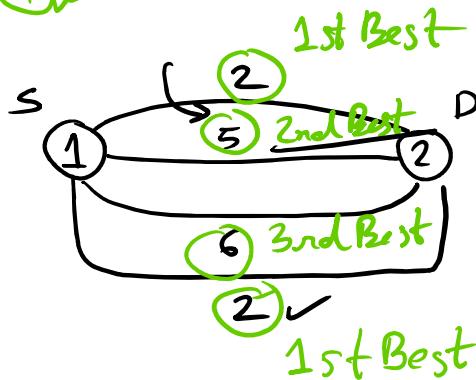
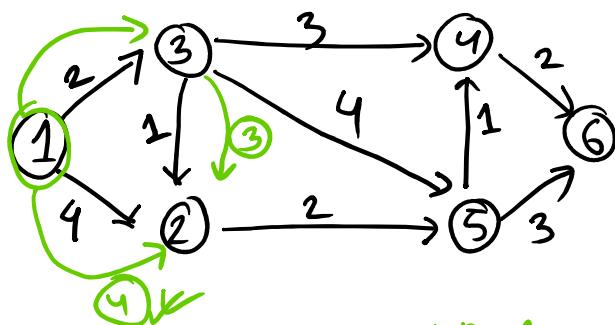
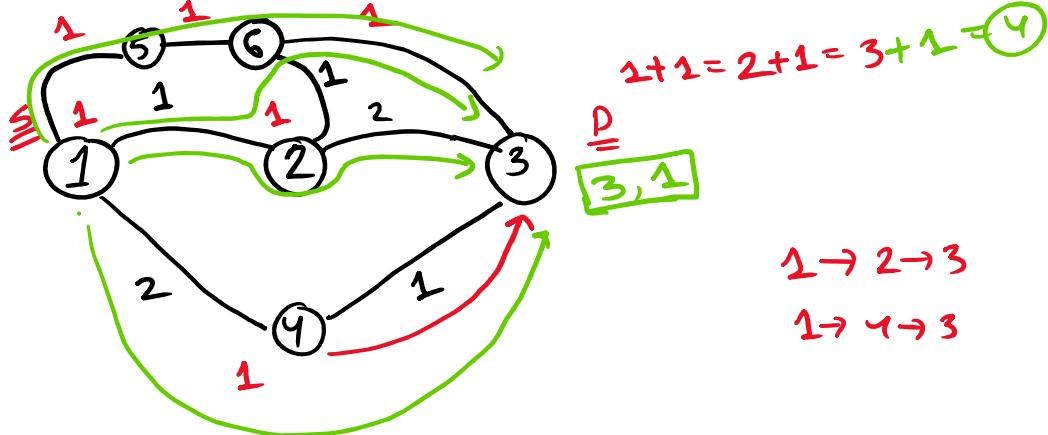
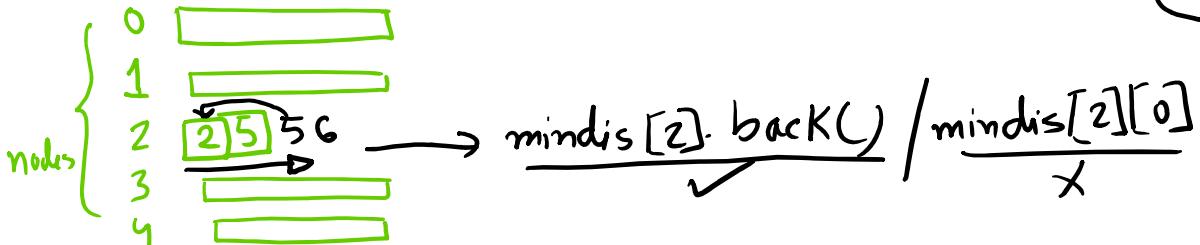
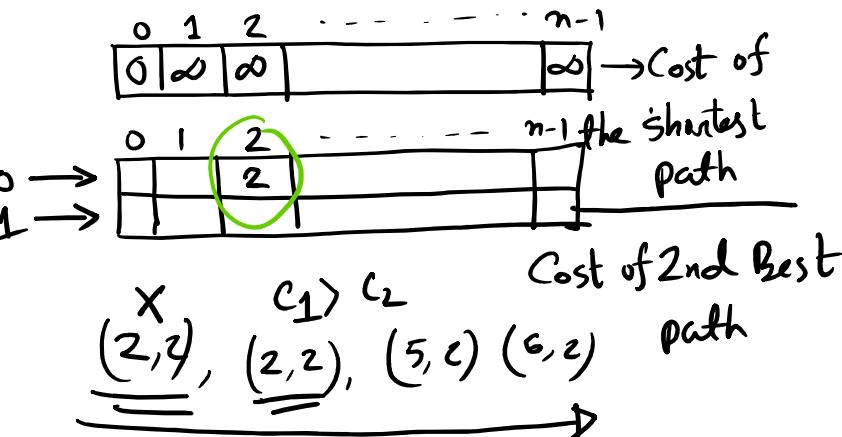


2nd Best Shortest Path



- * MIN Heap / priority Queue
- * Array of $\min \text{cost}$ path for every node



P₂ (Probability, Node)

PQ (Probability, Node)
MAX heap

