

-ve-weighted Floyd-Worshall Algorithm
edges may be AU-pains shortest path problem
present but AU-pains shortest path problem
(dynamic programming)
-ve-weighted
cycles will not be there. Structure of a shortest path: path, $P = \langle V_1, V_2, \dots, V_k \rangle$ As this algorithm considers intermediate vertices of a shortest path, so, Any vertex of P, other than V, or V, is called intermediate vertex. $G \rightarrow V = \{1,2,\dots,n\}$ Considering a subset of vertices {1,2,..., k} Considering a pair of vertices i, j EV and all poths from i to j whose intermediate vertige are from $\{1,2,...,k\}$ and let p be a minimum-weight path among them. Depending on whether or not k is an intermediate vertex of path p, two possible cases. Ork is not an intermediate vertex of path P, then all intermediate ventices of path p are in the set {1,2, ..., K-i}. Thus a shootest path from veritex i to veritex j with all intermediate verifices in the set $\{1,2,...,k-1\}$ is also a shortest path from i to j with all intermediate verifices in the set $\{1,2,...,k\}$ 2) If k is an intermediate vertex of path P,
the we can decompose P like in the first path from i to k with all intermediate vertices in the set {1,2,...,k-1}. Also, P2 is a shortest path from k to j with all intermediate vertices in the set {1,2,...,k-1}.