Diskstne, (-a, ws) Algorithm Single sounce Fibonacci No negative edge Fib (n) = Fib (n-1) + Fib (n-2) -initialize entract min - Relan with absent Rod Cutting Problem Total Possible Cut = 2n-1 Bellman identify negative edge 9=man(9, P[i]+ (VT-ROD(P, n-i)) -single source neturns True on False Matrin Chain Multiplication depend in no negative crete · RELAX all edge Cij = Cij + Aik bkj Check again one more Shontest Path m[i,j]=m[i,k]+m[k+1,]) + Pi-iPk. Pj Topological sont Knapsuck-0-1 Relan acronding to $B(k,w) = \begin{cases} B(k-1,w) \\ man \{ B(k-1,w), B(k-1,w-w_k) + b_k \} \end{cases}$ BFS Retton Played Warshell Uses Quene dij (k) = min (dij (k-1), dik + dki) DFS Stack on Recursive Call Strongly Connected Run DFS (a) Ran DFS (GT) mst Find the light ed sufe edge KRUSTAL MARE - SET (N) Sont Find Sef Prims Algonith Find a light Edge M2N-Heap based on key

ealme Shot by Legend T.JOY

Ktewkal (G,w) Complexity O(EIBE) because of sont or Fibonacci O(V+EIgE+EIgV) Recursive = 0 (1.6) MJT. PRZM (h,w, n) Dynamie Both = D(n) Space = O(n+n) 0 (V) + 0 (N 1 + E 1 + N). = 0(n) = 0 (E 18V) Rud Cutting Problem DIgkstray Recursive = $0(2^n)$ O(VIgV+ FIgV) Dynamic Both = O(n) = 0 (E18Y) space = 00000(n) Bellman Matrix Chain Multiplication 0 (VE) T(n)=0(n3) DAG Shortest 0(n2)= Space= 0(n2) O(Y+E) because of lopological sont Knapsack-0-1 All Pain shortest Brute-Fonce = O(2") Dis 3 O (VE Lav) Dynamic = O(nxw) Bellmen = 0 (VE) = 0 (V4) BFS Flowed -warshell = O(N3) D(V+E) DFS 0 (Y+E) DFS-VISITO O(E) called D(v) times Topological Sont 0 (V+F) because of DES Strongly Connected Component 9 (V+E) DFS = GT = P(V+E)