

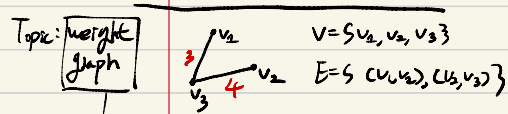


① cover the all the chapter => counting, notation, halting problem

=>

② HW5 ... 기말고사 ... 문제 ...

③ book credit homework (optional)

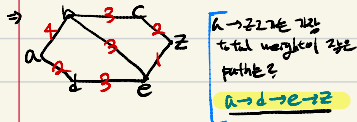


→ edge에 Natural number를 mapping 시켜줌,
 edge에 5 같은 정수를 부여한다.

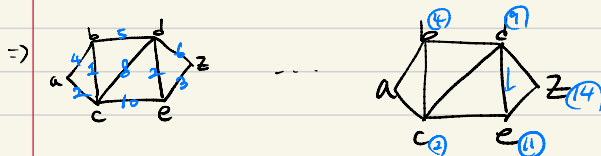
or, length of a path is sum of weights를 표현한다.



• Dijkstra's Algorithm => 구간이 있을 때 ... shortest path의 알고리즘을 select 해서 최단거리를 찾아냄



=> Greedy 알고리즘 : 스타트 포인트부터 가장 weight가 작은 값을 취함을 사용한다.



$G = (V, E, w)$
 $a \in V$, starting point
 $z \in V$, destination point

Procedure $v \in V$:

$L(v) \leftarrow \infty$... total minimum length for a

$L(a) \leftarrow 0$

$S \leftarrow \emptyset$

While $z \notin S$:

$u \leftarrow$ a vertex $\in V \setminus S$ with a minimal $L(u)$

$S \leftarrow S \cup \{u\}$

foreach $v \in V \setminus S$

if $L(u) + w(u, v) < L(v)$:

$L(v) \leftarrow L(u) + w(u, v)$

return $L(z)$

