

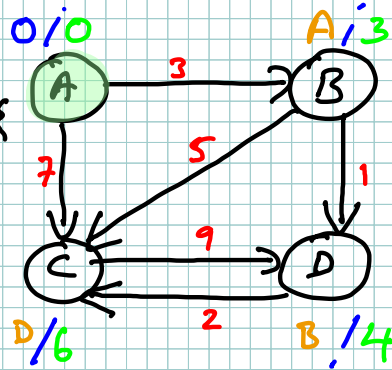
DYJKSTRA'S SHORTEST PATH

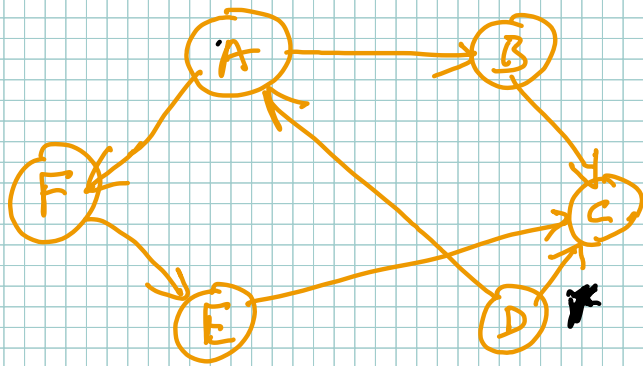
for each Vertex $curV$ in G and U {
 $curV.distance = \infty$
 $curV.pred = 0$
 enqueue $curV$ in UNVISITED U 's

3
 $startV.distance = 0$
 while (unvisited U 's not empty) {
 dequeue $curV$ with shortest
 distance

for each $adjV$ to $curV$ {
 $edgeW =$ weight of edge from
 $curV$ to $adjV$
 $altDist = curV.distance + edgeW$
 if ($altDist < adjV.distance$)
 $adjV.distance = altDist$
 $adjV.pred = curV$

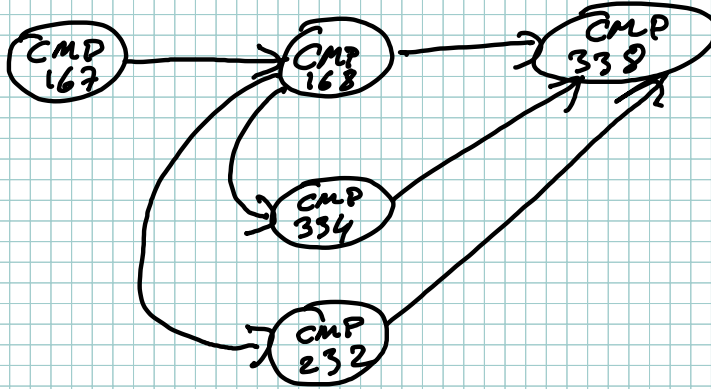
3
 3





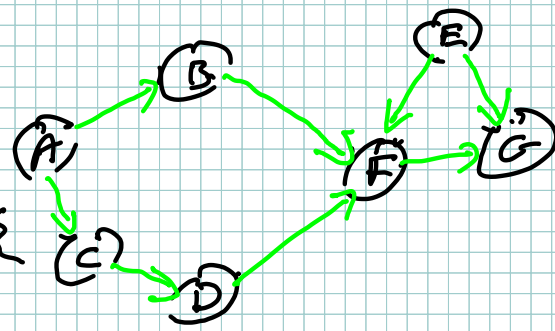
- C, D, A, F, B, E NO
- D, A, F, E, C, B NO
- D, A, F, E, B, C YES
- D, A, F, B, E, C YES

topological sort of an acyclic graph produces a list of the graph's vertices such that for every edge from vertex X to vertex Y , X comes before Y in list.



167, 168, 334, 232, 338

TOPOLOGICAL SORT {
 result list IS empty
 NO INCOMING HAS VERTICES
 WITH NO INCOMING
 REMAINING EDGES



While (NO INCOMING NOT EMPTY) {
 curV = remove a vertex from list
 add curV to result list
 Remove outgoing edges of curV from remaining edges
 for (each edge in curE) {
 if remainig curE results in dest V have no incoming {
 add dest V to no incoming
 }
 }
 }

RESULT LIST

A E B C D F G

NO INCOMING

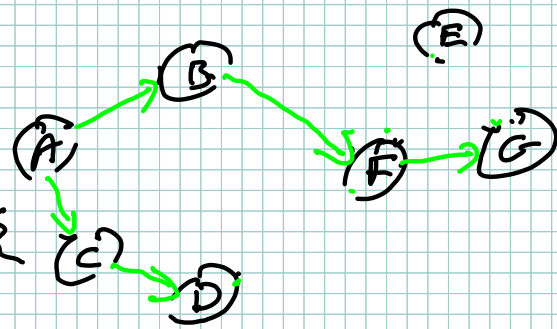
REMAINING EDGES

curV = A

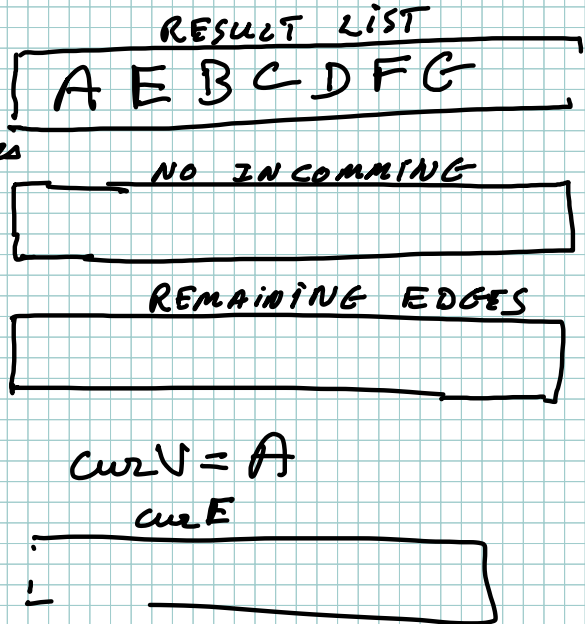
curE

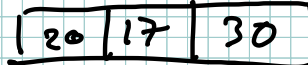
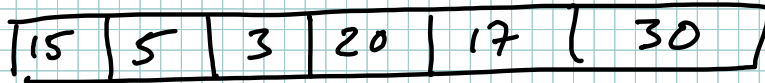
} }

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$n \log n$

