



Graph Algorithm

สื่อการสอนสำหรับค่ายคอมพิวเตอร์โอลิมปิก สอน. ค่าย 2/2562

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หัวหน้าสื่อการสอนนิตา ใบธัญโดยได้รับอนุญาตจากผู้จัดทำ

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สวัสดี

นันก์กุ๊ส บันลือสมบัติกุล (แบบ)

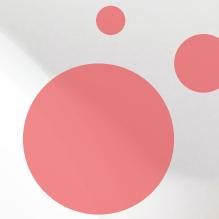
จบปริญญาตรี สาขาวิทยาการคอมพิวเตอร์
มหาวิทยาลัยธรรมศาสตร์

ปัจจุบัน นักศึกษาปริญญาเอก
สาขา Information Science and Technology
สถาบันวิทย์สีรีเมค (VISTEC)

All-pair Shortest path

คืออะไร, Algorithm





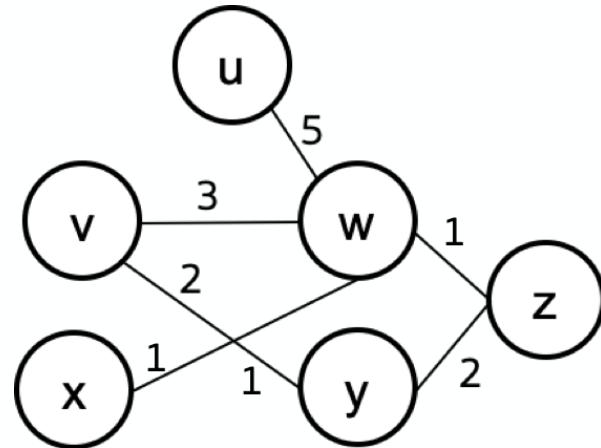
เช็คชื่อกันเดอะ

<https://forms.gle/xRWnwbJgBxVAXLMu9>

All-pair Shortest path of Graph

คืออะไร

- **Shortest Path (แบบแรก)**
 - มีจุดเริ่มต้น (source) 1 จุด -> เส้นทางให้สั้นที่สุด
- **All-pair Shortest Path**
 - ทุก ๆ Node u, v ที่ปะกันได้ -> หาเส้นทางที่ใกล้ที่สุด จาก u ไป v

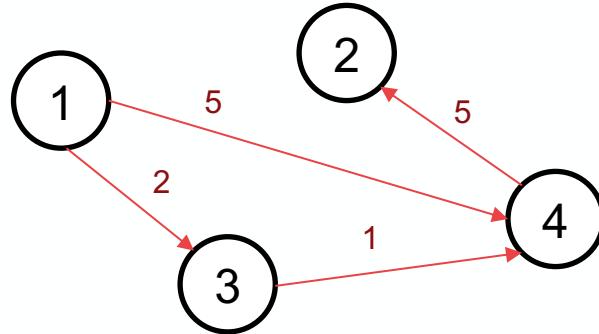


All-pair Shortest path of Graph

Floyd-Warshall Algorithm



- **Floyd-Warshall Algorithm**
 - ทุก ๆ Node u, v ที่ปิดกันได้ -> ระยะทางที่ใกล้ที่สุด จาก u ไป v เป็นเท่าไรบ้าง



Node	distance
1, 2	
1, 3	
1, 4	
3, 2	
3, 4	
4, 2	

All-pair Shortest path of Graph

Floyd-Warshall Algorithm



- ขั้นตอนของ Floyd-Warshall Algorithm

“ ในการหาเส้นทางจาก $i \rightarrow j$ ถ้ามีเส้นทางที่อ้อมไป ($i \rightarrow k \rightarrow j$) แล้วสั้นกว่า จะเก็บไว้เรื่อย ๆ ”

กำหนดให้ input graph $G = (V, E)$

1. Initialize array **dist** ขนาด $V \times V$

2. **dist** = G

$\text{dist}[i][j] = 0$ if $i = j$ ||| $\text{dist}[i][j] = \text{INF}$ if no (i, j) in E

3. for ($k=0; k < V; k++$):

 for ($i=0; i < V; i++$):

 for ($j=0; j < V; j++$):

 if ($\text{dist}[i][k] + \text{dist}[k][j] < \text{dist}[i][j]$)

$\text{dist}[i][j] = \text{dist}[i][k] + \text{dist}[k][j]$

All-pair Shortest path of Graph

Floyd-Warshall Algorithm



ກຳເຊົາໃຫ້ input graph $G = (V, E)$

Initialize array **dist** ຂອງ $V \times V$

dist = G

$dist[i][j] = 0$ if $i = j$

$dist[i][j] = \text{INF}$ if no (i, j) in E

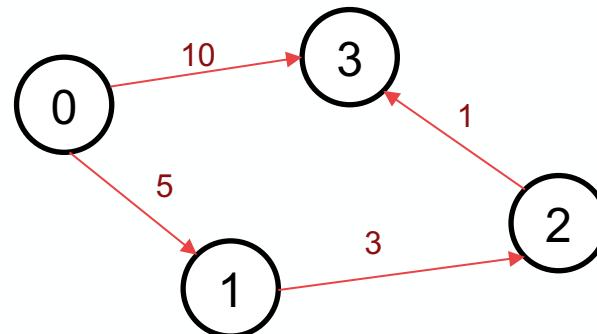
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 for ($j=0$; $j < V$; $j++$):

 if ($dist[i][k] + dist[k][j] < dist[i][j]$)

$dist[i][j] = dist[i][k] + dist[k][j]$



All-pair Shortest path of Graph

Floyd-Warshall Algorithm



ກຳເຊົາໃຫ້ input graph $G = (V, E)$

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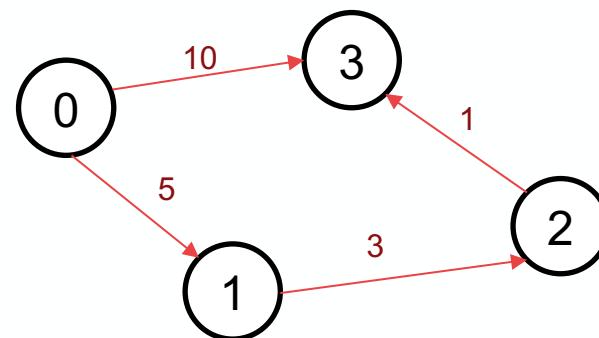
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 for ($i=0$; $i < V$; $i++$):

 for ($j=0$; $j < V$; $j++$):

 if ($dist[i][k] + dist[k][j] < dist[i][j]$)

$dist[i][j] = dist[i][k] + dist[k][j]$



		dist			
		0	1	2	3
0	0	0	1	2	3
	1				
2					
3					

All-pair Shortest path of Graph

Floyd-Warshall Algorithm

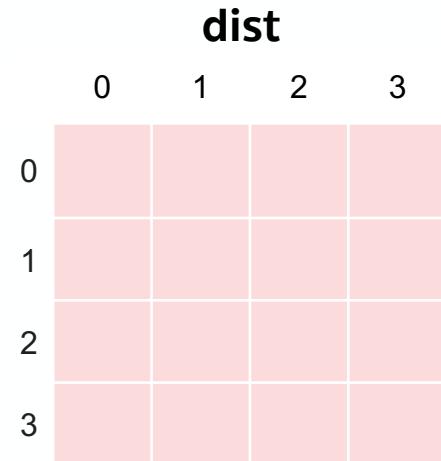
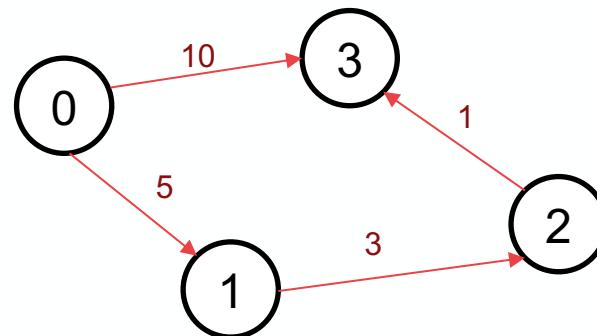


ກຳເນົດໃກ້ input graph $G = (V, E)$

Initialize array **dist** ຂາດ $V \times V$

```
dist = G  
dist[i][j] = 0 if i = j  
dist[i][j] = INF if no (i, j) in E
```

```
for (k=0; k<V; k++):  
    for (i=0; i<V; i++):  
        for (j=0; j<V; j++):  
            if (dist[i][k] + dist[k][j] < dist[i][j])  
                dist[i][j] = dist[i][k] + dist[k][j]
```



All-pair Shortest path of Graph

Floyd-Warshall Algorithm

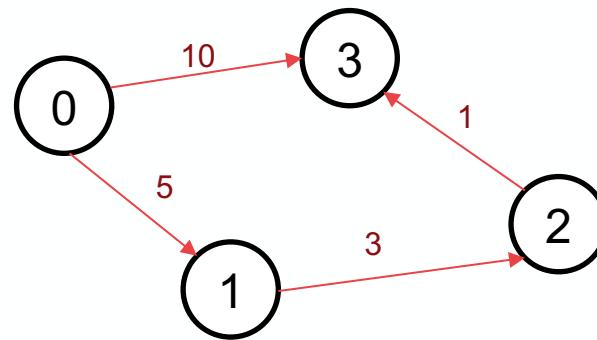


ກຳນົດໃຫ້ input graph $G = (V, E)$

Initialize array **dist** ຂາດ $V \times V$

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```

```
for (k=0; k<V; k++):  
    for (i=0; i<V; i++):  
        for (j=0; j<V; j++):  
            if (dist[i][k] + dist[k][j] < dist[i][j])  
                dist[i][j] = dist[i][k] + dist[k][j]
```



	0	1	2	3
0	0	5	INF	10
1	INF	0	3	INF
2	INF	INF	0	1
3	INF	INF	INF	0

All-pair Shortest path of Graph

Floyd-Warshall Algorithm



ກຳເຊົາໃຫ້ input graph $G = (V, E)$

Initialize array **dist** ຂອງ $V \times V$

dist = G

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$dist[i][j] = INF$ if no (i, j) in E

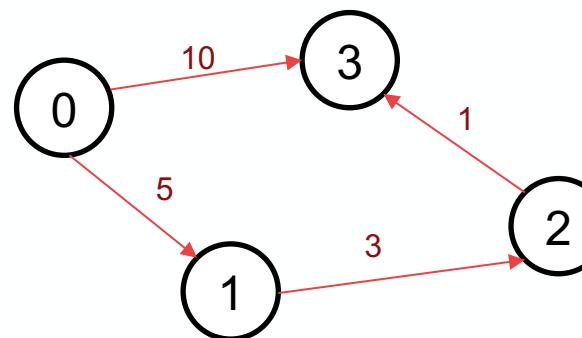
for ($k=0$; $k < V$; $k++$):

 for ($i=0$; $i < V$; $i++$):

 for ($j=0$; $j < V$; $j++$):

 if ($dist[i][k] + dist[k][j] < dist[i][j]$)

$dist[i][j] = dist[i][k] + dist[k][j]$



$i = 0$

$j = 0$

$k = 0$

	0	1	2	3
0	0	5	INF	10
1	INF	0	3	INF
2	INF	INF	0	1
3	INF	INF	INF	0

All-pair Shortest path of Graph

Floyd-Warshall Algorithm



ກຳເຊົາໃຫ້ input graph $G = (V, E)$

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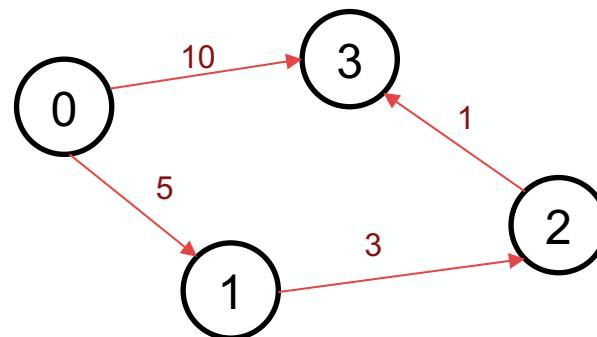
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 if ($dist[i][k] + dist[k][j] < dist[i][j]$)

$dist[i][j] = dist[i][k] + dist[k][j]$



$i = 0$

$j = 0$

$k = 0$

\rightarrow False

	0	1	2	3
0	0	5	INF	10
1	INF	0	3	INF
2	INF	INF	0	1
3	INF	INF	INF	0

All-pair Shortest path of Graph

Floyd-Warshall Algorithm



ກຳລົດໃຫ້ input graph $G = (V, E)$

Initialize array **dist** ຂາດ $V \times V$

dist = G

$dist[i][j] = 0$ if $i = j$

$dist[i][j] = INF$ if no (i, j) in E

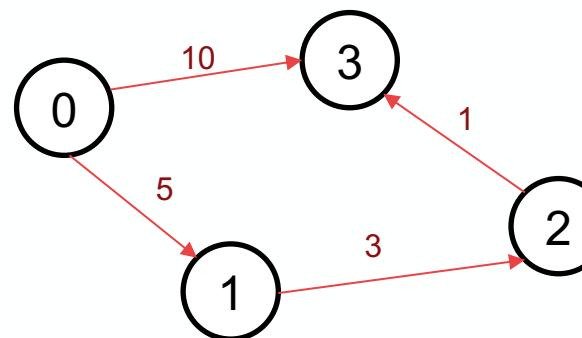
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 for ($i=0$; $i < V$; $i++$):

 for ($j=0$; $j < V$; $j++$):

 if ($dist[i][k] + dist[k][j] < dist[i][j]$)

$dist[i][j] = dist[i][k] + dist[k][j]$



$i = 0$

$j = 1$

$k = 0$

\rightarrow

	dist			
	0	1	2	3
0	0	5	INF	10
1	INF	0	3	INF
2	INF	INF	0	1
3	INF	INF	INF	0

All-pair Shortest path of Graph

Floyd-Warshall Algorithm



ກຳລົດໃຫ້ input graph $G = (V, E)$

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dist = G

$dist[i][j] = 0$ if $i = j$

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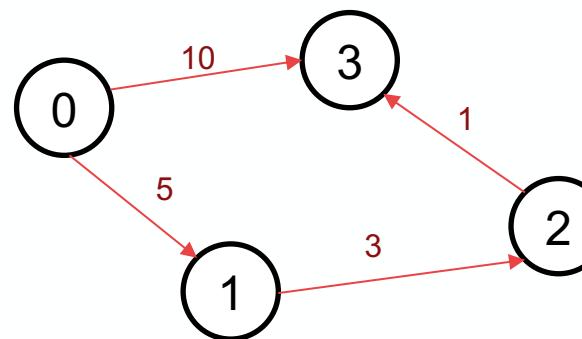
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 for ($j=0$; $j < V$; $j++$):

 if ($dist[i][k] + dist[k][j] < dist[i][j]$)

$dist[i][j] = dist[i][k] + dist[k][j]$



$i = 0$

$j = 2$

$k = 0$

\rightarrow

	0	1	2	3
0	0	5	INF	10
1	INF	0	3	INF
2	INF	INF	0	1
3	INF	INF	INF	0

All-pair Shortest path of Graph

Floyd-Warshall Algorithm



ກຳເຊົາໃຫ້ input graph $G = (V, E)$

Initialize array **dist** ຂອງ $V \times V$

dist = G

$dist[i][j] = 0$ if $i = j$

$dist[i][j] = INF$ if no (i, j) in E

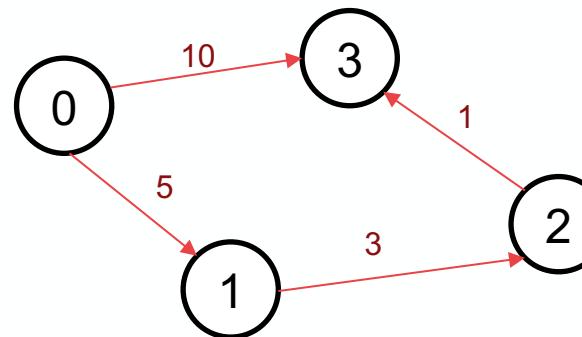
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 for ($j=0$; $j < V$; $j++$):

 if ($dist[i][k] + dist[k][j] < dist[i][j]$)

$dist[i][j] = dist[i][k] + dist[k][j]$



$i = 0$

$j = 3$

$k = 0$

	0	1	2	3
0	0	5	INF	10
1	INF	0	3	INF
2	INF	INF	0	1
3	INF	INF	INF	0

All-pair Shortest path of Graph

Floyd-Warshall Algorithm



ກຳເຊົາໃຫ້ input graph $G = (V, E)$

Initialize array **dist** ຂອງ $V \times V$

dist = G

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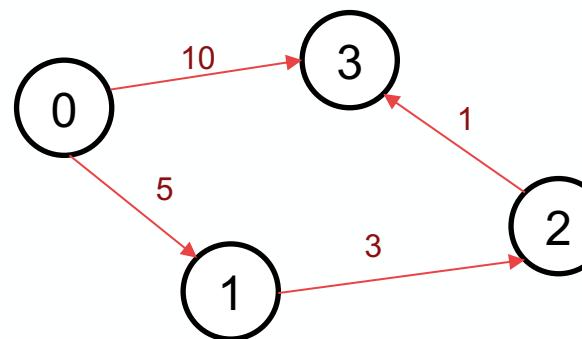
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 if ($dist[i][k] + dist[k][j] < dist[i][j]$)

$dist[i][j] = dist[i][k] + dist[k][j]$



$i = 1$

$j = 0$

$k = 0$

	0	1	2	3
0	0	5	INF	10
1	INF	0	3	INF
2	INF	INF	0	1
3	INF	INF	INF	0

All-pair Shortest path of Graph

Floyd-Warshall Algorithm



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Initialize array **dist** ຂອງ $V \times V$

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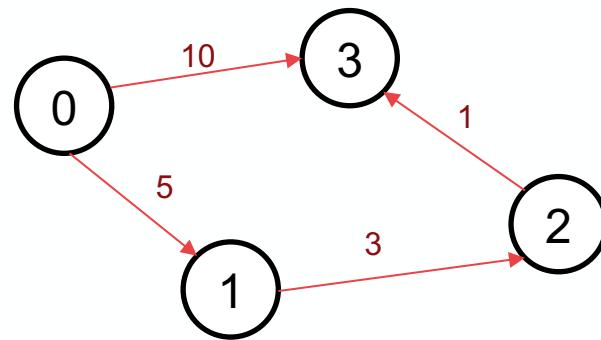
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 if ($dist[i][k] + dist[k][j] < dist[i][j]$)

$dist[i][j] = dist[i][k] + dist[k][j]$

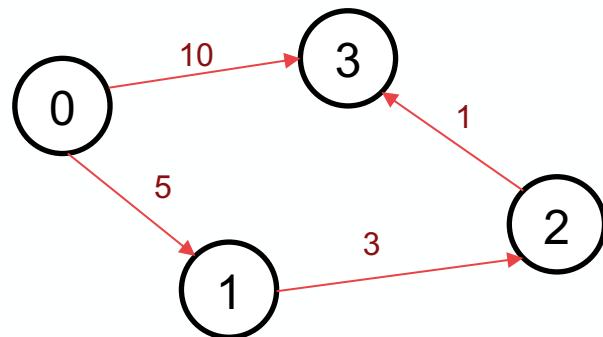


$i =$ $j =$ $k =$ \rightarrow

	0	1	2	3
0	0	5	INF	10
1	INF	0	3	INF
2	INF	INF	0	1
3	INF	INF	INF	0

All-pair Shortest path of Graph

Floyd-Warshall Algorithm



Let's code !!

[07-Floyd-Warshall.cpp]

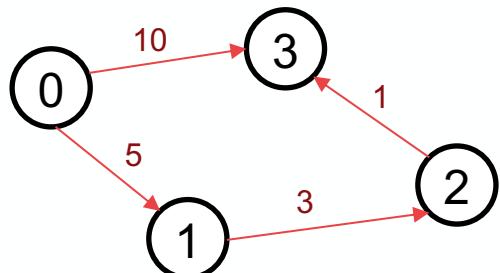
All-pair Shortest path of Graph

Floyd-Warshall Algorithm



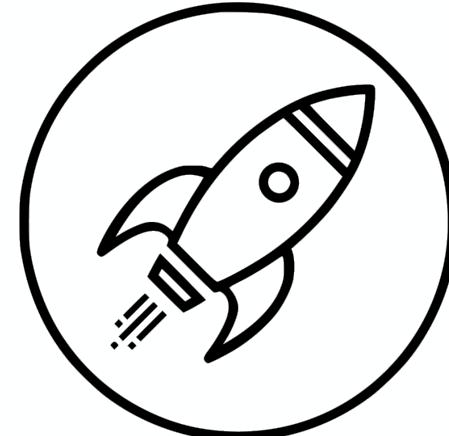
Quiz

1. จาก Floyd-Warshall Algorithm กี่อริบายเมื่อสักครู่ นักเรียนมีวิธีการในการเพิ่มประสิทธิภาพของวิธีนี้อย่างไรบ้าง
2. ต้องแก้ไขโค้ดอย่างไร เพื่อให้สามารถบอก Shortest Path ของแต่ละ Pair ได้



0, 1	$0 \rightarrow 1$	(dist = 5)
0, 2	$0 \rightarrow 1 \rightarrow 2$	(dist = 8)
0, 3	$0 \rightarrow 1 \rightarrow 2 \rightarrow 3$	(dist = 9)
1, 2	$1 \rightarrow 2$	(dist = 3)
1, 3	$1 \rightarrow 2 \rightarrow 3$	(dist = 4)
2, 3	$2 \rightarrow 3$	(dist = 1)

<https://forms.gle/wfyqBJ3gPUNvEgp58>



All-pair Shortest path of Graph

Floyd-Warshall Algorithm



- **Dijkstra's Algorithm vs. Floyd-Warshall Algorithm**

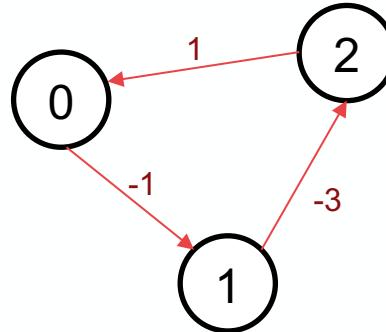
Dijkstra's	Floyd-Warshall
Shortest Path (Single source)	All-pair Shortest Path
$O(E\log V) \rightarrow \text{all nodes} = O(V^3 \log V)$	$O(V^3)$
Not Support negative weights	Support negative weights (if no negative weight cycle detected)

All-pair Shortest path of Graph

Floyd-Warshall Algorithm



- How to detect **negative weight cycle** using **Floyd-Warshall Algorithm**
 - ปกติแล้ว $\text{dist}[i][j] = 0$ เสมอ เมื่อ $i == j$
 - ถ้าพบว่า $\text{dist}[i][j] < 0$ แสดงว่ามี **negative weight cycle**



		dist		
		0	1	2
0	0	0	-1	INF
	1	INF	0	-3
2	1	INF	0	

i = j = k =

if ($\text{dist}[i][k] + \text{dist}[k][j] < \text{dist}[i][j]$)
 $\text{dist}[i][j] = \text{dist}[i][k] + \text{dist}[k][j]$

Sum of edges in this cycle = $-1 + -3 + 1 = -3$
(จึงเป็น Negative Weight Cycle)

Topological sort

คืออะไร, Algorithm



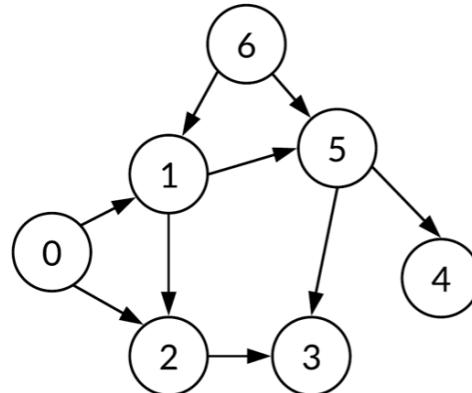
Topological sort of Graph

คืออะไร, Algorithm

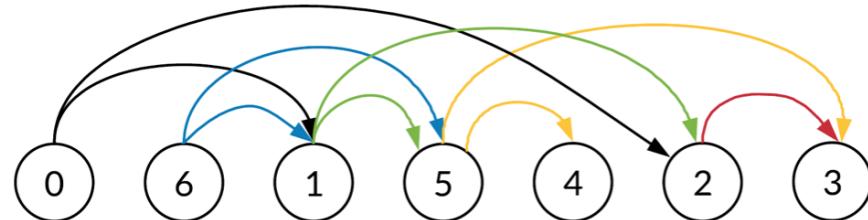


- จาก Directed Acyclic Graph (DAG) $G = (V, E)$
- Directed Acyclic Graph คือ กราฟแบบมีทิศทาง ที่ไม่มี cycle อยู่ข้างใน
- **Topological sort of G** คือ ลำดับของ Vertex ที่ทุก ๆ edge(u, v) น จะมาก่อน v เสมอ

Unsorted graph



Topologically sorted graph

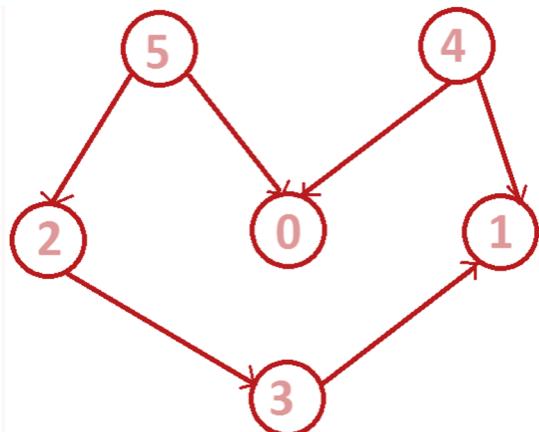


Topological sort of Graph

คืออะไร, Algorithm



- ข้อใดเป็น Topological sort ของกราฟด้านล่างบ้าง?



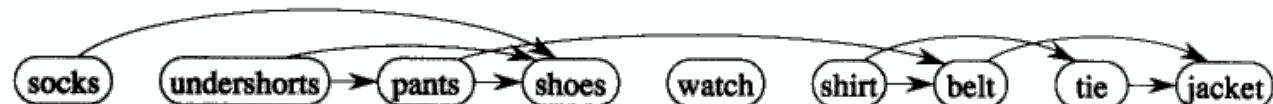
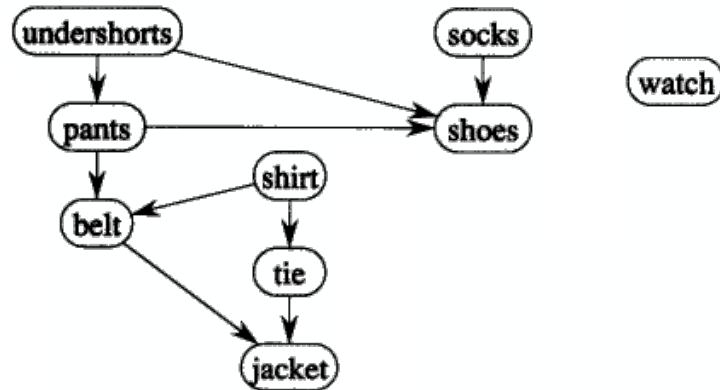
- | | | | | | | |
|--------------------------|---|---|---|---|---|---|
| <input type="checkbox"/> | 5 | 4 | 2 | 3 | 1 | 0 |
| <input type="checkbox"/> | 4 | 5 | 2 | 3 | 1 | 0 |
| <input type="checkbox"/> | 5 | 2 | 3 | 1 | 4 | 0 |
| <input type="checkbox"/> | 4 | 2 | 3 | 1 | 5 | 0 |

Topological sort of Graph

คืออะไร, Algorithm



- ประโยชน์

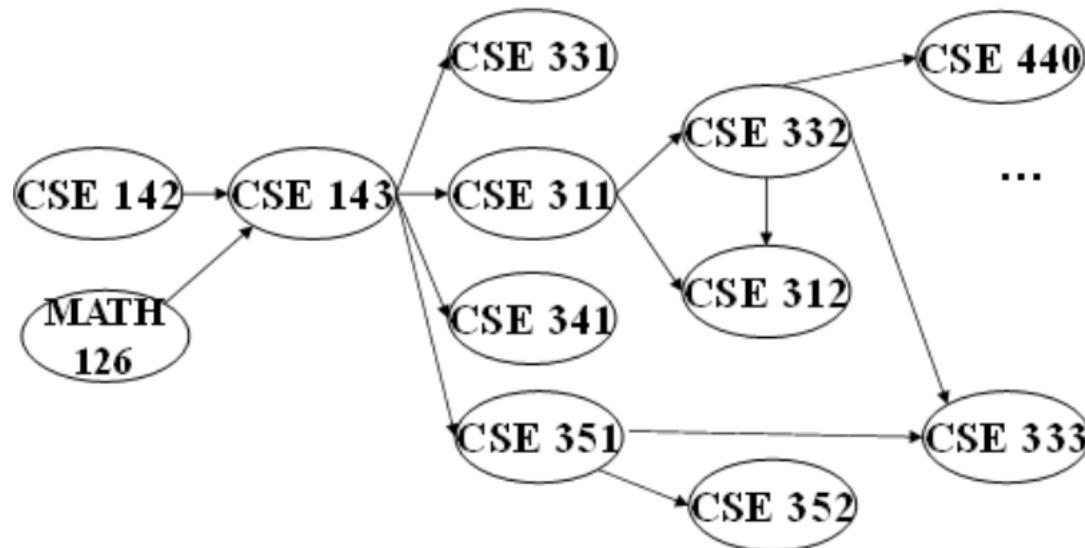


Topological sort of Graph

คืออะไร, Algorithm



- ประโยชน์



Topological sort of Graph

คืออะไร, Algorithm



- วิธี Topological sort “ประยุกต์จาก DFS แต่เพิ่ม stack เพื่อเก็บ node ที่เป็นลำดับก่อนหน้าให้ออกมาก่อน ”

DFS:

```
initialize all in visited[V] = false
```

```
//call recursive function  
DFS_util(source, visited);
```

DFS_util(v, visited):

```
show v;  
mark visited[v] = true;  
For each node in adjacency(v):  
    if visited[node] == false:  
        DFS(node, visited);
```

TopologicalSort:

```
initialize all in visited[V] = false
```

```
empty stack S
```

```
//call recursive function for each Vertex v  
for each v:
```

```
if visited[v] != true
```

```
TopologicalSortUtil(v, visited, S)
```

```
// print from stack
```

TopologicalSortUtil(v, visited):

```
visited[v] = true // ** Not print yet
```

```
For each node in adjacency(v):
```

```
    if visited[node] == false:
```

```
TopologicalSortUtil(node, visited, S)
```

```
push v to stack S
```

Topological sort of Graph

คืออะไร, Algorithm



TopologicalSort:

initialize all in **visited[V]** = false

empty stack S

//call recursive function for each Vertex v
for each v:
 if visited[v] != true

TopologicalSortUtil(v, visited, S)

// print from stack

TopologicalSortUtil(v, visited):

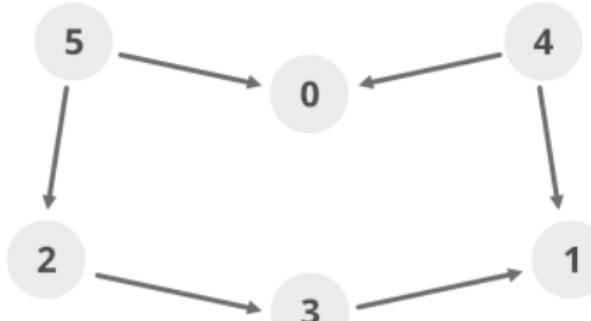
 visited[v] = true

 for each **node** in adjacency(v):

 if visited[node] == false:

TopologicalSortUtil(node, visited, S)

push v to stack S



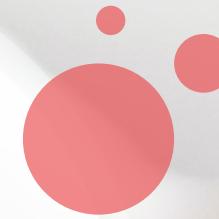
Adjacent list (G)

0 → 1 → 2 → 3
1 → 3 → 4 → 0, 1
2 → 5 → 2, 0
3 → 1
4 → 0, 1
5 → 2, 0



visited =

stack S = []



Thank you

ສູ້າ ບະຄະທຸກຄນ