijkstra's alg on every node.

## 2. Pseudo - Code:

Let V be the number of vertices. Let dist = VXV array of minimum distances.

For each vertex v: dist [v][v]=0

For each edge (U,V): if there is a direct path from u to V:

dist [U][V] = weight (U,U)

else:

dist [U] [V] = infinity

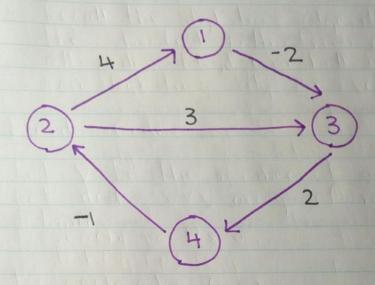
For k from 1 to V:

For i from 1 to V:

For j from 1 to V:
if dist [i][j] > dist [i][k] + dist[k][j]: distCiJCjJ = distCiJCkJ + distCkJCjJ

## 3. Example:

Consider the graph below. Use F-W to get the shortest path between all pairs of vertices.



## Soln:

1. Construct the VXV array. Here, since we have 4 nodes, V=4. Furthermore, we fill all the [i][i] elements as 0 and if there is no direct path from node u to node u, [u] [v] is set to infinity.

2. Start with the node 1. Here, row and column 1 do not get affected at all.

$$A' = 2 \begin{vmatrix} 1 & 2 & 3 & 4 \\ 0 & \infty & -2 & \infty \\ 3 & \infty & \infty & 0 & 2 \\ 4 & \infty & -1 & \infty & 0 \end{vmatrix}$$

Now, we do the following:

- 1. dist [2] [3] = 3 dist [2] [1] = 4 dist [1] [3] = -2 } 4+(-2) = 2 Since 3>2, we change dist [2][3] to 2.
- 2. dist[2][4]=00
  dist[2][1]=4 } 4+00=00
  dist[1][4]=00 } 4+00=00
  00=00, so we don't change anything.
  - 3. dist [3][2]=  $\infty$  } We already know dist [3][1]=  $\infty$  ] that nothing will change. We don't need to continue further.
- 4. dist [3][4]=2 } Nothing changes.
- 5. dist [4] [2] = -1 } Nothing changes. dist [4] [1] =  $\infty$  } Nothing changes.

Now we do:

-2<6, so nothing changes.

6. dist [4][3]= 00
dist [4][2]=-1
dist [2][3]= 2 }-1+2=1
00<1, so dist [4][3] changes
to 1.

4. Move to the node 3. Here, elements in row 3 and col 3 aren't affected.

Now we do:

- 1. distCIJ[2]=∞ distCIJ [3]=-2 } Nothing changes. distC3] [2]=∞ }
- 2. dist [1][4]= \( \overline{1} \) dist [1][3]=-2 \\ dist [3][4]=2 \\ \overline{1} \) \( \overline{1} \) \(
- 3. dist [2][1]=4 dist [2][3]=2 } No change. dist[3][1]= >> }
- 4. dist [2][4]= 0 dist [2][3] = 2 } 2+2=4 dist [3][4]= 2 } 2+2=4 0>4, so dist[2][4]=4

- 5. dist [4] [1] = 3
  dist [4] [3] = 1
  dist [3] [1] = 2

  dist [3] [1] = 2

  J No change
- 6. dist C4] [2] = -1
  dist C4] [3] = 1
  dist C3] [2] = 0
  No Change
- 5. Move to node 4. Here, the elements in row and col 4 aren't affected.

Now we do:

1. dist [1][2] = ~

dist [1][4] = 0

dist [4][2] = -1

∞>-1, so dist [1][2] = -1

- 2. dist CIJC3] = -2

  dist CIJC4] = 0

  dist C4JC3] = 1

  -2 < 1, so nothing happens.
- 3. dist [2][1]=4 } rapport
  dist[2][4]=4 } 4+3=7
  dist[4][1]=3 } 4+3=7
- 4C7, so nothing changes.

  4. dist[2][3]=2

  dist[2][4]=4

  dist[4][3]=1

  4+1=5

  2C5, so nothing happens.

- 5. dist[3][1]= 2 dist[3][4]= 2 dist[4][1]= 3 } 2+3=5 0>5, s. dist[3][1]=5
- 6. dist [3][2] = 00
  dist [3][4] = 2
  dist [4][2]=-1 } 2+ (-1)=1
  00 > 1, so dist [3][2]=1

The final matrix is:

4. Complexity:

- Takes O(U3), where v is the number of vertices.