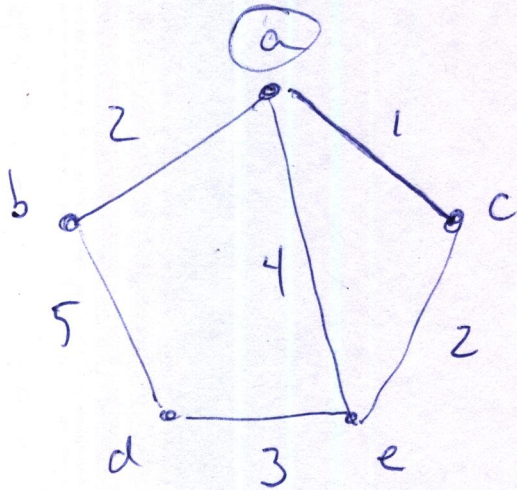
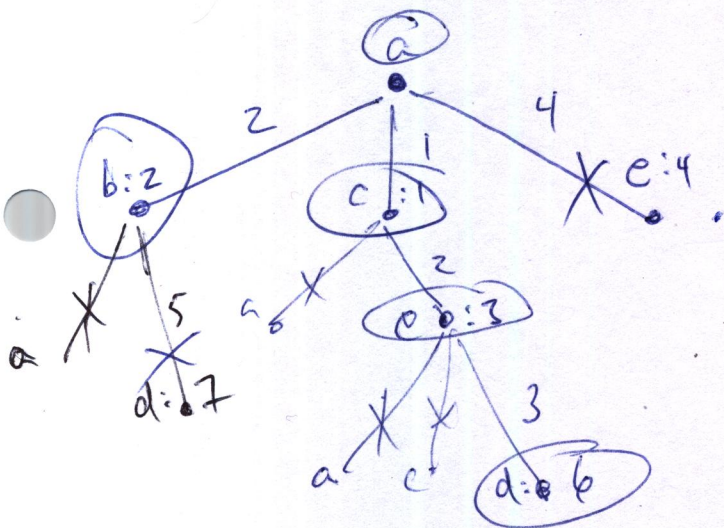


Dijkstra's algorithm (extended - shortest distance from a to any other)



	a	b	c	d	e
a	0	2	1	∞	(4)
b	2	0	∞	5	∞
c	1	∞	0	∞	2
d	∞	5	∞	0	3
e	(4)	∞	2	3	0

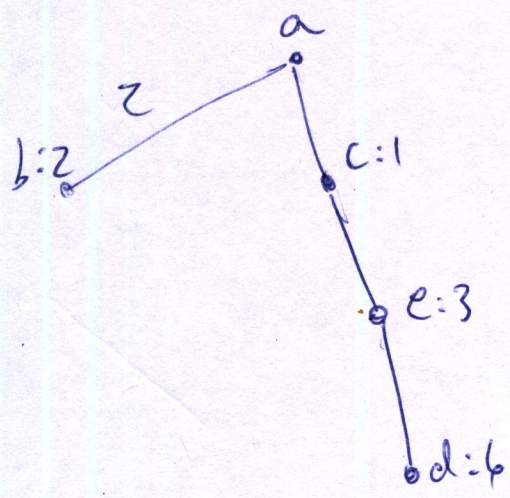


Update & recurse

	a	b	d	e
a	0	2	(∞)	3
b	2	0	5	∞
d	(∞)	5	0	3
e	3	∞	3	0

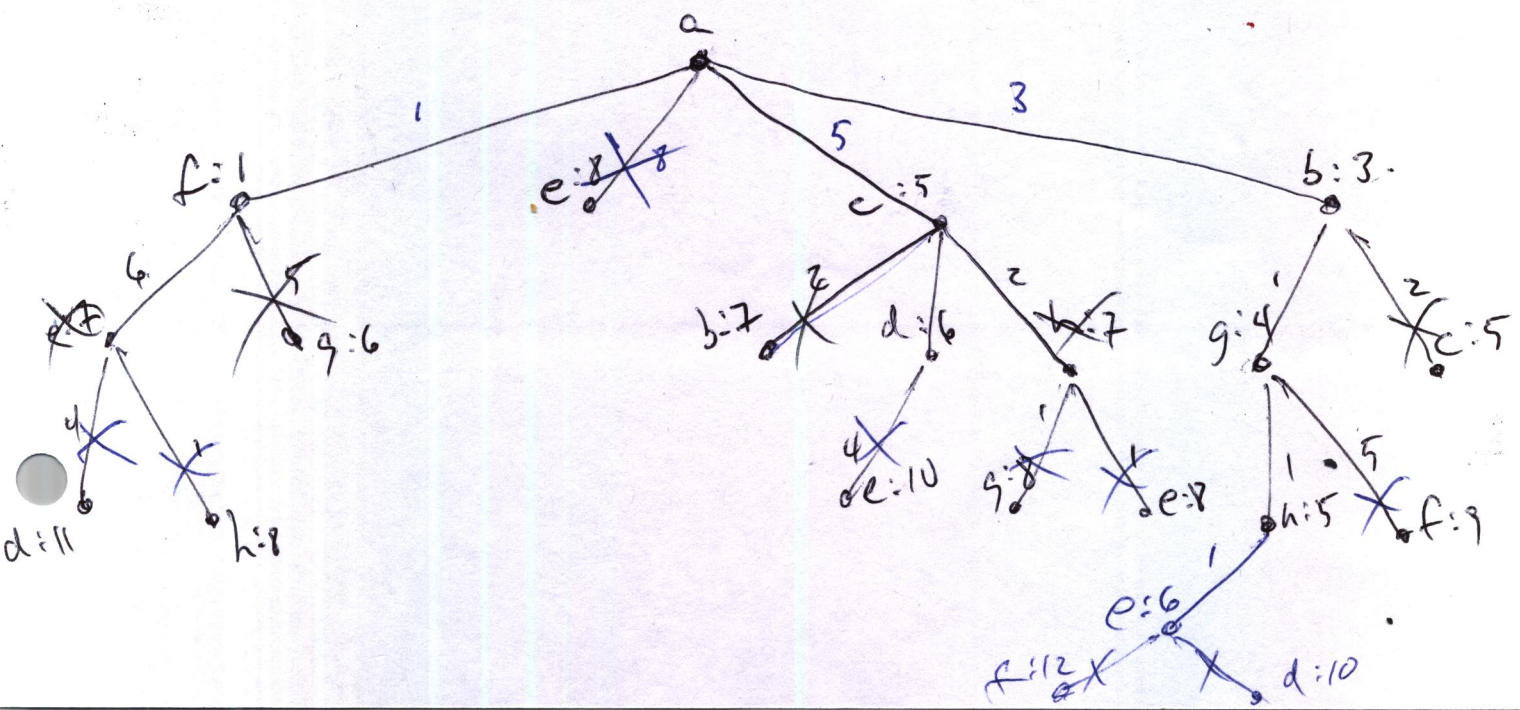
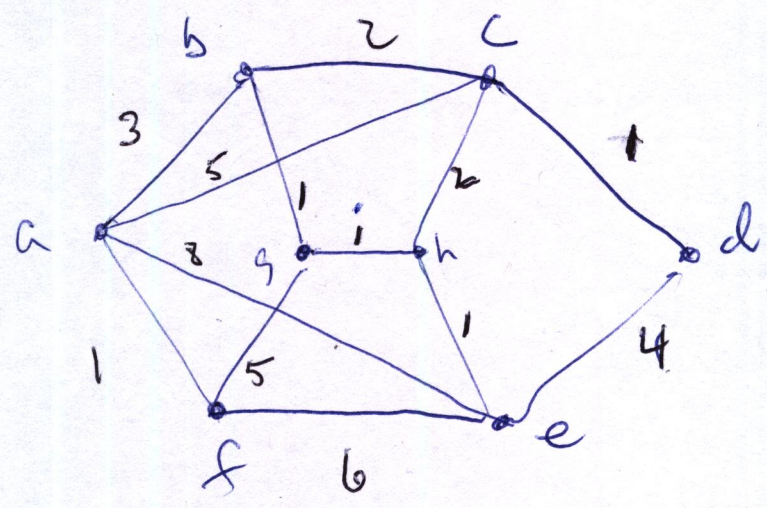
	a	d
a	0	6
d	6	0

	a	d	e
a	0	7	3
d	7	0	3
e	3	3	0

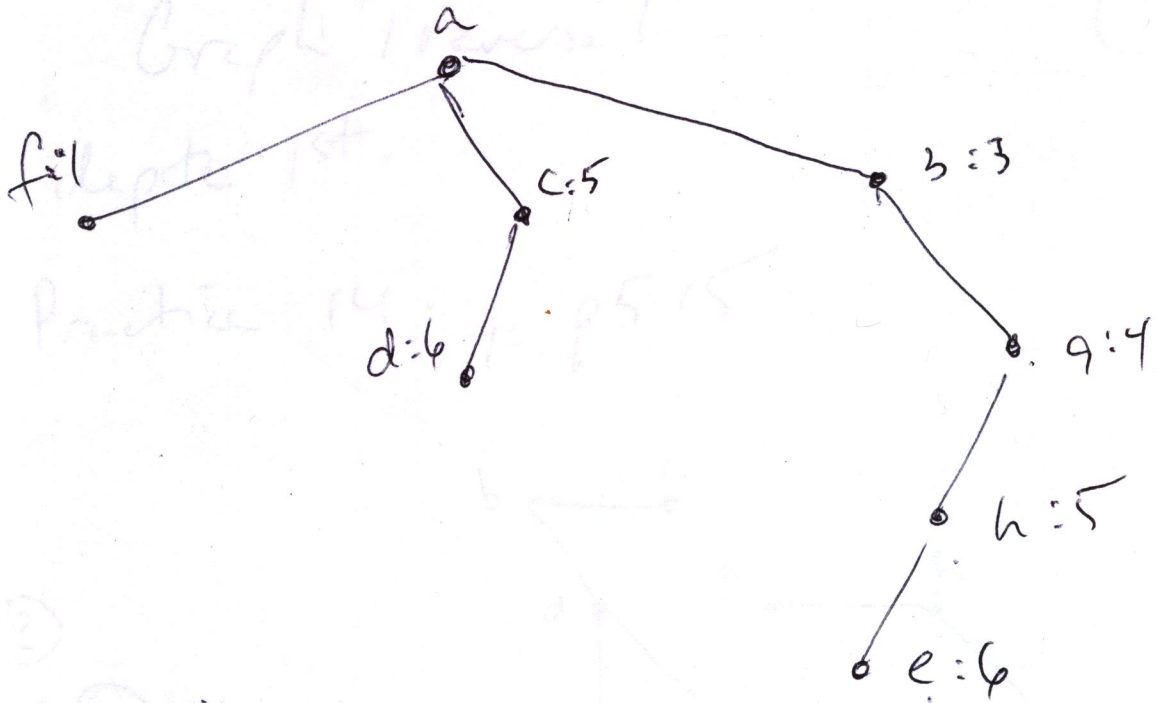


final tree

Bellman - Ford #12, p509



3



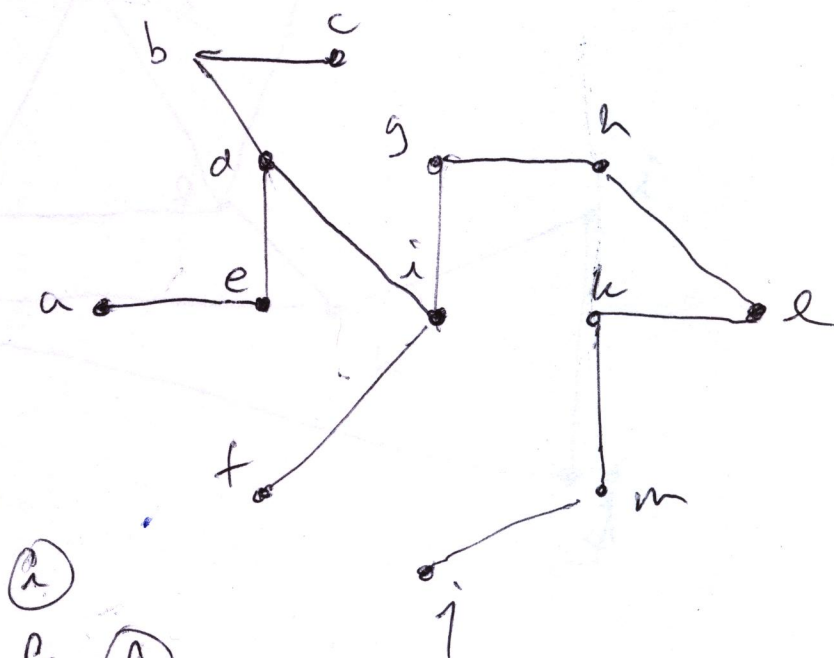
Resulting tree,
showing minimum costs + the paths
by which those costs are achieved.
This is really just a visualization
of our author's method, which is
based on the adjacency matrix and
a lot of accounting!

Graph Traversal - depth 1st.

4

Practice 14, p5 15

a
 e
 f d
 f b
 i c c
 i

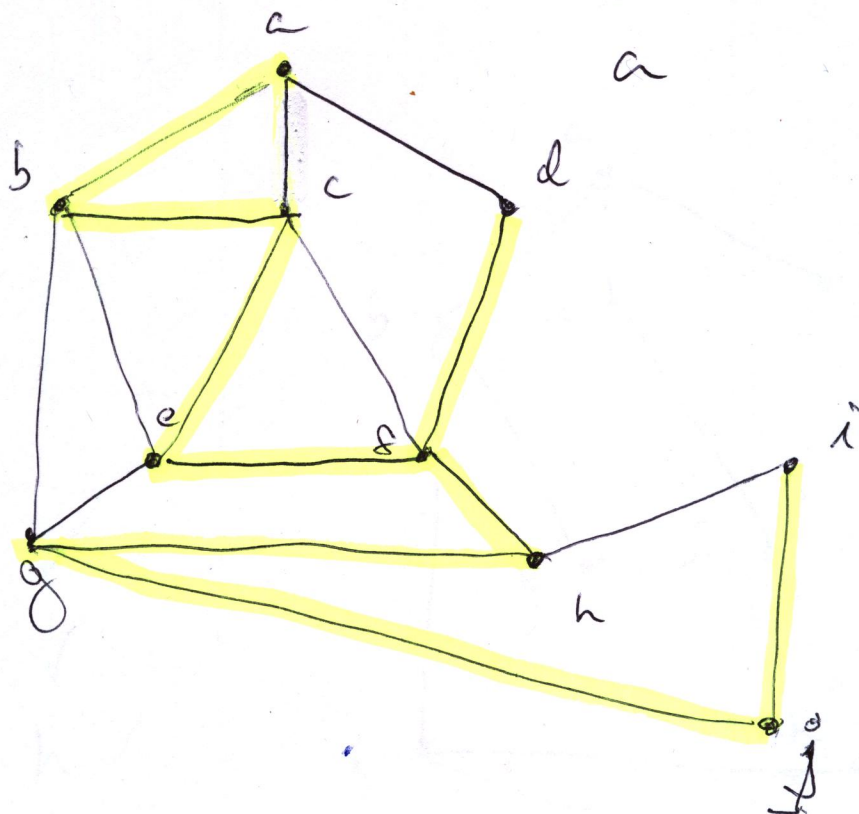


a
 f
 g
 h
 i
 k
 m
 h
 l
 k
 m
 i

5

#1 p 521

Depth 1st from



Q

b

c

d



C

e

9



e

5



f

8

f

d

h

1 2

11

5

1

~~5~~

+

①

Breadth First

a ✓
b ✓
c ✓
d ✓
e ✓
g ✓
f ✓
h ✓
i ✓
j ✓

