



CS 225

Data Structures

December 1 – Floyd-Warshall's Algorithm
G Carl Evans

Floyd-Warshall Algorithm

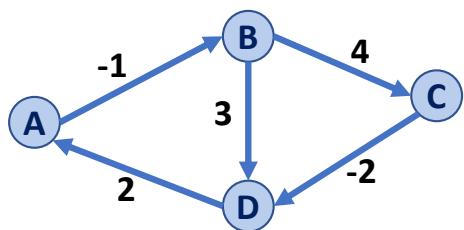
Floyd-Warshall's Algorithm is an alterative to Dijkstra in the presence of **negative-weight edges (not negative weight cycles)**.

```
6  FloydWarshall(G) :  
7      Let d be a adj. matrix initialized to +inf  
8      foreach (Vertex v : G):  
9          d[v][v] = 0  
10     foreach (Edge (u, v) : G):  
11         d[u][v] = cost(u, v)  
12     foreach (Vertex w : G):  
13         foreach (Vertex u : G):  
14             foreach (Vertex v : G):  
15                 if (d[u, v] > d[u, w] + d[w, v])  
16                     d[u, v] = d[u, w] + d[w, v]
```

Floyd-Warshall Algorithm

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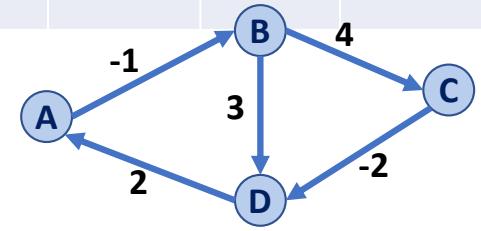
	A	B	C	D
A				
B				
C				
D				



Floyd-Warshall Algorithm

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12  foreach (Vertex k: G):  
13      foreach (Vertex u : G):  
14          foreach (Vertex v : G):  
15              if d[u, v] > d[u, k] + d[k, v]:  
16                  d[u, v] = d[u, k] + d[k, v]
```

	A	B	C	D
A	0	-1	∞	∞
B	∞	0	4	3
C	∞	∞	0	-2
D	2	∞	∞	0

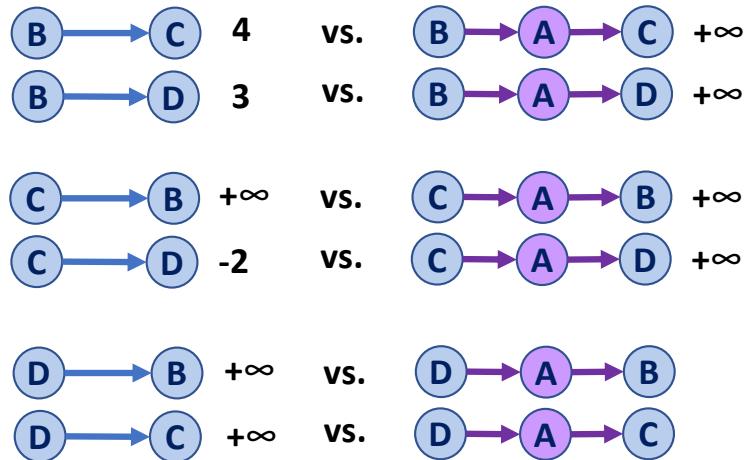


Floyd-Warshall Algorithm

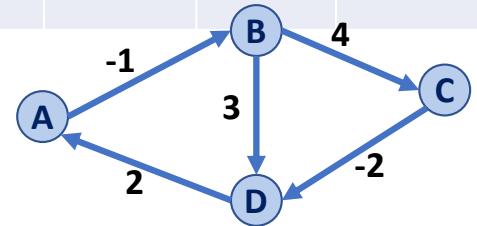
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12     foreach (Vertex k: G):
13         foreach (Vertex u : G):
14             foreach (Vertex v : G):
15                 if d[u, v] > d[u, k] + d[k, v]:
16                     d[u, v] = d[u, k] + d[k, v]
    
```

Let us consider k=A:



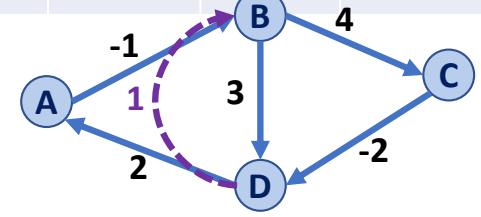
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Floyd-Warshall Algorithm

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	A	B	C	D
A	0	-1	∞	∞
B	∞	0	4	3
C	∞	∞	0	-2
D	2	1	∞	0

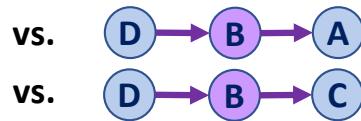
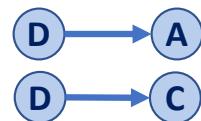
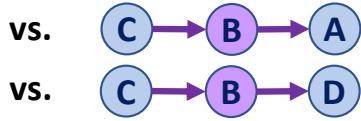
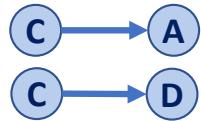
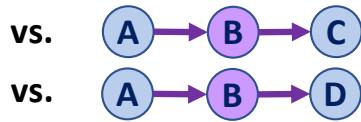
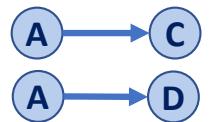


Floyd-Warshall Algorithm

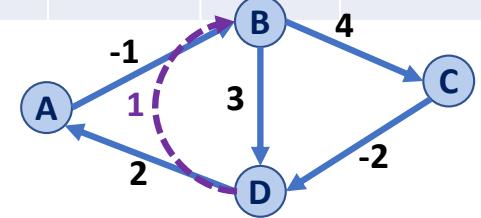
```

12     foreach (Vertex u : G):
13         foreach (Vertex v : G):
14             foreach (Vertex k : G):
15                 if d[u, v] > d[u, k] + d[k, v]:
16                     d[u, v] = d[u, k] + d[k, v]
    
```

Let us consider k=B:



	A	B	C	D
A	0	-1	∞	∞
B	∞	0	4	3
C	∞	∞	0	-2
D	2	1	∞	0



Floyd-Warshall Algorithm

Running Time?

```
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10      foreach (Edge (u, v) : G):  
11          d[u][v] = cost(u, v)  
12      foreach (Vertex u : G):  
13          foreach (Vertex v : G):  
14              foreach (Vertex w : G):  
15                  if d[u, v] > d[u, w] + d[w, v]:  
16                      d[u, v] = d[u, w] + d[w, v]
```