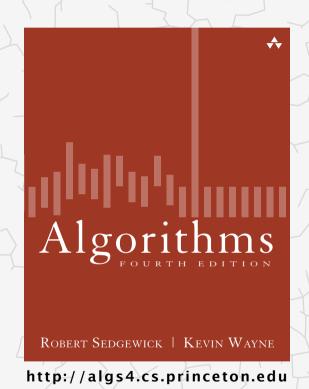
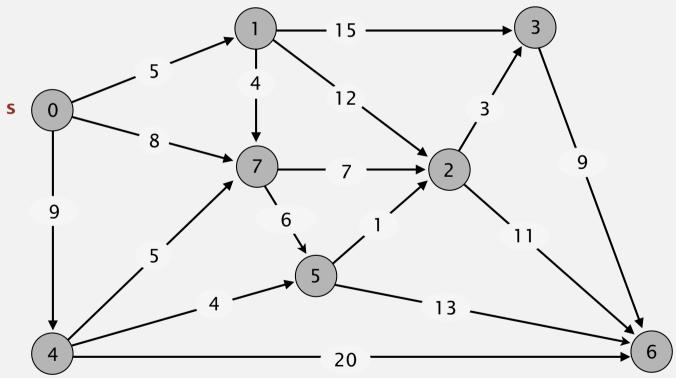
# Algorithms



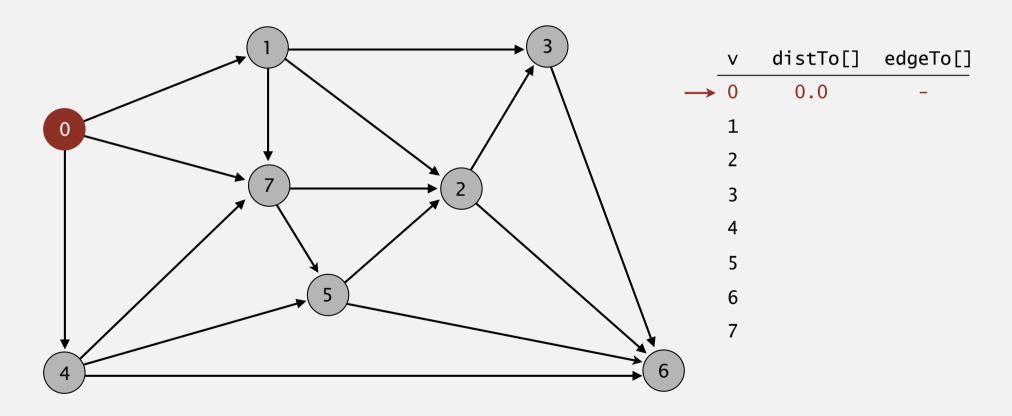
# DIJKSTRA'S ALGORITHM DEMO

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



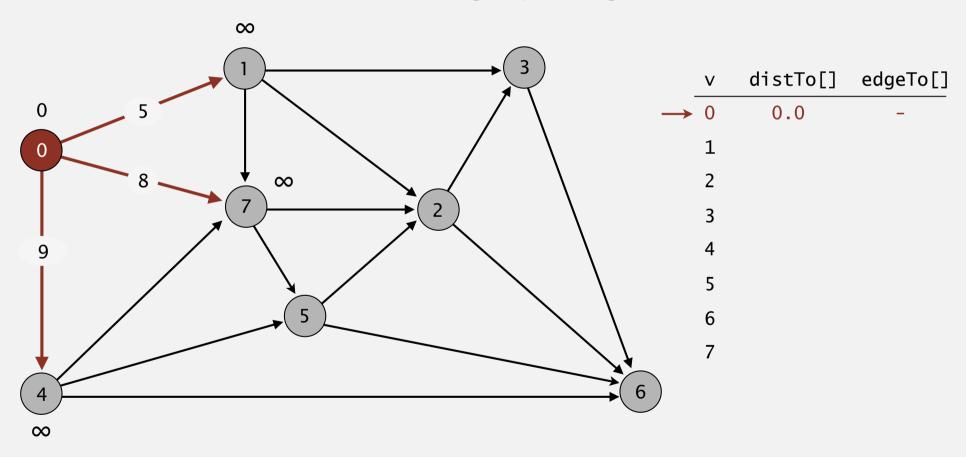
 $4 \rightarrow 7$   $5 \rightarrow 2$ an edge-weighted digraph  $7 \rightarrow 5$ 

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
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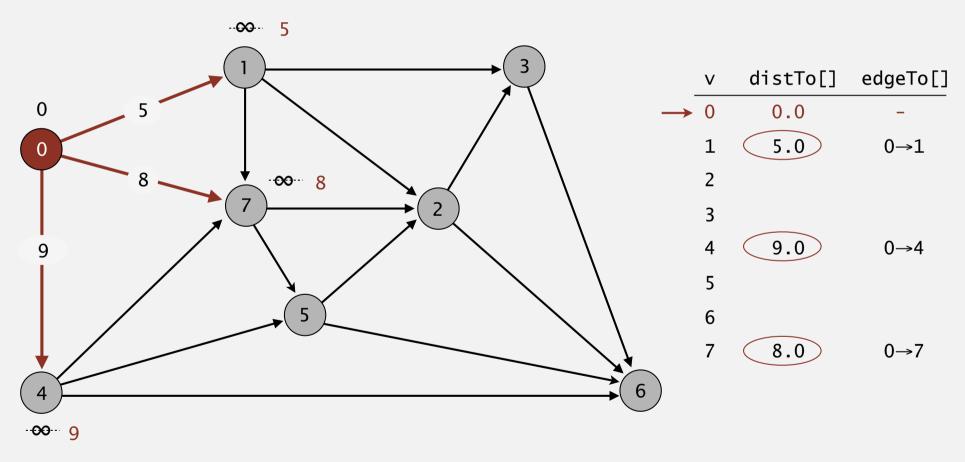
choose source vertex 0

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



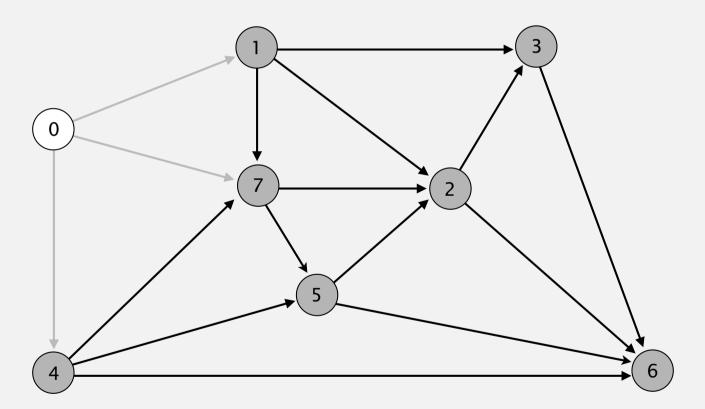
relax all edges pointing from 0

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
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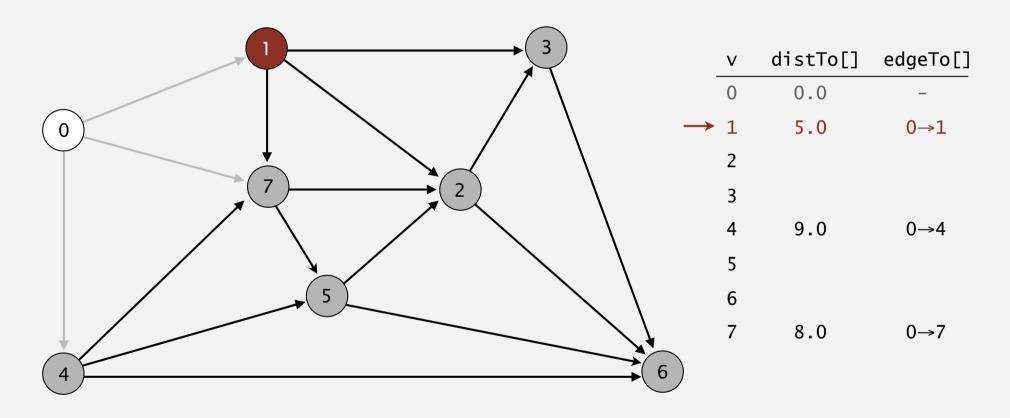
relax all edges pointing from 0

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



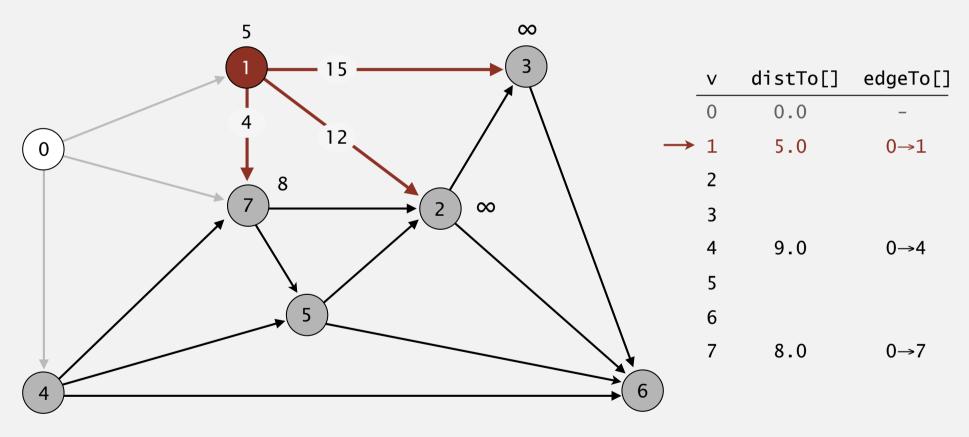
V	distTo[]	edgeTo[
0	0.0	-
1	5.0	0→1
2		
3		
4	9.0	0→4
5		
6		
7	8.0	0→7

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
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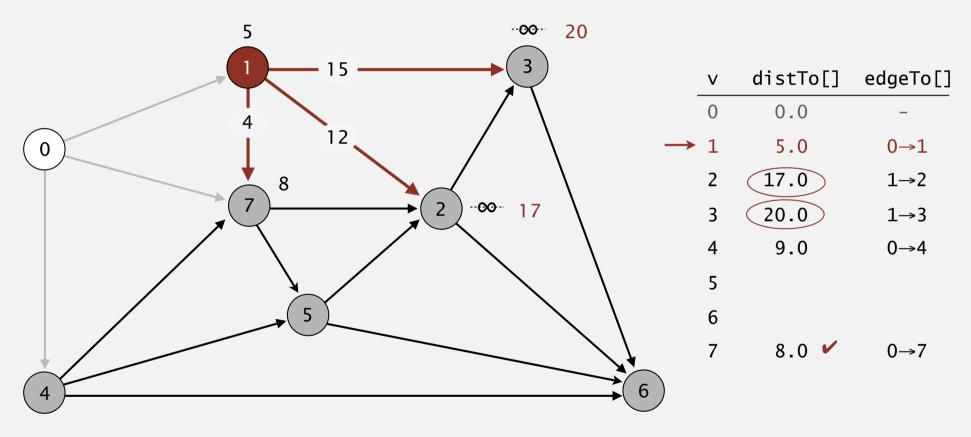
choose vertex 1

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



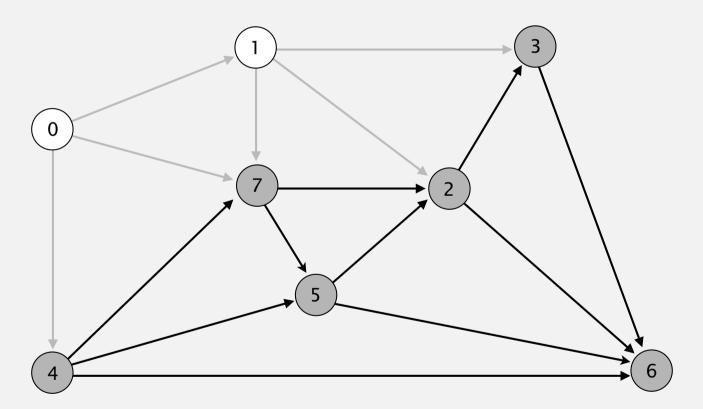
relax all edges pointing from 1

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



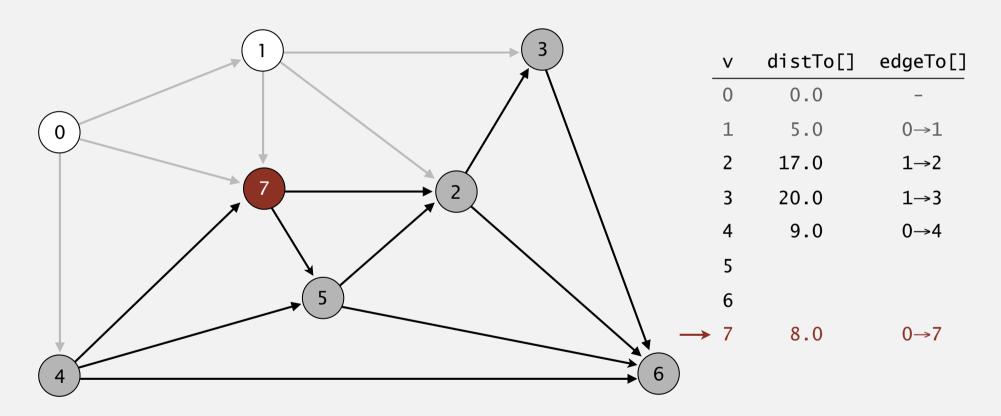
relax all edges pointing from 1

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



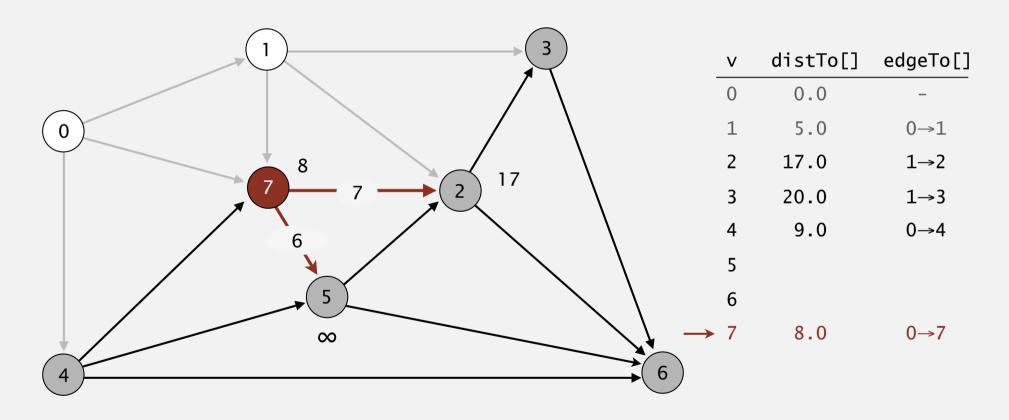
V	distTo[]	edgeTo[
0	0.0	-
1	5.0	0→1
2	17.0	1→2
3	20.0	1→3
4	9.0	0→4
5		
6		
7	8.0	0→7

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.

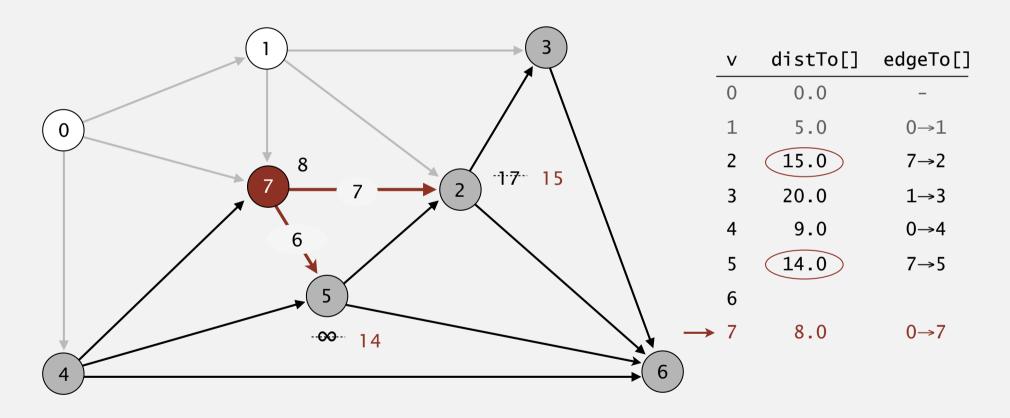


choose vertex 7

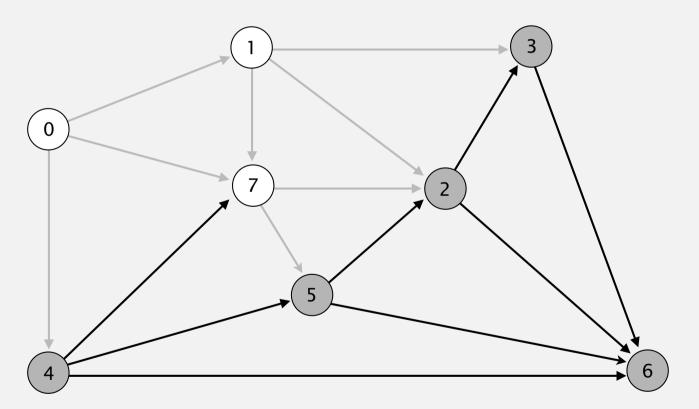
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- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.

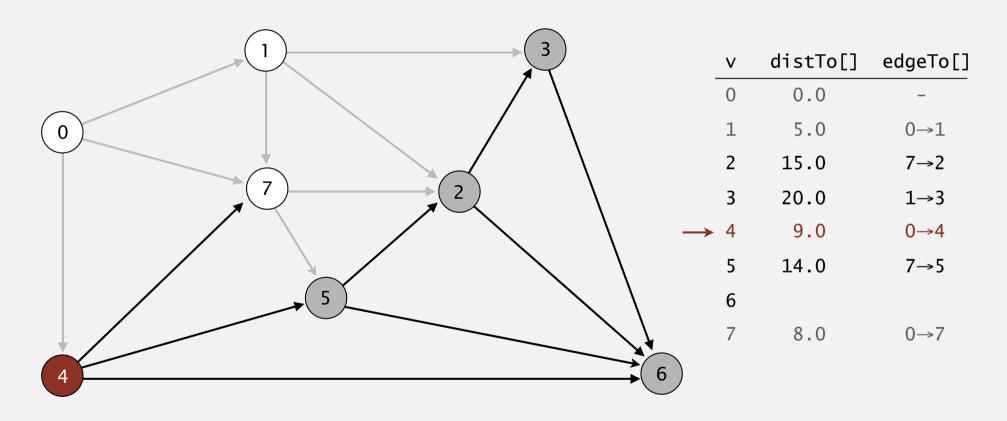


- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



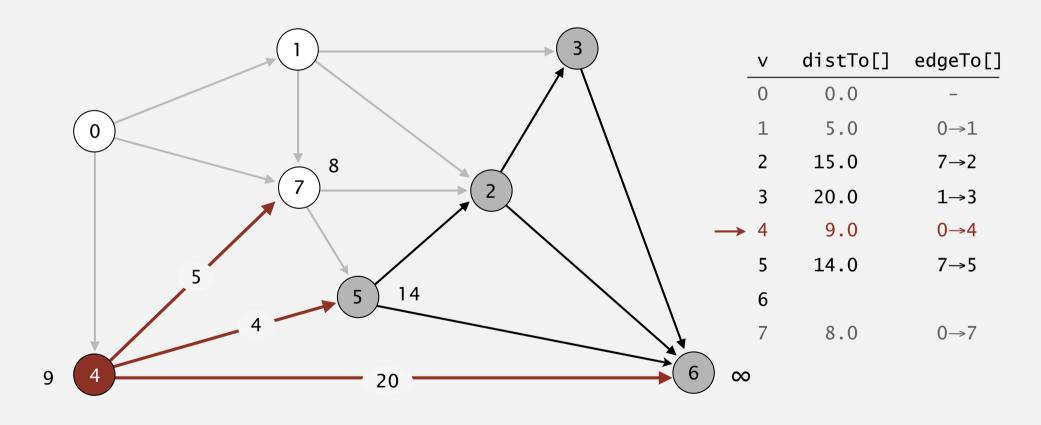
V	distTo[]	edgeTo[
0	0.0	-
1	5.0	0→1
2	15.0	7→2
3	20.0	1→3
4	9.0	0→4
5	14.0	7→5
6		
7	8.0	0→7

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



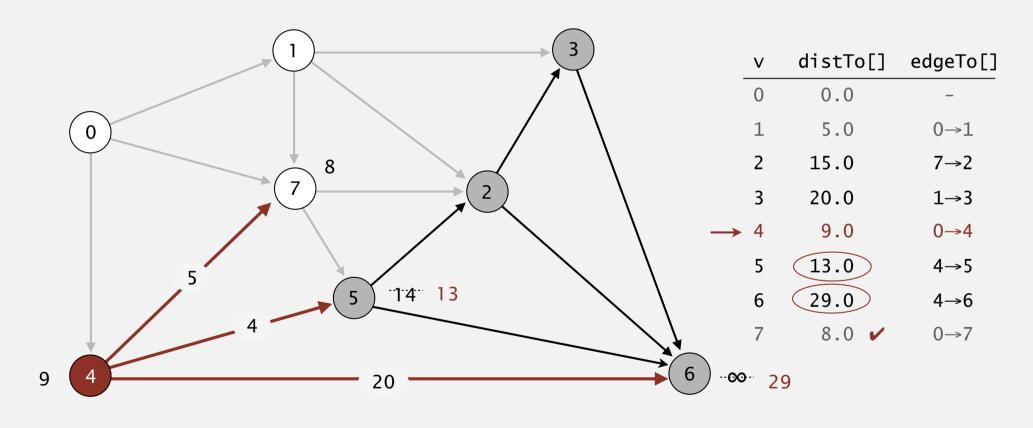
select vertex 4

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



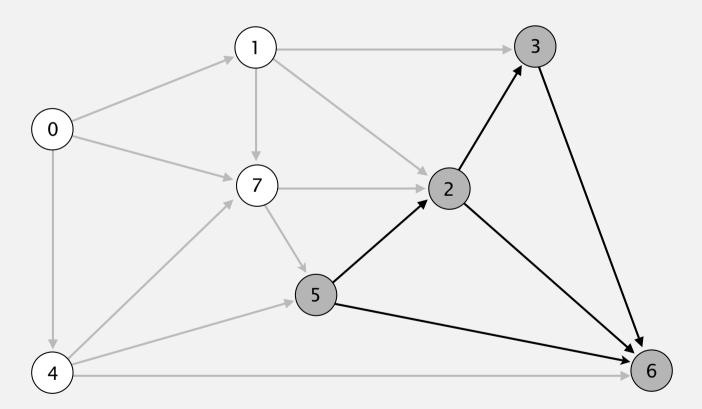
relax all edges pointing from 4

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



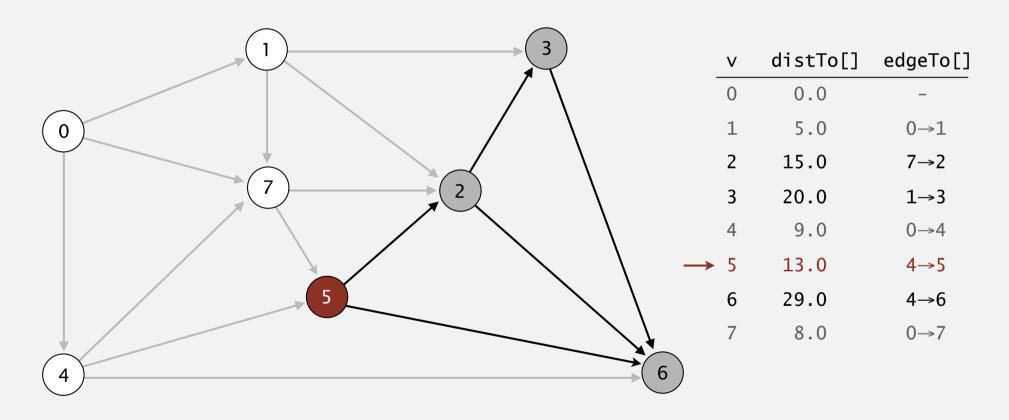
relax all edges pointing from 4

- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



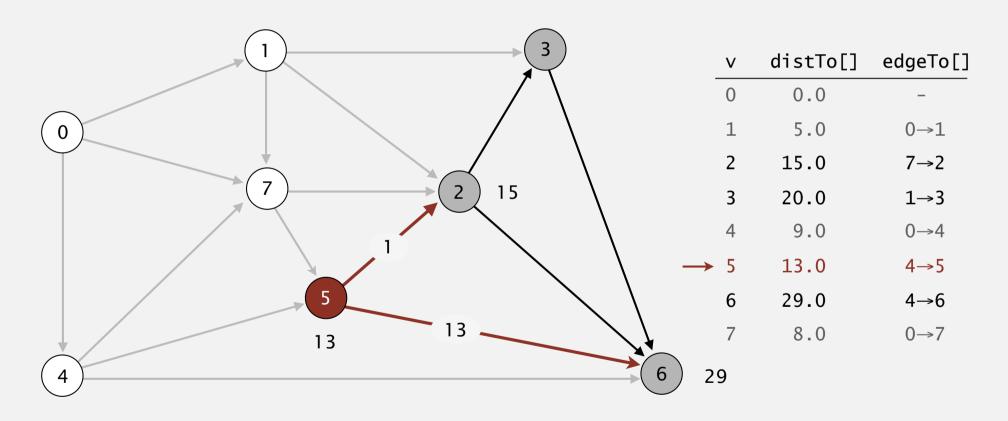
٧	distTo[]	edgeTo[
0	0.0	-
1	5.0	0→1
2	15.0	7→2
3	20.0	1→3
4	9.0	0→4
5	13.0	4→5
6	29.0	4→6
7	8.0	0→7

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



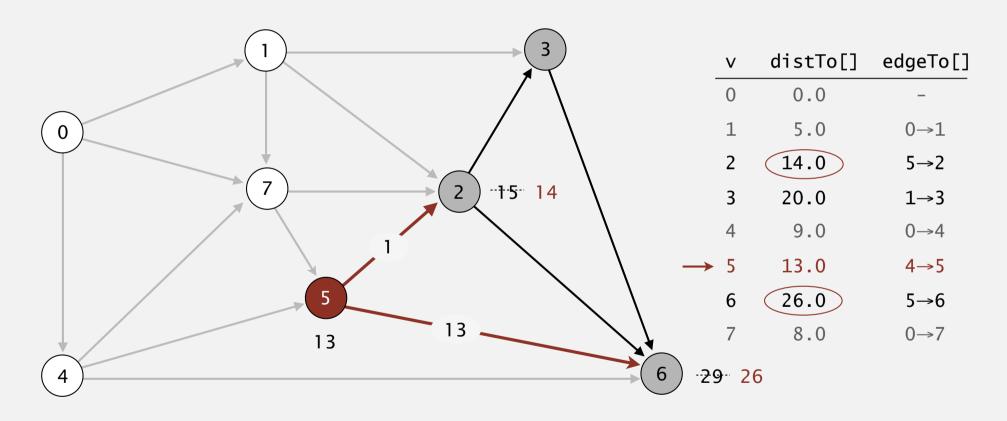
select vertex 5

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



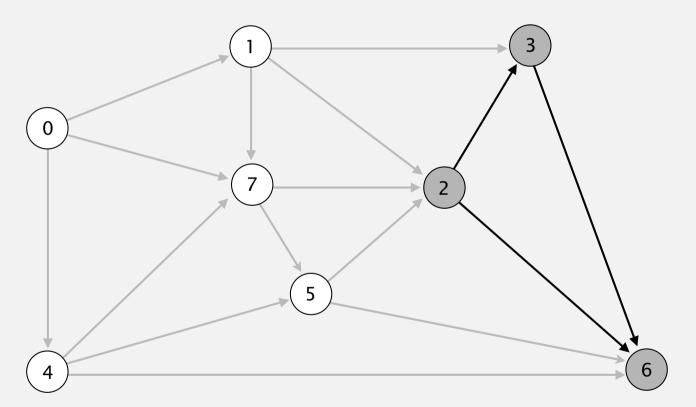
relax all edges pointing from 5

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



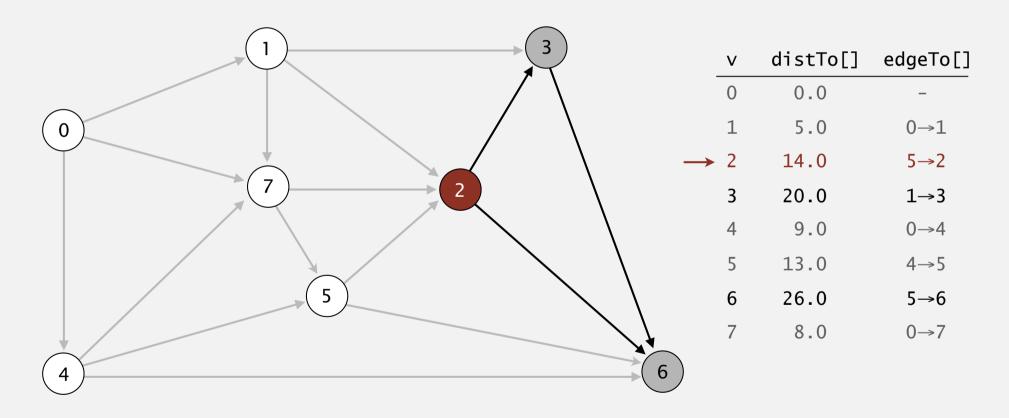
relax all edges pointing from 5

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



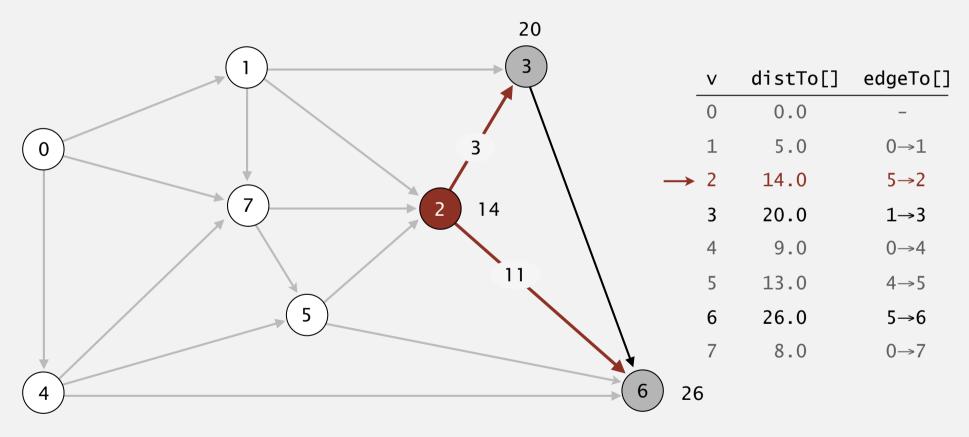
V	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	20.0	1→3
4	9.0	0→4
5	13.0	4→5
6	26.0	5→6
7	8.0	0→7

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.

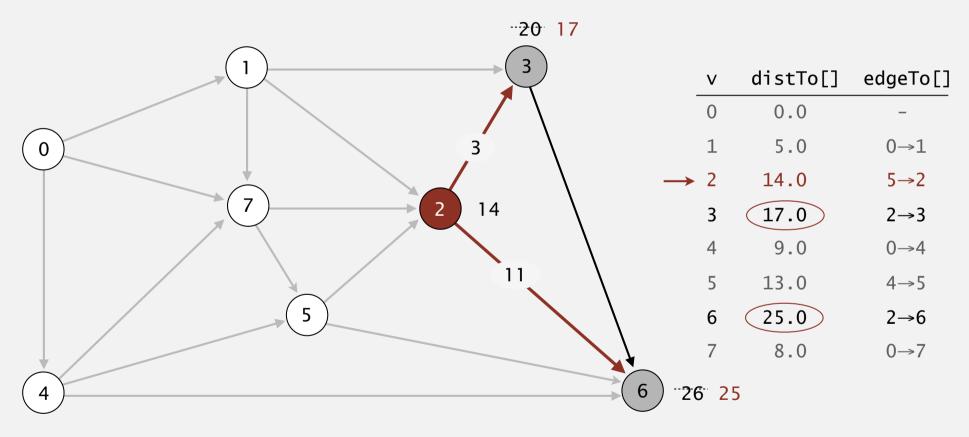


select vertex 2

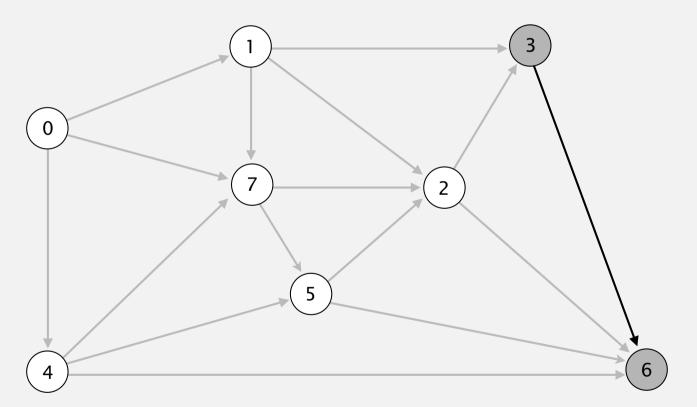
- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.

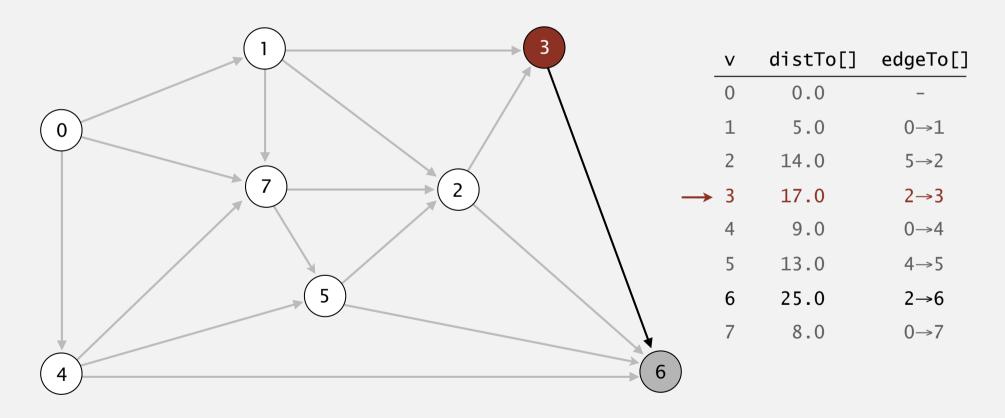


- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



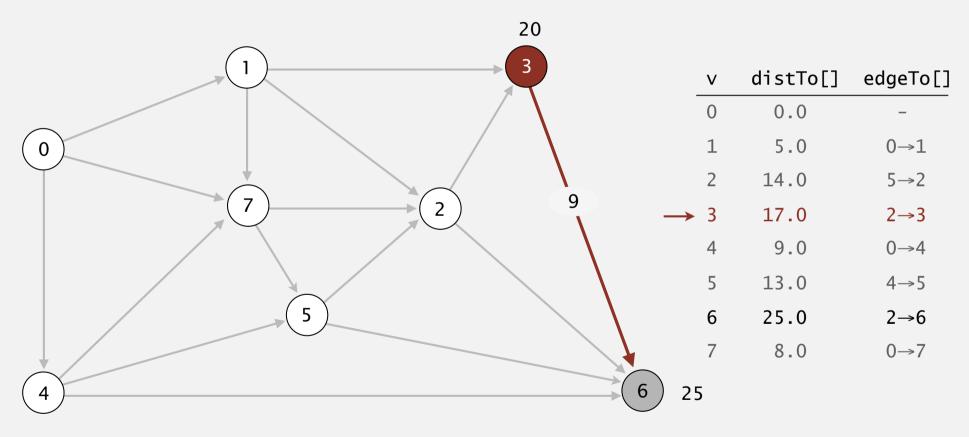
\	distTo[]	] edgeTo[
(	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.

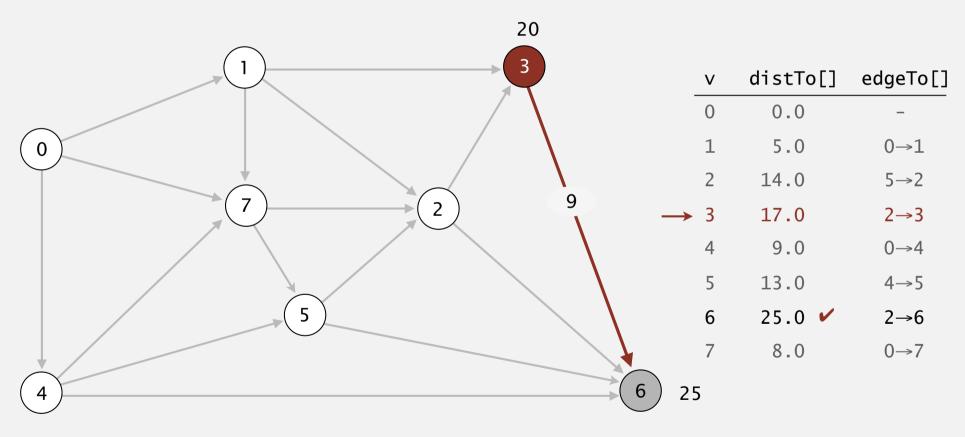


select vertex 3

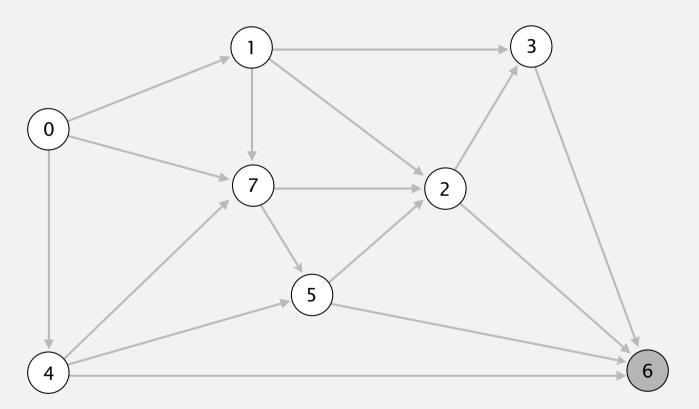
- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.

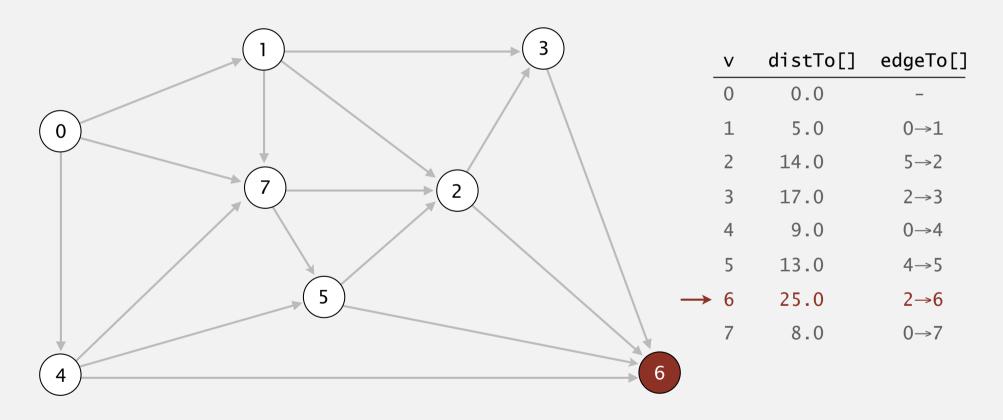


- Consider vertices in increasing order of distance from s (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



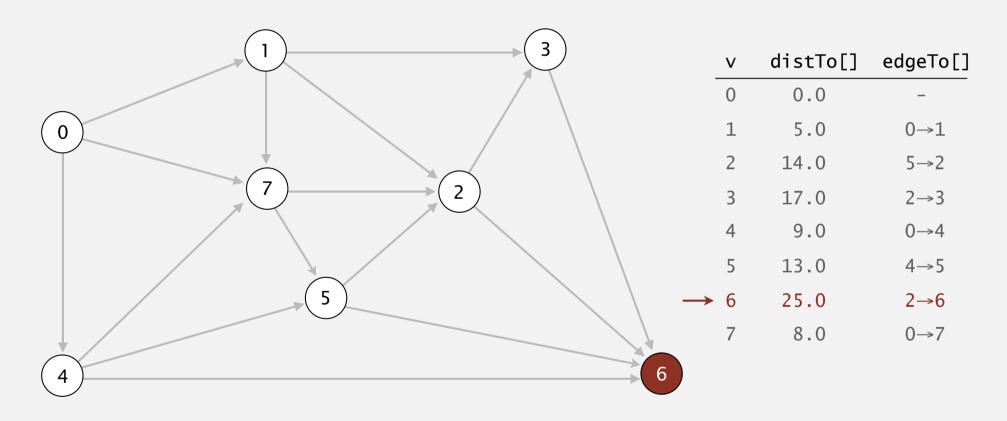
V	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.

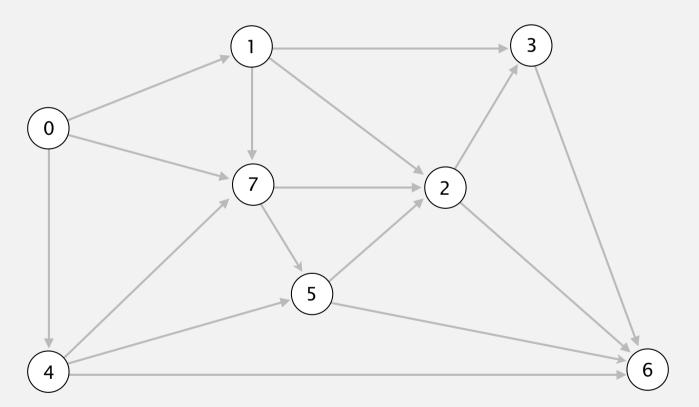


select vertex 6

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.

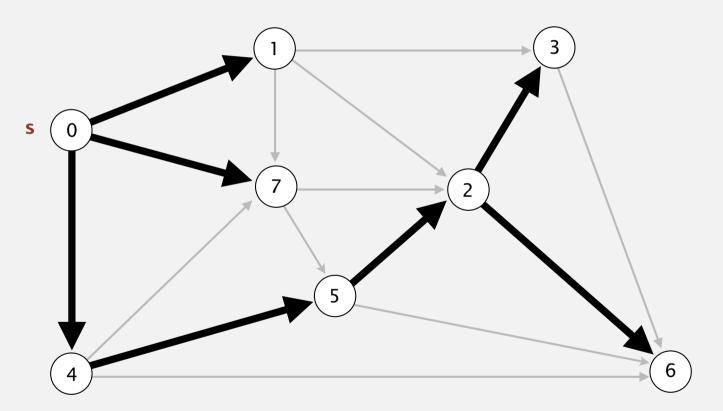


- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



V	distTo[]	edgeTo[
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

- Consider vertices in increasing order of distance from s
  (non-tree vertex with the lowest distTo[] value).
- Add vertex to tree and relax all edges pointing from that vertex.



V	distTo[]	edgeTo[
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

shortest-paths tree from vertex s