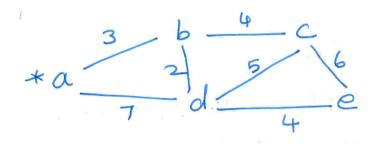
Algorithm Dijkstra (Gis). //input: A weighted graph G= (v, E), vertex s. Il output: The length do of the shortest Path from s to v and its Perultimate Vertex P. for every Vertex Initialize (Q) for every verter win V dy (», Py E null Insert (Q, v, dv) ds & 0; Decrease (Q, s, ds) / Lupdate priority & sim V+ <-- P for i to to IVI-1 do U* = Delete Min (Q) // delete the minimum Puiority element. V_ - 1 0 2 u*3 for every verter u in V-V, that is adjacent to let do if dut + w (ut, u) L du du L dut + w(ut,u) Pu Lu*

Decrease (Qua, du)

•



Take Vertices

Remaining illustration

Vertices a(-,0) b(a,3) $c(-\infty)$ d(a,7) $e(-\infty)$ a(-,0) a(-,0)

from a -b 3

from a to d: a-b-d 5

from a to c: a-b-c 7

from a to e: a-b-d-e 9

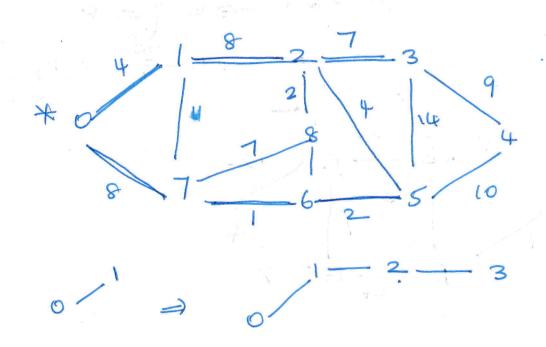
T(n) = 0 (13) 80)

Two operation.

* move ut from the fringe to the set of tree vertices.

* for each remaining fringe Vertere u that is connected to ut by an edge of weight $\omega(u^*, u)$ such that $du^* + \omega(u^*, u) \wedge \omega$

Example Problems:



distance from 0 to 1 is 4

0 to 2 is 0-1-2=120 to 3 is 0-1-2-3=190 to 4 is 0-7-6-5-4=20 to 5 is 0-7-6-5-4=1

0 = 0 0 = 7 0 = 8 0 = 1 0 = 8