# All-Pairs Shortest Paths

(The Floyd-Warshall Algorithm)

#### Mr. Ajaya Kumar Dash

ajaya@iiit-bh.ac.in https://dash-ajay.github.io/

Department of Computer Science and Engineering

IIIT, Bhubaneswar

April 4, 2019



## Shortest Path Algorithms: Comparison

- Dijkstra's
  - Shortest path from one node to all other nodes



# Shortest Path Algorithms: Comparison

- Dijkstra's
  - Shortest path from one node to all other nodes
- Bellman-Ford
  - Shortest path from one node to all other nodes
  - Negative edges allowed
  - Detect the presence of negative weight cycle



## Shortest Path Algorithms: Comparison

- Dijkstra's
  - Shortest path from one node to all other nodes
- Bellman-Ford
  - Shortest path from one node to all other nodes
  - Negative edges allowed
  - Detect the presence of negative weight cycle
- Floyd-Warshall
  - Shortest path between all pair of vertices
  - Negative edges allowed



### **Problem** Definition



• Suppose we are given a directed graph G=(V,E) and a weight function  $w:E\to R$  .



• Suppose we are given a directed graph G=(V,E) and a weight function  $w:E\to R$  .

• We assume that 'G' doesn't contain any negative weight cycle.



• Suppose we are given a directed graph G=(V,E) and a weight function  $w:E\to R$  .

- We assume that 'G' doesn't contain any negative weight cycle.
- The All-Pairs Shortest Path problem asks to find the length of the shortest path between any pair of vertices in 'G'.



### Solutions Using Previous Knowledge





Complexity of Above Approach



#### Complexity of Above Approach

• Linear array implementation of min-priority queue:  $O(V^3 + VE)$ 



#### Complexity of Above Approach

- Linear array implementation of min-priority queue:  $O(V^3 + VE)$
- Fibonacci Heap implementation of min-priority queue:  $O(V^2 log V + VE)$





• If negative edge weights are allowed, we cannot use Dijkstra's method, rather we have to use Bellman-Ford algorithm for all vetices to solve the problem i.e. |V| times.



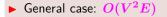
• If negative edge weights are allowed, we cannot use Dijkstra's method, rather we have to use Bellman-Ford algorithm for all vetices to solve the problem i.e. |V| times.

Complexity of this Approach



• If negative edge weights are allowed, we cannot use Dijkstra's method, rather we have to use Bellman-Ford algorithm for all vetices to solve the problem i.e. |V| times.

#### Complexity of this Approach





• If negative edge weights are allowed, we cannot use Dijkstra's method, rather we have to use Bellman-Ford algorithm for all vetices to solve the problem i.e. |V| times.





• If negative edge weights are allowed, we cannot use Dijkstra's method, rather we have to use Bellman-Ford algorithm for all vetices to solve the problem i.e. |V| times.



# CAN WE DO BETTER ?



### Floyd - Warshall Algorithm



• Uses Dynamic Programming Approach.



- Uses Dynamic Programming Approach.
- For a graph G = (V, E), runs in  $O(V^3)$  time.



# Floyd - Warshall Algorithm

- Uses Dynamic Programming Approach.
- For a graph G = (V, E), runs in  $O(V^3)$  time.
- Uses Adjacency matrix representation of graph.



# Floyd - Warshall Algorithm

- Uses Dynamic Programming Approach.
- For a graph G = (V, E), runs in  $O(V^3)$  time.
- Uses Adjacency matrix representation of graph.

#### Alert

Negative-weight edges may be present, but we assume that "no Negative weight cycles" ..



### Representation of the Input



• The input is represented by a weight matrix

$$W = (w_{ij})_{(i,j) in E}$$

and is defined by,



• The input is represented by a weight matrix

$$\boldsymbol{W} = (\boldsymbol{w}_{\boldsymbol{i}\boldsymbol{j}})_{(i,j) \text{ in } E}$$

and is defined by,

$$\boldsymbol{w_{ij}} = \begin{array}{cc} 0, & \text{if } i = j \\ w(i,j), & \text{if } i \neq j \text{ and}(i,j) \text{ in } E \\ \infty, & \text{if } i \neq j \text{ and}(i,j) \text{ not in } E \end{array}$$



### Format of the Output



 If the graph has V vertices, we return a distance matrix D, where each element (d<sub>ij</sub>) is the shortest length of the path from i to j.



#### Intermediate Vertices



• Without loss of generality, we'll assume that  $V = \{1, 2, ..., n\}$  i.e. the vertices of the graph are numbered form 1 to n.



#### Intermediate Vertices

• Without loss of generality, we'll assume that  $V = \{1, 2, ..., n\}$  i.e. the vertices of the graph are numbered form 1 to n.

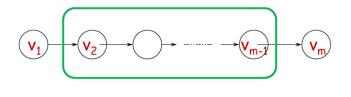
• Given a path  $p = \langle v_1, v_2, \dots, v_m \rangle$  in the graph, we'll call the vertices  $v_k$  with index 'k' in  $\{2, 3, \dots, m-1\}$  as the intermediate vertices of **p**.



#### Intermediate Vertices

• Without loss of generality, we'll assume that  $V = \{1, 2, ..., n\}$  i.e. the vertices of the graph are numbered form 1 to n.

• Given a path  $p = \langle v_1, v_2, \dots, v_m \rangle$  in the graph, we'll call the vertices  $v_k$  with index 'k' in  $\{2, 3, \dots, m-1\}$  as the intermediate vertices of **p**.





### Key Ideas



A. K. Dash

• The key to *Floyd-Warshall* algorithm is the following definition.



- The key to Floyd-Warshall algorithm is the following definition.
  - ▶ Definition: Let d<sup>(k)</sup><sub>ij</sub> denote the length of the shortest path form 'i' to 'j' such that all intermediate vertices are contained in the set {1, 2, ..., k}.



- The key to *Floyd-Warshall* algorithm is the following definition.
  - ▶ Definition: Let d<sup>(k)</sup><sub>ij</sub> denote the length of the shortest path form 'i' to 'j' such that all intermediate vertices are contained in the set {1, 2, ..., k}.
- A shortest path doesn't contain any vertex twice, as this would imply that the path contains a cycle.



- The key to *Floyd-Warshall* algorithm is the following definition.
  - ▶ Definition: Let d<sup>(k)</sup><sub>ij</sub> denote the length of the shortest path form 'i' to 'j' such that all intermediate vertices are contained in the set {1, 2, ..., k}.
- A shortest path doesn't contain any vertex twice, as this would imply that the path contains a cycle.
- By assumption, cycles in the graph have a positive weight. So removing the cycle would result in a shorter path.

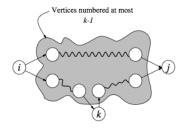




Consider a shortest path p from 'i' to 'j' such that the intermediate vertices are form the set {1,2,...,k}.



Consider a shortest path p from 'i' to 'j' such that the intermediate vertices are form the set {1,2,...,k}.

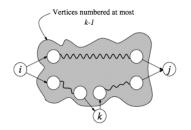




Consider a shortest path p from 'i' to 'j' such that the intermediate vertices are form the set {1,2,...,k}.

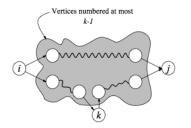
 If the vertex k is not an intermediate vertex on p, then

$$d_{ij}^{(k)} = d_{ij}^{(k-1)}$$





Consider a shortest path p from 'i' to 'j' such that the intermediate vertices are form the set {1,2,...,k}.



If the vertex k is not an intermediate vertex on p, then

$$d_{ij}^{(k)} = d_{ij}^{(k-1)}$$

If the vertex k is an intermediate vertex on p, then

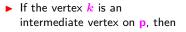
$$d_{ij}^{(k)} = d_{ik}^{(k-1)} + d_{kj}^{(k-1)}$$



Vertices numbered at most k-1

- Consider a shortest path p from 'i' to 'j' such that the intermediate vertices are form the set {1,2,...,k}.
  - If the vertex k is not an intermediate vertex on p, then

$$d_{ij}^{(k)} = d_{ij}^{(k-1)}$$



$$d_{ij}^{(k)} = d_{ik}^{(k-1)} + d_{kj}^{(k-1)}$$

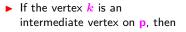
• Interestingly, in either case, the subpaths contain merely nodes from  $\{1, 2, \ldots, k-1\}.$ 



i

- Consider a shortest path p from 'i' to 'j' such that the intermediate vertices are form the set {1,2,...,k}.
  - If the vertex k is not an intermediate vertex on p, then

$$d_{ij}^{\left(k\right)}=d_{ij}^{\left(k-1\right)}$$



 $d_{ij}^{(k)} = d_{ik}^{(k-1)} + d_{kj}^{(k-1)}$ 

• Interestingly, in either case, the subpaths contain merely nodes from  $\{1, 2, \ldots, k-1\}.$ 

• Therefore, we can conclude that :

Vertices numbered at most k-1

$$d_{ij}^{(k)} = \min\{d_{ij}^{(k-1)}, d_{ik}^{(k-1)} + d_{kj}^{(k-1)}\}$$



i



• If we don't use intermediate nodes i.e. when k=0 , then

$$d_{ij}^{(0)} = w_{ij}$$



• If we don't use intermediate nodes i.e. when k=0 , then

$$d_{ij}^{(0)} = w_{ij}$$

• if k > 0, then

$$d_{ij}^{(k)} = \min\{d_{ij}^{(k-1)}, d_{ik}^{(k-1)} + d_{kj}^{(k-1)}\}$$



• If we don't use intermediate nodes i.e. when k=0 , then

$$d_{ij}^{(0)} = w_{ij}$$

• if k > 0, then

$$d_{ij}^{(k)} = \min\{d_{ij}^{(k-1)}, d_{ik}^{(k-1)} + d_{kj}^{(k-1)}\}$$

Mathematically,

$$\boldsymbol{d_{ij}^{(k)}} = \begin{cases} w_{ij}, & \text{if } k = 0\\ \\ \min\{d_{ij}^{(k-1)}, d_{ik}^{(k-1)} + d_{kj}^{(k-1)}\}, & \text{if } k > 0 \end{cases}$$



# The Floyd-Warshall Algorithm

FLOYD-WARSHALL(W)



# FLOYD-WARSHALL(W)

 $1 \quad n \leftarrow \mathit{rows}[W]$ 



#### FLOYD-WARSHALL(W)

- 1  $n \leftarrow rows[W]$
- 2  $D^{(0)} \leftarrow W$



```
FLOYD-WARSHALL(W)

1 n \leftarrow rows[W]

2 D^{(0)} \leftarrow W

3 for k \leftarrow 1 to n

4 do for i \leftarrow 1 to n

5 do for j \leftarrow 1 to n
```



```
FLOYD-WARSHALL(W)

1 n \leftarrow rows[W]

2 D^{(0)} \leftarrow W

3 for k \leftarrow 1 to n

4 do for i \leftarrow 1 to n

5 do for j \leftarrow 1 to n

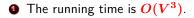
6 do d_{ij}^{(k)} \leftarrow min\{d_{ij}^{(k-1)}, d_{ik}^{(k-1)} + d_{kj}^{(k-1)}\}

7 return D^{(n)}
```



# Time and Space Requirements







• The running time is  $O(V^3)$ .

**2** However, in this version the space requirements are very high.

