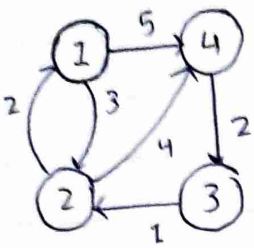
Floyd Warshall Algorithm.

Floyd warshall algorithm is an algorithm for finding shortest path between all the pairs of vertices in a weighted graph. This algorithm works for both the directed and undirected weighted graphs. But it does not work for graphs with negative cycles.

Steps:-



1. Create matrix $A_0[n][n]$, {n is number of vertices} if edge exists, write the weight, else ∞.

$$A_0 = \begin{array}{cc} & \begin{matrix} 1 & 2 & 3 & 4 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \end{matrix} & \begin{bmatrix} 0 & 3 & \infty & 5 \\ 2 & 0 & \infty & 4 \\ \infty & 1 & 0 & \infty \\ \infty & \infty & 2 & 0 \end{bmatrix} \end{array}$$

2. Now create another matrix A_1 using A_0, keep the first row and first col as it is, change the values of other cells, consider k as the node or vertex in between A[i] and A[j],

$$A[i][j] = (A[i][k] + A[k][j]) \text{ if } (A[i][j] > A[i][k] + A[k][j])$$

if sum of path of via, via k weight is less than change A[i][j] to that weight.

$$A_1 = \begin{array}{cc} & \begin{matrix} 1 & 2 & 3 & 4 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \end{matrix} & \begin{bmatrix} 0 & 3 & \infty & 5 \\ 2 & 0 & 9 & 4 \\ \infty & 1 & 0 & 8 \\ \infty & \infty & 2 & 0 \end{bmatrix} \end{array}$$

3, create A_2 using A_1, keep 2,2 same

$$A_2 = \begin{array}{cc} & \begin{matrix} 1 & 2 & 3 & 4 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \end{matrix} & \begin{bmatrix} 0 & 3 & 9 & 5 \\ 2 & 0 & 9 & 4 \\ 3 & 1 & 0 & 5 \\ \infty & \infty & 2 & 0 \end{bmatrix} \end{array}$$

4. same for A_3,

$$A_3 = \begin{array}{cc} & \begin{matrix} 1 & 2 & 3 & 4 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \end{matrix} & \begin{bmatrix} 0 & 3 & 9 & 5 \\ 2 & 0 & 9 & 4 \\ 3 & 1 & 0 & 5 \\ 5 & 3 & 2 & 0 \end{bmatrix} \end{array}$$

5. Now A_4.,

$$\begin{array}{cc} & \begin{matrix} 1 & 2 & 3 & 4 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \end{matrix} & \begin{bmatrix} 0 & 3 & 7 & 5 \\ 2 & 0 & 6 & 4 \\ 3 & 1 & 0 & 5 \\ 5 & 3 & 2 & 0 \end{bmatrix} \end{array}$$

This is the final matrix containing shortest paths between each nodes.

You have to iterate 0 to n times, to get the final answer.