

ALGORITMOS DE GRAFOS

75.41 - ALGORITMOS Y PROGRAMACIÓN II

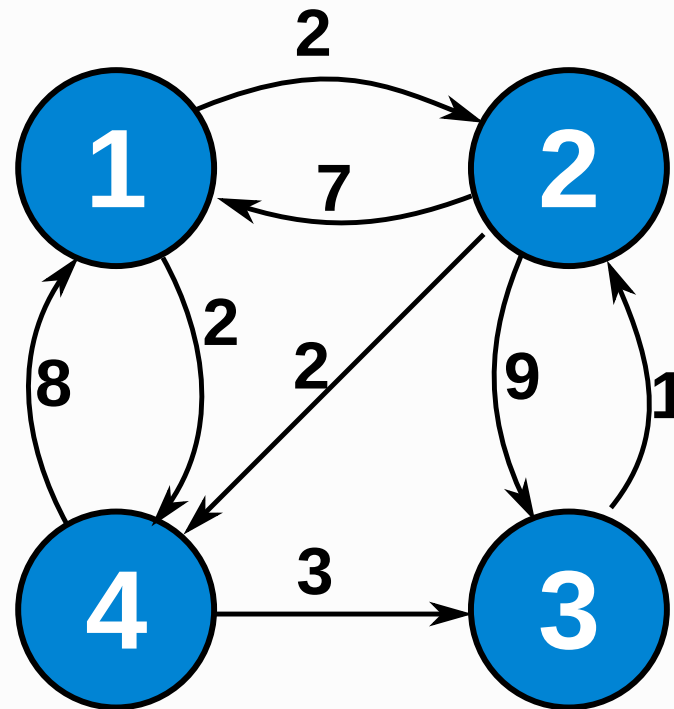


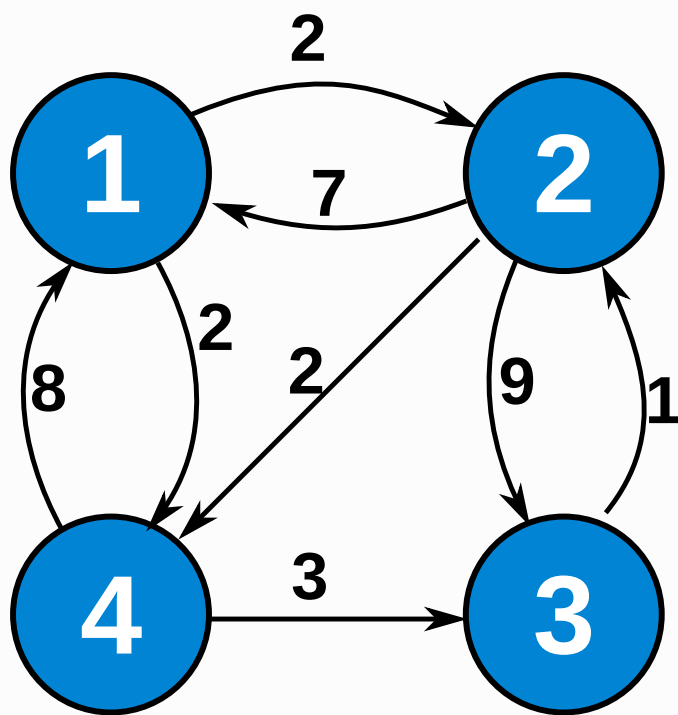
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FLOYD-WARSHALL

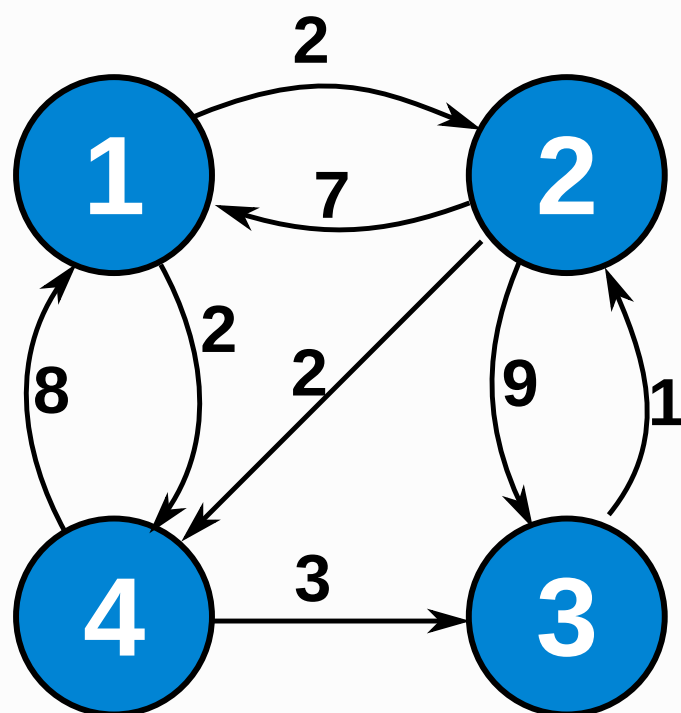
ENCUENTRA EL CAMINO MÍNIMO ENTRE TODOS LOS PARES DE VERTICES





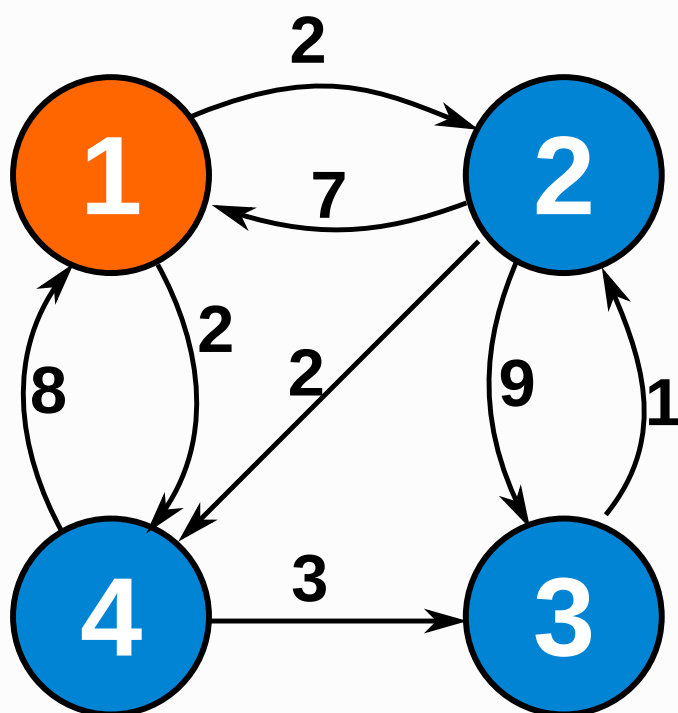
| | 1 | 2 | 3 | 4 |
|---|----------|----------|----------|----------|
| 1 | 0 | 2 | ∞ | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | ∞ | 3 | 0 |

MATRIZ DE DISTANCIAS



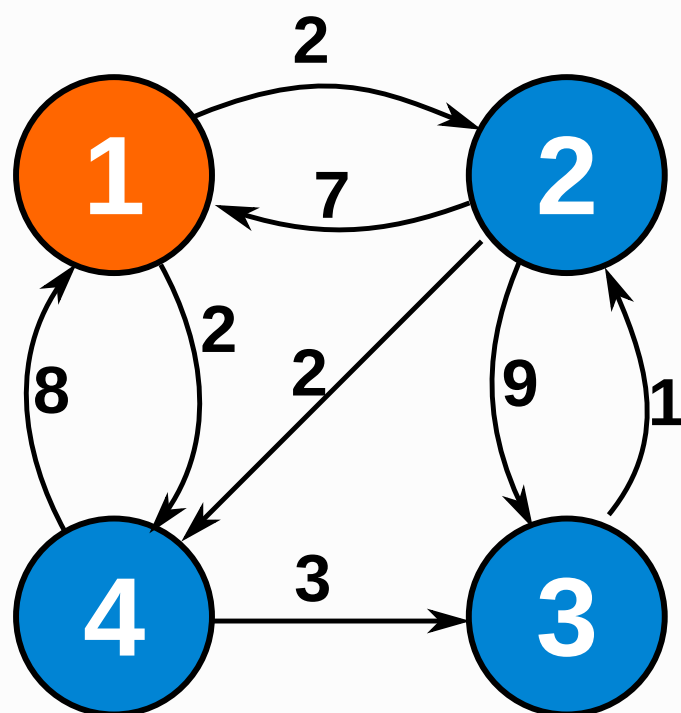
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|---|----------|----------|----------|----------|
| 1 | 0 | 2 | ∞ | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | ∞ | 3 | 0 |

TOMO UN VERTICE **V0** Y OTRO PAR DE VERTICES **V1** Y **V2**.
ME QUEDO CON LA MENOR DISTANCIA ENTRE **V1** \Rightarrow **V2** Y **V1** \Rightarrow **V0** \Rightarrow **V2**.



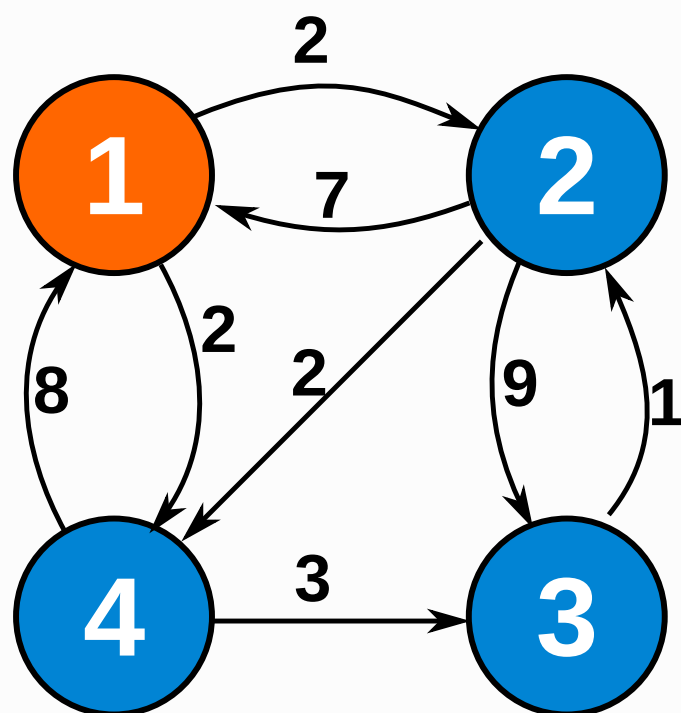
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| 1 | 0 | 2 | ∞ | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | ∞ | 3 | 0 |

COMO **1** ES NUESTRO VERTICE INTERMEDIO, NO ME INTERESAN LAS ARISTAS QUE SALEN O LLEGAN DE EL.



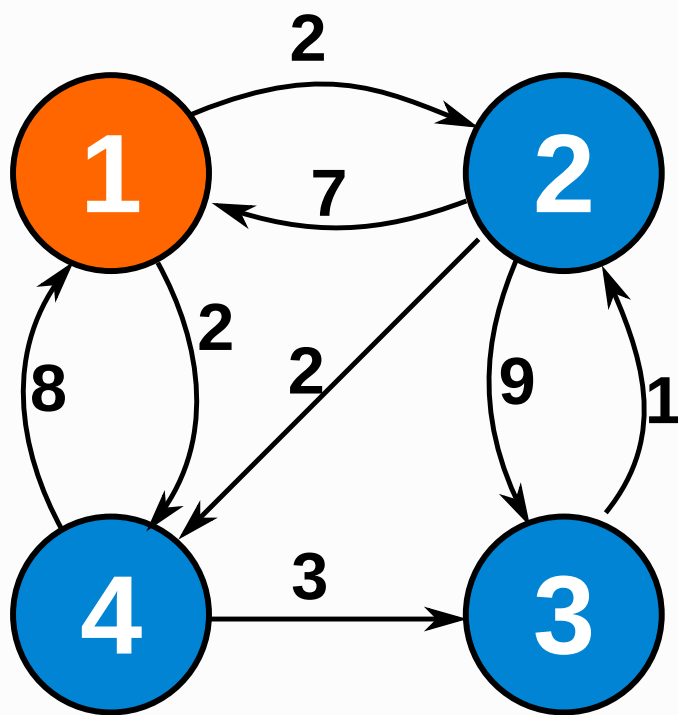
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| 1 | 0 | 2 | ∞ | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | ∞ | 3 | 0 |

¿2 \Rightarrow 1 \Rightarrow 3 < 2 \Rightarrow 3?



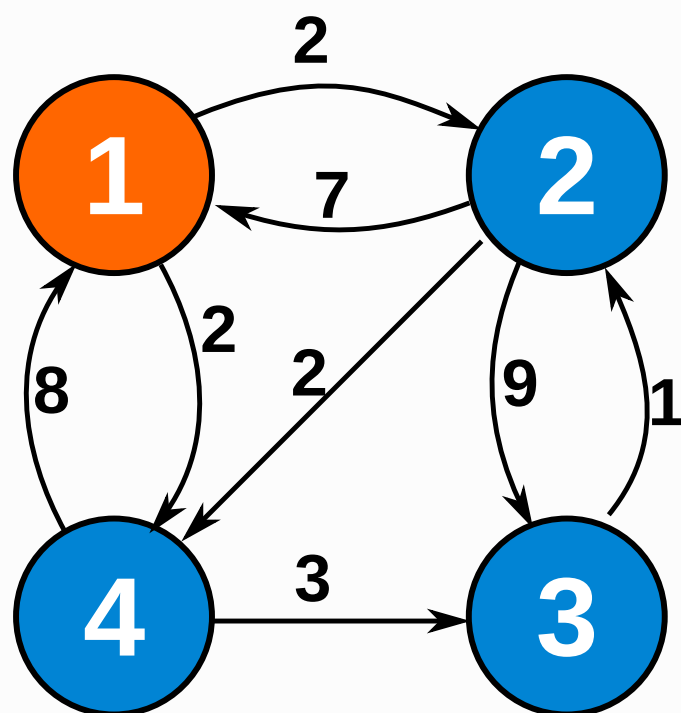
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|---|----------|----------|----------|----------|
| 1 | 0 | 2 | ∞ | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | ∞ | 3 | 0 |

¿2 \Rightarrow 1 \Rightarrow 4 < 2 \Rightarrow 4?



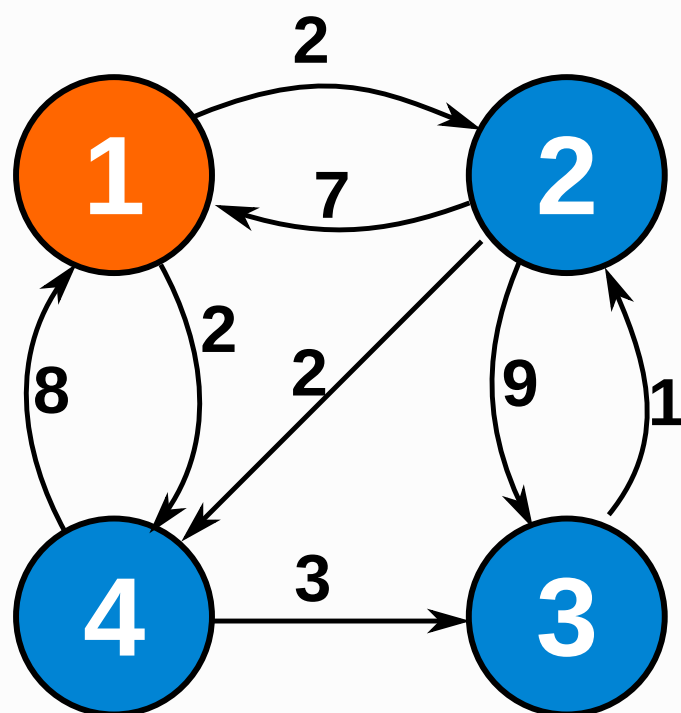
| | 1 | 2 | 3 | 4 |
|---|----------|----------|----------|----------|
| 1 | 0 | 2 | ∞ | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | ∞ | 3 | 0 |

¿3 \Rightarrow 1 \Rightarrow 2 < 3 \Rightarrow 2?



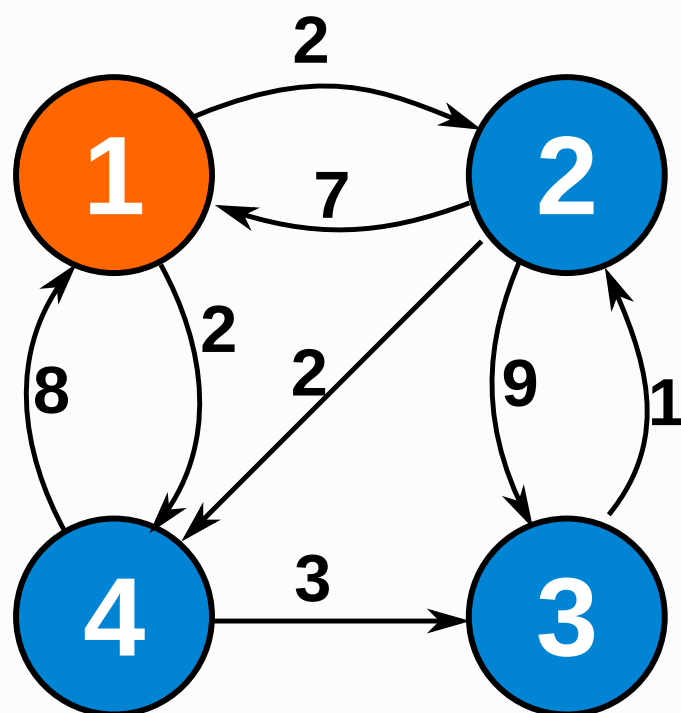
| | 1 | 2 | 3 | 4 |
|---|----------|----------|----------|----------|
| 1 | 0 | 2 | ∞ | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | ∞ | 3 | 0 |

¿3 \Rightarrow 1 \Rightarrow 4 < 3 \Rightarrow 4?



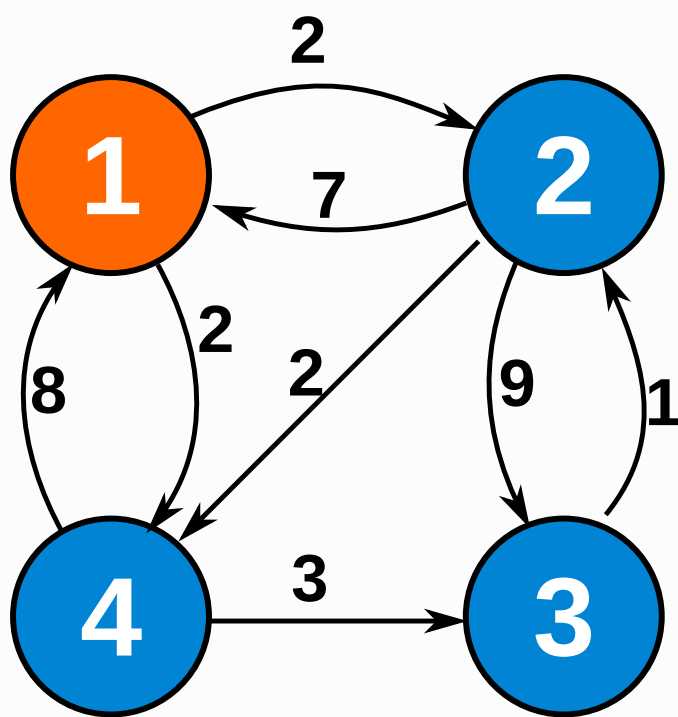
| | 1 | 2 | 3 | 4 |
|---|----------|----------|----------|----------|
| 1 | 0 | 2 | ∞ | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | ∞ | 3 | 0 |

¿4 \Rightarrow 1 \Rightarrow 2 < 4 \Rightarrow 2?

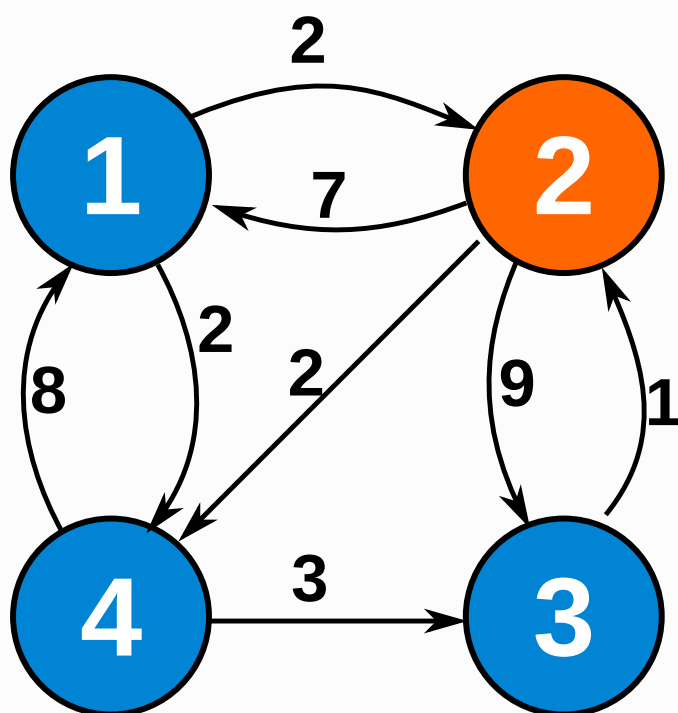


| | 1 | 2 | 3 | 4 |
|---|----------|----|----------|----------|
| 1 | 0 | 2 | ∞ | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | 10 | 3 | 0 |

¿4 \Rightarrow 1 \Rightarrow 3 < 4 \Rightarrow 3?

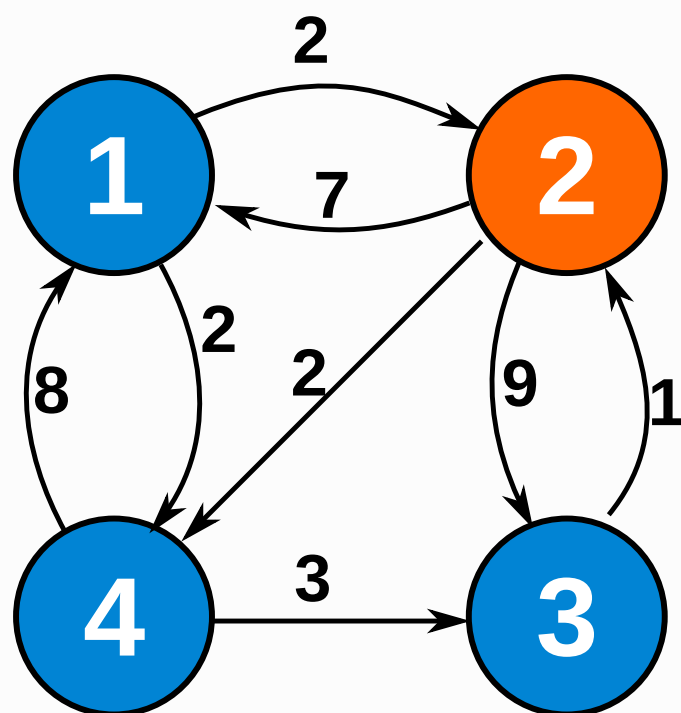


| | 1 | 2 | 3 | 4 |
|---|----------|----|----------|----------|
| 1 | 0 | 2 | ∞ | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | 10 | 3 | 0 |



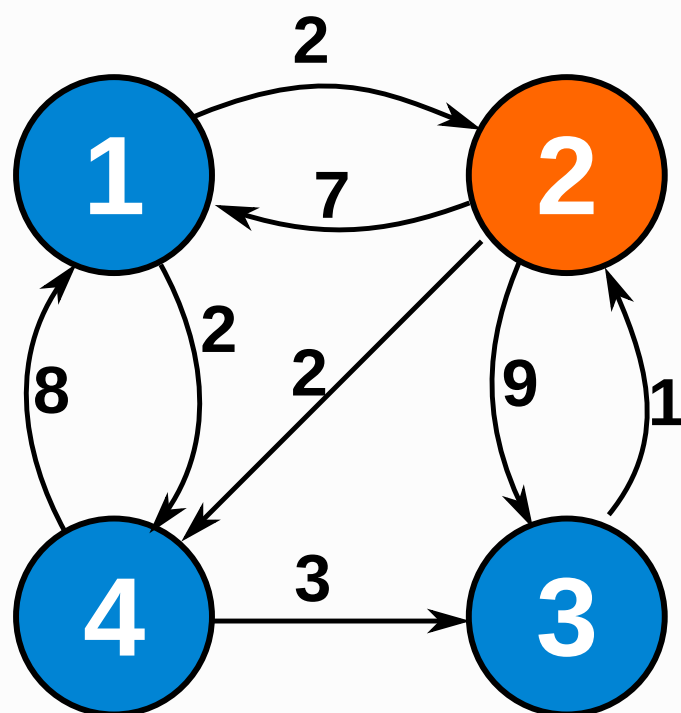
| | 1 | 2 | 3 | 4 |
|---|----------|----|----------|----------|
| 1 | 0 | 2 | ∞ | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | 10 | 3 | 0 |

¿1 \Rightarrow 2 \Rightarrow 3 < 1 \Rightarrow 3?



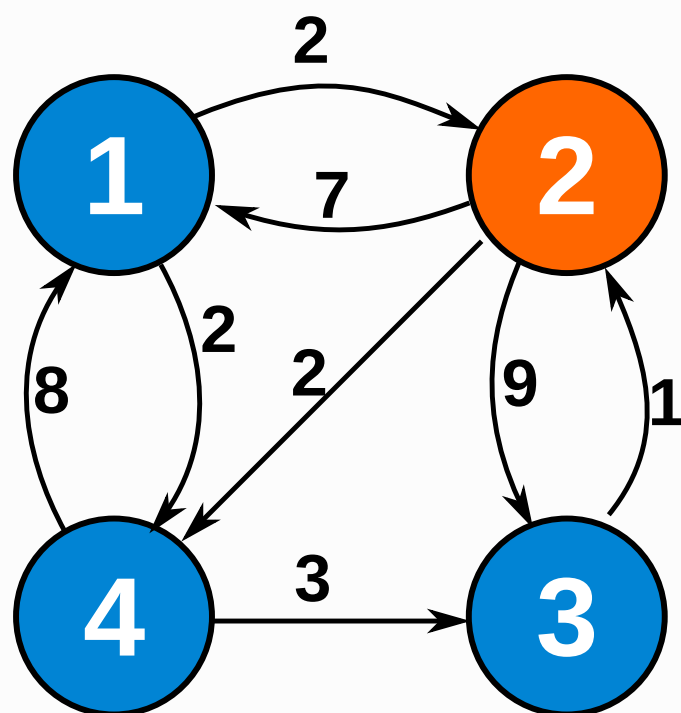
| | 1 | 2 | 3 | 4 |
|---|----------|----|----|----------|
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| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | 10 | 3 | 0 |

¿1 \Rightarrow 2 \Rightarrow 4 < 1 \Rightarrow 4?



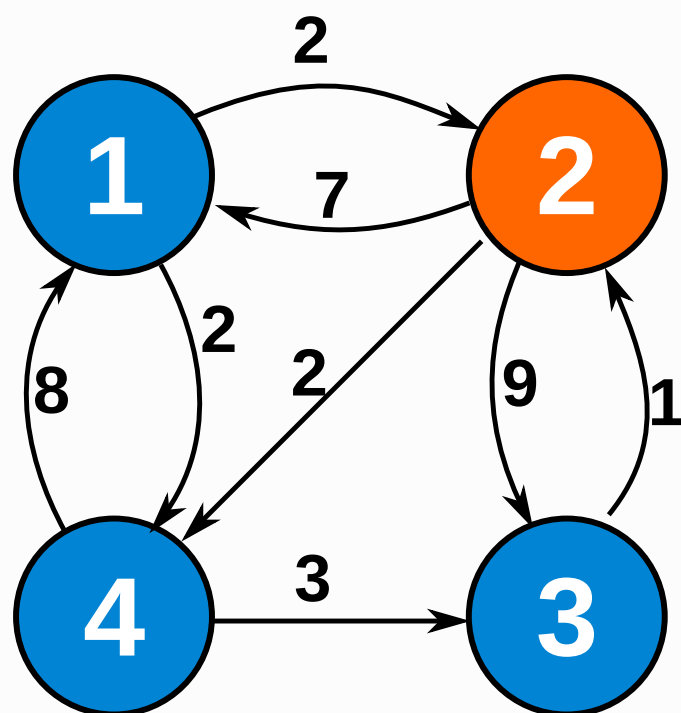
| | 1 | 2 | 3 | 4 |
|---|----------|----|----|----------|
| 1 | 0 | 2 | 11 | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | ∞ | 1 | 0 | ∞ |
| 4 | 8 | 10 | 3 | 0 |

¿3 \Rightarrow 2 \Rightarrow 1 < 3 \Rightarrow 1?



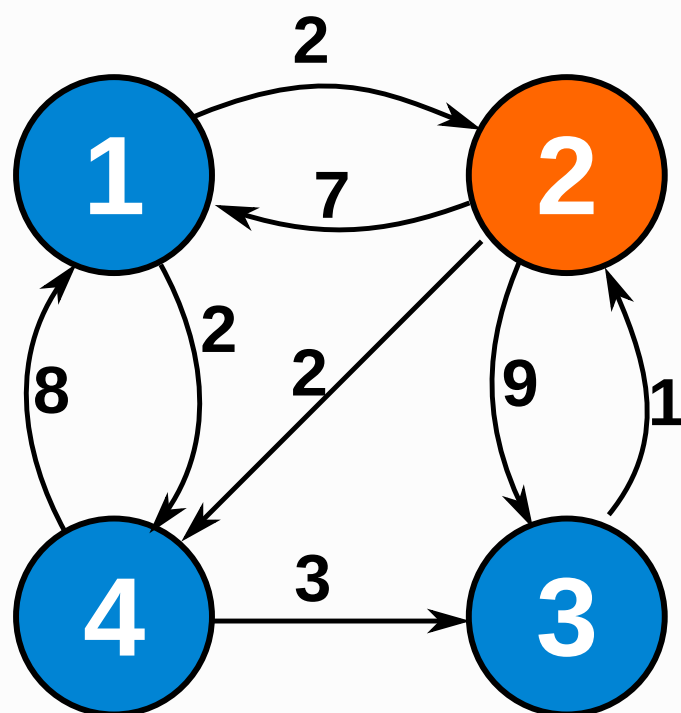
| | 1 | 2 | 3 | 4 |
|---|---|----|----|----------|
| 1 | 0 | 2 | 11 | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | 8 | 1 | 0 | ∞ |
| 4 | 8 | 10 | 3 | 0 |

¿3 \Rightarrow 2 \Rightarrow 4 < 3 \Rightarrow 4?



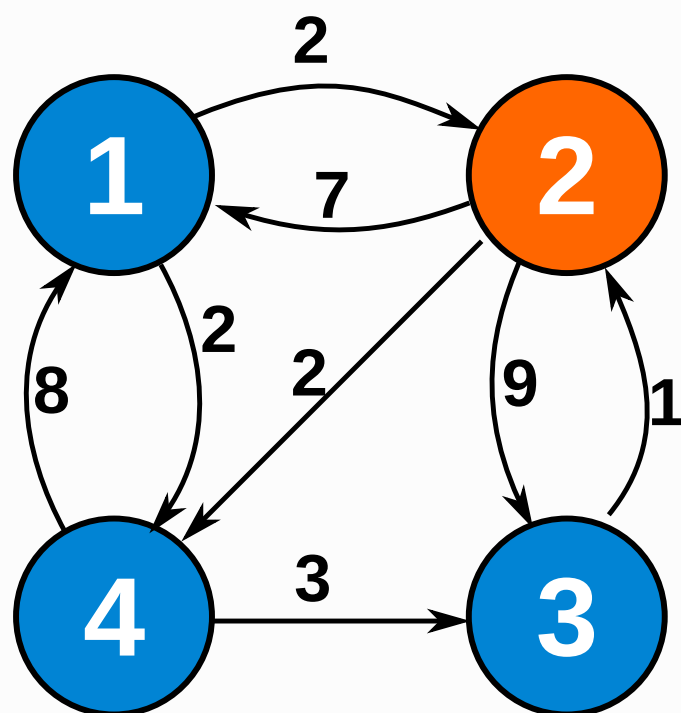
| | 1 | 2 | 3 | 4 |
|---|---|----|----|---|
| 1 | 0 | 2 | 11 | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | 8 | 1 | 0 | 3 |
| 4 | 8 | 10 | 3 | 0 |

¿4 ⇒ 2 ⇒ 1 < 4 ⇒ 1?



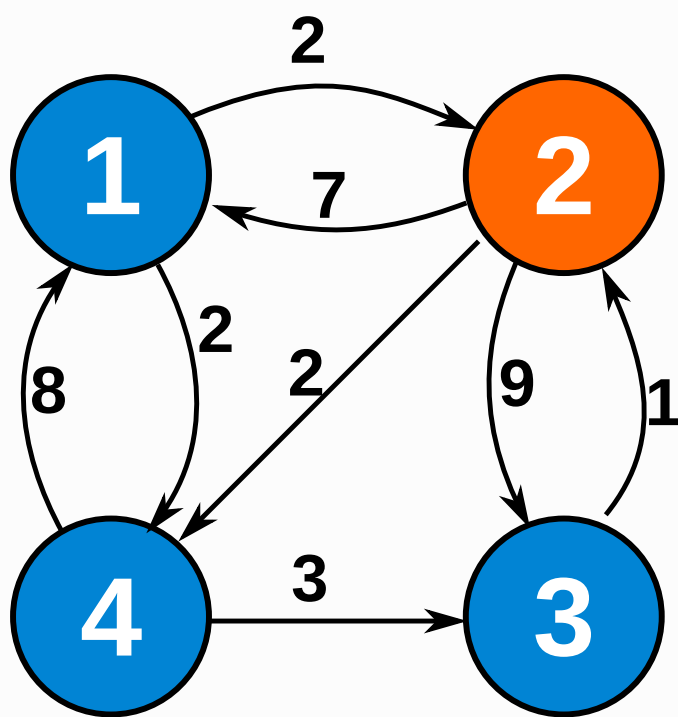
| | 1 | 2 | 3 | 4 |
|---|---|----|----|---|
| 1 | 0 | 2 | 11 | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | 8 | 1 | 0 | 3 |
| 4 | 8 | 10 | 3 | 0 |

¿4 ⇒ 2 ⇒ 3 < 4 ⇒ 3?

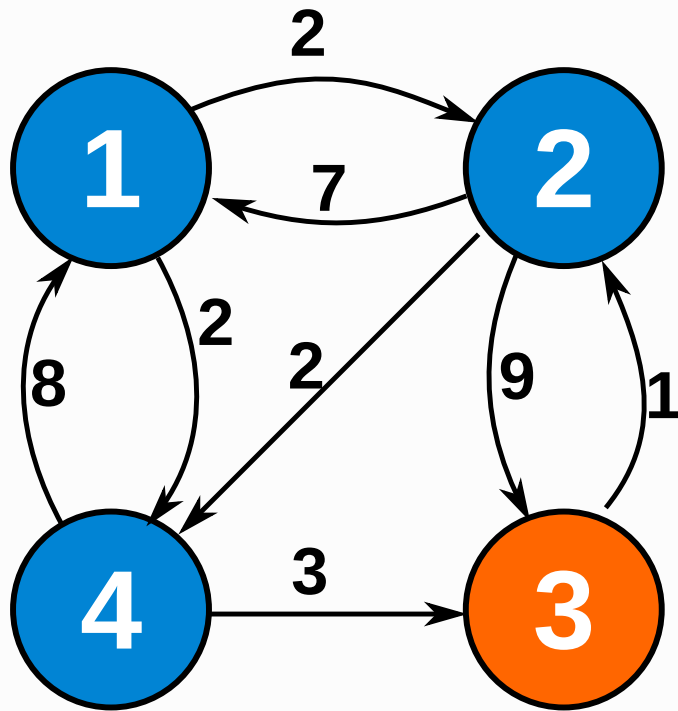


| | 1 | 2 | 3 | 4 |
|---|---|----|----|---|
| 1 | 0 | 2 | 11 | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | 8 | 1 | 0 | 3 |
| 4 | 8 | 10 | 3 | 0 |

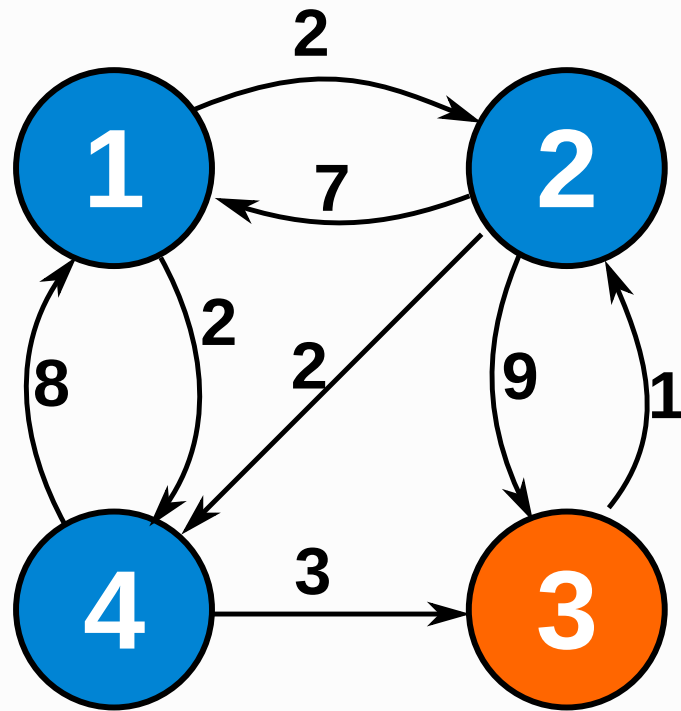
¿4 ⇒ 2 ⇒ 3 < 4 ⇒ 3?



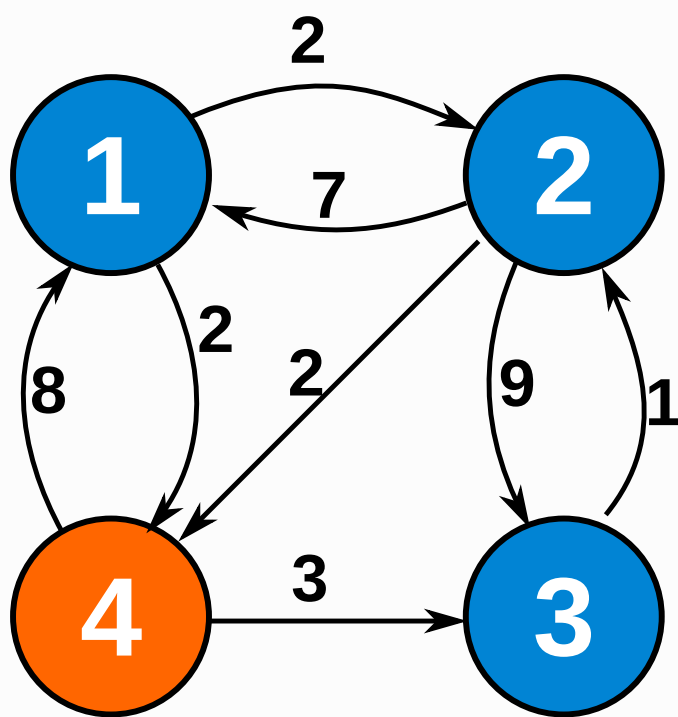
| | 1 | 2 | 3 | 4 |
|---|---|----|----|---|
| 1 | 0 | 2 | 11 | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | 8 | 1 | 0 | 3 |
| 4 | 8 | 10 | 3 | 0 |



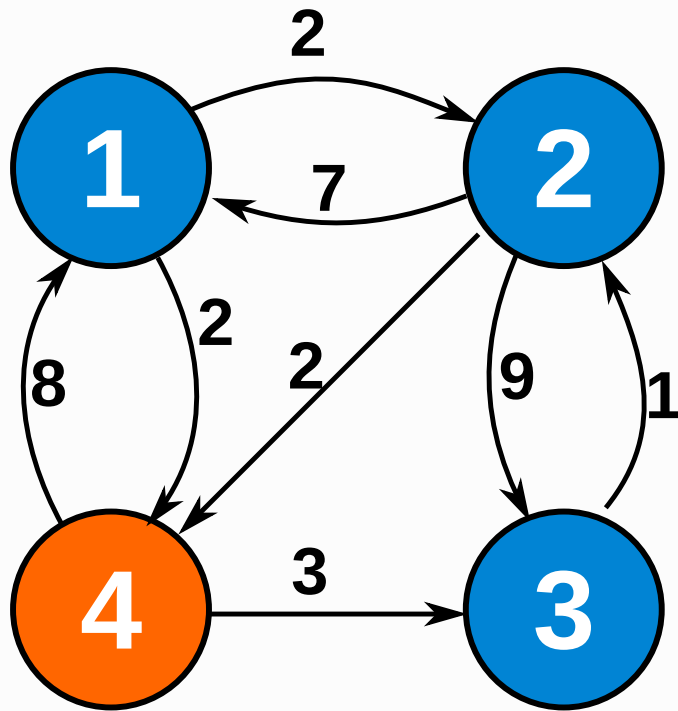
| | 1 | 2 | 3 | 4 |
|---|---|----|----|---|
| 1 | 0 | 2 | 11 | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | 8 | 1 | 0 | 3 |
| 4 | 8 | 10 | 3 | 0 |



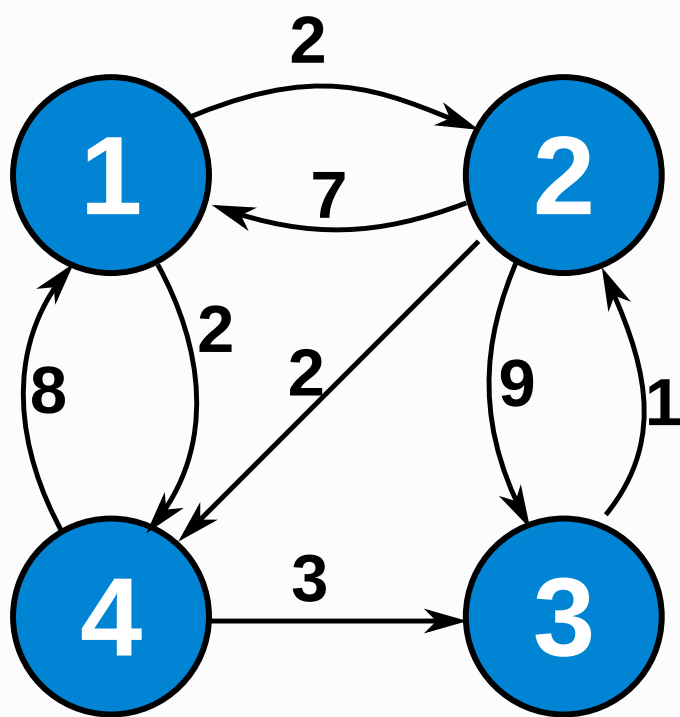
| | 1 | 2 | 3 | 4 |
|---|---|---|----|---|
| 1 | 0 | 2 | 11 | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | 8 | 1 | 0 | 3 |
| 4 | 8 | 4 | 3 | 0 |



| | 1 | 2 | 3 | 4 |
|---|---|---|----|---|
| 1 | 0 | 2 | 11 | 2 |
| 2 | 7 | 0 | 9 | 2 |
| 3 | 8 | 1 | 0 | 3 |
| 4 | 8 | 4 | 3 | 0 |

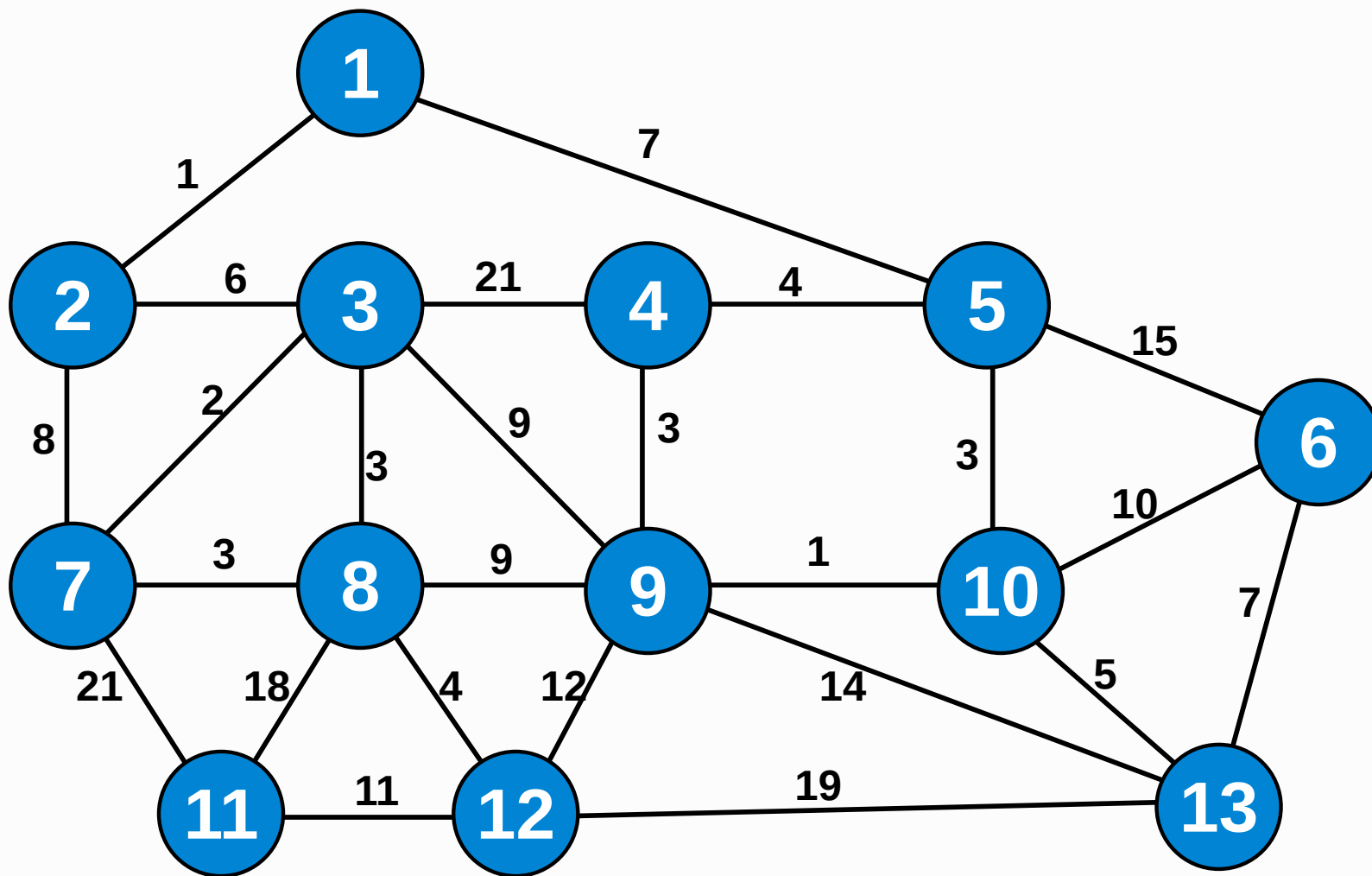


| | 1 | 2 | 3 | 4 |
|---|---|---|---|---|
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| 2 | 7 | 0 | 5 | 2 |
| 3 | 8 | 1 | 0 | 3 |
| 4 | 8 | 4 | 3 | 0 |

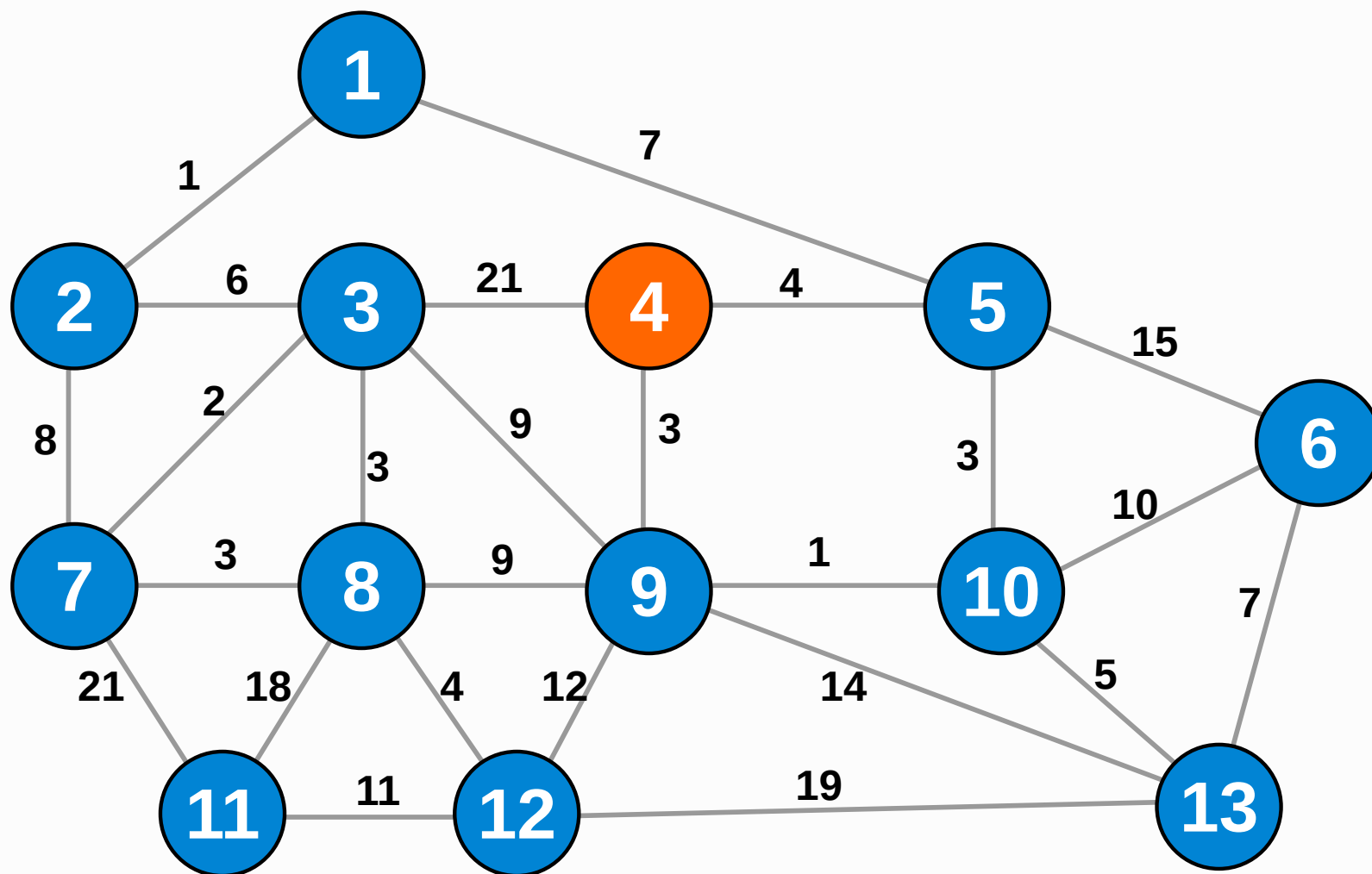


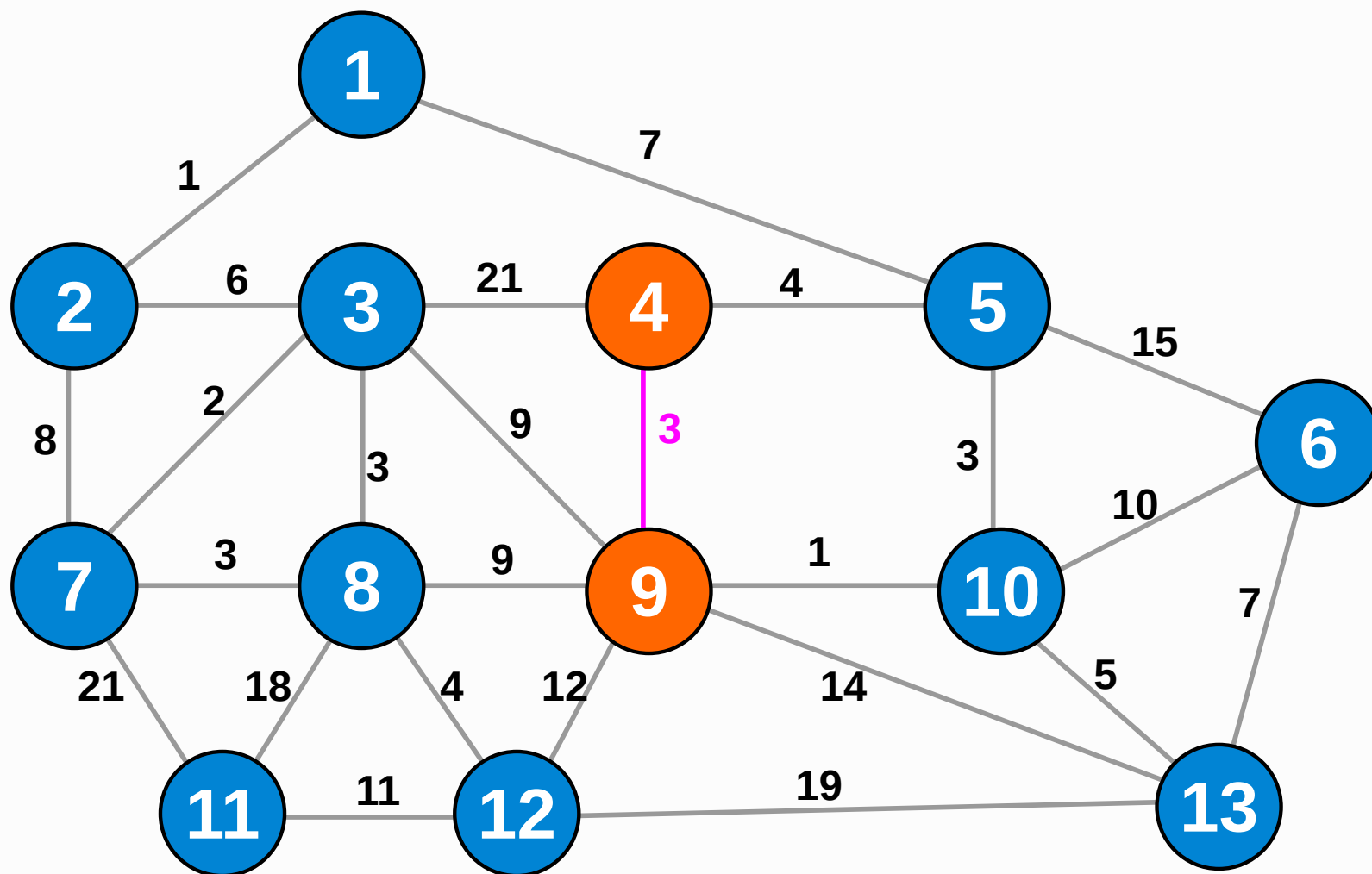
| | 1 | 2 | 3 | 4 |
|---|---|---|---|---|
| 1 | 0 | 2 | 5 | 2 |
| 2 | 7 | 0 | 5 | 2 |
| 3 | 8 | 1 | 0 | 3 |
| 4 | 8 | 4 | 3 | 0 |

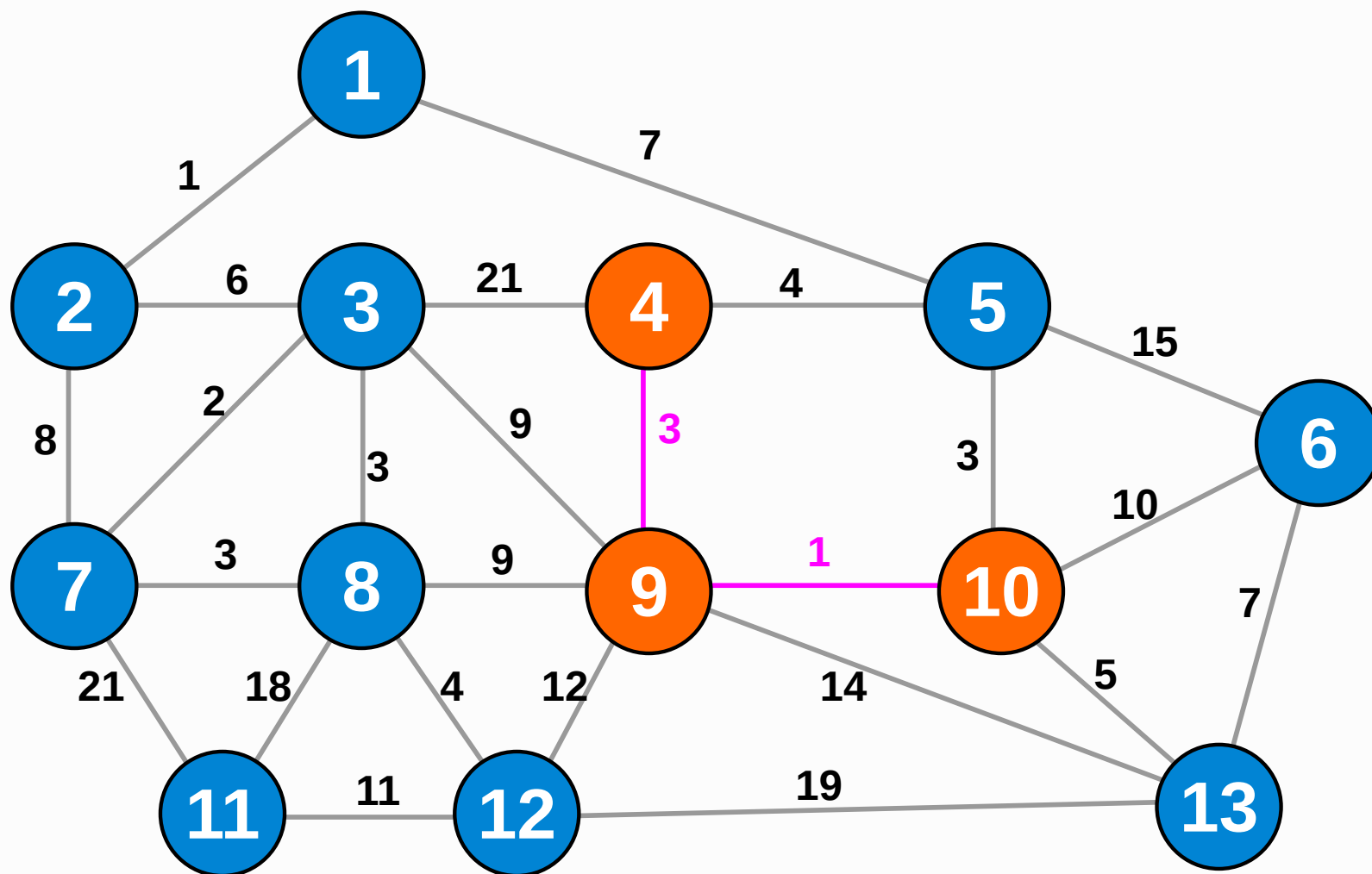
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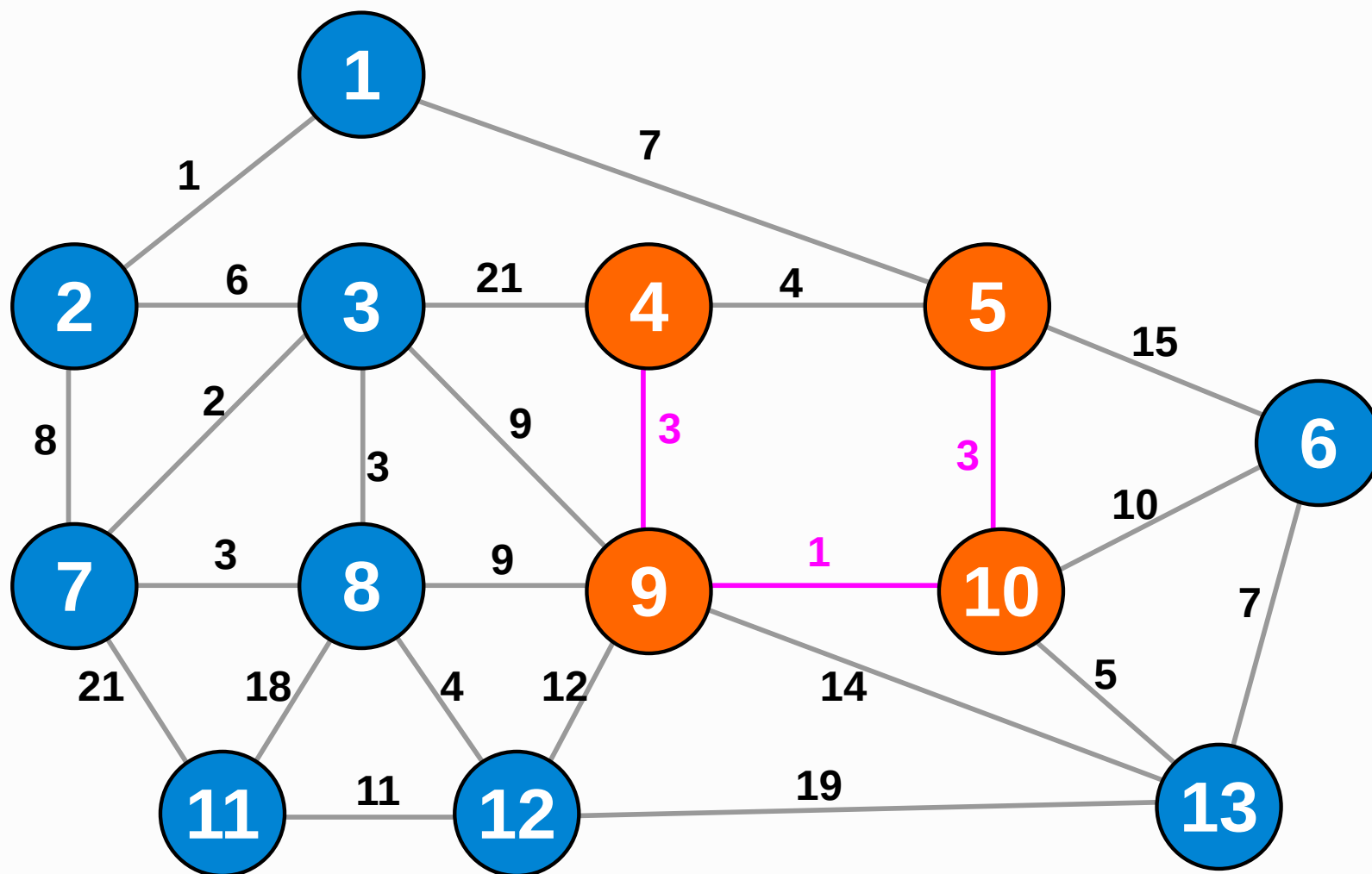


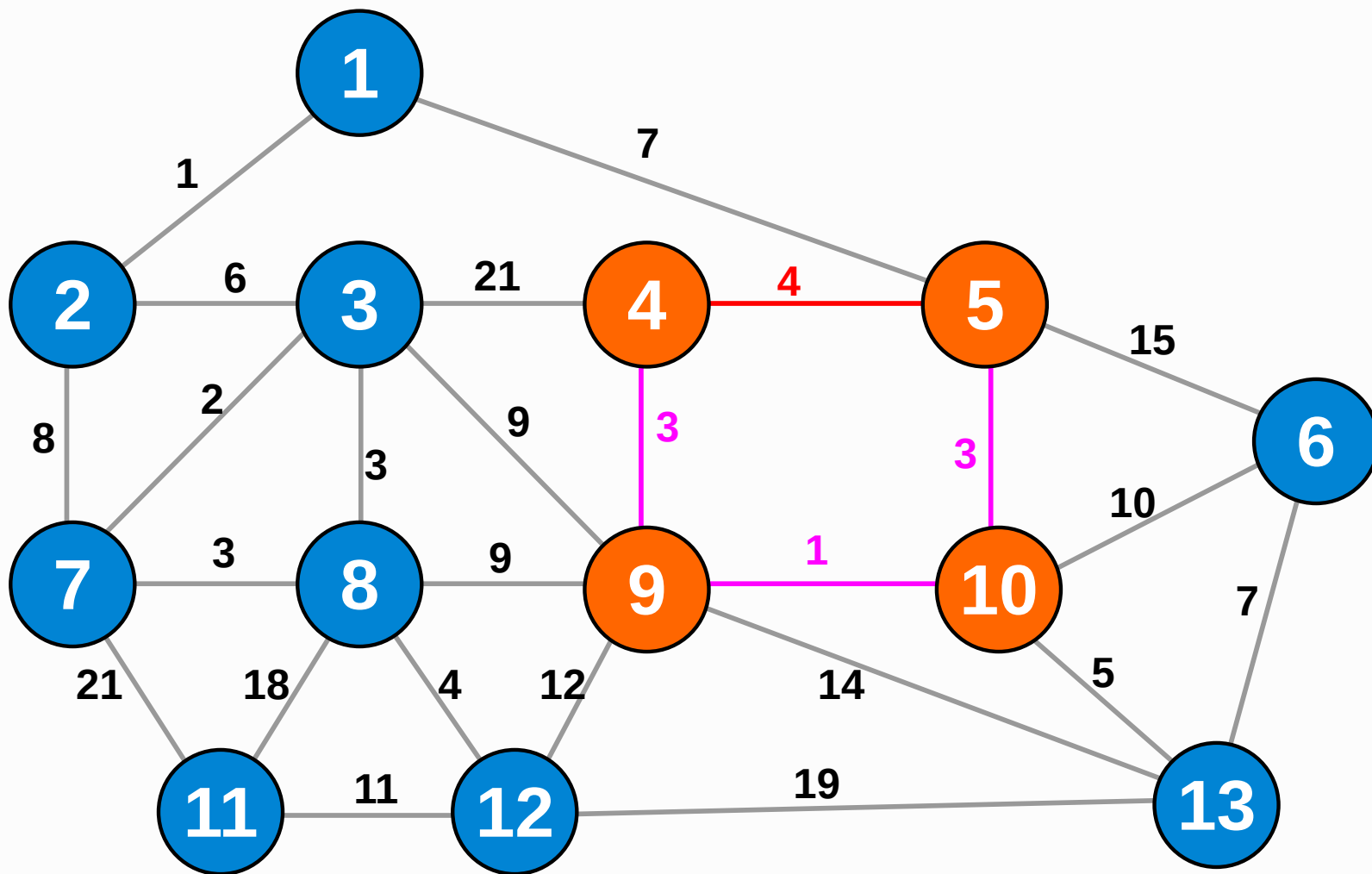
COMENZANDO POR UN VERTICE ARBITRARIO, MARCARLO COMO VISITADO E IR AGREGANDO LA ARISTA DE MENOR PESO QUE CONECTA UN VERTICE YA VISITADO CON UNO NO VISITADO.

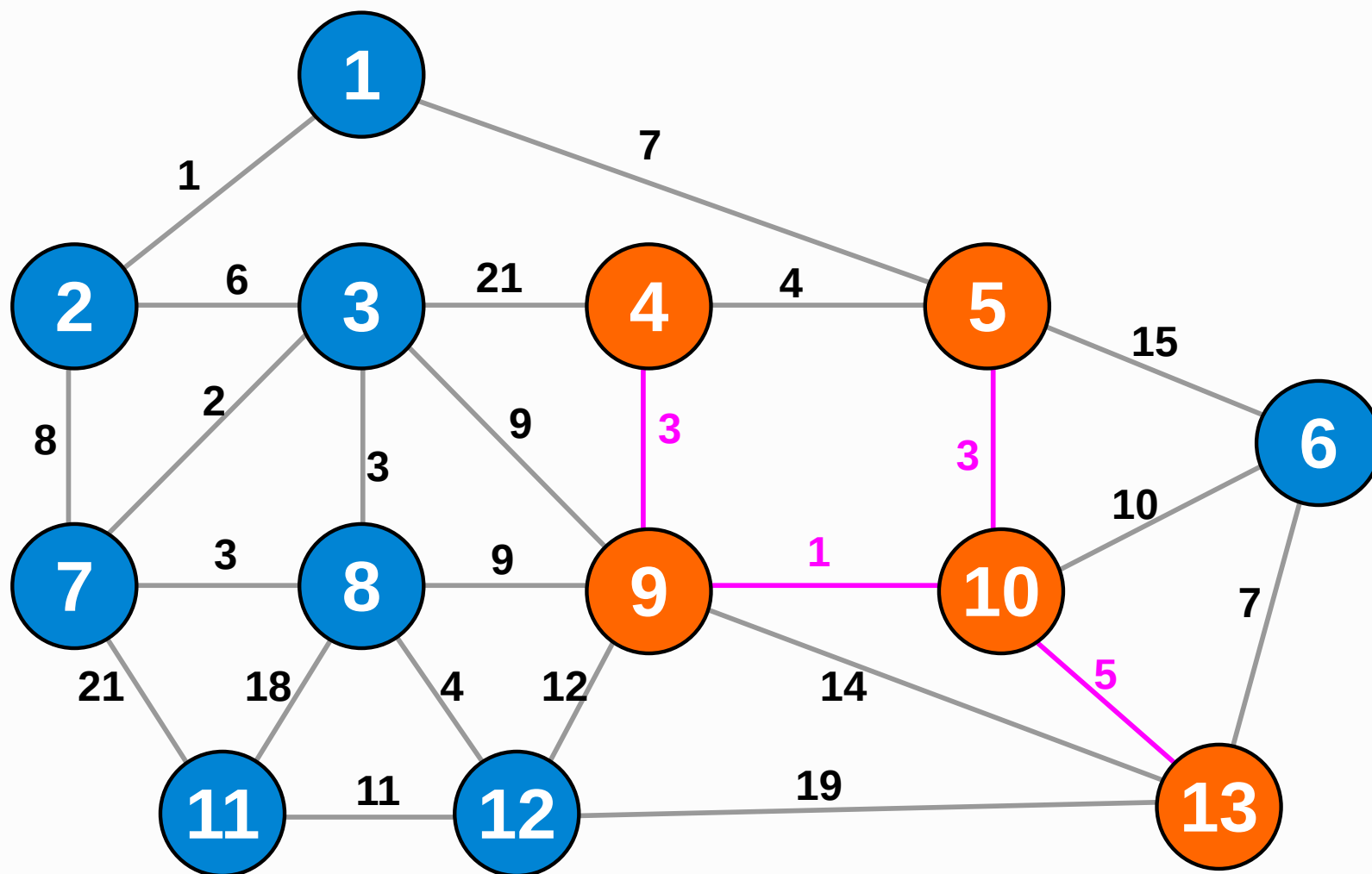


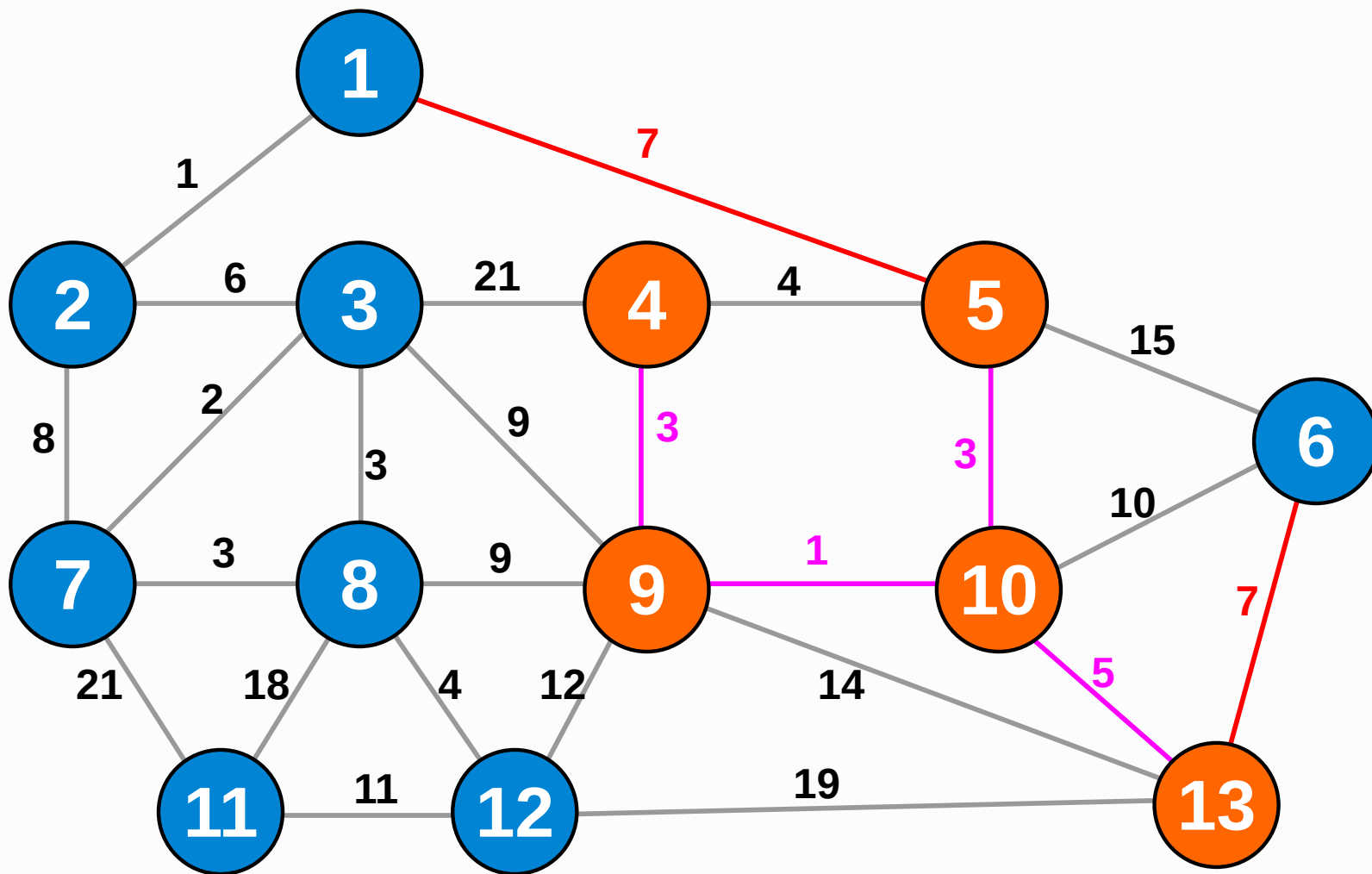


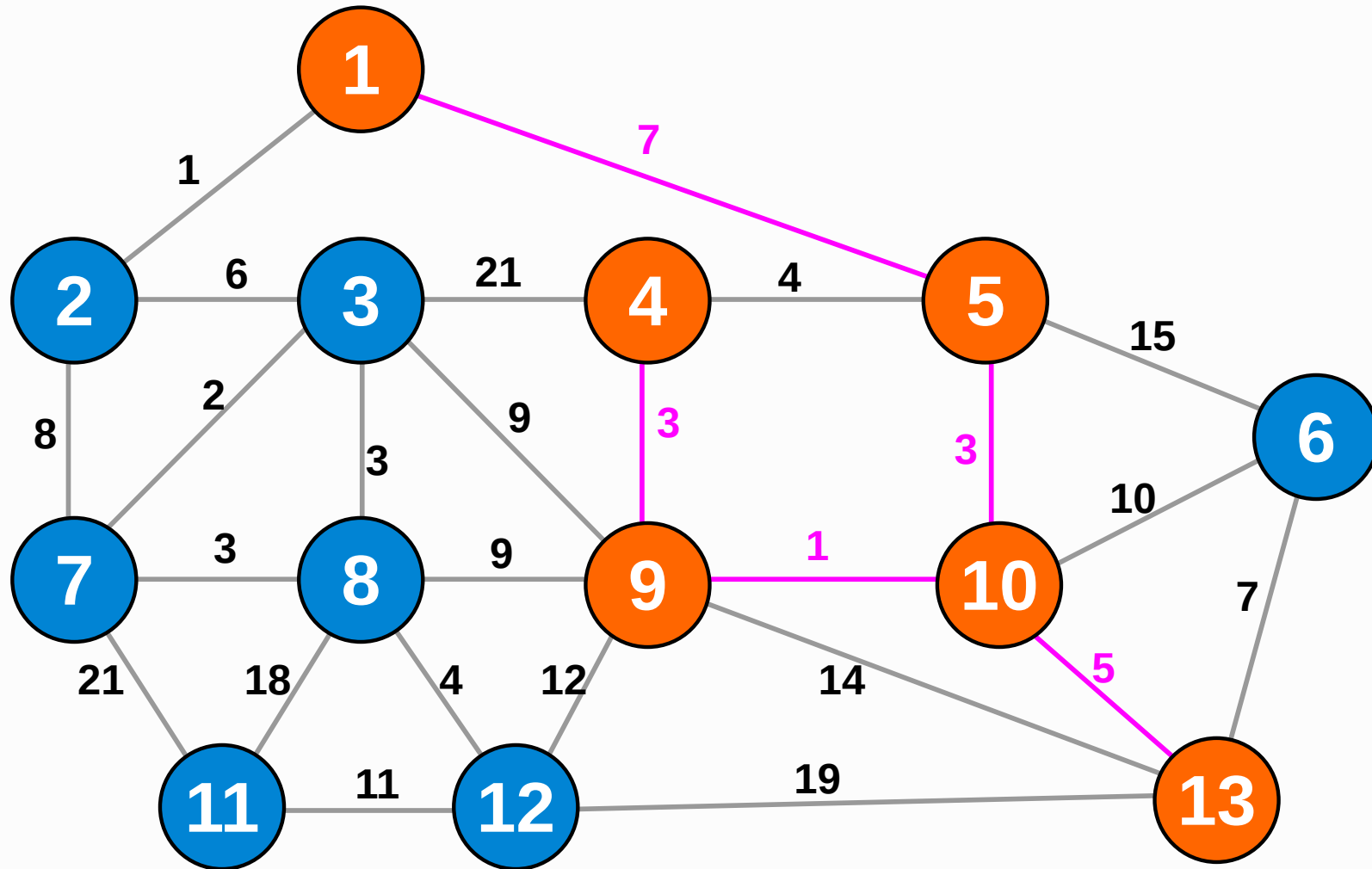


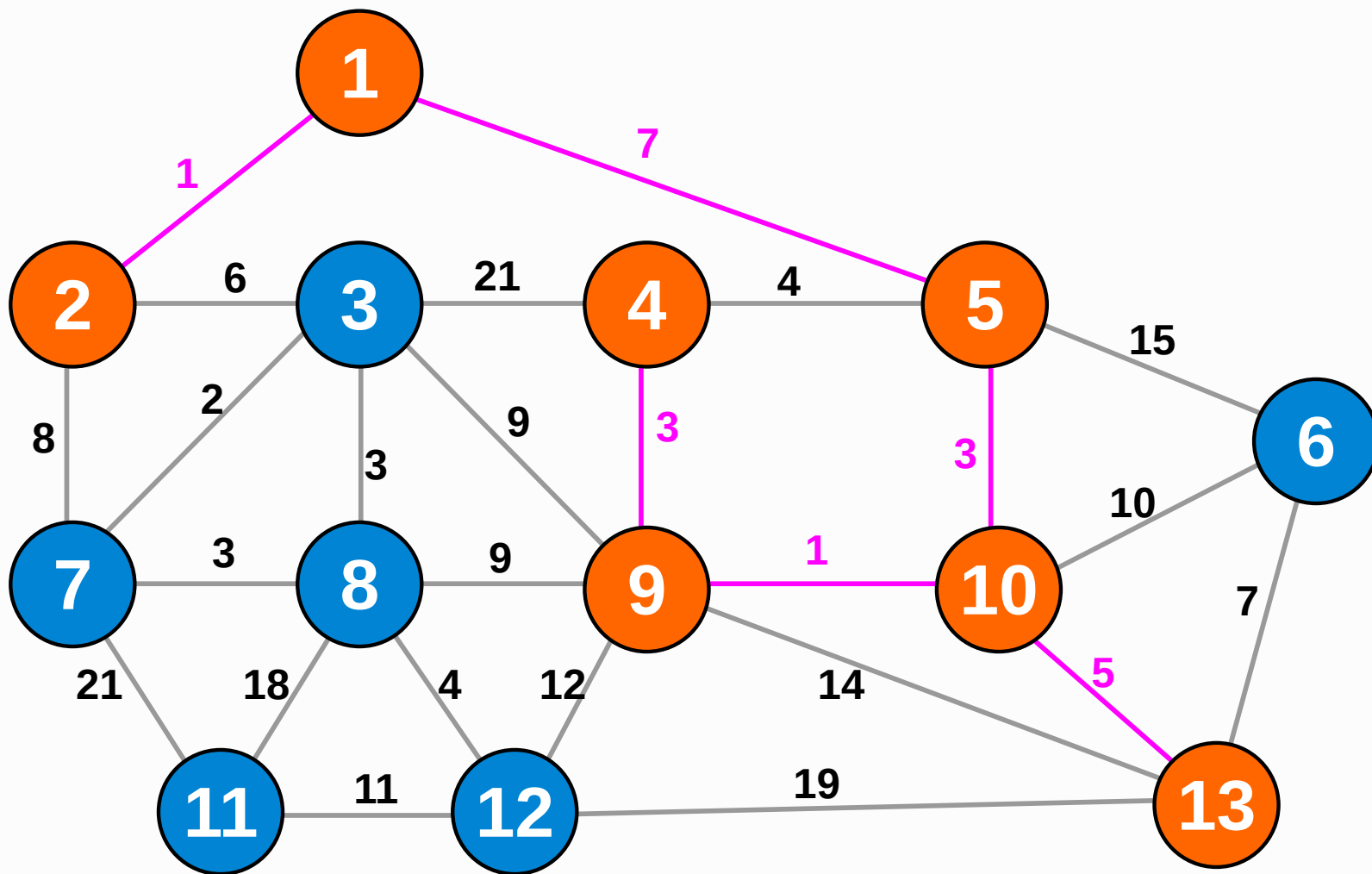


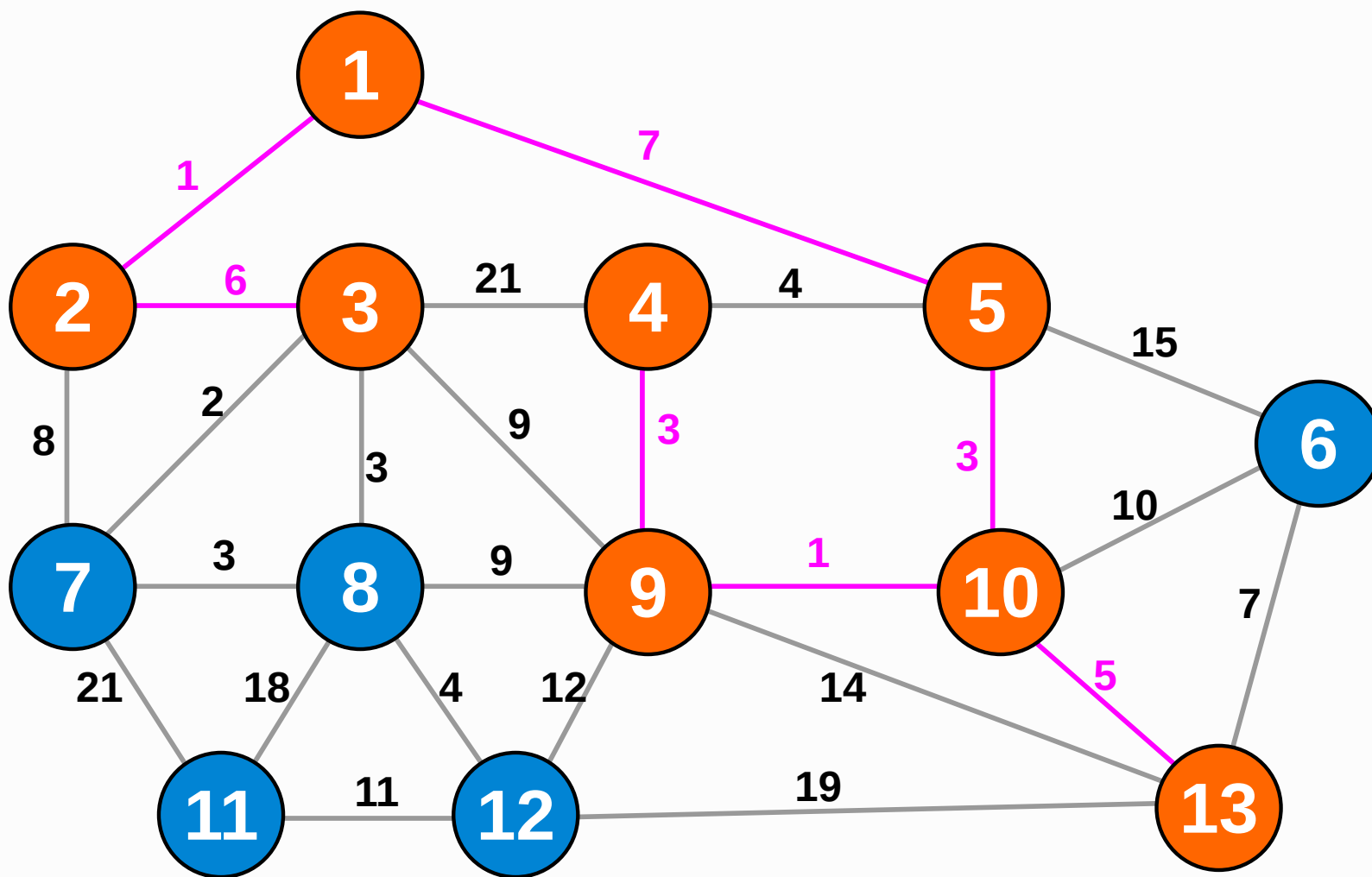


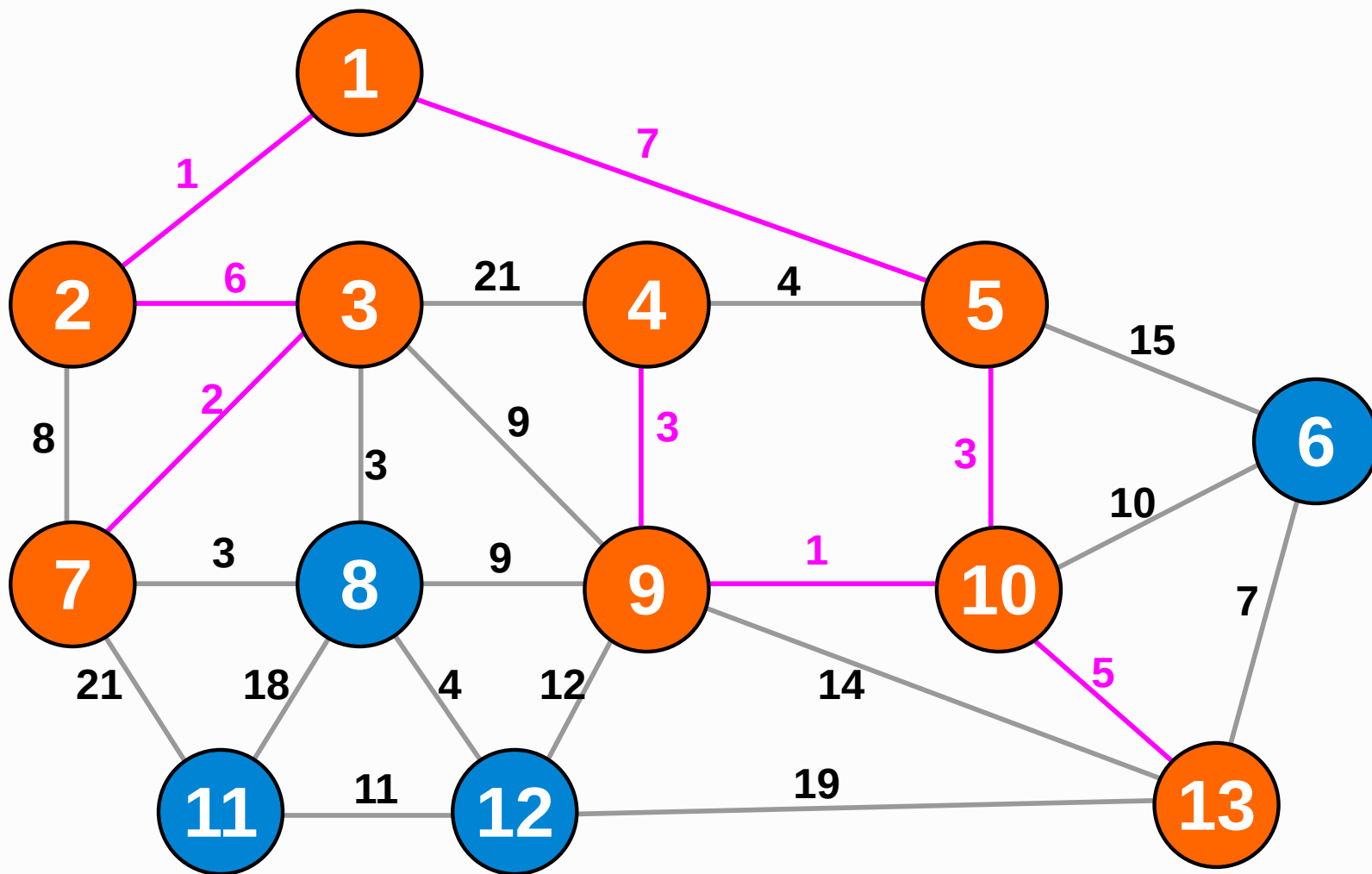


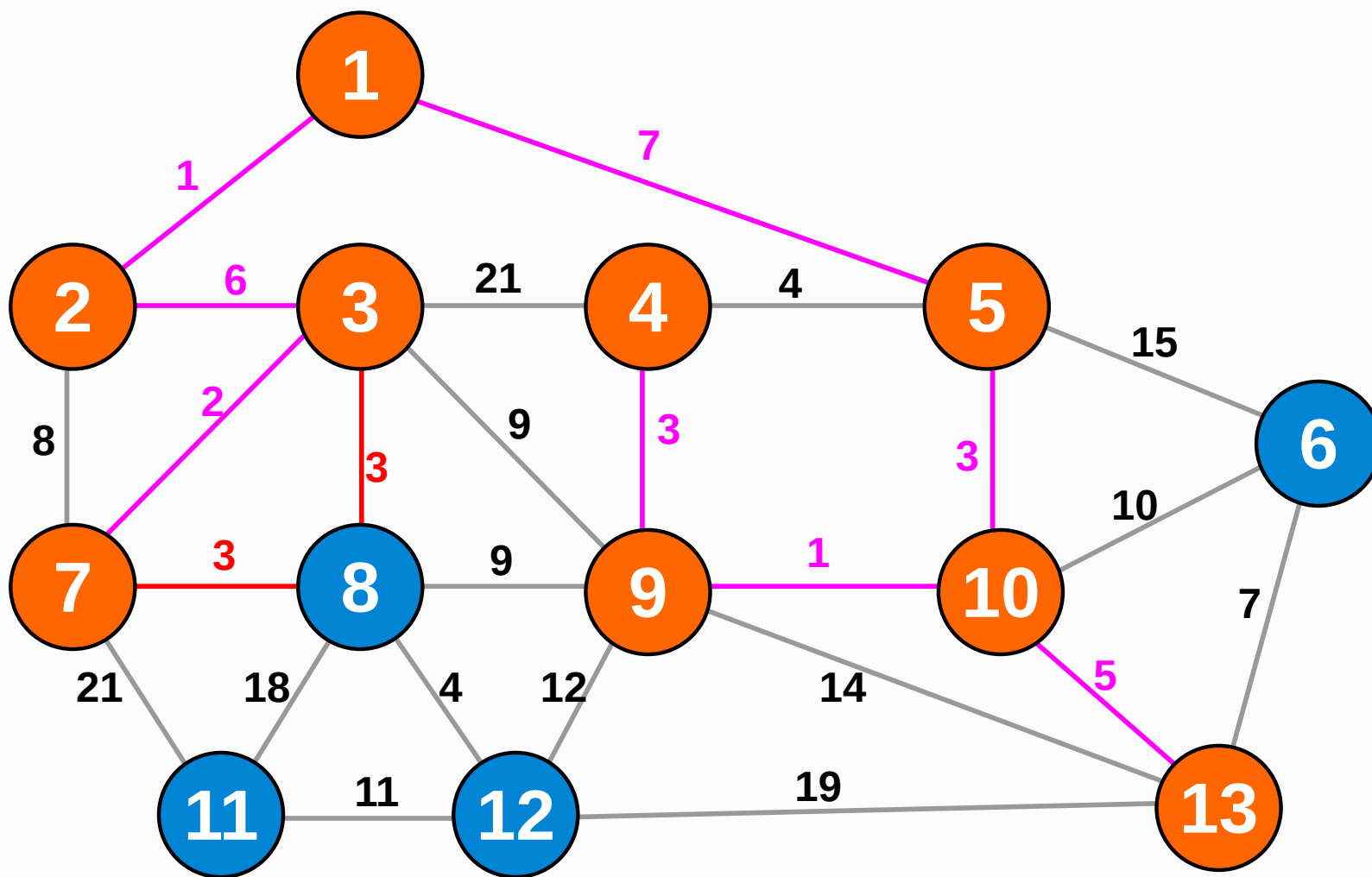


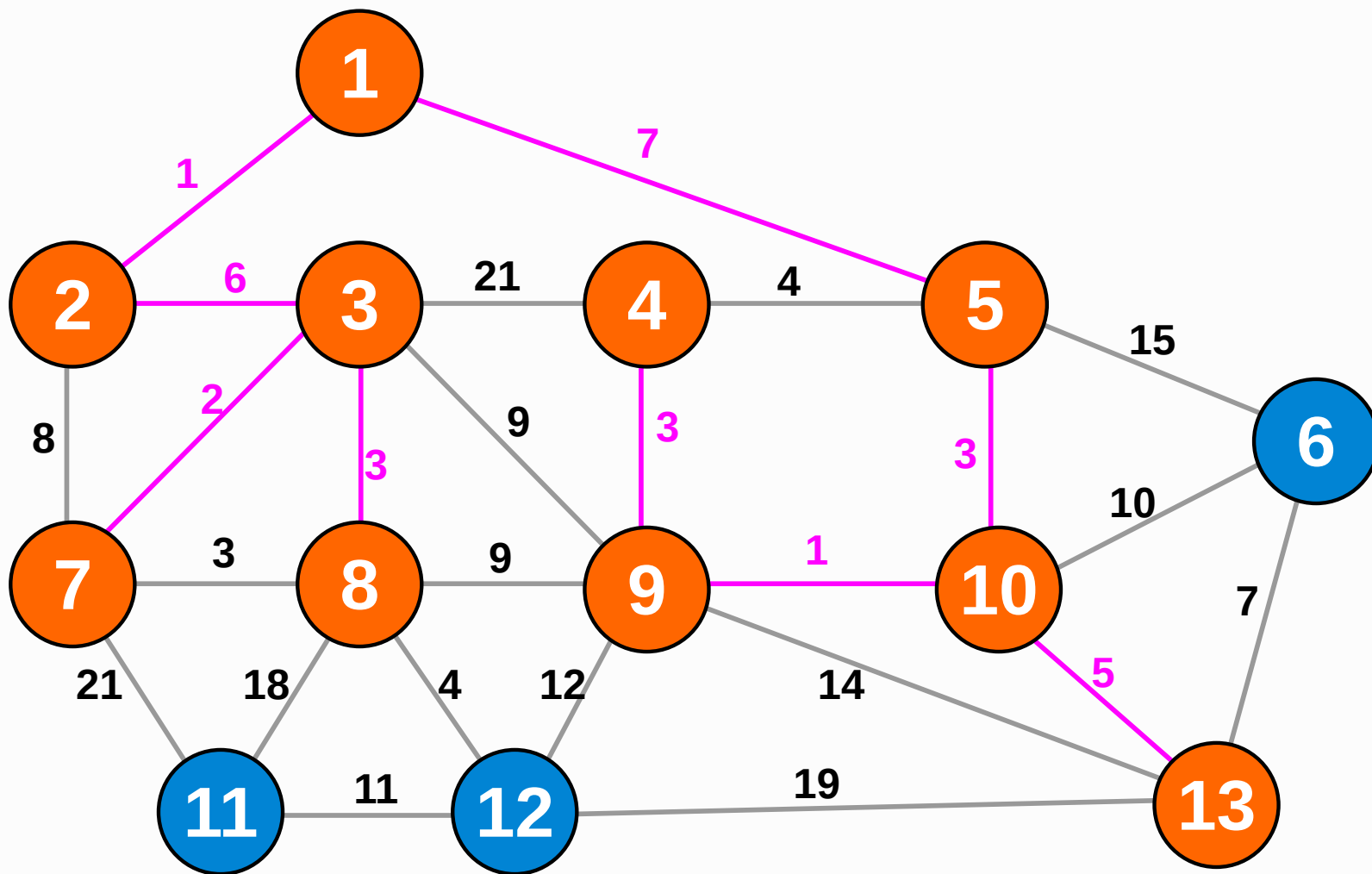


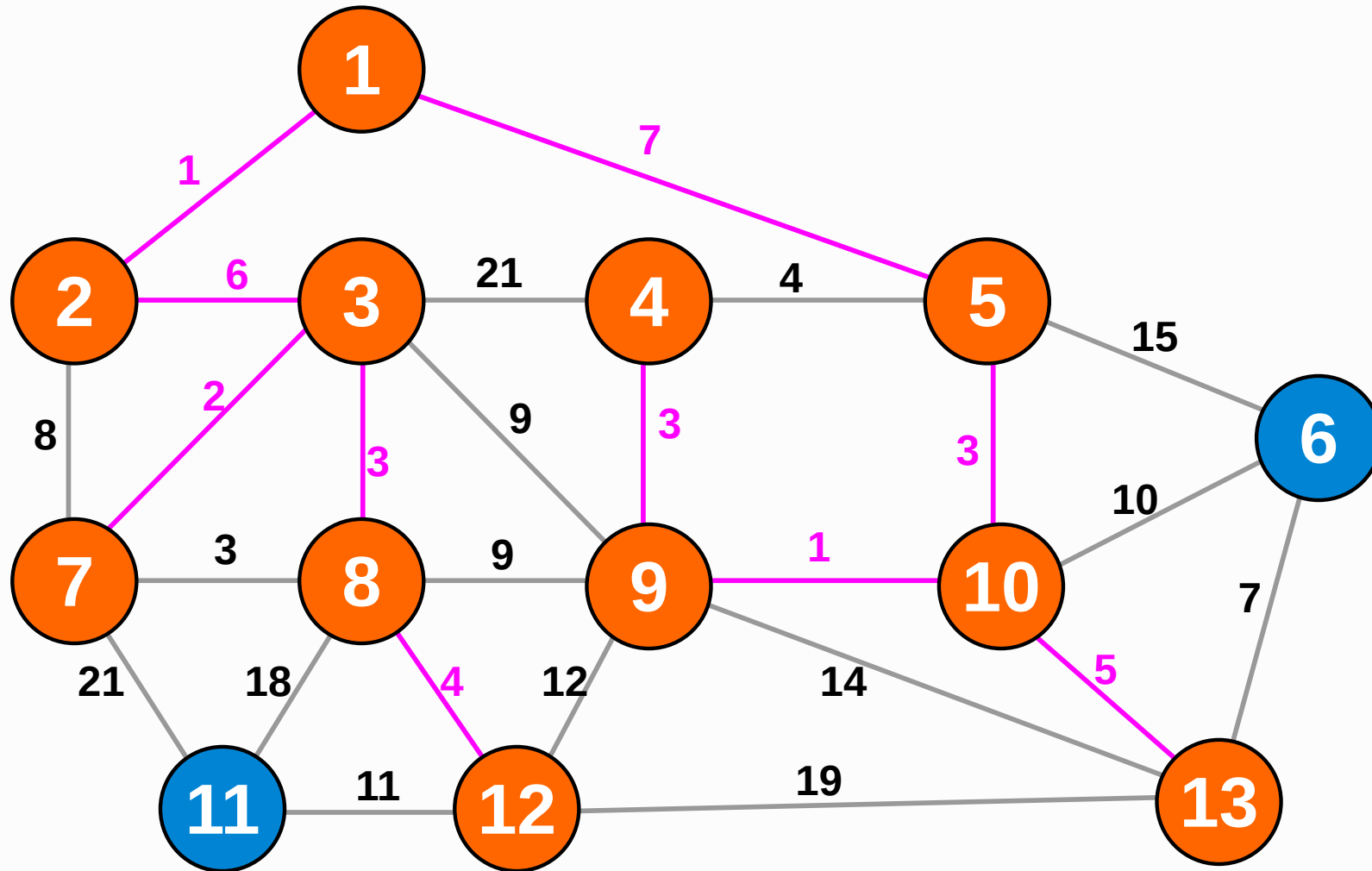


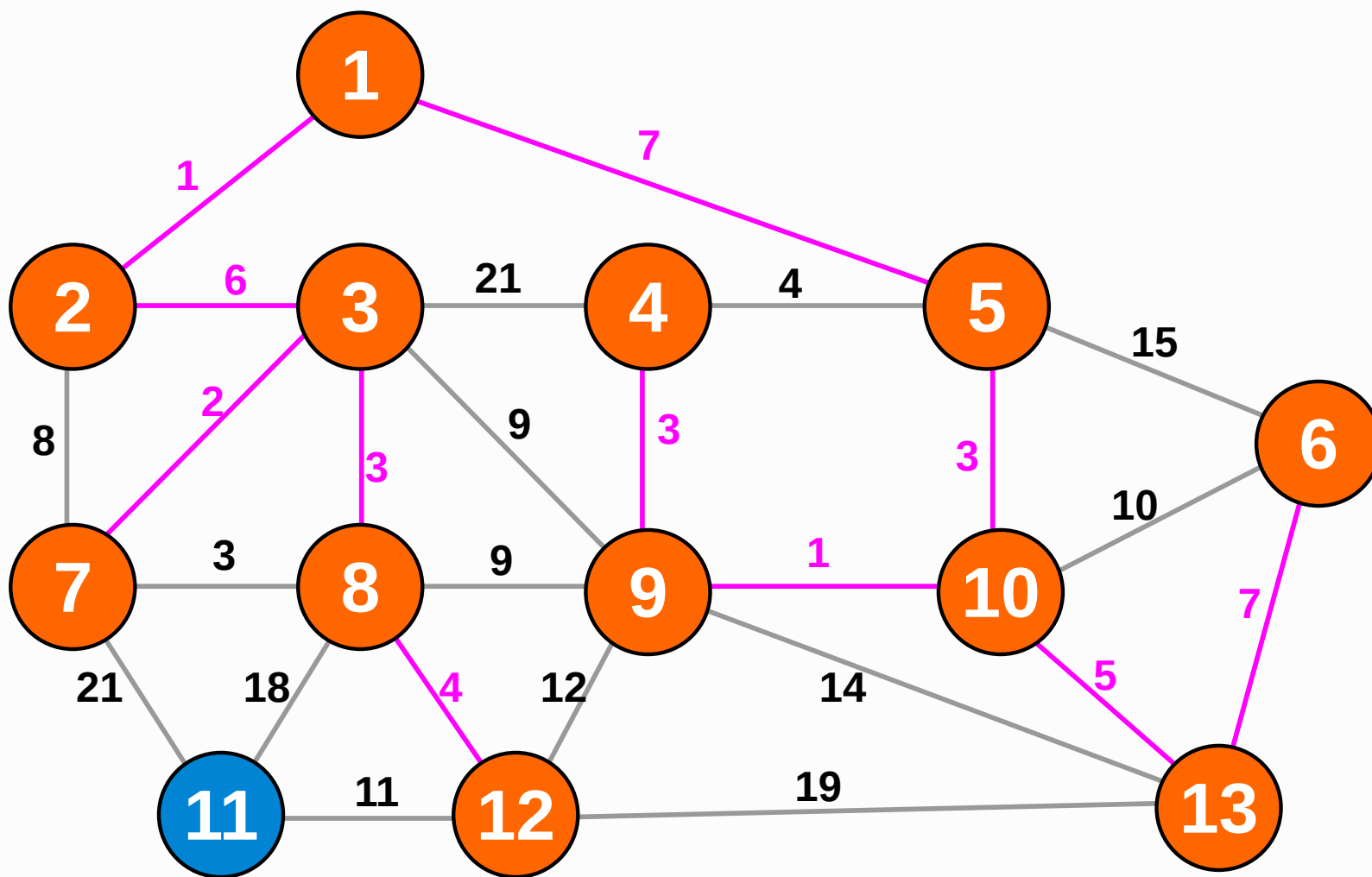


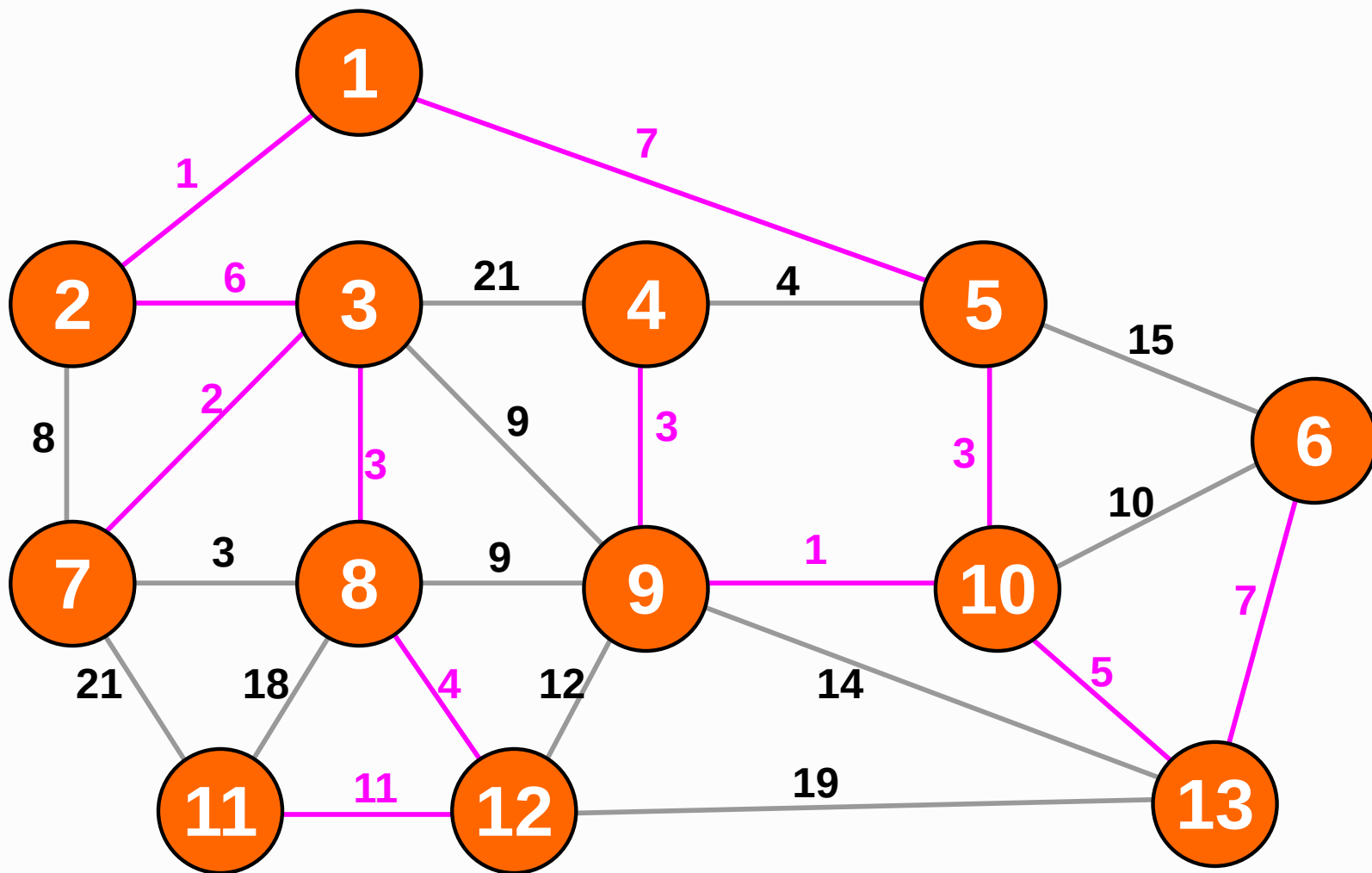


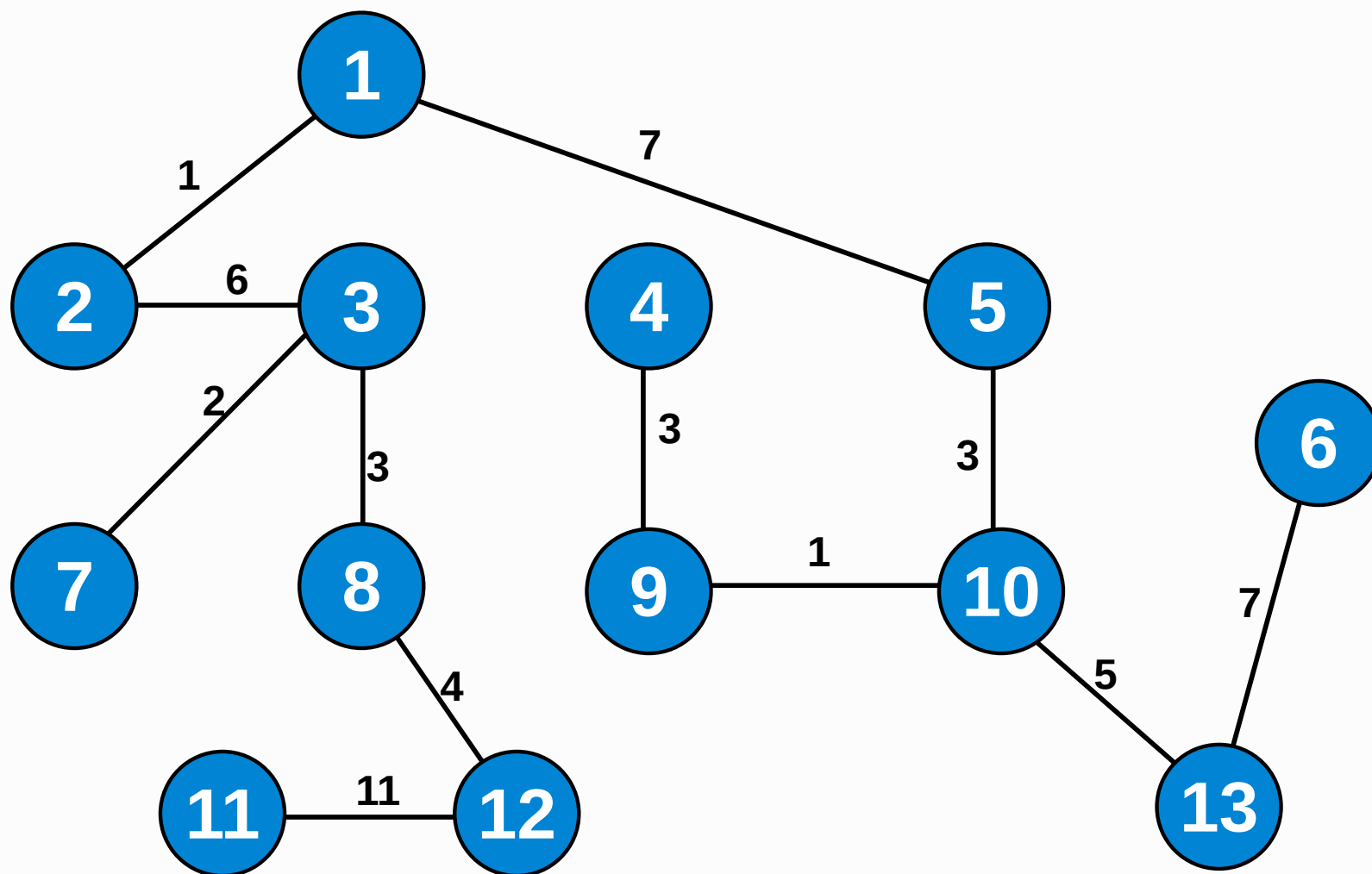




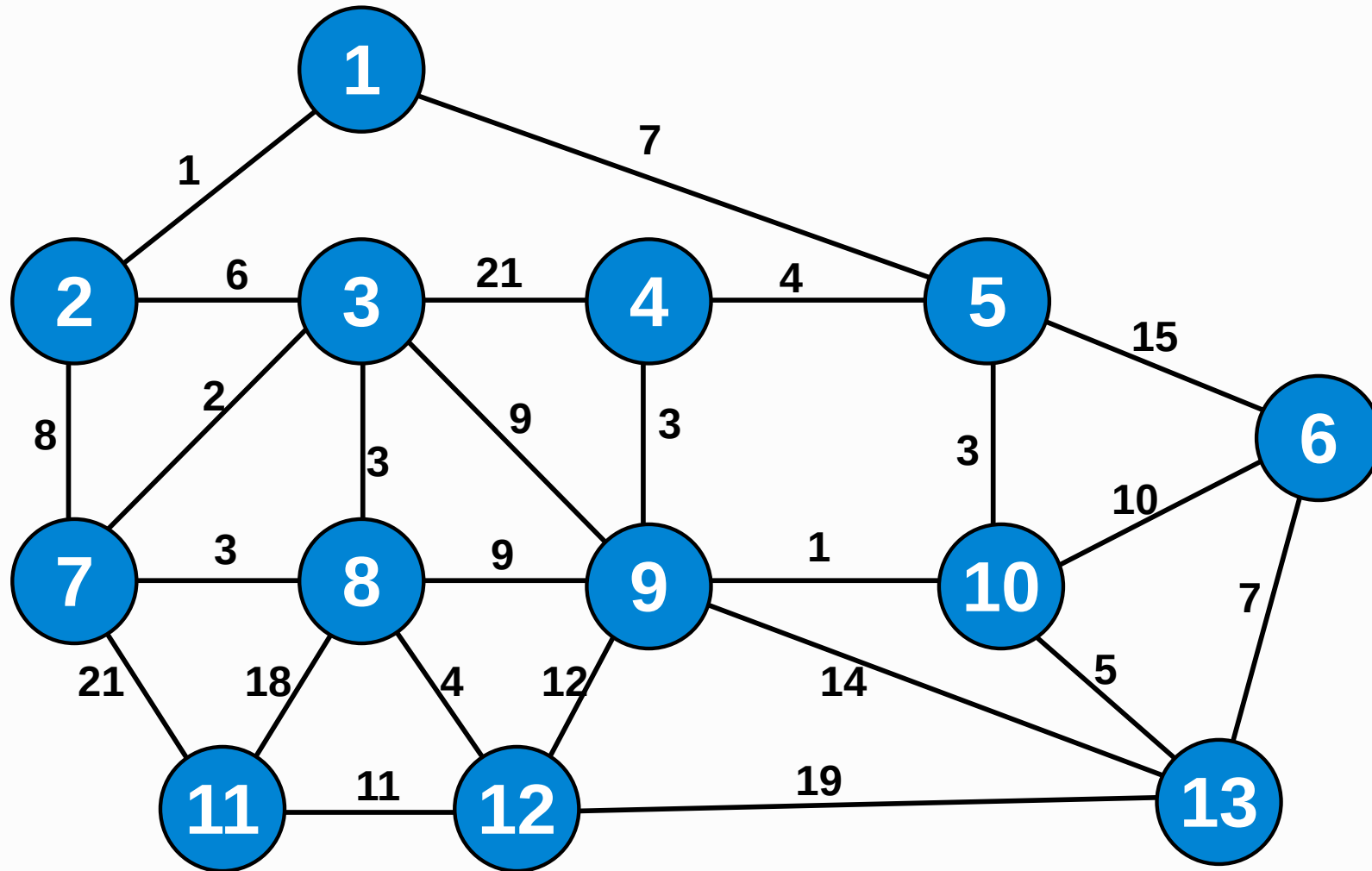




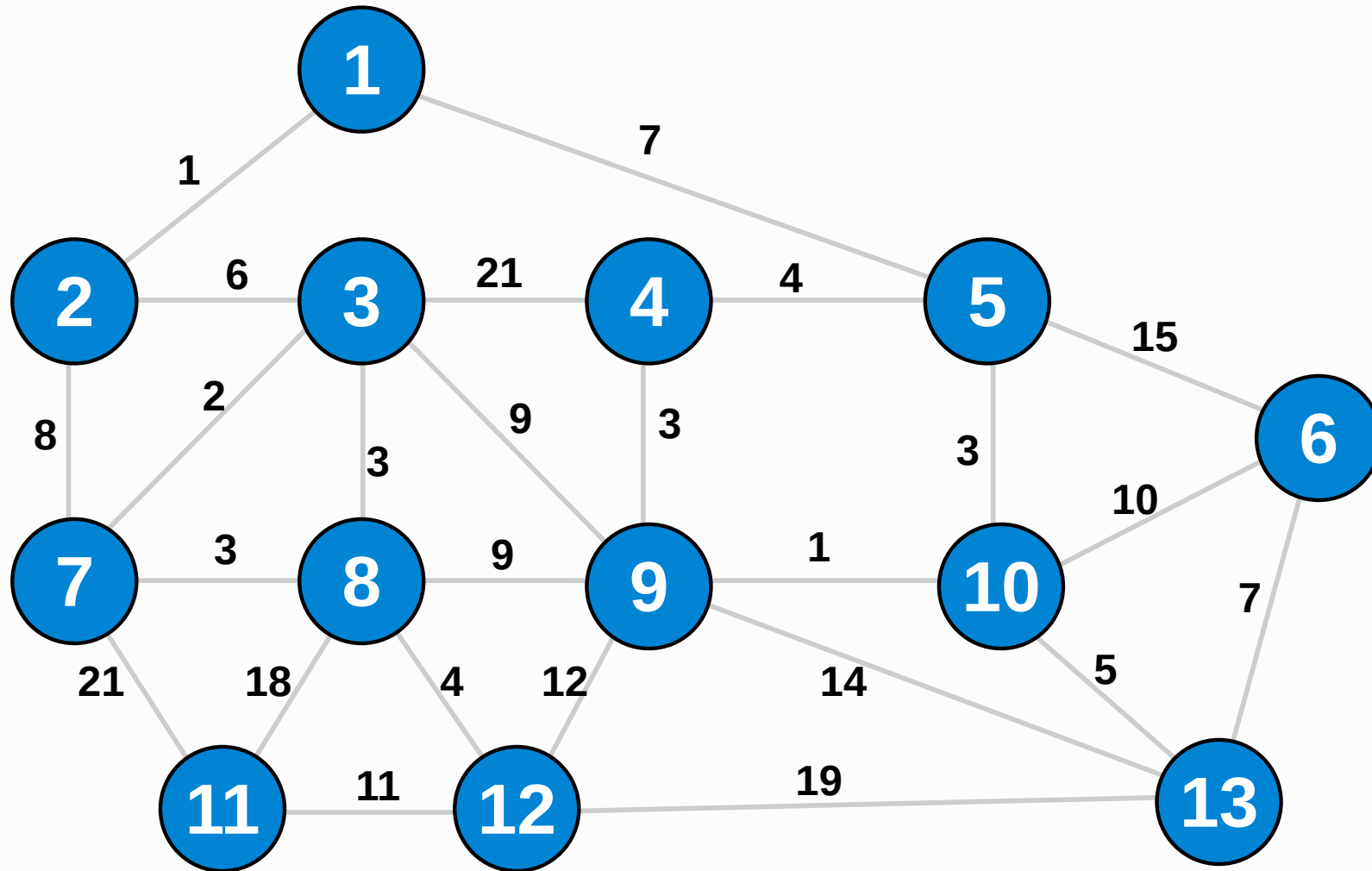


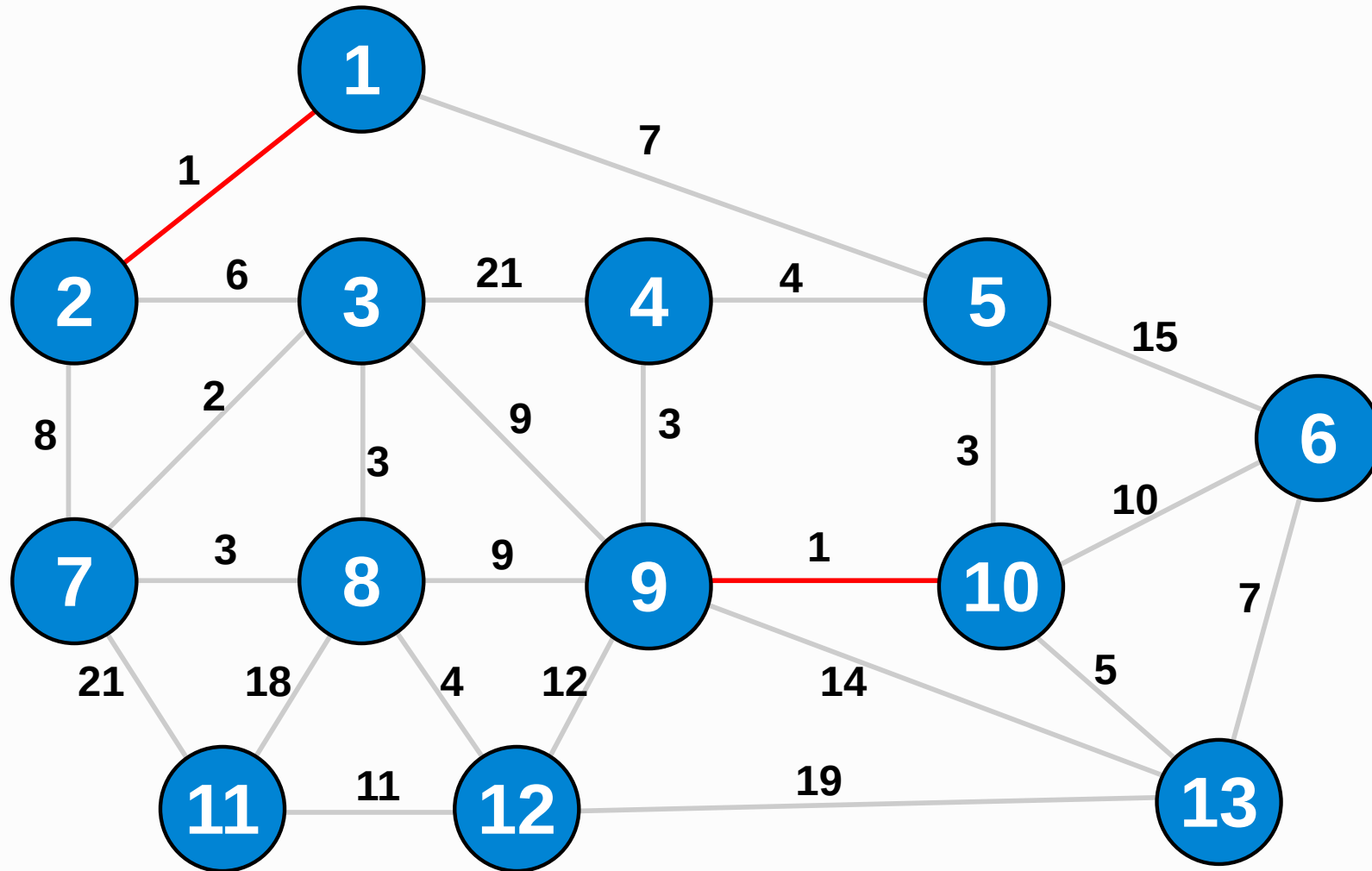


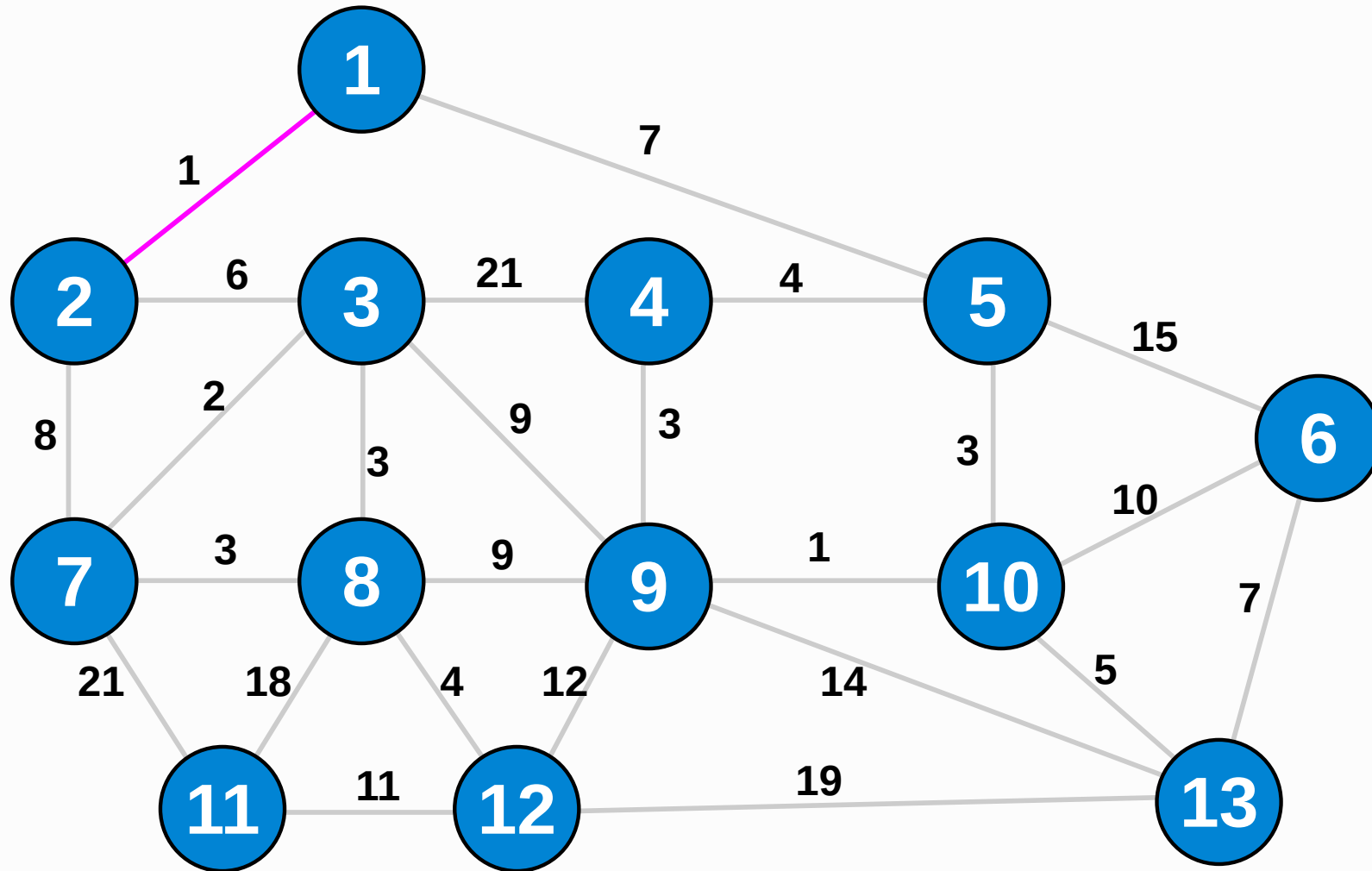
KRUSKAL

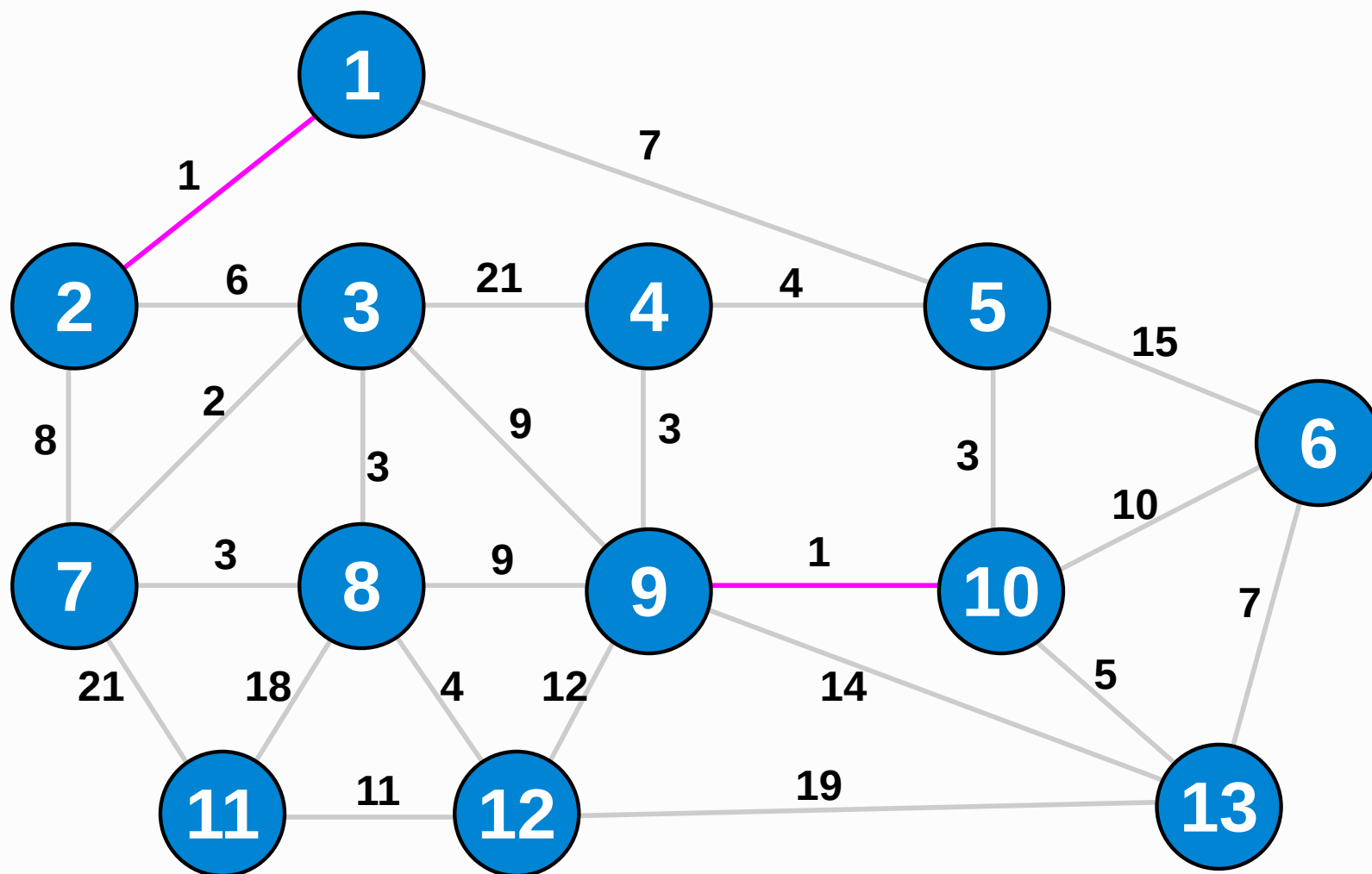


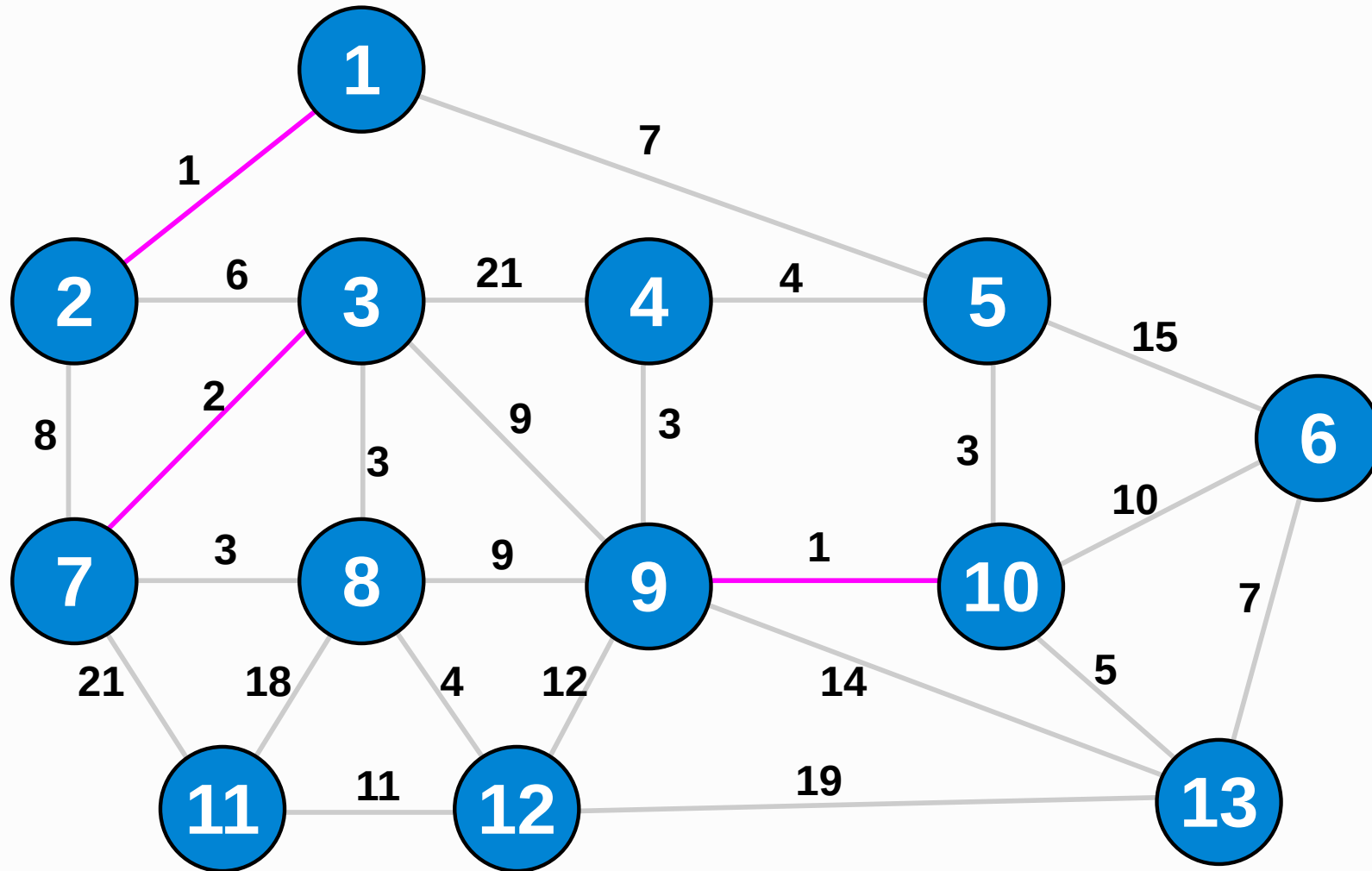
CREO UN ARBOL SEPARADO PARA CADA VERTICE.
VOY TOMANDO CADA ARISTA DE FORMA ASCENDENTE Y ME QUEDO CON LAS QUE UNEN 2 ARBOLES.

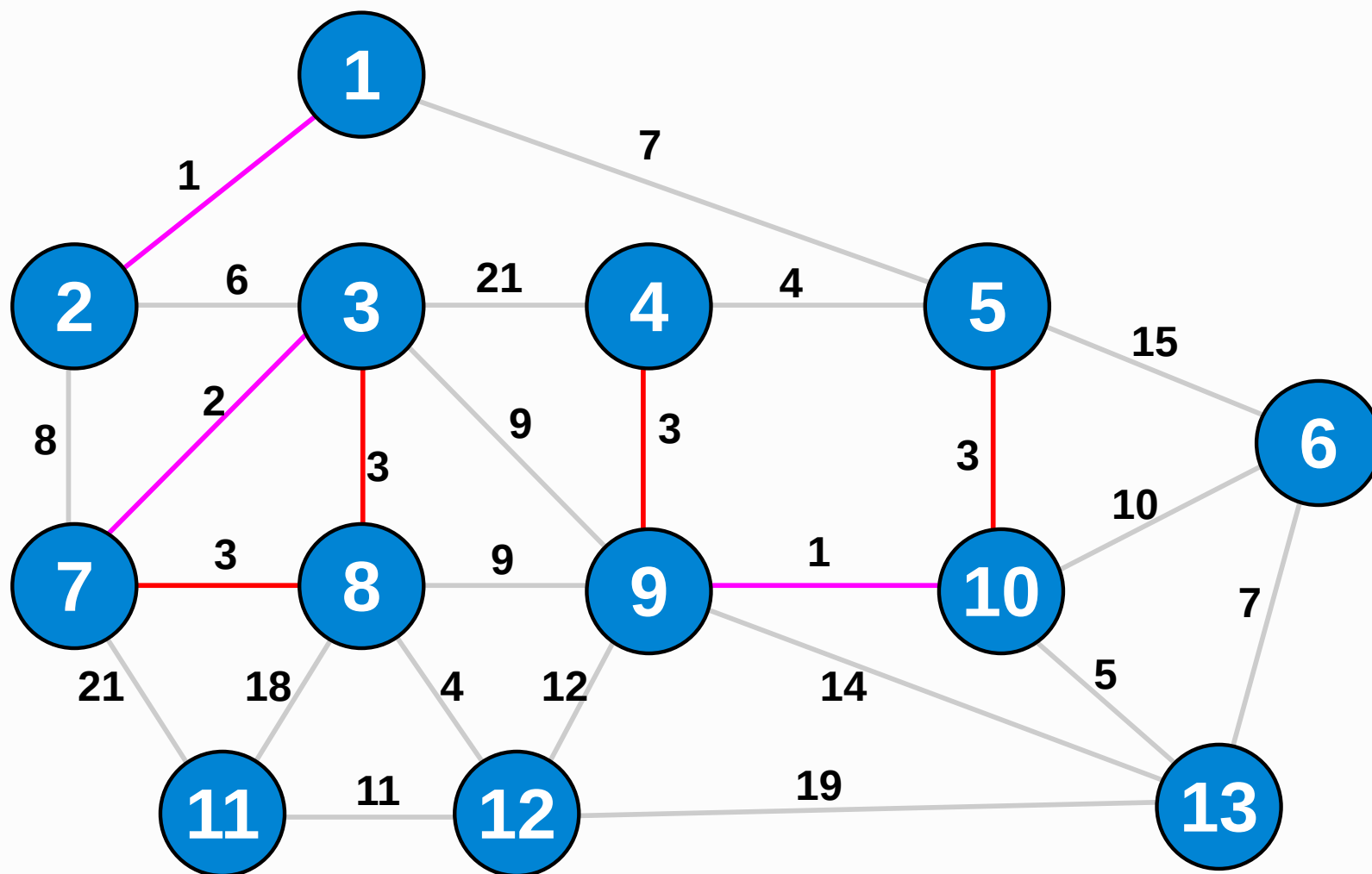


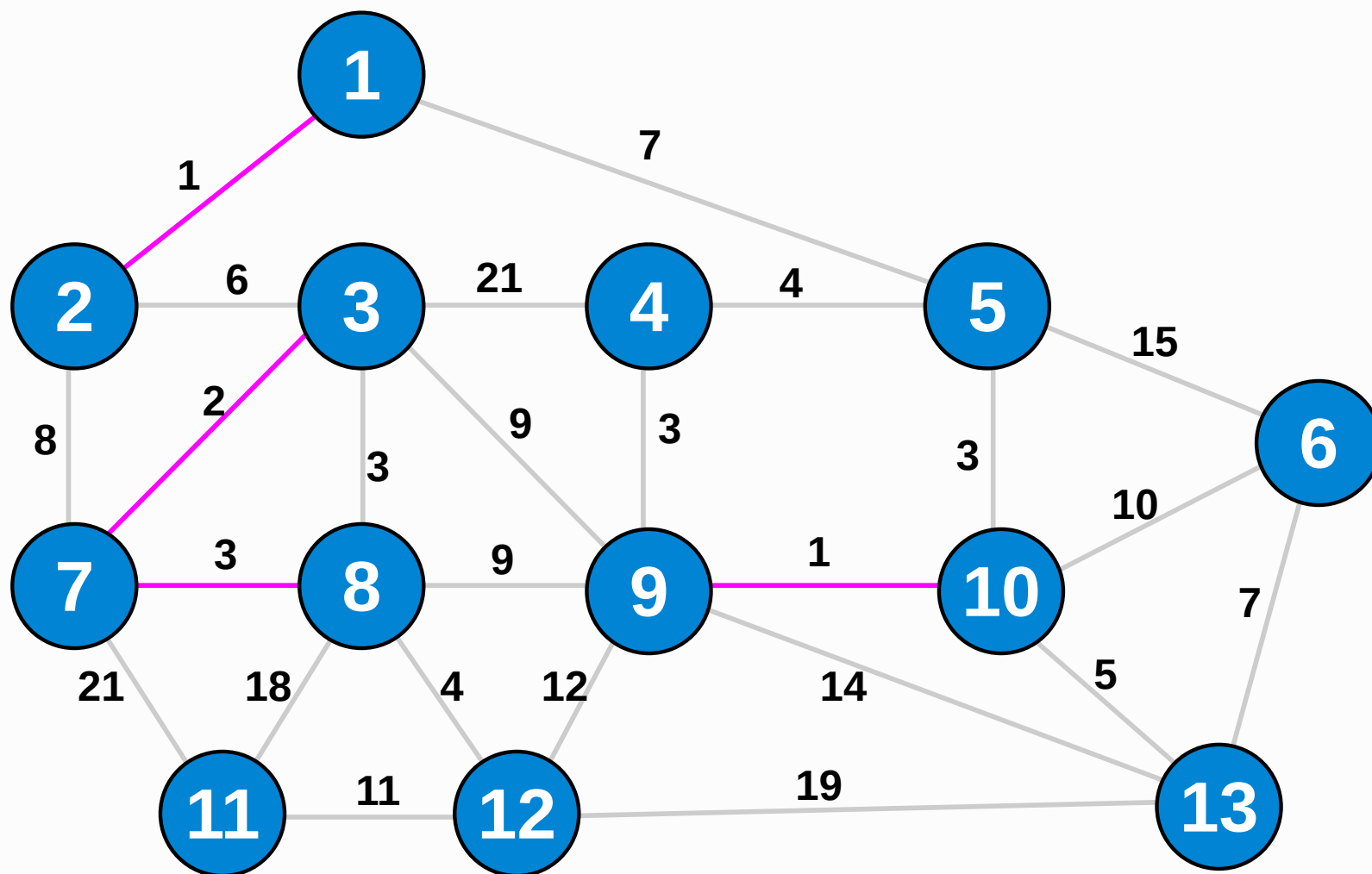


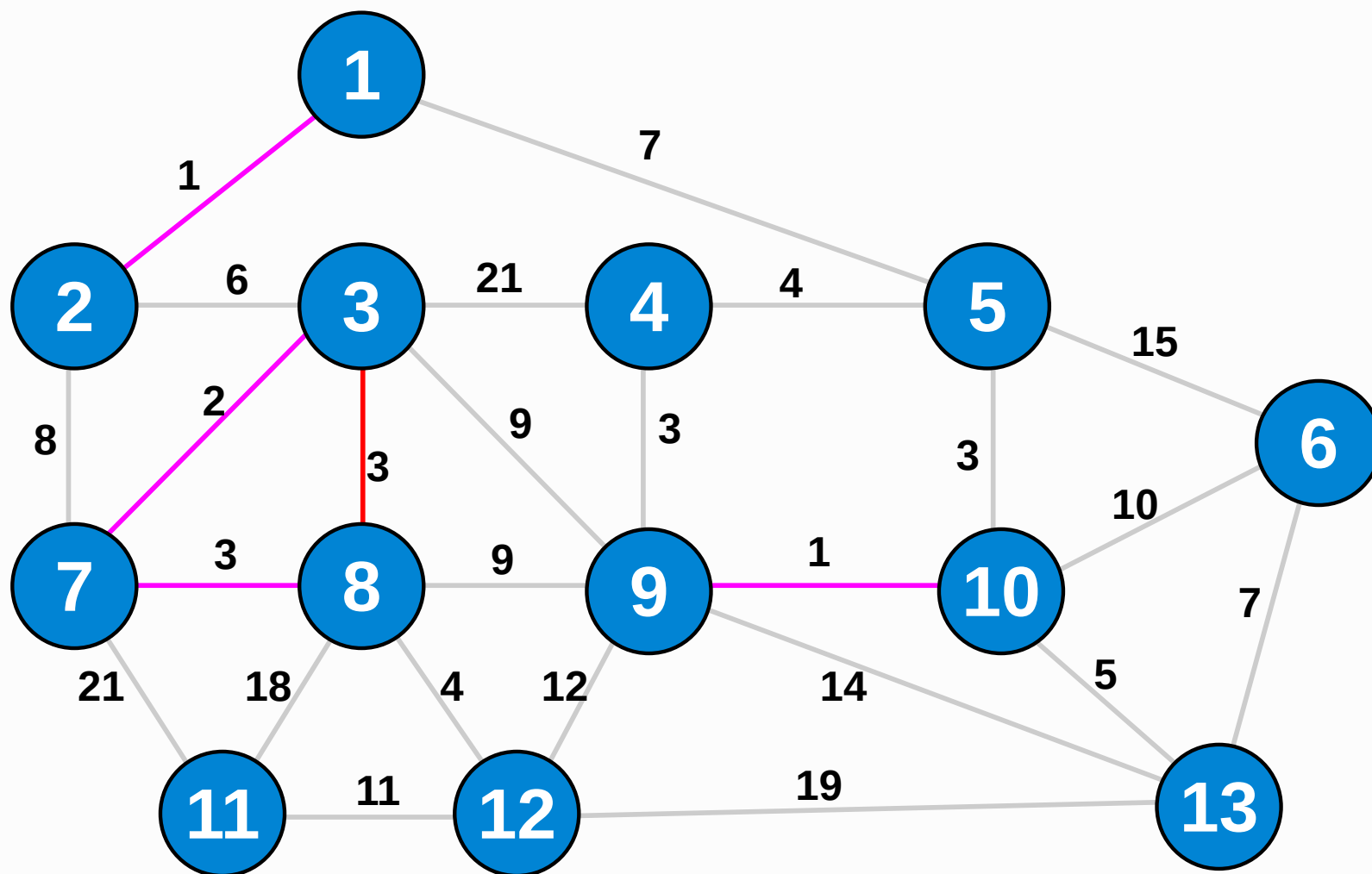


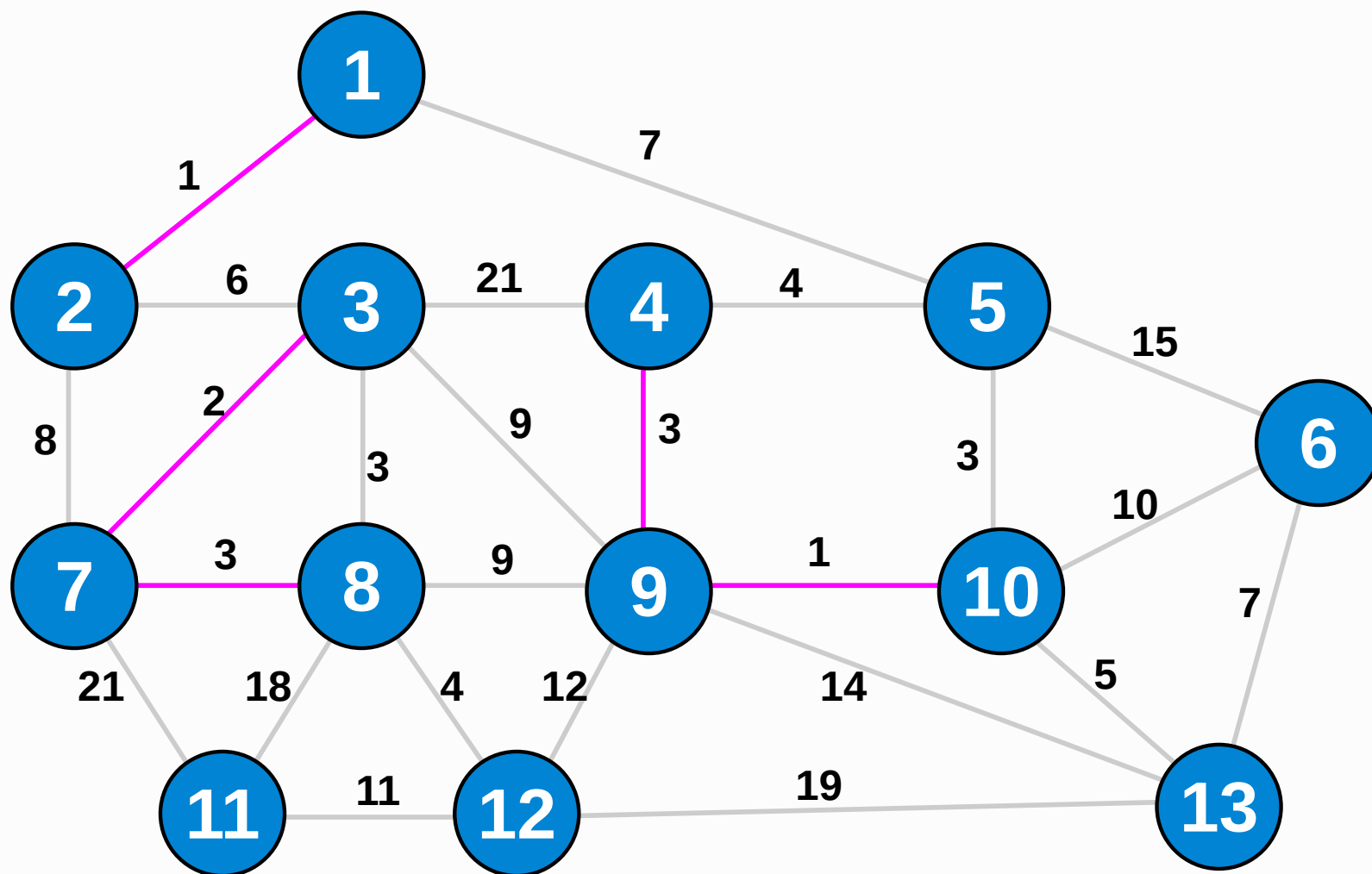


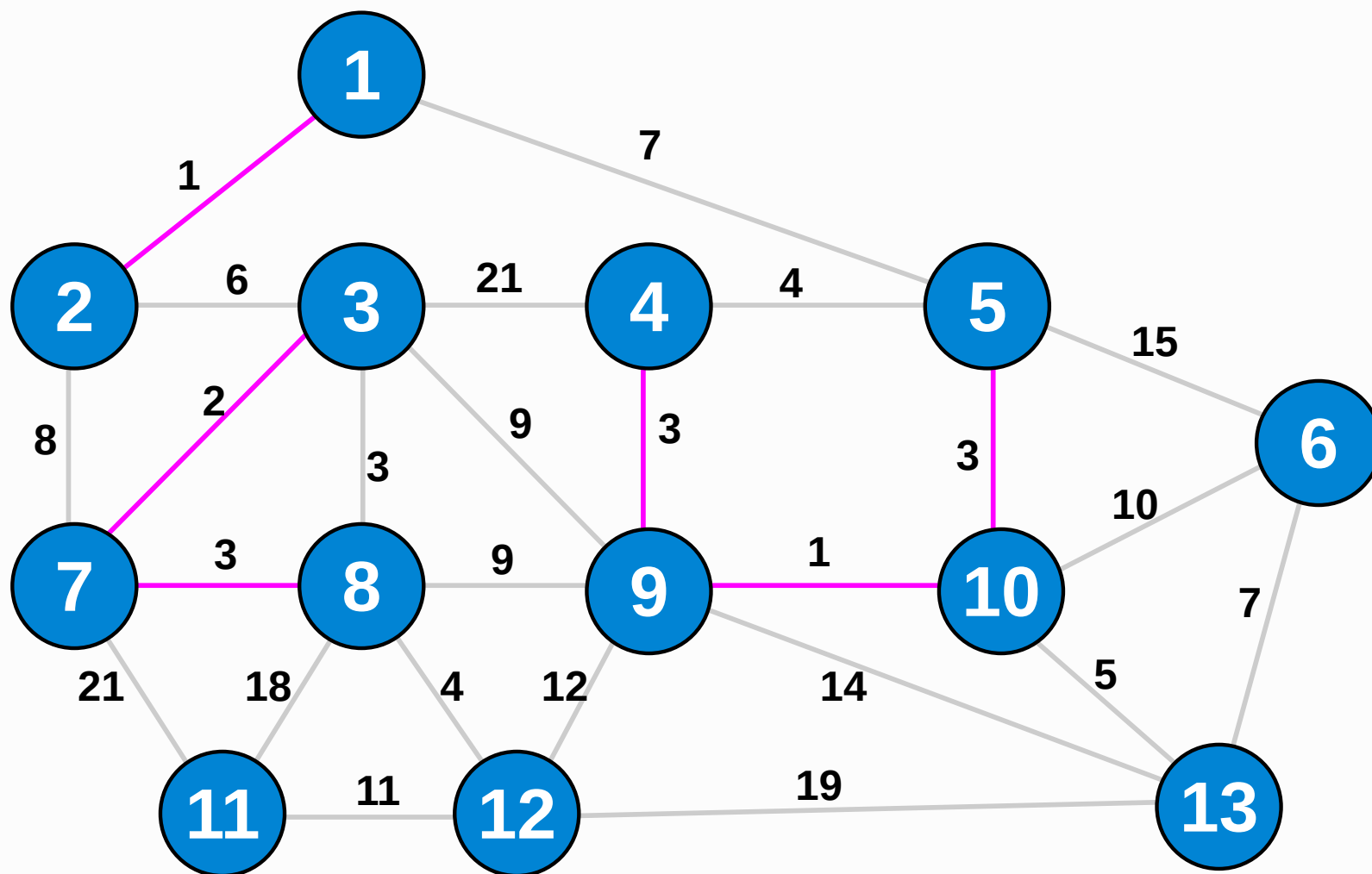


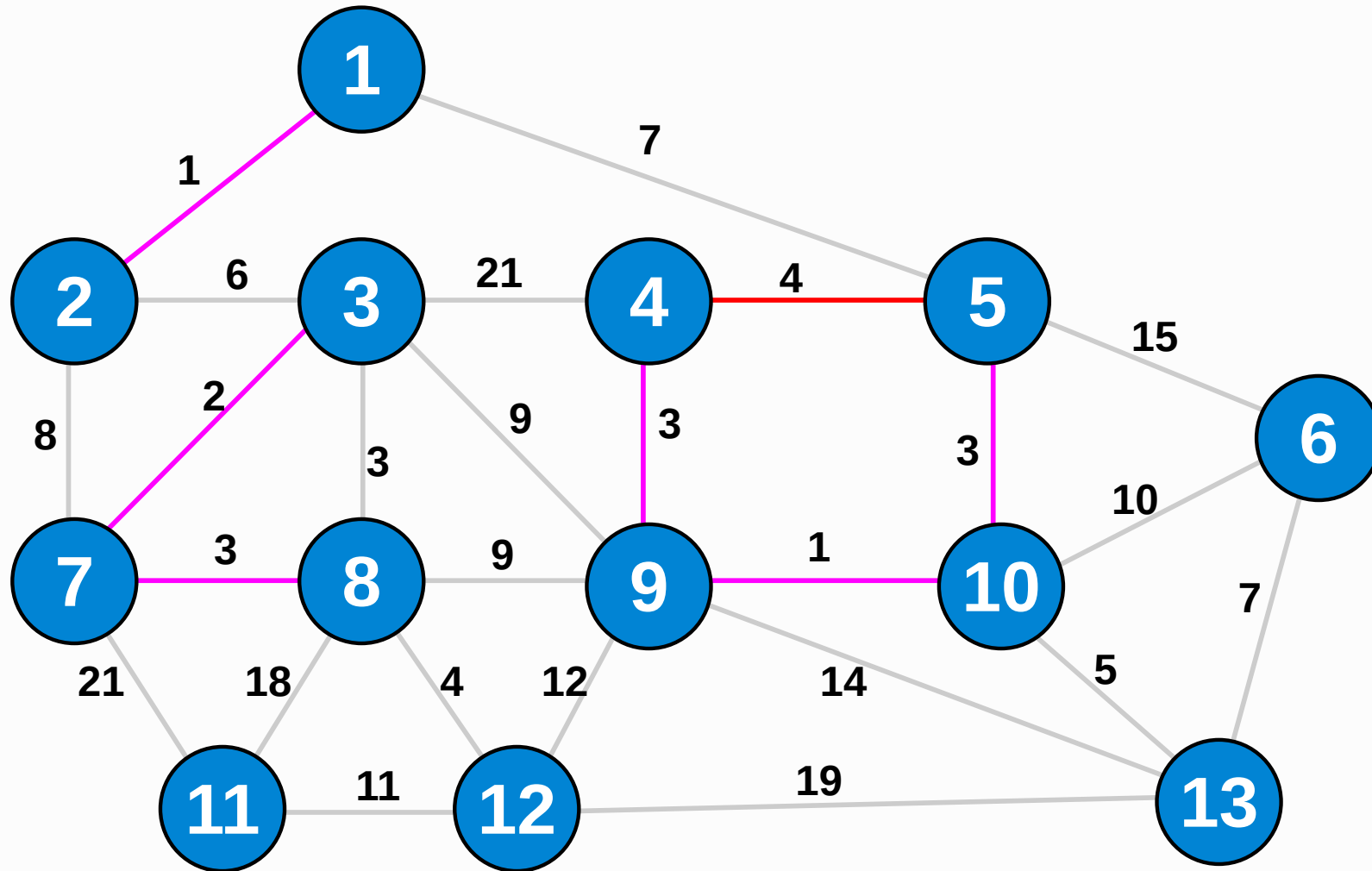


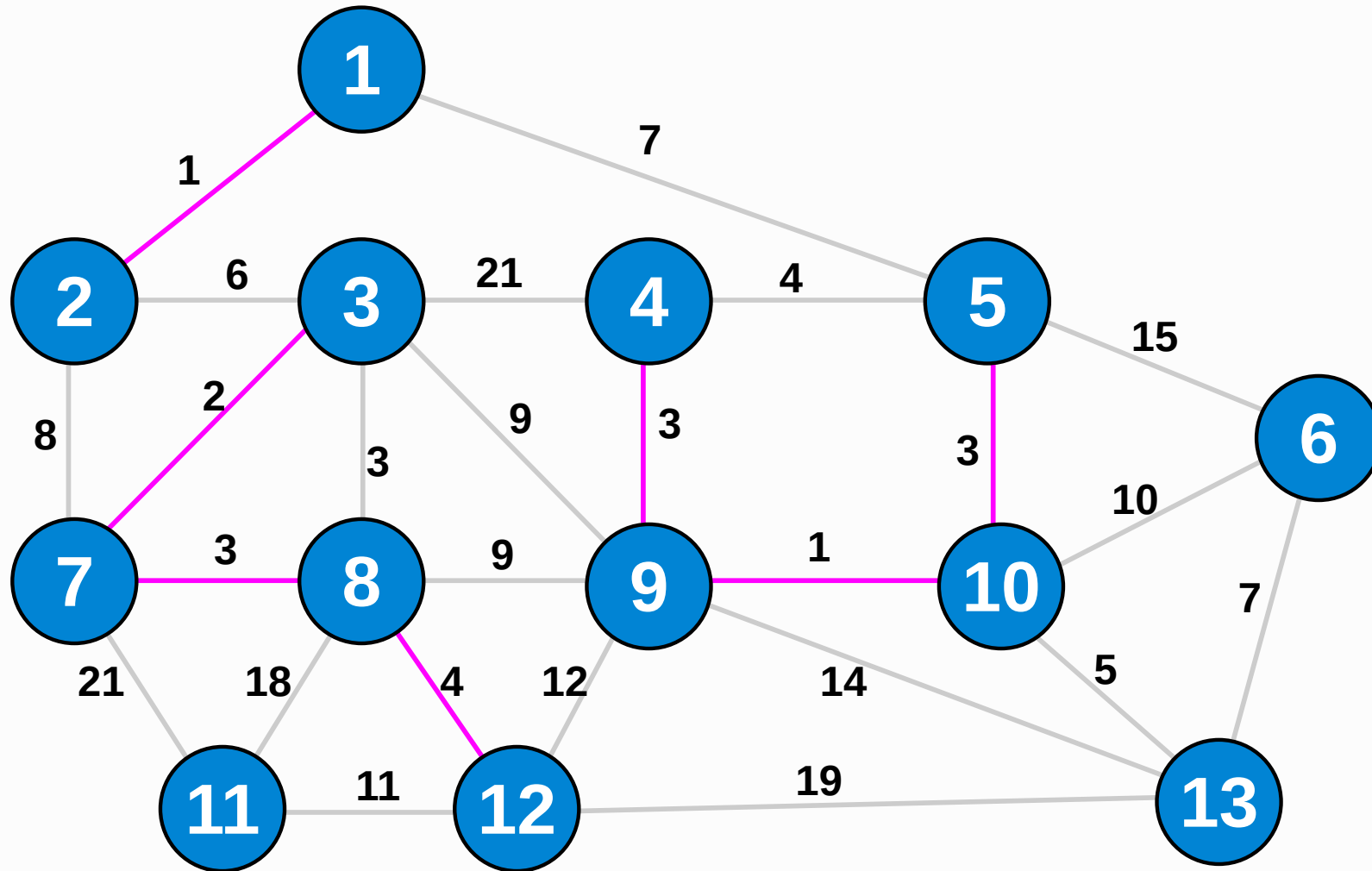


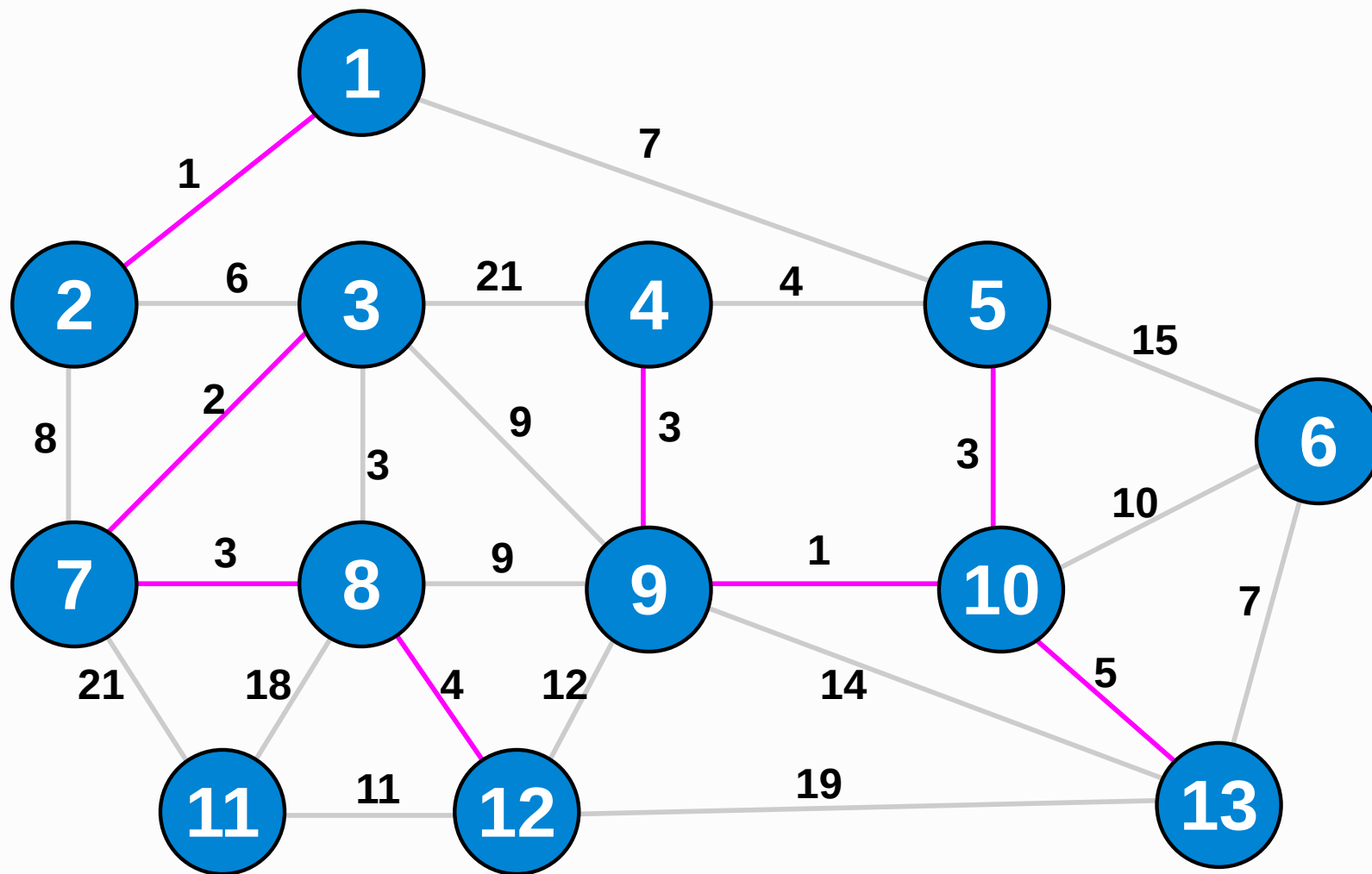


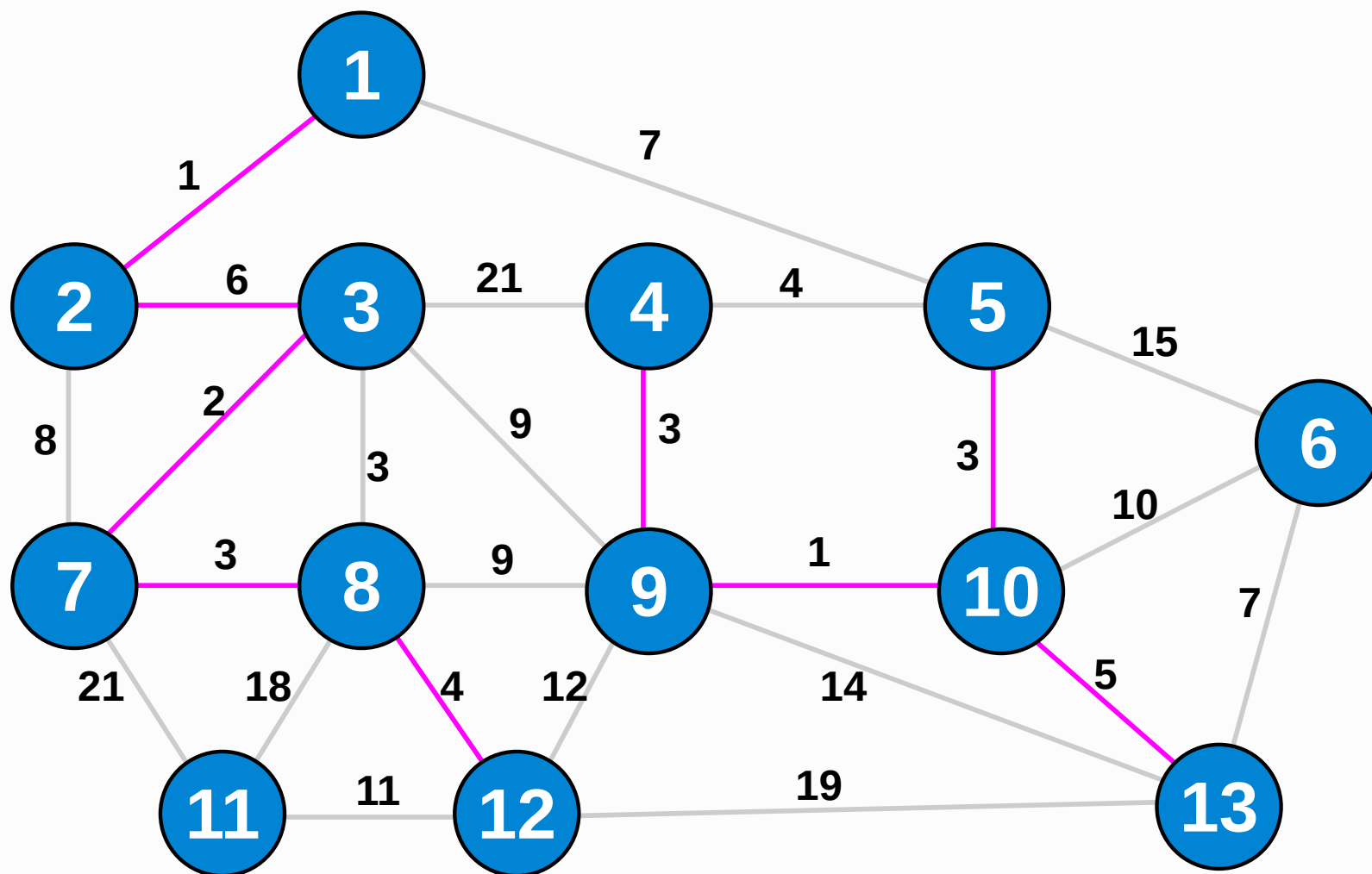


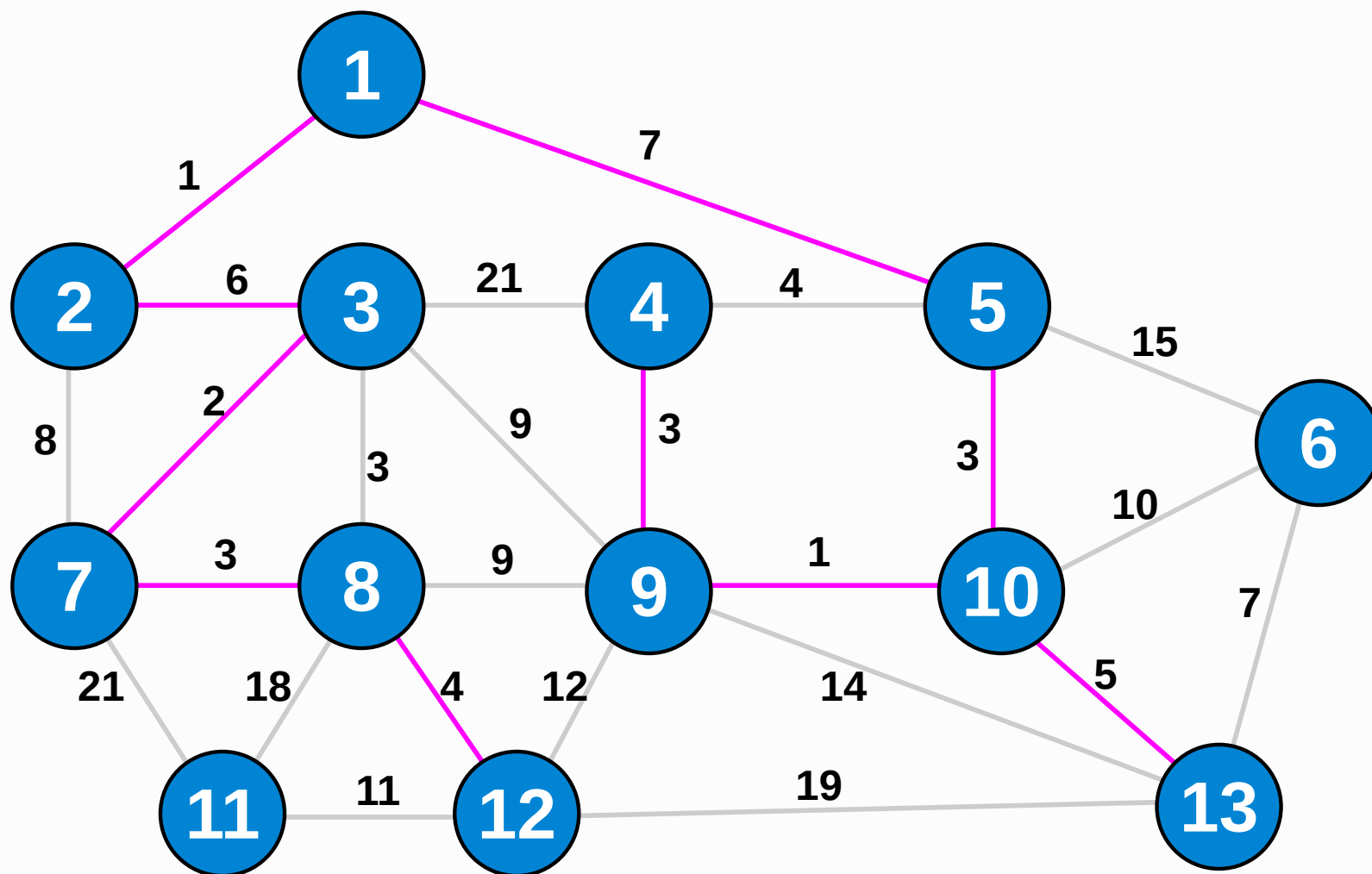


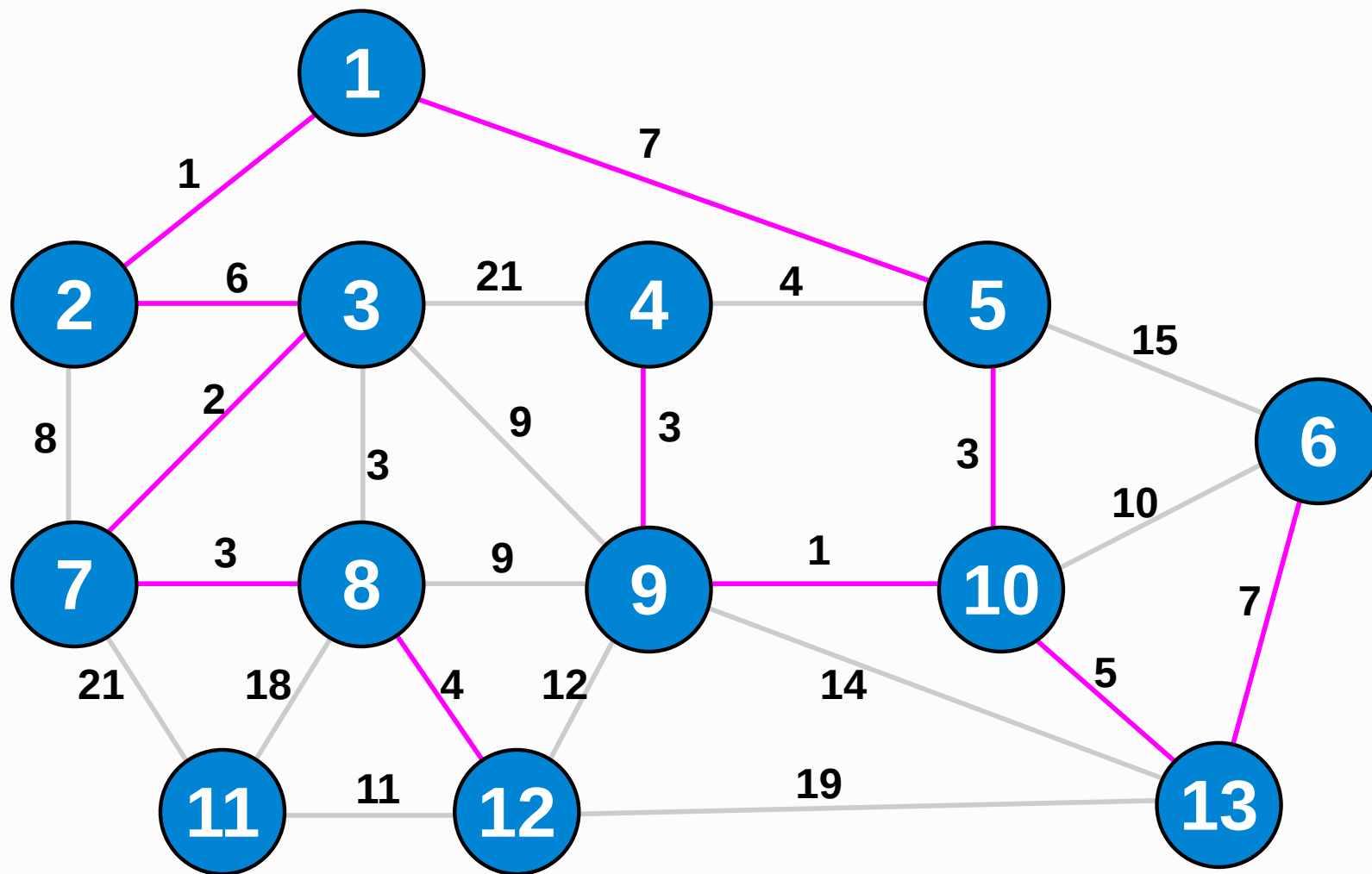


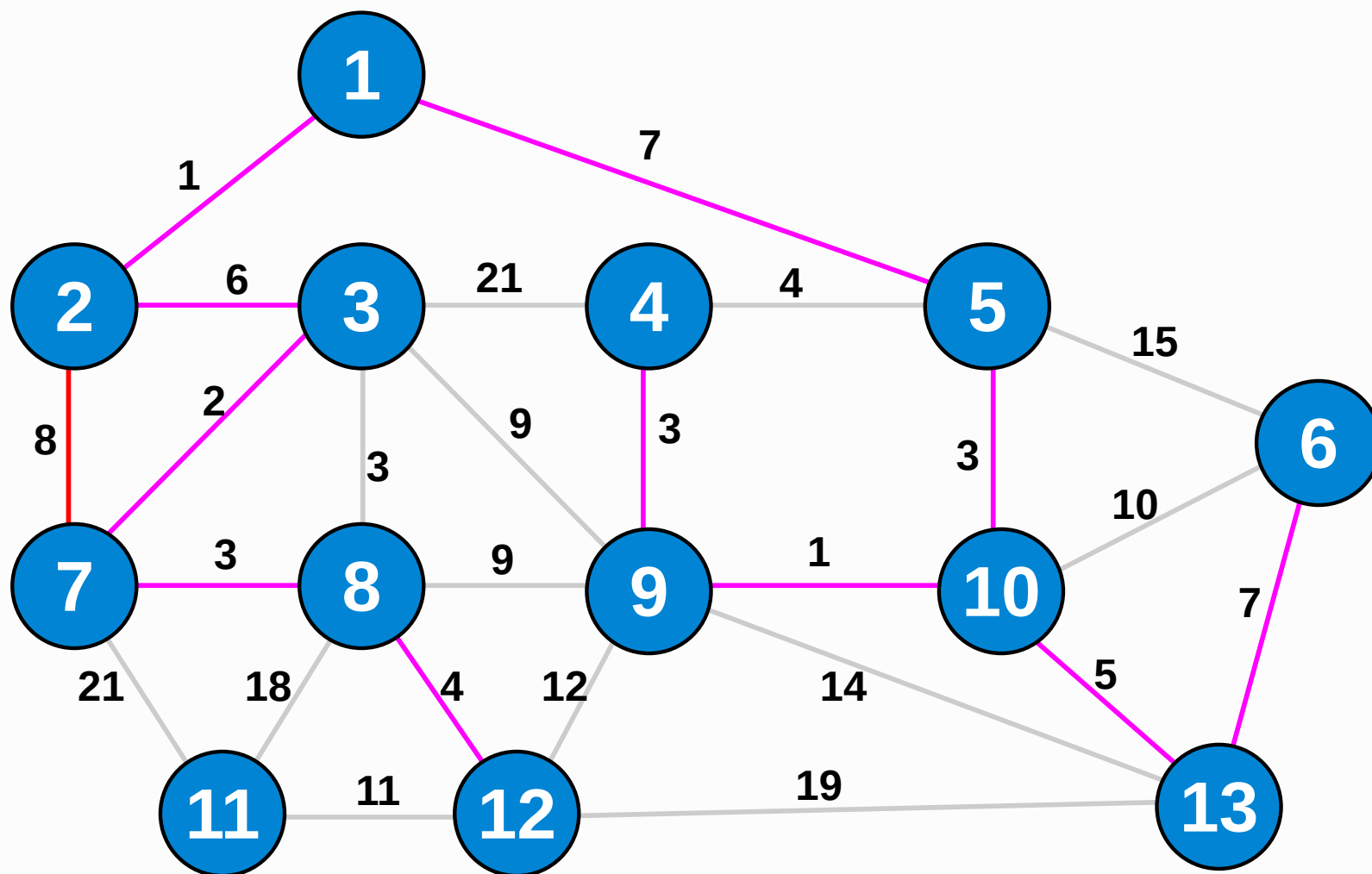


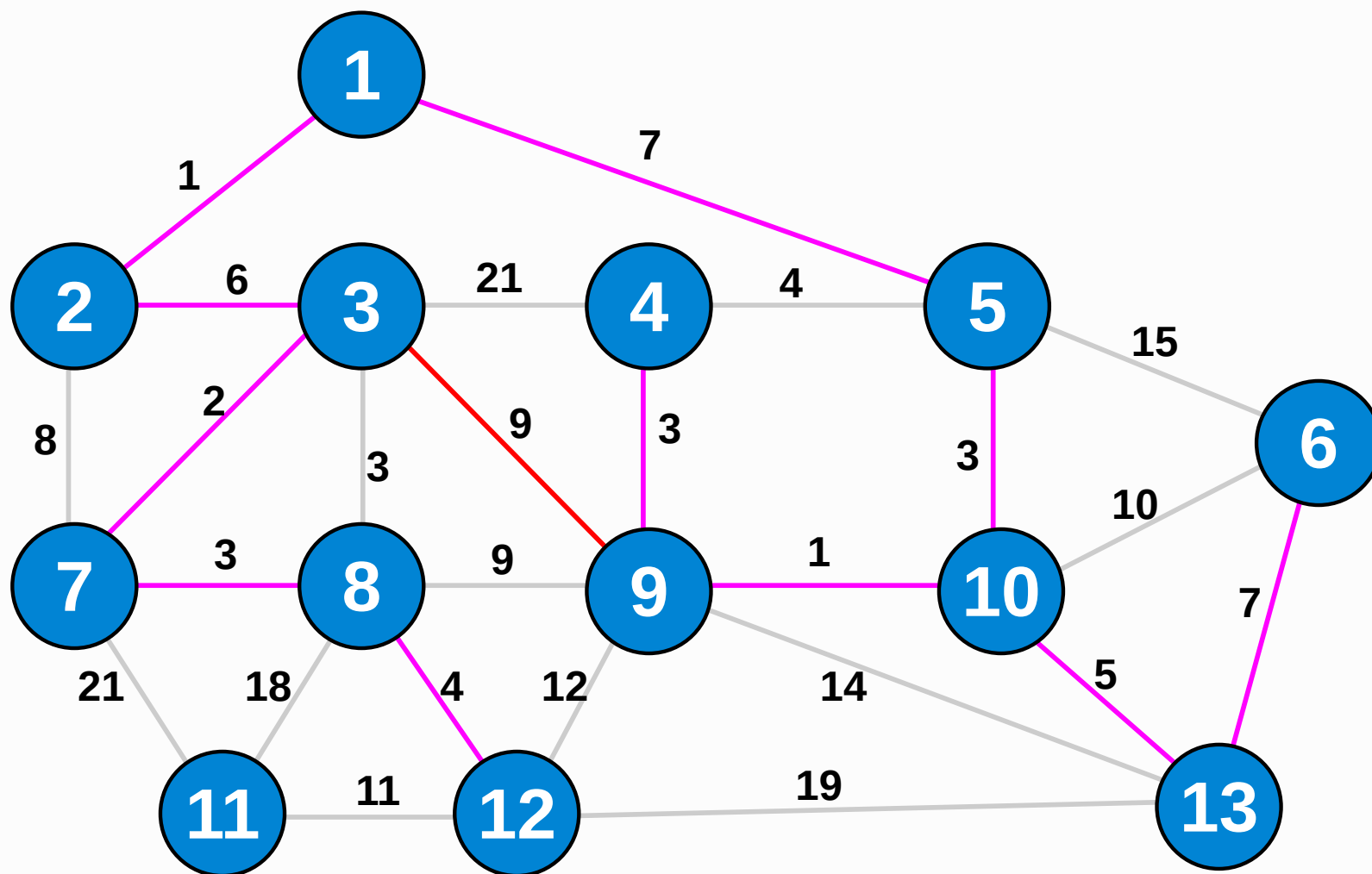


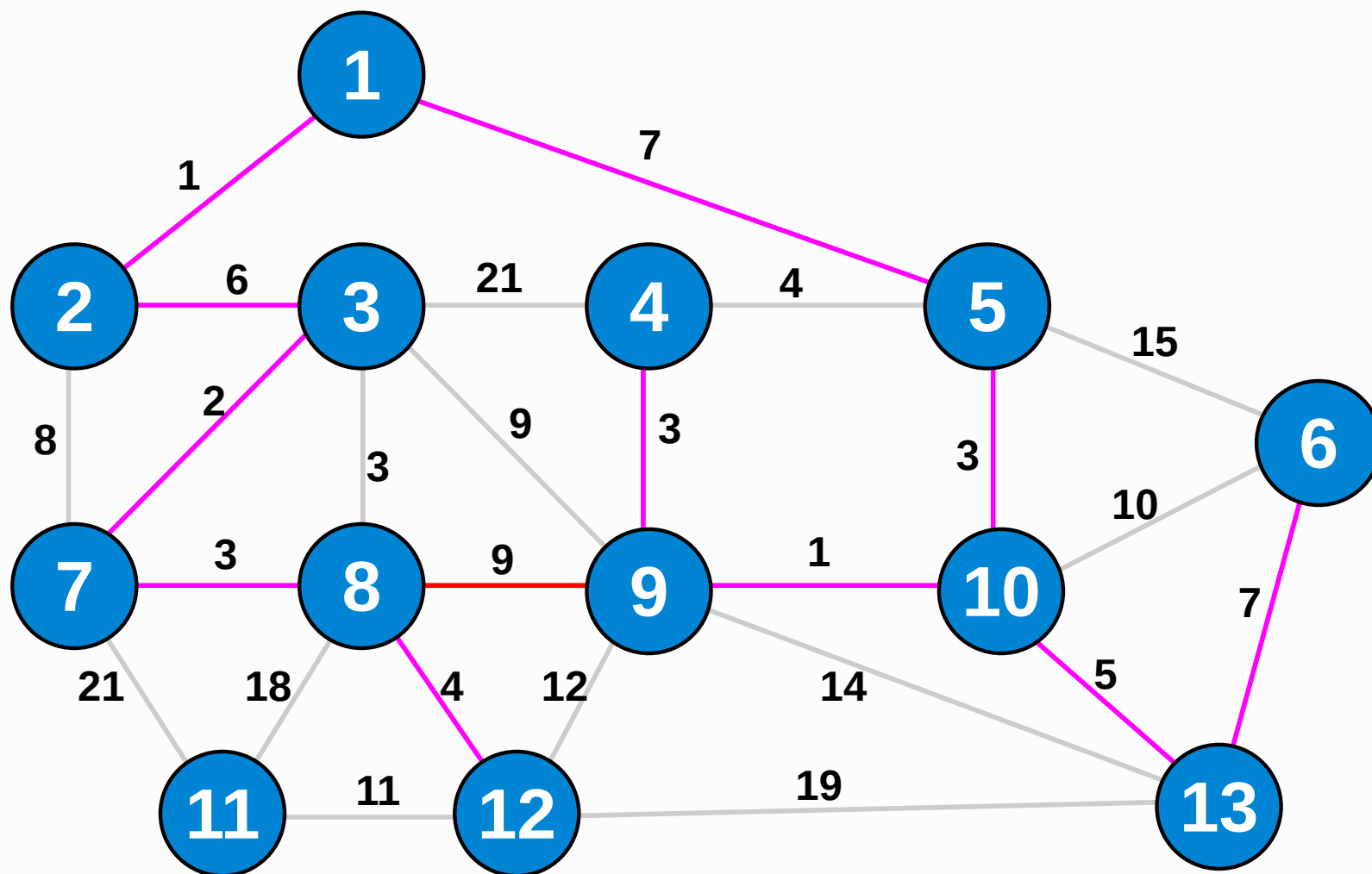


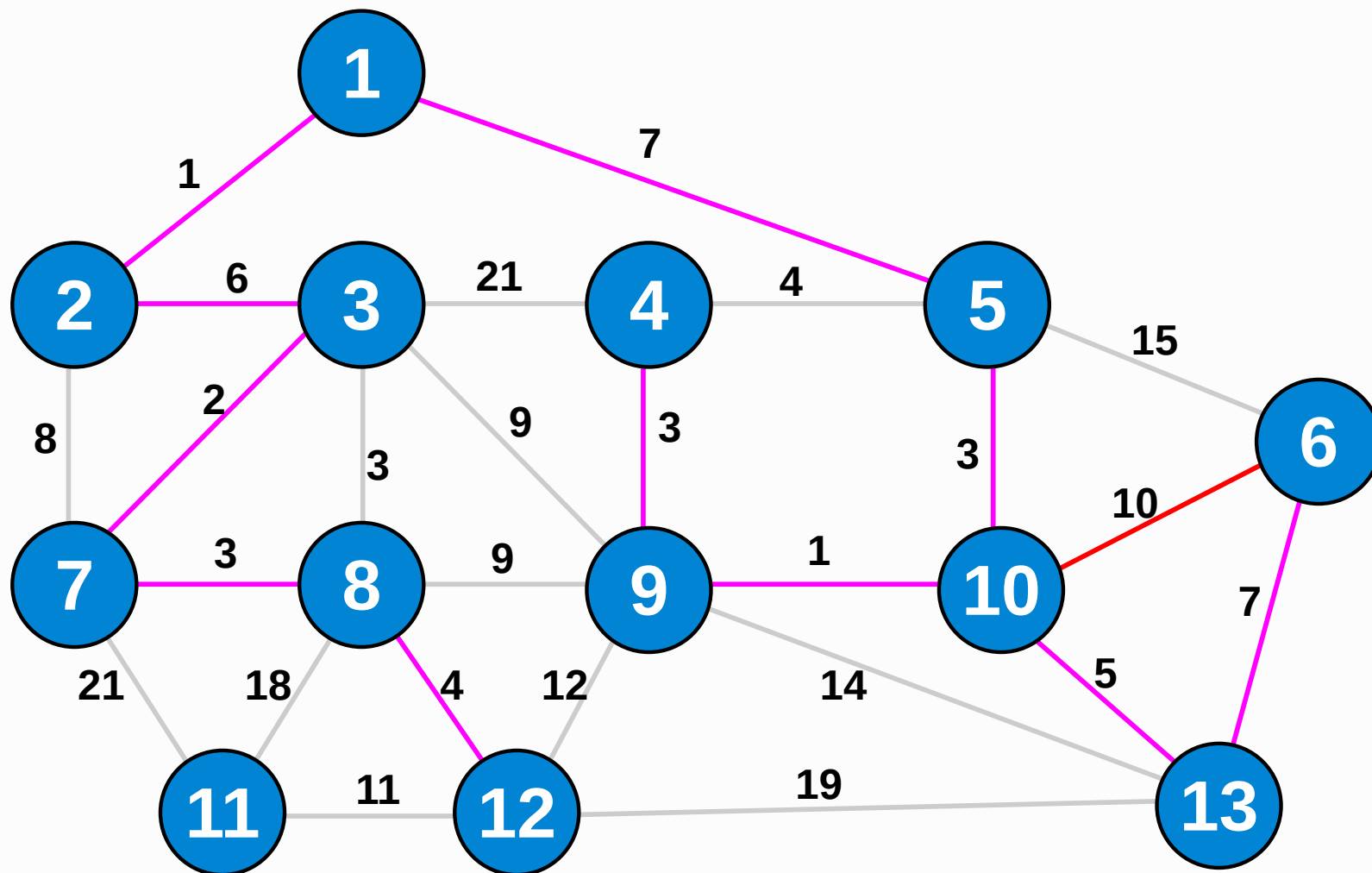


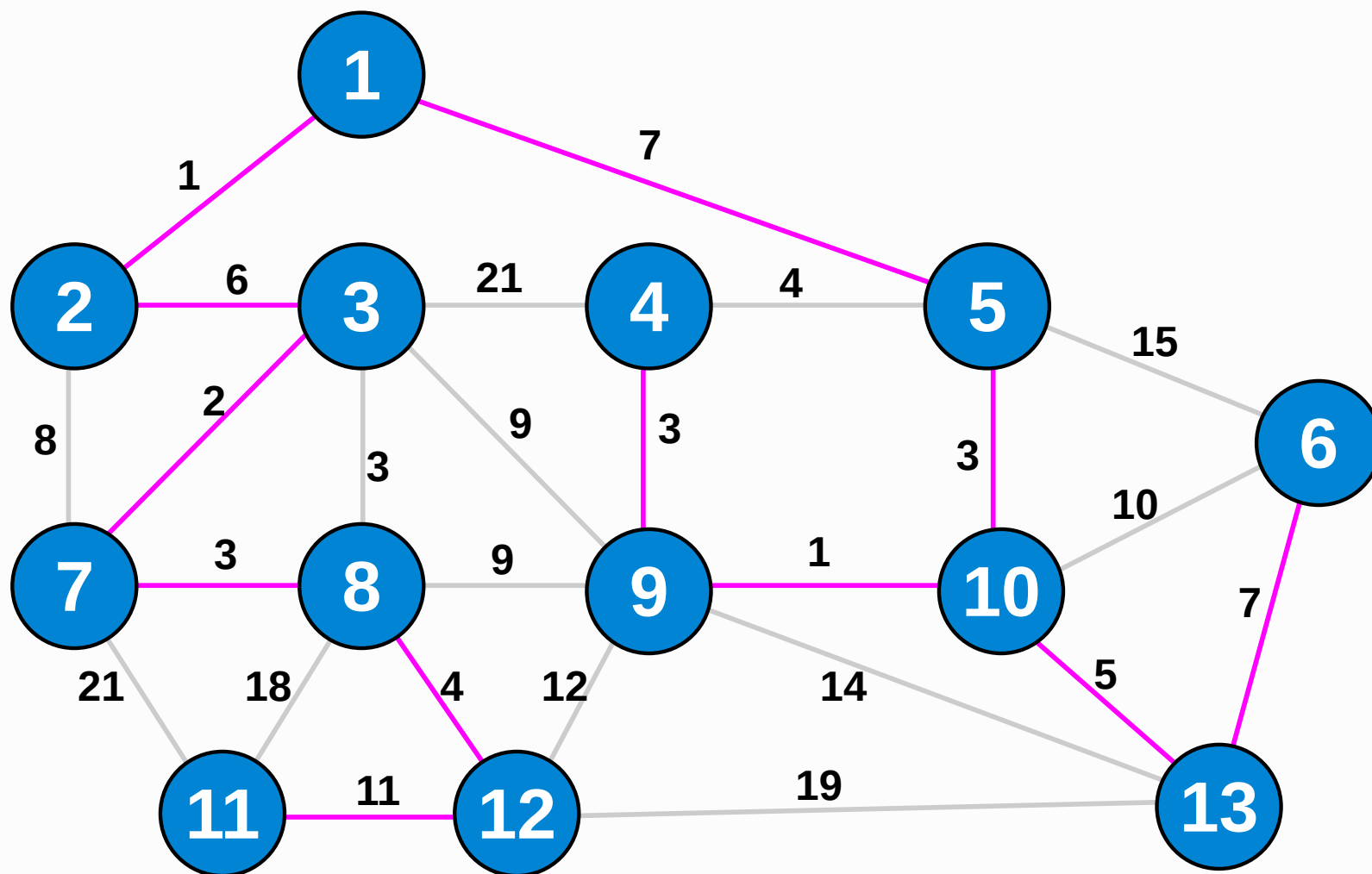


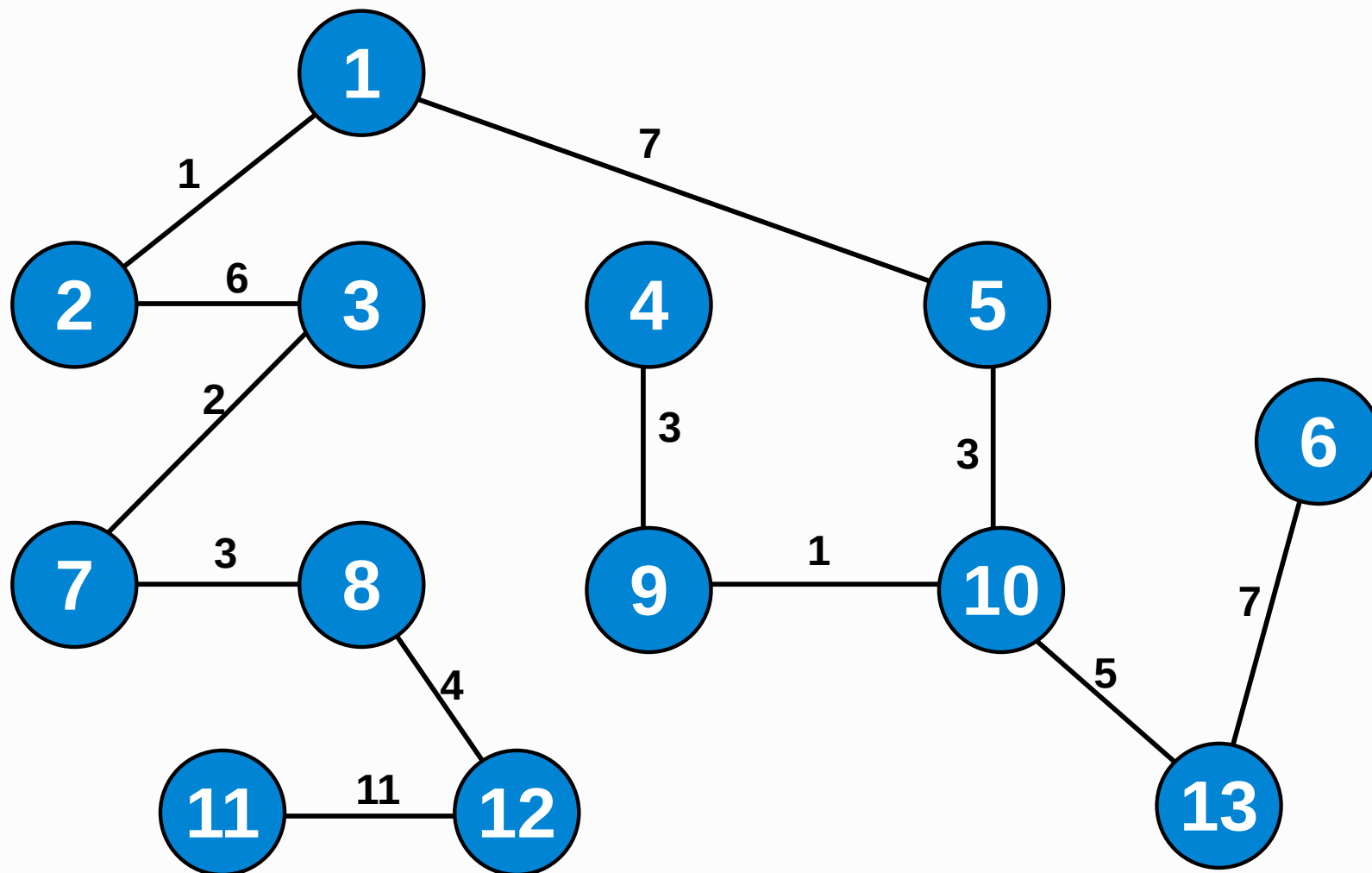












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