Floyd's Algo

- · Used to find sharest path in a weighted graph
- one point to another
 - Represented by tables
 - shartest distance from point A to point B by intersection of now and column
 - Route may pass through other cities represented in the table.

Dijkstra is single-source, shortest-path algo.

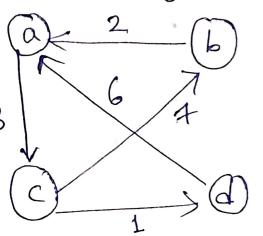
This means they only compute the shortest path from a single source.

Floyd-warshall, computes the shortest distances between every pair of vertices in the input graph.

F-W Algo is exchremely useful in networking. It is more effective at managing multiple stops on the route because it can calculate the shortest paths between all relevant rodes.

Floyd's

Algo (all pair shortest path)



Step 1 Construct
$$b^{\circ}$$

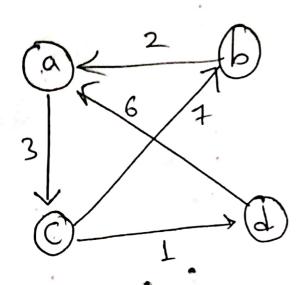
if $i = -j$ wij = $-i$

else if

 $i \longrightarrow j = \{v\}$

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Floyd's Algo (all pair shortest path)



else if i · v + j = {v}

step-2 wij
$$k = min \left(w_{ij}^{k-1}, w_{ik}^{k-1} + w_{kj}^{k-1} \right)$$
(Row) (Cal)

$$D_0 = \begin{bmatrix} a & b & c & d \\ - & 0 & 3 & \omega \\ 2 & - & 0 & \infty \end{bmatrix}, \quad D_0 = \begin{bmatrix} a & b & c & d \\ - & 0 & 3 & \infty \\ 2 & - & 0 & \infty \end{bmatrix}$$

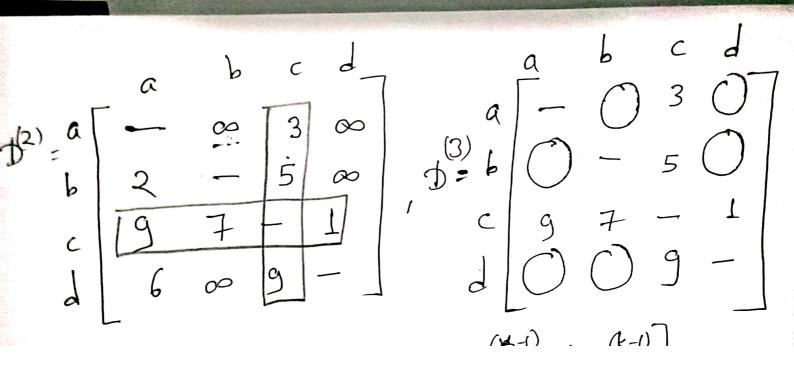
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$$\begin{bmatrix} a & b & c & d \\ - & 0 & 3 & \infty \\ 2 & - & 0 & \infty \\ - & 0 & - & 1 \\ 4 & 6 & \infty \end{bmatrix}$$

$$\begin{bmatrix} a & b & c & d \\ - & 0 & 3 & \infty \\ 2 & - & 0 & \infty \\ - & 1 & 6 & \infty \end{bmatrix}$$



$$J^{(3)}$$
 $a = 10$ $a = 10$