

Warshall's algorithm

Computing the Reachable Matrix

Warshall's algorithm constructs a sequence of $n \times n$ matrices R_0, R_1, \dots, R_n where:

- n is the number of vertices of the graph.
- R_0 is obtained from the adjacency matrix A by replacing the positive elements with ones.
- The reachable matrix R is obtained from R_n changing the diagonal elements of R_n into ones.

Denote the elements of the matrices R_k by

$$R_k = [r_{ij}^{(k)}]_{1 \leq i, j \leq n}, \quad k = 0, 1, 2, \dots, n,$$

then Warshall's algorithm computes these elements as

$$r_{ij}^{(k)} = 1 \iff \begin{cases} r_{ij}^{(k-1)} = 1 \\ \text{or} \\ r_{ik}^{(k-1)} = r_{kj}^{(k-1)} = 1 \end{cases} \quad k = 1, 2, \dots, n.$$

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Example. Consider the graph with adjacency matrix

$$A = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 2 & 0 & 1 & 0 \\ 0 & 0 & 0 & 2 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

Compute the reachable matrix R using the Warshall's algorithm.

R_0 is obtained from the adjacency matrix A by replacing the positive elements with ones.

$$A = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

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$$R_0 = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix} \Rightarrow r_{ij}^{(k)} = 1 \iff \begin{cases} r_{ij}^{(k-1)} = 1 \\ r_{ik}^{(k-1)} = r_{kj}^{(k-1)} = 1 \end{cases}$$

$k = 1, 2, \dots, n.$

Now R_1 is computed from R_0 applying algorithm:

•Entry $r_{11}^{(1)}$

$i=1$
 $j=1$
 $k=1$



Elements to
compare:
 $r_{11}^{(0)} = 0$
 $r_{11}^{(0)} = 0$



$r_{11}^{(1)} = 0$



$$\begin{bmatrix} 0 & 1 & & \\ 1 & & 1 & \\ & & & 1 \end{bmatrix}$$

•Entry $r_{22}^{(1)}$

$i=2$
 $j=2$
 $k=1$



Elements to
compare:
 $r_{21}^{(0)} = 1$
 $r_{12}^{(0)} = 1$



$r_{22}^{(1)} = 1$



$$\begin{bmatrix} 0 & 1 & & \\ 1 & 1 & 1 & \\ & & & 1 \end{bmatrix}$$

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Remark: Note that building iteration k , the elements to compare are in **row k** and **column k** .

First: Mark row k , column k

From $R_0 = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix}$

Second: copy the ones

$$R_1 = \begin{bmatrix} & 1 & & \\ 1 & & 1 & \\ & & & 1 \end{bmatrix}$$

Third: Compare ik with kj
(draw a cross)

$$R_1 = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

From $R_1 = \begin{bmatrix} 0 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix}$

$$R_2 = \begin{bmatrix} & 1 & & \\ 1 & & 1 & \\ & & & 1 \end{bmatrix}$$

$$R_2 = \begin{bmatrix} 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

From $R_2 = \begin{bmatrix} 1 & 1 & 1 & 0 \\ 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix}$

$$R_3 = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

From $R_3 = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix}$

$$R_4 = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

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- The reachable matrix R is obtained from R_n changing the diagonal elements of R_n into ones.

$$R_4 = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{bmatrix} \Rightarrow R = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$