
25.2 The Floyd-Warshall algorithm

In this section, we shall use a different dynamic-programming formulation to solve the all-pairs shortest-paths problem on a directed graph $G = (V, E)$. The resulting algorithm, known as the **Floyd-Warshall algorithm**, runs in $\Theta(V^3)$ time. As before, negative-weight edges may be present, but we assume that there are no negative-weight cycles. As in Section 25.1, we follow the dynamic-programming process to develop the algorithm. After studying the resulting algorithm, we present a similar method for finding the transitive closure of a directed graph.

The structure of a shortest path

In the Floyd-Warshall algorithm, we characterize the structure of a shortest path differently from how we characterized it in Section 25.1. The Floyd-Warshall algorithm considers the intermediate vertices of a shortest path, where an *intermediate* vertex of a simple path $p = \langle v_1, v_2, \dots, v_l \rangle$ is any vertex of p other than v_1 or v_l , that is, any vertex in the set $\{v_2, v_3, \dots, v_{l-1}\}$.

The Floyd-Warshall algorithm relies on the following observation. Under our assumption that the vertices of G are $V = \{1, 2, \dots, n\}$, let us consider a subset $\{1, 2, \dots, k\}$ of vertices for some k . For any pair of vertices $i, j \in V$, consider all paths from i to j whose intermediate vertices are all drawn from $\{1, 2, \dots, k\}$, and let p be a minimum-weight path from among them. (Path p is simple.) The Floyd-Warshall algorithm exploits a relationship between path p and shortest paths from i to j with all intermediate vertices in the set $\{1, 2, \dots, k-1\}$. The relationship depends on whether or not k is an intermediate vertex of path p .

- If k is not an intermediate vertex of path p , then all intermediate vertices of path p are in the set $\{1, 2, \dots, k-1\}$. Thus, a shortest path from vertex i to vertex j with all intermediate vertices in the set $\{1, 2, \dots, k-1\}$ is also a shortest path from i to j with all intermediate vertices in the set $\{1, 2, \dots, k\}$.
- If k is an intermediate vertex of path p , then we decompose p into $i \xrightarrow{p_1} k \xrightarrow{p_2} j$, as Figure 25.3 illustrates. By Lemma 24.1, p_1 is a shortest path from i to k with all intermediate vertices in the set $\{1, 2, \dots, k\}$. In fact, we can make a slightly stronger statement. Because vertex k is not an intermediate vertex of path p_1 , all intermediate vertices of p_1 are in the set $\{1, 2, \dots, k-1\}$. There-

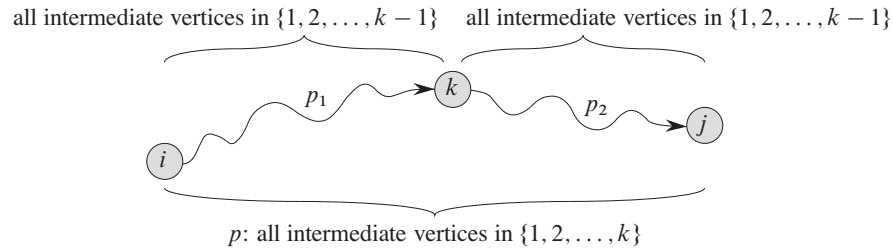


Figure 25.3 Path p is a shortest path from vertex i to vertex j , and k is the highest-numbered intermediate vertex of p . Path p_1 , the portion of path p from vertex i to vertex k , has all intermediate vertices in the set $\{1, 2, \dots, k-1\}$. The same holds for path p_2 from vertex k to vertex j .

fore, p_1 is a shortest path from i to k with all intermediate vertices in the set $\{1, 2, \dots, k-1\}$. Similarly, p_2 is a shortest path from vertex k to vertex j with all intermediate vertices in the set $\{1, 2, \dots, k-1\}$.

A recursive solution to the all-pairs shortest-paths problem

Based on the above observations, we define a recursive formulation of shortest-path estimates that differs from the one in Section 25.1. Let $d_{ij}^{(k)}$ be the weight of a shortest path from vertex i to vertex j for which all intermediate vertices are in the set $\{1, 2, \dots, k\}$. When $k = 0$, a path from vertex i to vertex j with no intermediate vertex numbered higher than 0 has no intermediate vertices at all. Such a path has at most one edge, and hence $d_{ij}^{(0)} = w_{ij}$. Following the above discussion, we define $d_{ij}^{(k)}$ recursively by

$$d_{ij}^{(k)} = \begin{cases} w_{ij} & \text{if } k = 0, \\ \min(d_{ij}^{(k-1)}, d_{ik}^{(k-1)} + d_{kj}^{(k-1)}) & \text{if } k \geq 1. \end{cases} \quad (25.5)$$

Because for any path, all intermediate vertices are in the set $\{1, 2, \dots, n\}$, the matrix $D^{(n)} = (d_{ij}^{(n)})$ gives the final answer: $d_{ij}^{(n)} = \delta(i, j)$ for all $i, j \in V$.

Computing the shortest-path weights bottom up

Based on recurrence (25.5), we can use the following bottom-up procedure to compute the values $d_{ij}^{(k)}$ in order of increasing values of k . Its input is an $n \times n$ matrix W defined as in equation (25.1). The procedure returns the matrix $D^{(n)}$ of shortest-path weights.

```

FLOYD-WARSHALL( $W$ )
1   $n = W.rows$ 
2   $D^{(0)} = W$ 
3  for  $k = 1$  to  $n$ 
4      let  $D^{(k)} = (d_{ij}^{(k)})$  be a new  $n \times n$  matrix
5      for  $i = 1$  to  $n$ 
6          for  $j = 1$  to  $n$ 
7               $d_{ij}^{(k)} = \min(d_{ij}^{(k-1)}, d_{ik}^{(k-1)} + d_{kj}^{(k-1)})$ 
8  return  $D^{(n)}$ 

```

Figure 25.4 shows the matrices $D^{(k)}$ computed by the Floyd-Warshall algorithm for the graph in Figure 25.1.

The running time of the Floyd-Warshall algorithm is determined by the triply nested **for** loops of lines 3–7. Because each execution of line 7 takes $O(1)$ time, the algorithm runs in time $\Theta(n^3)$. As in the final algorithm in Section 25.1, the code is tight, with no elaborate data structures, and so the constant hidden in the Θ -notation is small. Thus, the Floyd-Warshall algorithm is quite practical for even moderate-sized input graphs.

Constructing a shortest path

There are a variety of different methods for constructing shortest paths in the Floyd-Warshall algorithm. One way is to compute the matrix D of shortest-path weights and then construct the predecessor matrix Π from the D matrix. Exercise 25.1-6 asks you to implement this method so that it runs in $O(n^3)$ time. Given the predecessor matrix Π , the PRINT-ALL-PAIRS-SHORTEST-PATH procedure will print the vertices on a given shortest path.

Alternatively, we can compute the predecessor matrix Π while the algorithm computes the matrices $D^{(k)}$. Specifically, we compute a sequence of matrices $\Pi^{(0)}, \Pi^{(1)}, \dots, \Pi^{(n)}$, where $\Pi = \Pi^{(n)}$ and we define $\pi_{ij}^{(k)}$ as the predecessor of vertex j on a shortest path from vertex i with all intermediate vertices in the set $\{1, 2, \dots, k\}$.

We can give a recursive formulation of $\pi_{ij}^{(k)}$. When $k = 0$, a shortest path from i to j has no intermediate vertices at all. Thus,

$$\pi_{ij}^{(0)} = \begin{cases} \text{NIL} & \text{if } i = j \text{ or } w_{ij} = \infty, \\ i & \text{if } i \neq j \text{ and } w_{ij} < \infty. \end{cases} \quad (25.6)$$

For $k \geq 1$, if we take the path $i \rightsquigarrow k \rightsquigarrow j$, where $k \neq j$, then the predecessor of j we choose is the same as the predecessor of j we chose on a shortest path from k with all intermediate vertices in the set $\{1, 2, \dots, k-1\}$. Otherwise, we

$$\begin{array}{l}
D^{(0)} = \begin{pmatrix} 0 & 3 & 8 & \infty & -4 \\ \infty & 0 & \infty & 1 & 7 \\ \infty & 4 & 0 & \infty & \infty \\ 2 & \infty & -5 & 0 & \infty \\ \infty & \infty & \infty & 6 & 0 \end{pmatrix} \quad \Pi^{(0)} = \begin{pmatrix} \text{NIL} & 1 & 1 & \text{NIL} & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 2 & 2 \\ \text{NIL} & 3 & \text{NIL} & \text{NIL} & \text{NIL} \\ 4 & \text{NIL} & 4 & \text{NIL} & \text{NIL} \\ \text{NIL} & \text{NIL} & \text{NIL} & 5 & \text{NIL} \end{pmatrix} \\
\\
D^{(1)} = \begin{pmatrix} 0 & 3 & 8 & \infty & -4 \\ \infty & 0 & \infty & 1 & 7 \\ \infty & 4 & 0 & \infty & \infty \\ 2 & 5 & -5 & 0 & -2 \\ \infty & \infty & \infty & 6 & 0 \end{pmatrix} \quad \Pi^{(1)} = \begin{pmatrix} \text{NIL} & 1 & 1 & \text{NIL} & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 2 & 2 \\ \text{NIL} & 3 & \text{NIL} & \text{NIL} & \text{NIL} \\ 4 & 1 & 4 & \text{NIL} & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 5 & \text{NIL} \end{pmatrix} \\
\\
D^{(2)} = \begin{pmatrix} 0 & 3 & 8 & 4 & -4 \\ \infty & 0 & \infty & 1 & 7 \\ \infty & 4 & 0 & 5 & 11 \\ 2 & 5 & -5 & 0 & -2 \\ \infty & \infty & \infty & 6 & 0 \end{pmatrix} \quad \Pi^{(2)} = \begin{pmatrix} \text{NIL} & 1 & 1 & 2 & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 2 & 2 \\ \text{NIL} & 3 & \text{NIL} & 2 & 2 \\ 4 & 1 & 4 & \text{NIL} & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 5 & \text{NIL} \end{pmatrix} \\
\\
D^{(3)} = \begin{pmatrix} 0 & 3 & 8 & 4 & -4 \\ \infty & 0 & \infty & 1 & 7 \\ \infty & 4 & 0 & 5 & 11 \\ 2 & -1 & -5 & 0 & -2 \\ \infty & \infty & \infty & 6 & 0 \end{pmatrix} \quad \Pi^{(3)} = \begin{pmatrix} \text{NIL} & 1 & 1 & 2 & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 2 & 2 \\ \text{NIL} & 3 & \text{NIL} & 2 & 2 \\ 4 & 3 & 4 & \text{NIL} & 1 \\ \text{NIL} & \text{NIL} & \text{NIL} & 5 & \text{NIL} \end{pmatrix} \\
\\
D^{(4)} = \begin{pmatrix} 0 & 3 & -1 & 4 & -4 \\ 3 & 0 & -4 & 1 & -1 \\ 7 & 4 & 0 & 5 & 3 \\ 2 & -1 & -5 & 0 & -2 \\ 8 & 5 & 1 & 6 & 0 \end{pmatrix} \quad \Pi^{(4)} = \begin{pmatrix} \text{NIL} & 1 & 4 & 2 & 1 \\ 4 & \text{NIL} & 4 & 2 & 1 \\ 4 & 3 & \text{NIL} & 2 & 1 \\ 4 & 3 & 4 & \text{NIL} & 1 \\ 4 & 3 & 4 & 5 & \text{NIL} \end{pmatrix} \\
\\
D^{(5)} = \begin{pmatrix} 0 & 1 & -3 & 2 & -4 \\ 3 & 0 & -4 & 1 & -1 \\ 7 & 4 & 0 & 5 & 3 \\ 2 & -1 & -5 & 0 & -2 \\ 8 & 5 & 1 & 6 & 0 \end{pmatrix} \quad \Pi^{(5)} = \begin{pmatrix} \text{NIL} & 3 & 4 & 5 & 1 \\ 4 & \text{NIL} & 4 & 2 & 1 \\ 4 & 3 & \text{NIL} & 2 & 1 \\ 4 & 3 & 4 & \text{NIL} & 1 \\ 4 & 3 & 4 & 5 & \text{NIL} \end{pmatrix}
\end{array}$$

Figure 25.4 The sequence of matrices $D^{(k)}$ and $\Pi^{(k)}$ computed by the Floyd-Warshall algorithm for the graph in Figure 25.1.

choose the same predecessor of j that we chose on a shortest path from i with all intermediate vertices in the set $\{1, 2, \dots, k-1\}$. Formally, for $k \geq 1$,

$$\pi_{ij}^{(k)} = \begin{cases} \pi_{ij}^{(k-1)} & \text{if } d_{ij}^{(k-1)} \leq d_{ik}^{(k-1)} + d_{kj}^{(k-1)}, \\ \pi_{kj}^{(k-1)} & \text{if } d_{ij}^{(k-1)} > d_{ik}^{(k-1)} + d_{kj}^{(k-1)}. \end{cases} \quad (25.7)$$

We leave the incorporation of the $\Pi^{(k)}$ matrix computations into the FLOYD-WARSHALL procedure as Exercise 25.2-3. Figure 25.4 shows the sequence of $\Pi^{(k)}$ matrices that the resulting algorithm computes for the graph of Figure 25.1. The exercise also asks for the more difficult task of proving that the predecessor subgraph $G_{\pi,i}$ is a shortest-paths tree with root i . Exercise 25.2-7 asks for yet another way to reconstruct shortest paths.

Transitive closure of a directed graph

Given a directed graph $G = (V, E)$ with vertex set $V = \{1, 2, \dots, n\}$, we might wish to determine whether G contains a path from i to j for all vertex pairs $i, j \in V$. We define the **transitive closure** of G as the graph $G^* = (V, E^*)$, where $E^* = \{(i, j) : \text{there is a path from vertex } i \text{ to vertex } j \text{ in } G\}$.

One way to compute the transitive closure of a graph in $\Theta(n^3)$ time is to assign a weight of 1 to each edge of E and run the Floyd-Warshall algorithm. If there is a path from vertex i to vertex j , we get $d_{ij} < n$. Otherwise, we get $d_{ij} = \infty$.

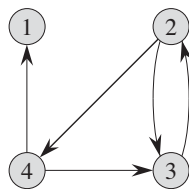
There is another, similar way to compute the transitive closure of G in $\Theta(n^3)$ time that can save time and space in practice. This method substitutes the logical operations \vee (logical OR) and \wedge (logical AND) for the arithmetic operations \min and $+$ in the Floyd-Warshall algorithm. For $i, j, k = 1, 2, \dots, n$, we define $t_{ij}^{(k)}$ to be 1 if there exists a path in graph G from vertex i to vertex j with all intermediate vertices in the set $\{1, 2, \dots, k\}$, and 0 otherwise. We construct the transitive closure $G^* = (V, E^*)$ by putting edge (i, j) into E^* if and only if $t_{ij}^{(n)} = 1$. A recursive definition of $t_{ij}^{(k)}$, analogous to recurrence (25.5), is

$$t_{ij}^{(0)} = \begin{cases} 0 & \text{if } i \neq j \text{ and } (i, j) \notin E, \\ 1 & \text{if } i = j \text{ or } (i, j) \in E, \end{cases}$$

and for $k \geq 1$,

$$t_{ij}^{(k)} = t_{ij}^{(k-1)} \vee (t_{ik}^{(k-1)} \wedge t_{kj}^{(k-1)}). \quad (25.8)$$

As in the Floyd-Warshall algorithm, we compute the matrices $T^{(k)} = (t_{ij}^{(k)})$ in order of increasing k .



$$T^{(0)} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 1 & 0 \\ 1 & 0 & 1 & 1 \end{pmatrix} \quad T^{(1)} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 1 & 0 \\ 1 & 0 & 1 & 1 \end{pmatrix} \quad T^{(2)} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \\ 1 & 0 & 1 & 1 \end{pmatrix}$$

$$T^{(3)} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix} \quad T^{(4)} = \begin{pmatrix} 1 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix}$$

Figure 25.5 A directed graph and the matrices $T^{(k)}$ computed by the transitive-closure algorithm.

TRANSITIVE-CLOSURE(G)

```

1   $n = |G.V|$ 
2  let  $T^{(0)} = (t_{ij}^{(0)})$  be a new  $n \times n$  matrix
3  for  $i = 1$  to  $n$ 
4      for  $j = 1$  to  $n$ 
5          if  $i == j$  or  $(i, j) \in G.E$ 
6               $t_{ij}^{(0)} = 1$ 
7          else  $t_{ij}^{(0)} = 0$ 
8  for  $k = 1$  to  $n$ 
9      let  $T^{(k)} = (t_{ij}^{(k)})$  be a new  $n \times n$  matrix
10     for  $i = 1$  to  $n$ 
11         for  $j = 1$  to  $n$ 
12              $t_{ij}^{(k)} = t_{ij}^{(k-1)} \vee (t_{ik}^{(k-1)} \wedge t_{kj}^{(k-1)})$ 
13  return  $T^{(n)}$ 

```

Figure 25.5 shows the matrices $T^{(k)}$ computed by the TRANSITIVE-CLOSURE procedure on a sample graph. The TRANSITIVE-CLOSURE procedure, like the Floyd-Warshall algorithm, runs in $\Theta(n^3)$ time. On some computers, though, logical operations on single-bit values execute faster than arithmetic operations on integer words of data. Moreover, because the direct transitive-closure algorithm uses only boolean values rather than integer values, its space requirement is less

than the Floyd-Warshall algorithm's by a factor corresponding to the size of a word of computer storage.

Reference :

Text Book-T. H. Cormen, C. E. Leiserson , R. L. Rivest and C. Stein : Introduction to Algorithms, Third Edition ,The MIT Press Cambridge, Massachusetts London, England .