



GRAFOS

CAMINHO MÍNIMO E

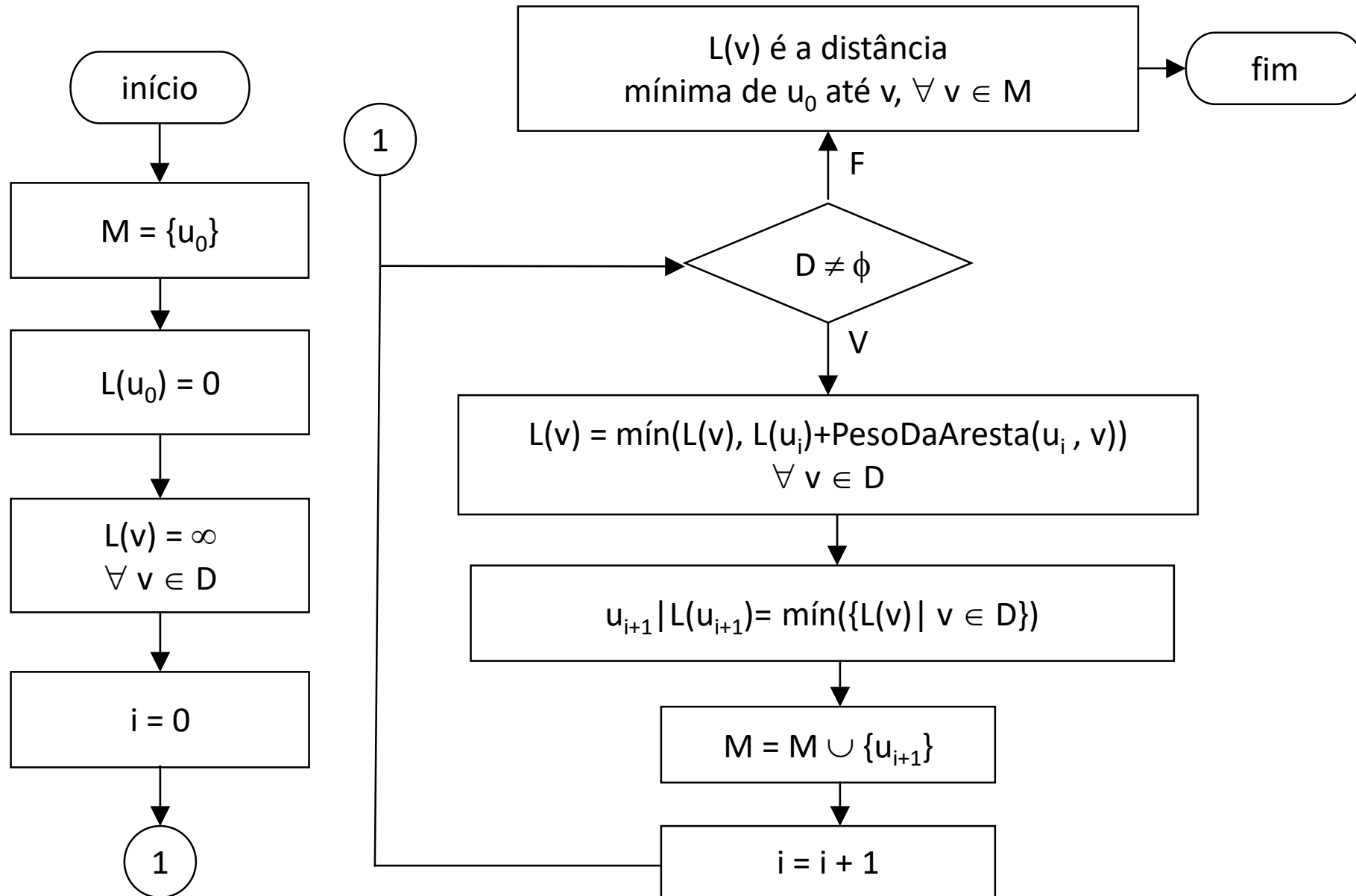
ÁRVORE GERADORA MÍNIMA

ECM404

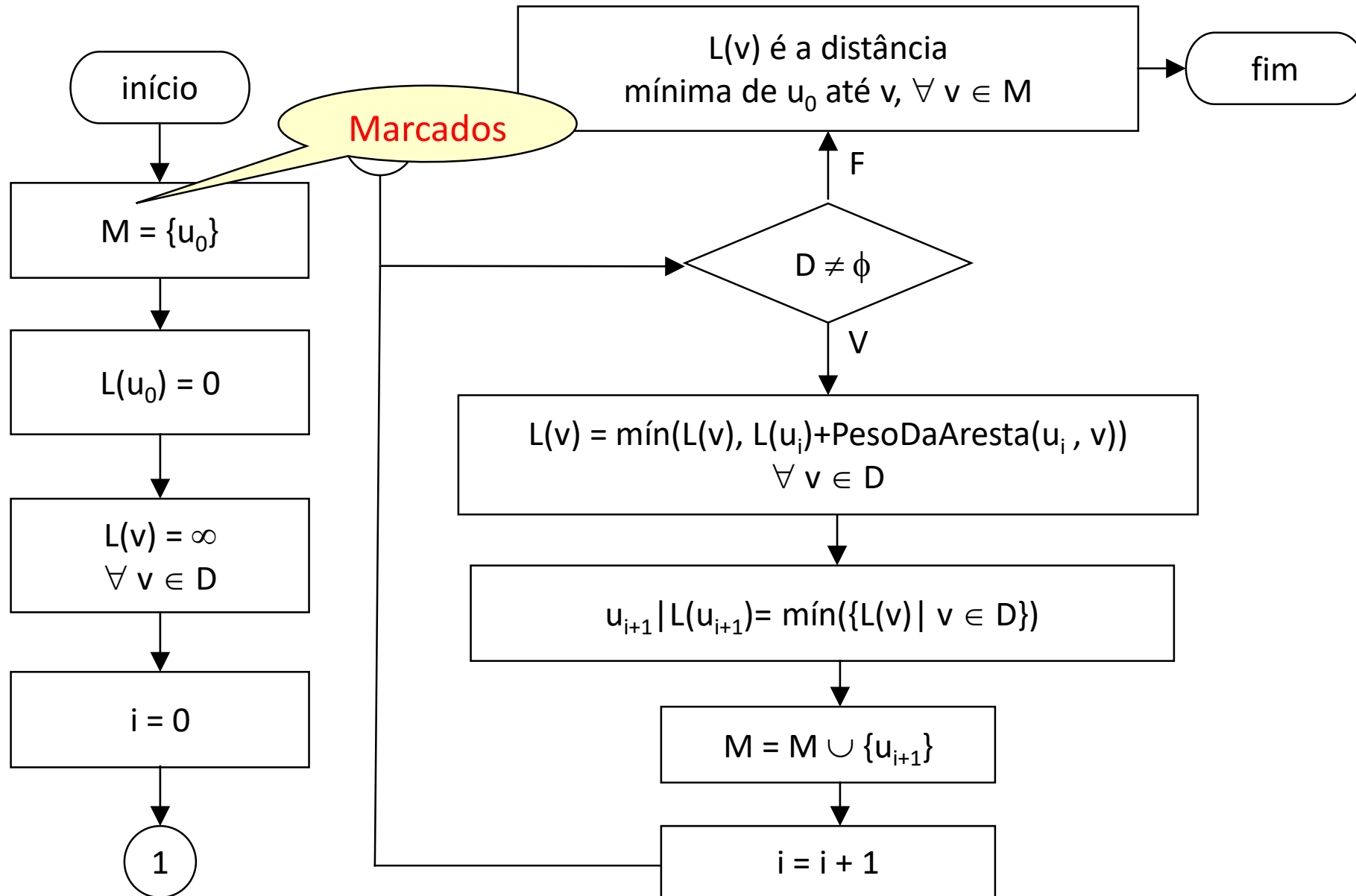
ALGORITMO DIJKSTRA

- ❑ Encontrar o caminho mais curto é um problema clássico na teoria dos grafos. Às arestas são atribuídos pesos que representam, por exemplo, a distância entre as cidades, tempos que separam a execução de certas tarefas, entre outras.

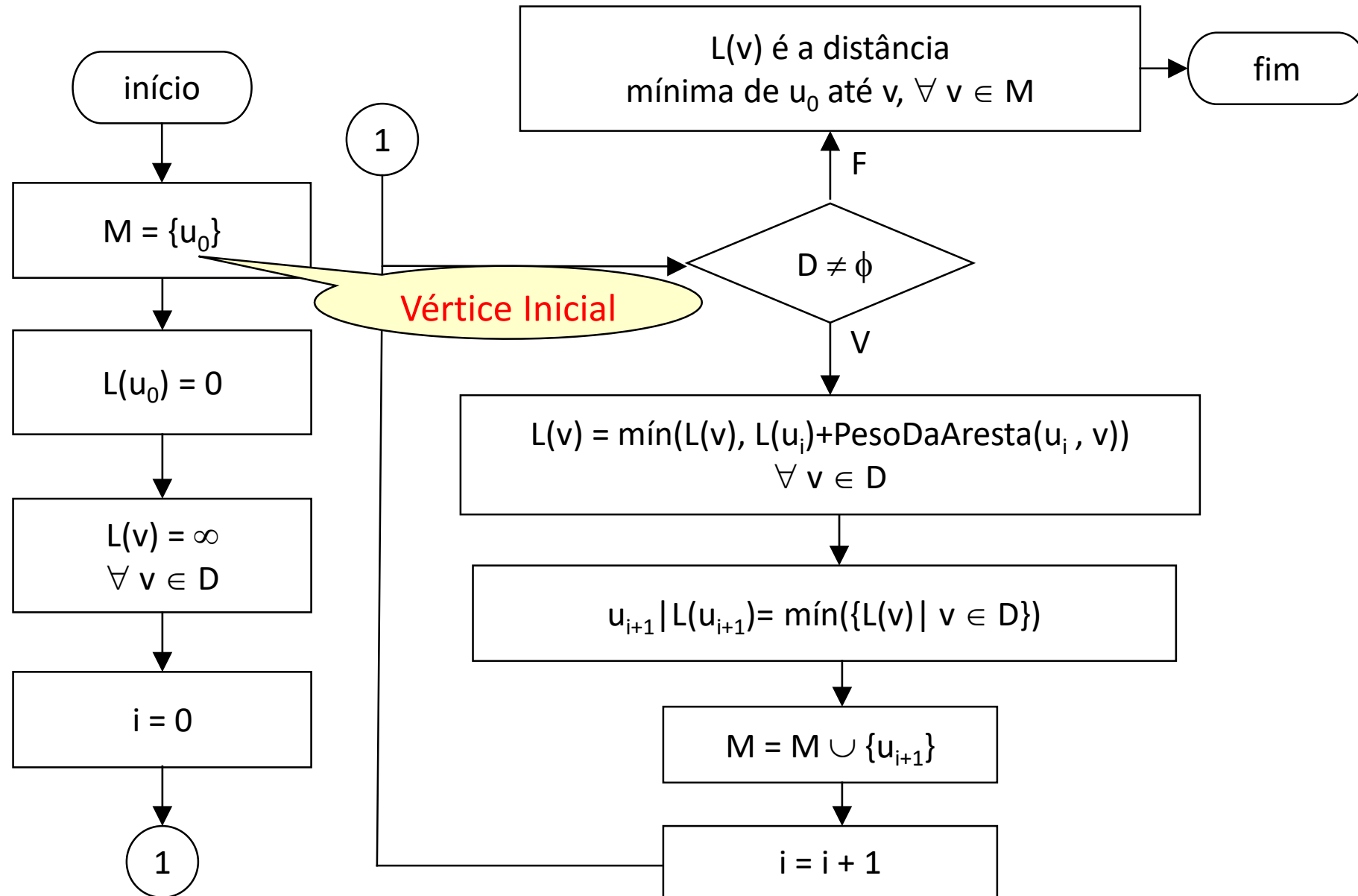
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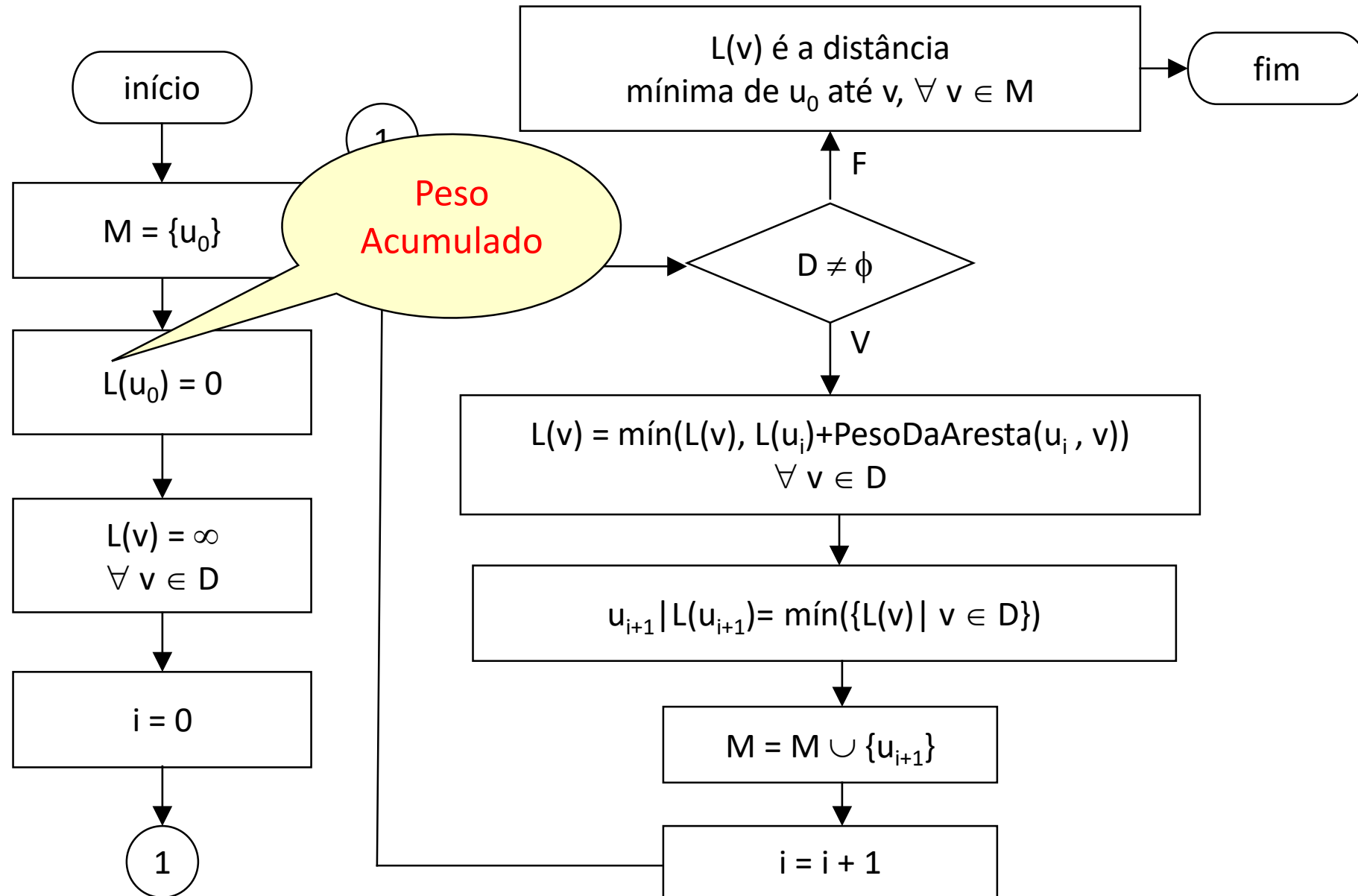
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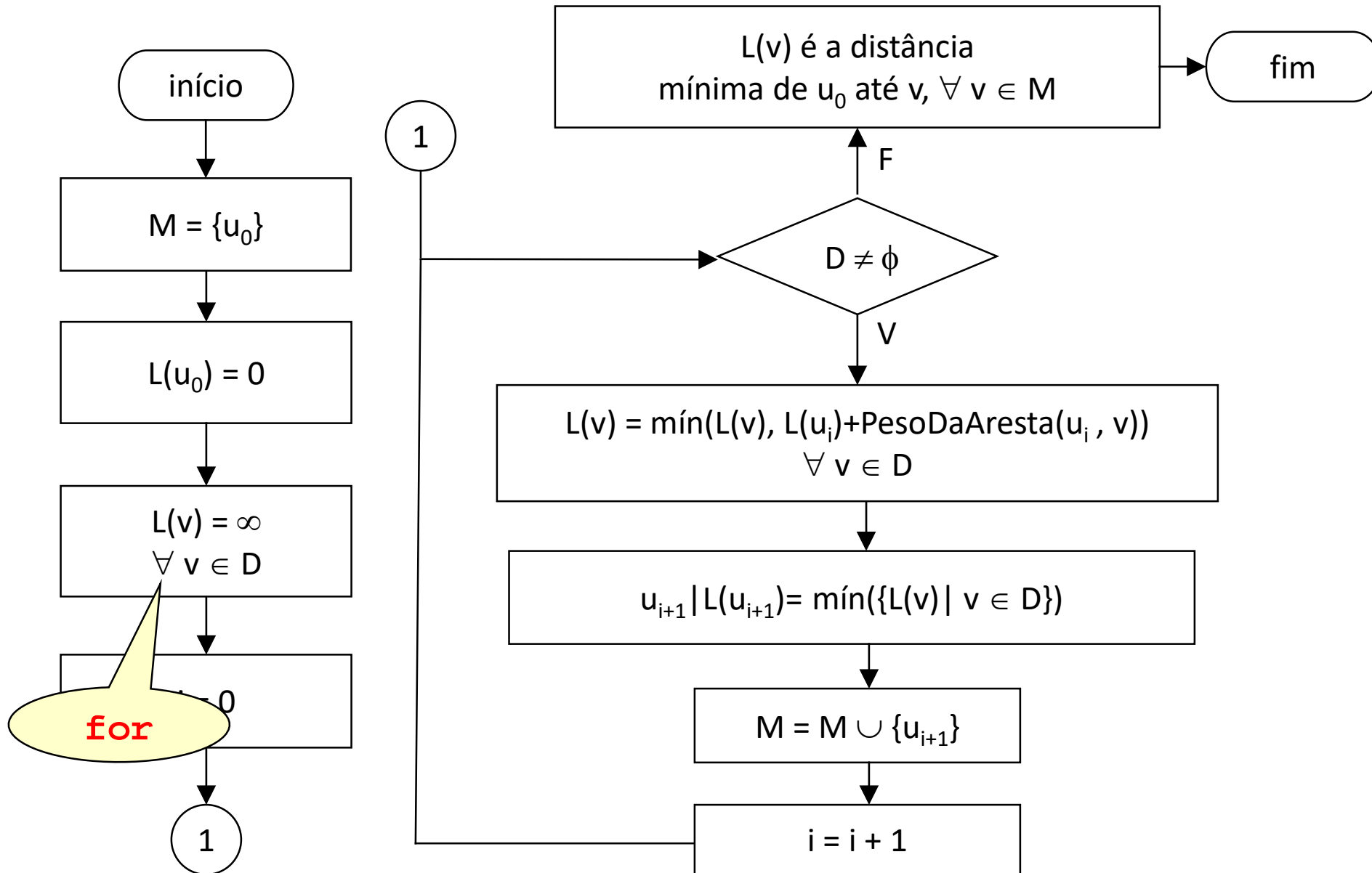
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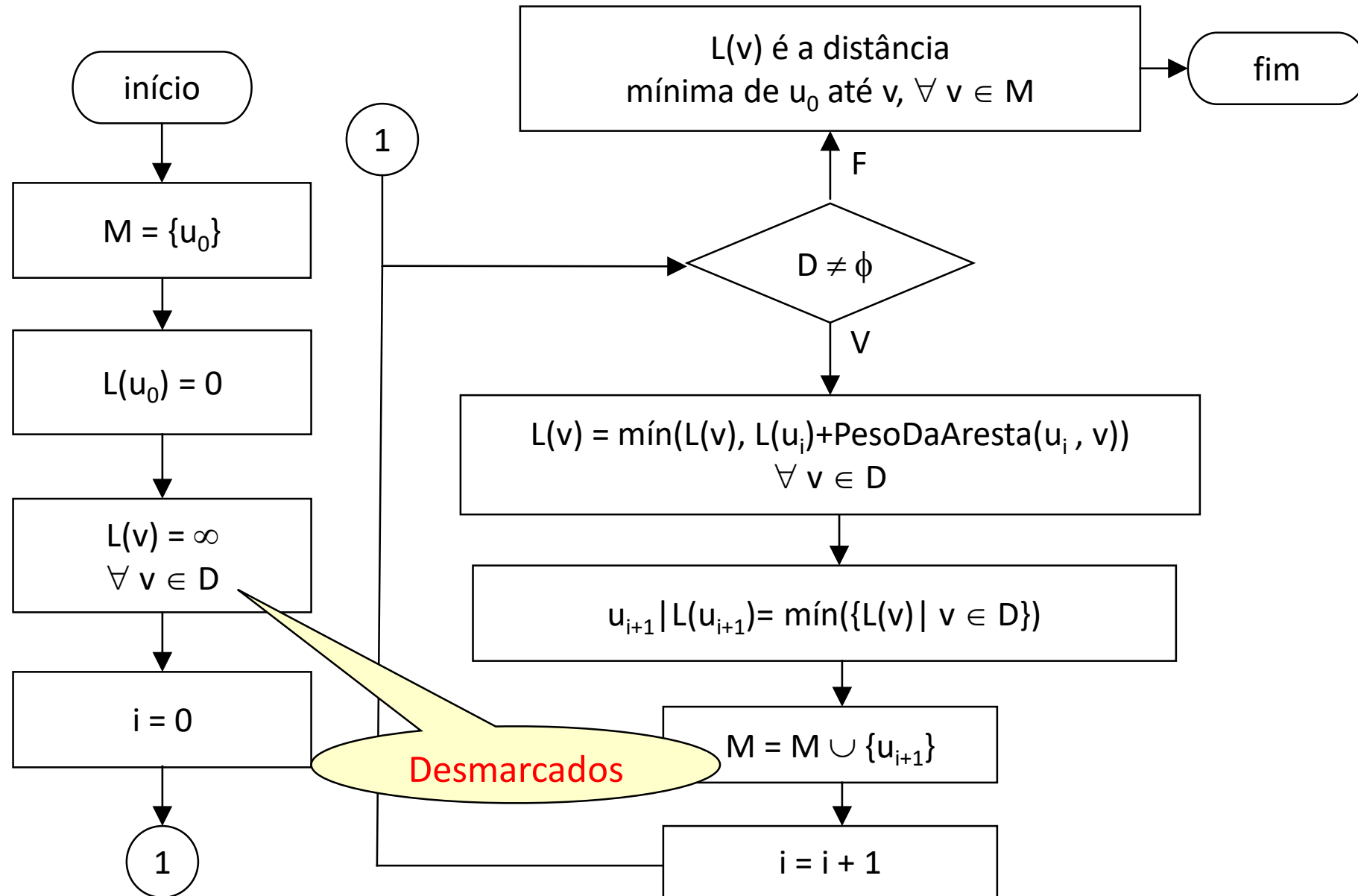
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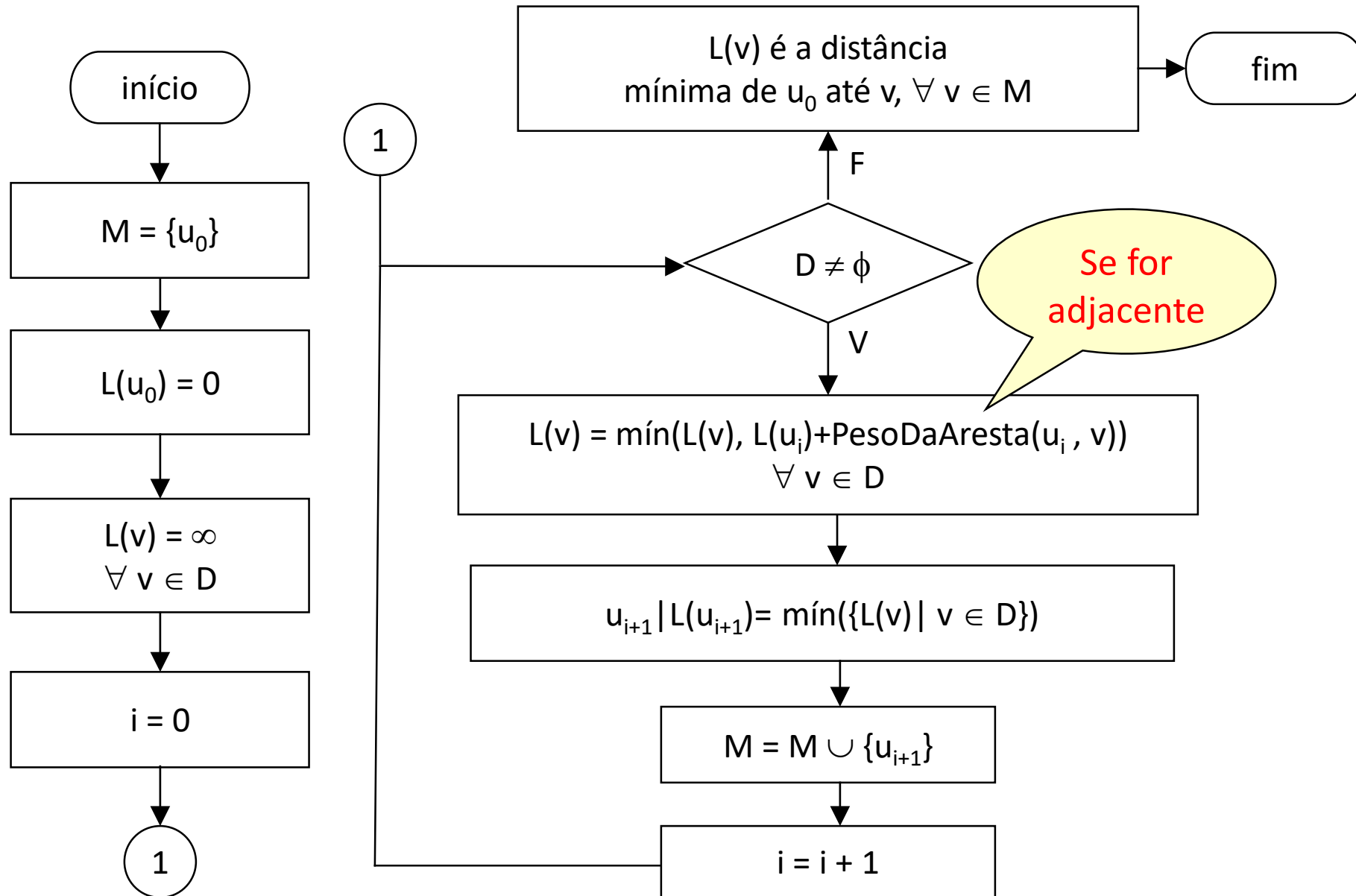
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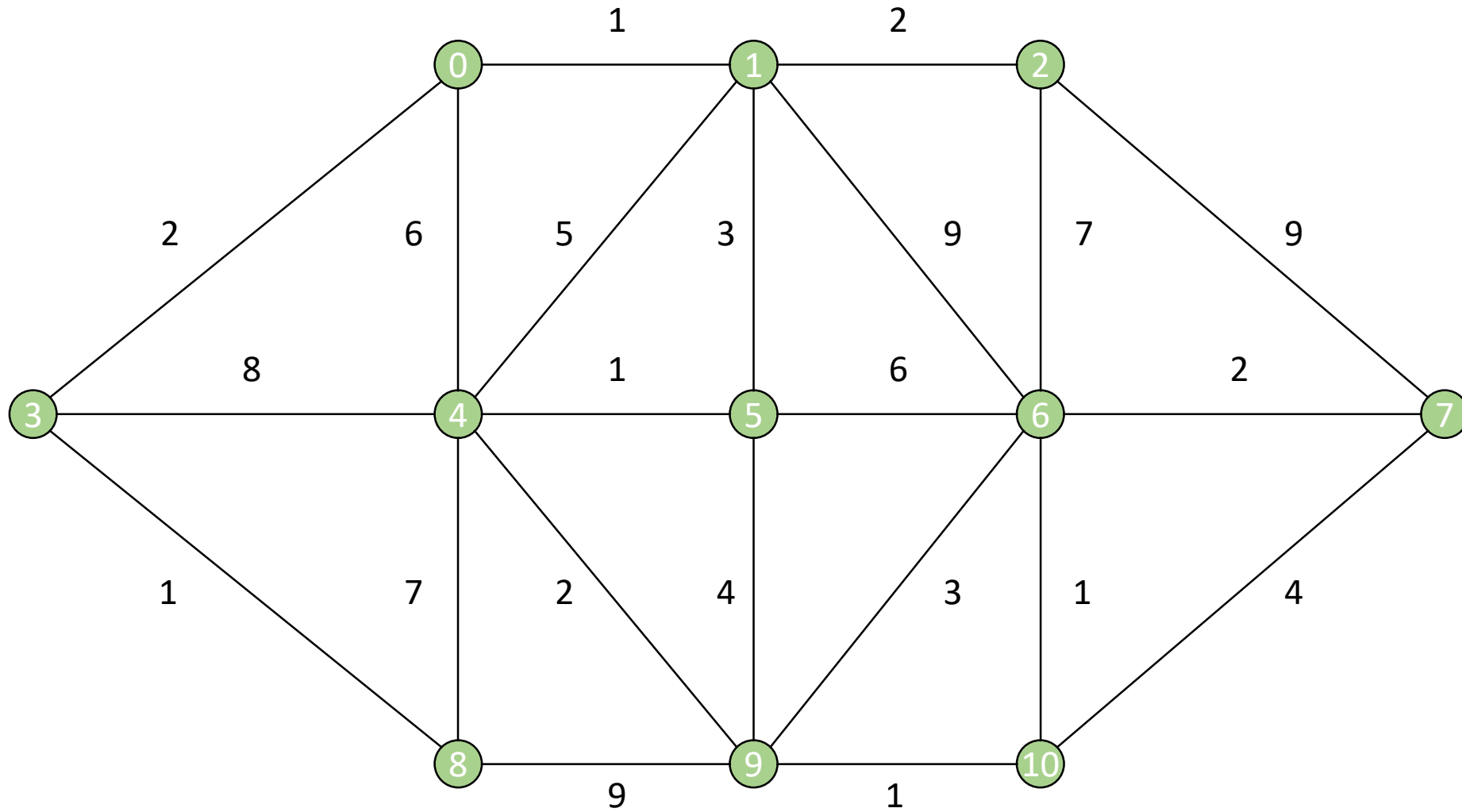
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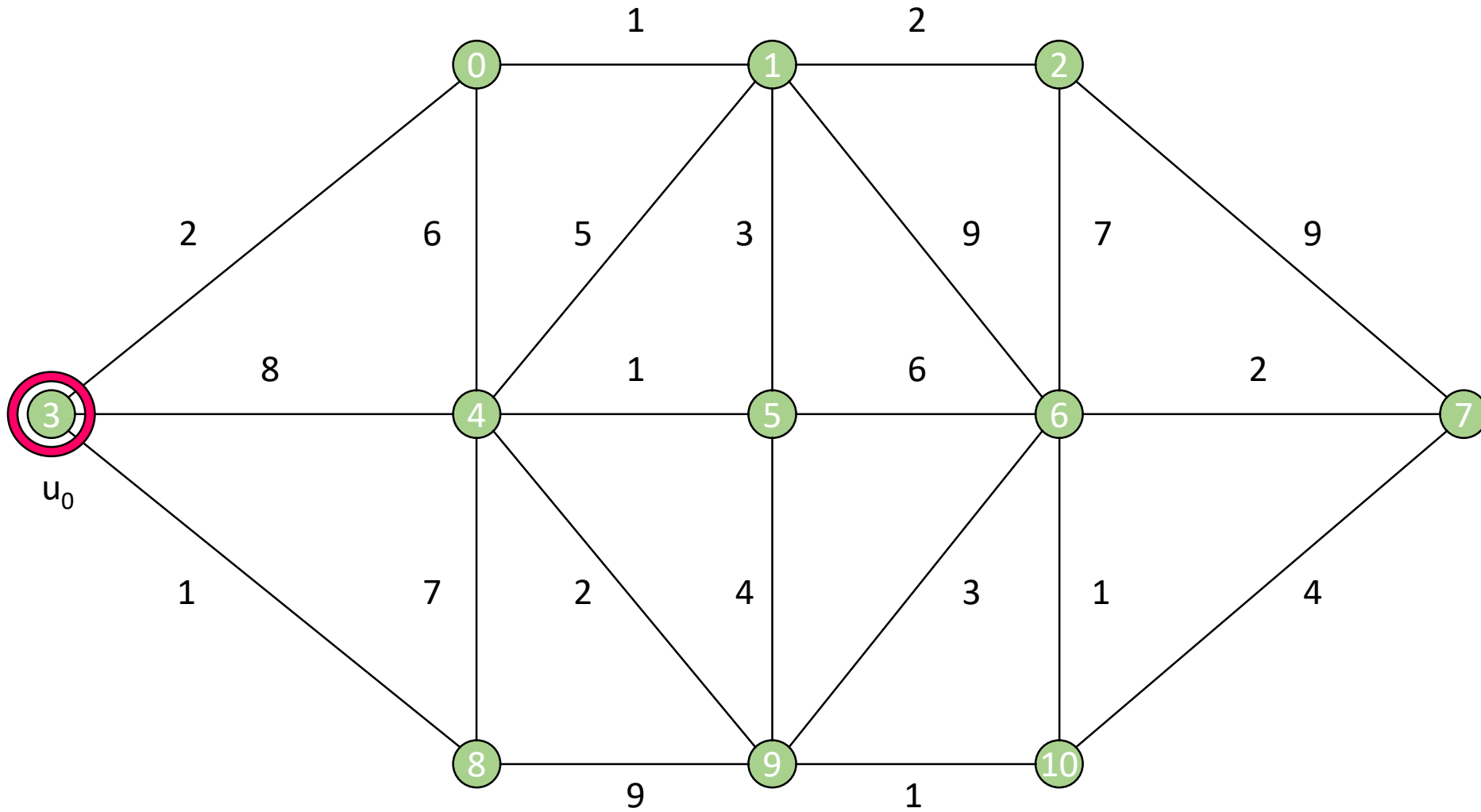
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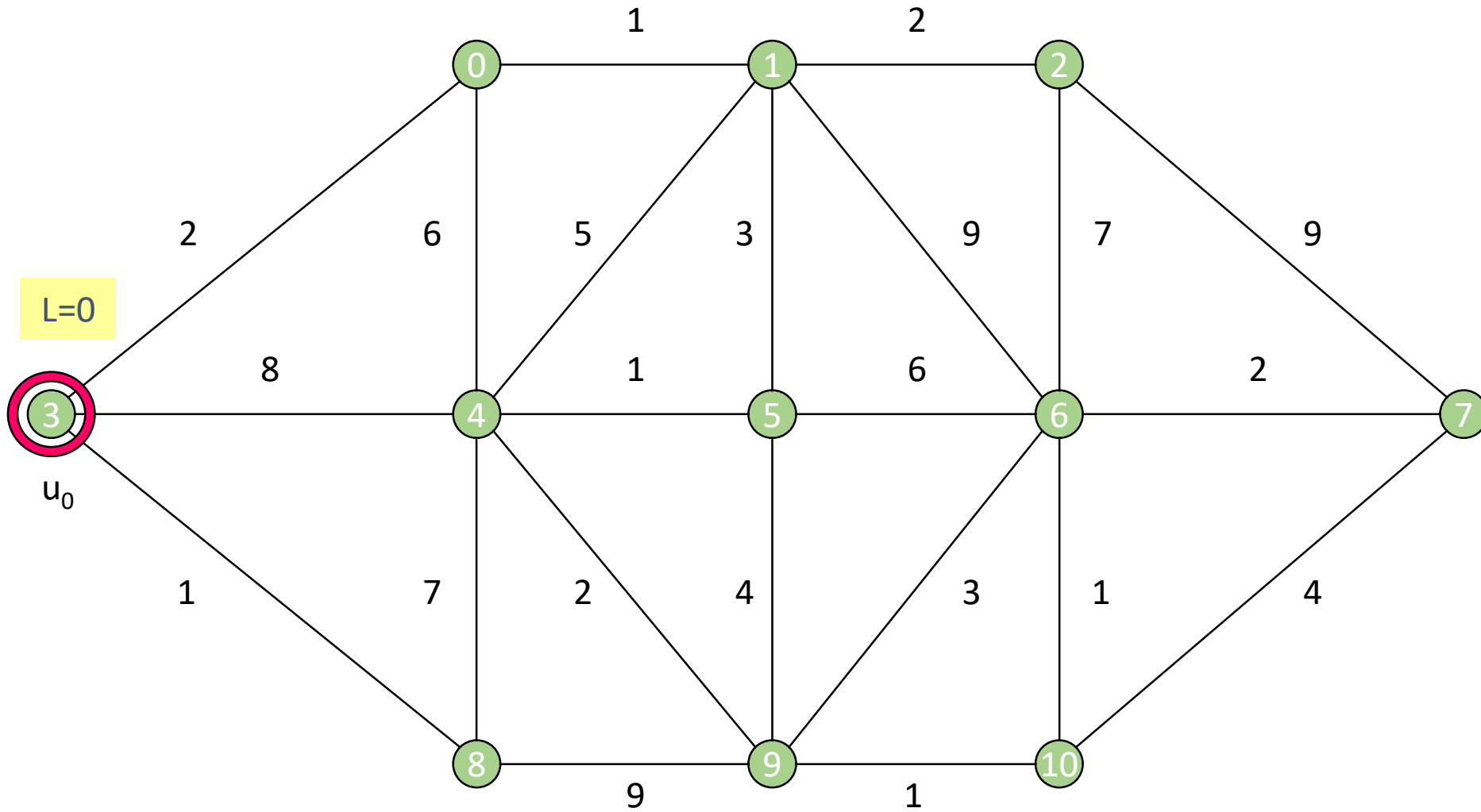
ALGORITMO DIJKSTRA - ESEMPIO



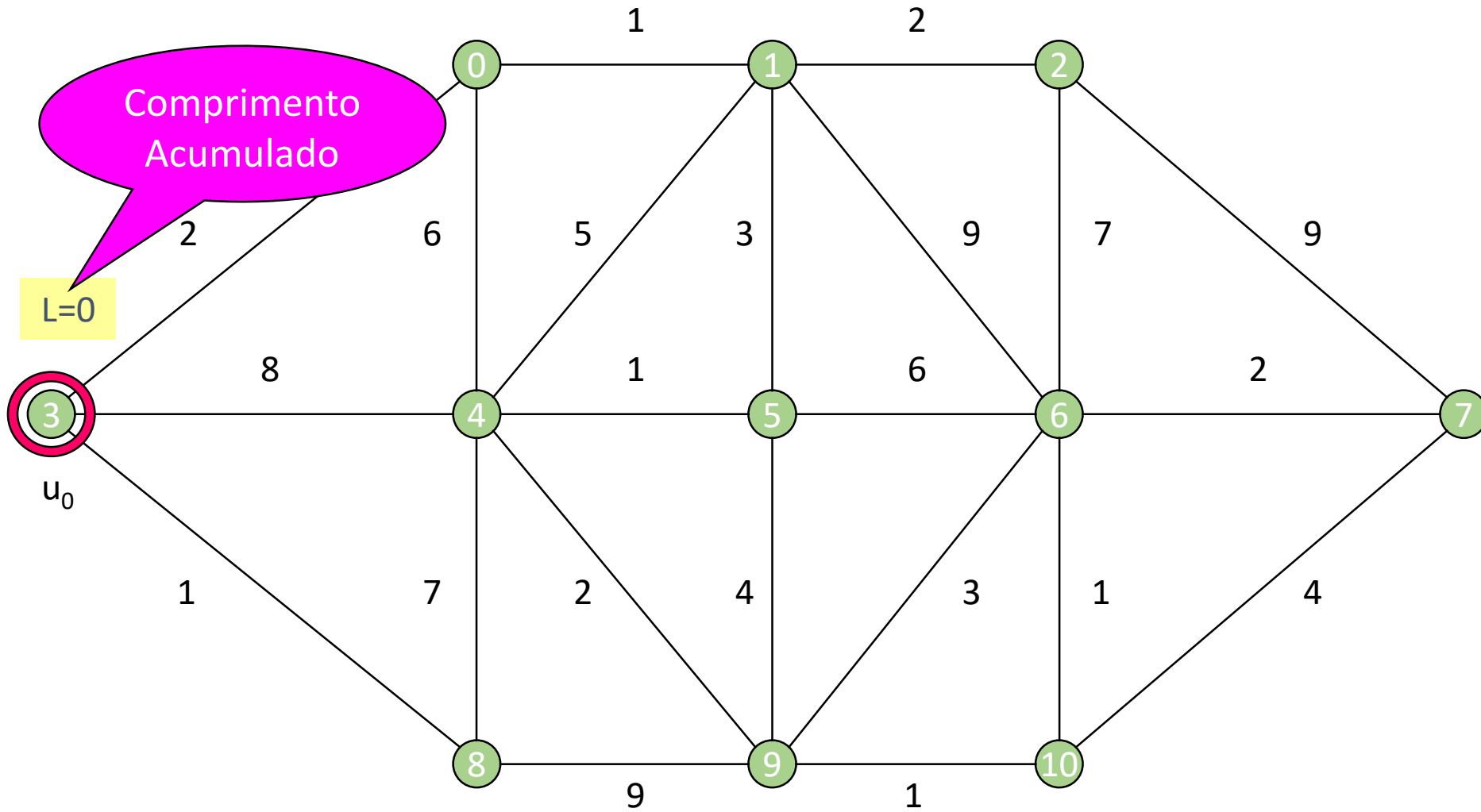
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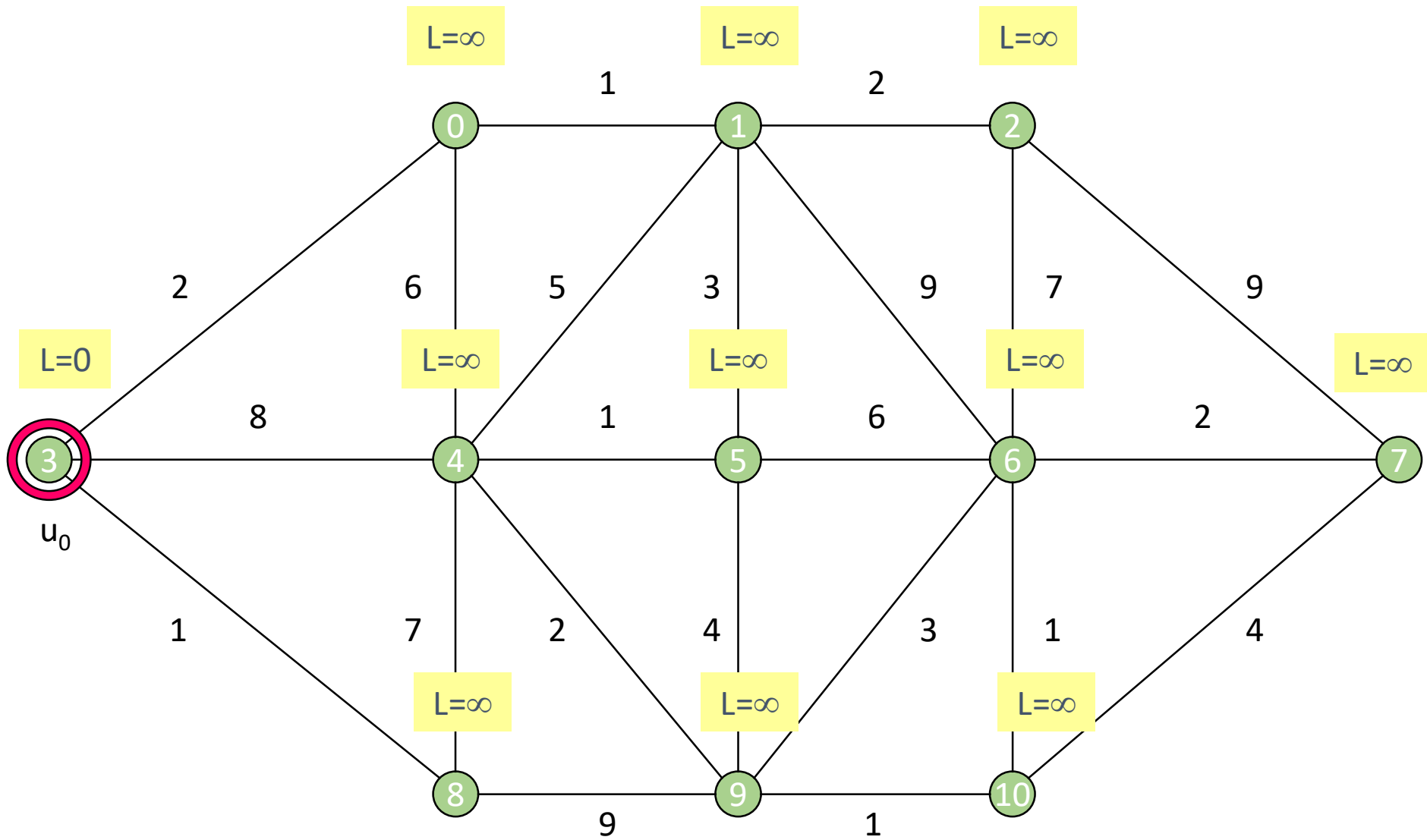
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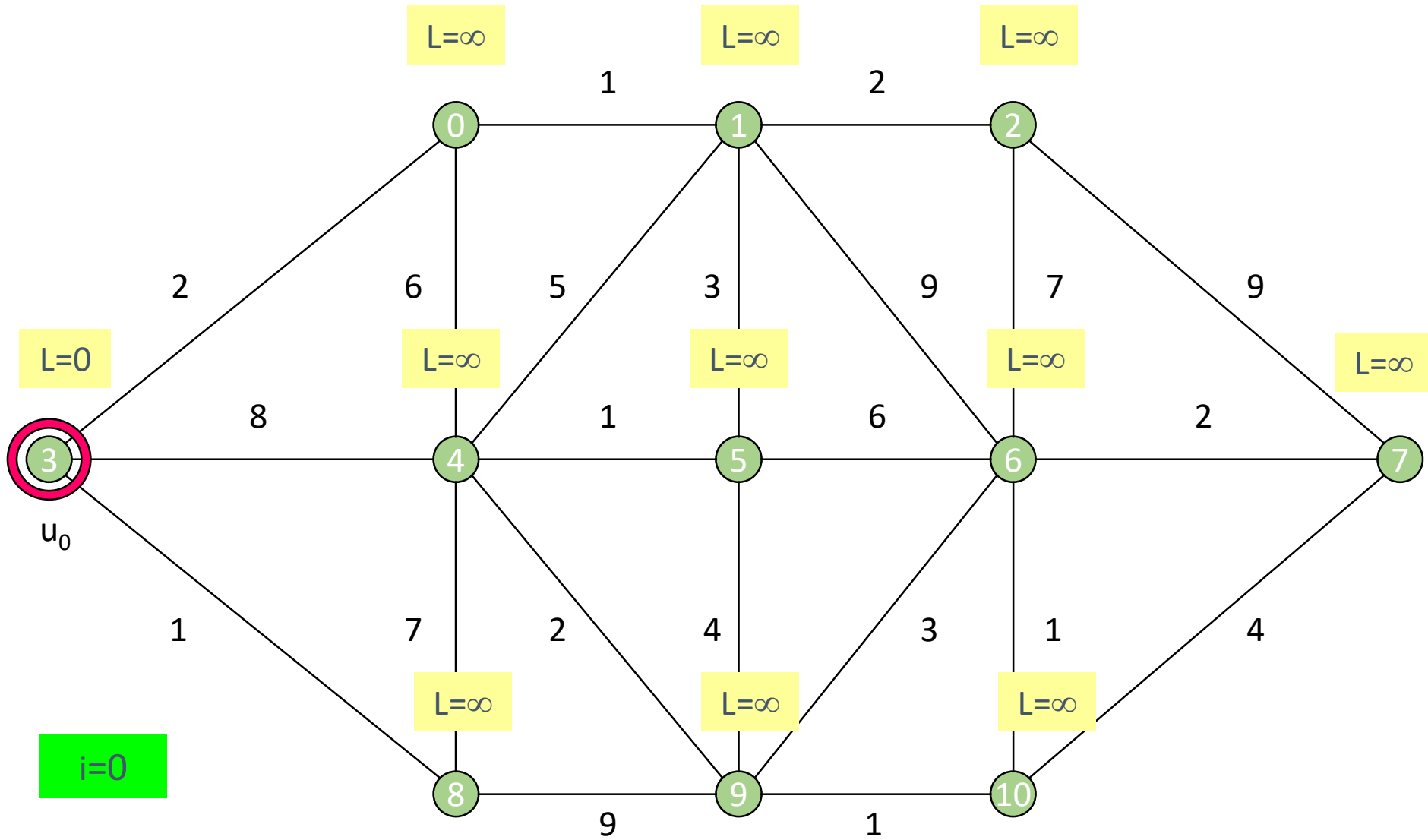
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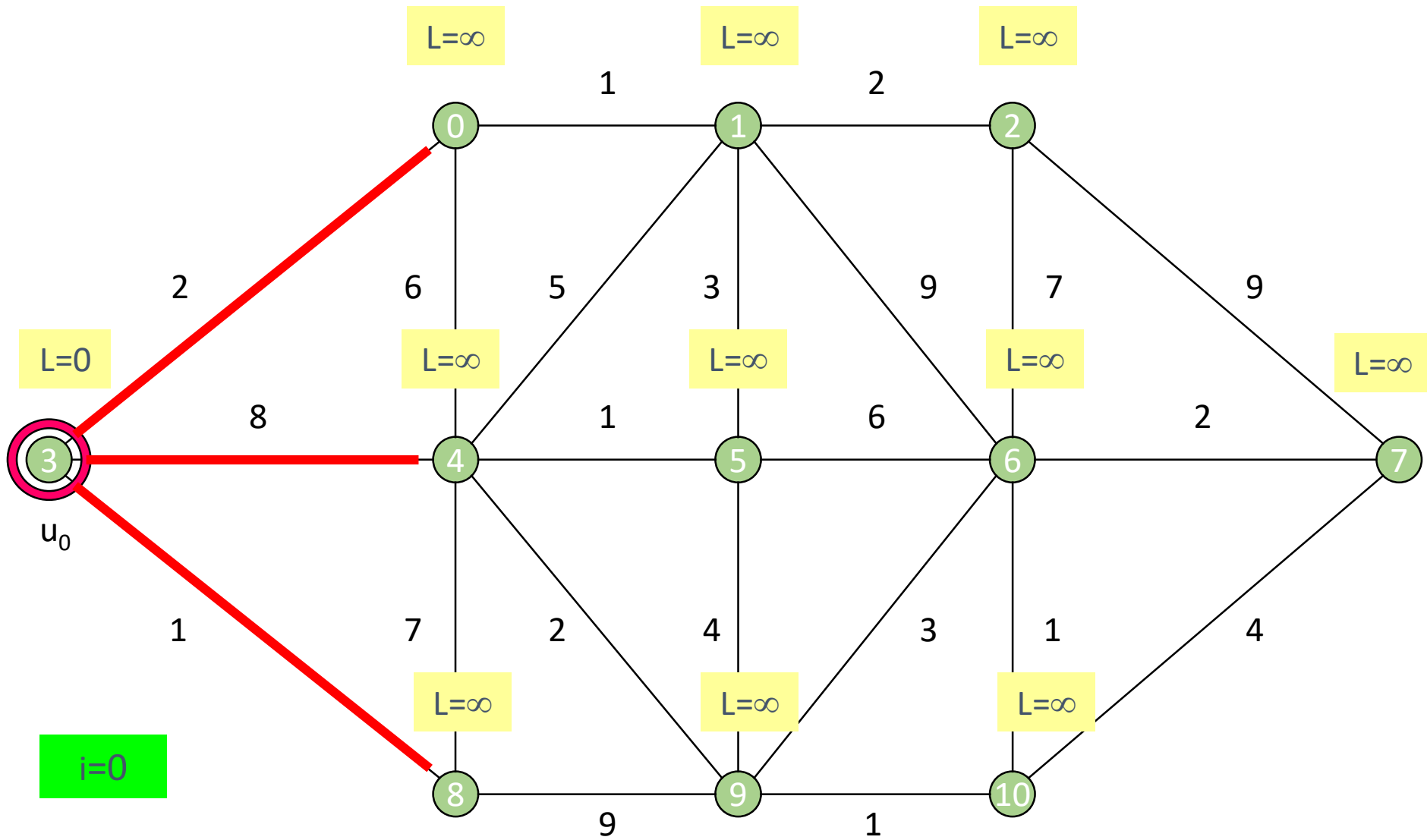
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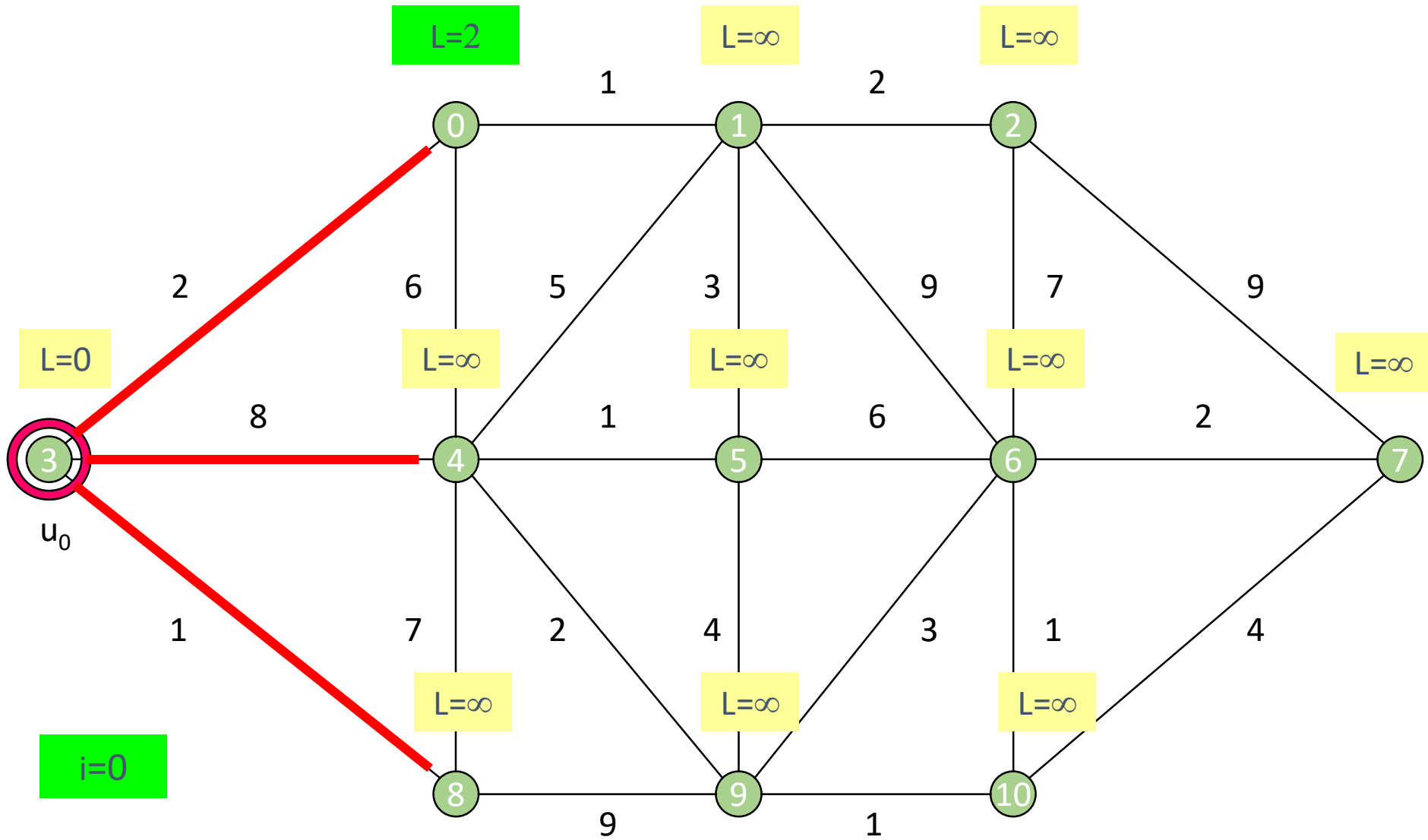
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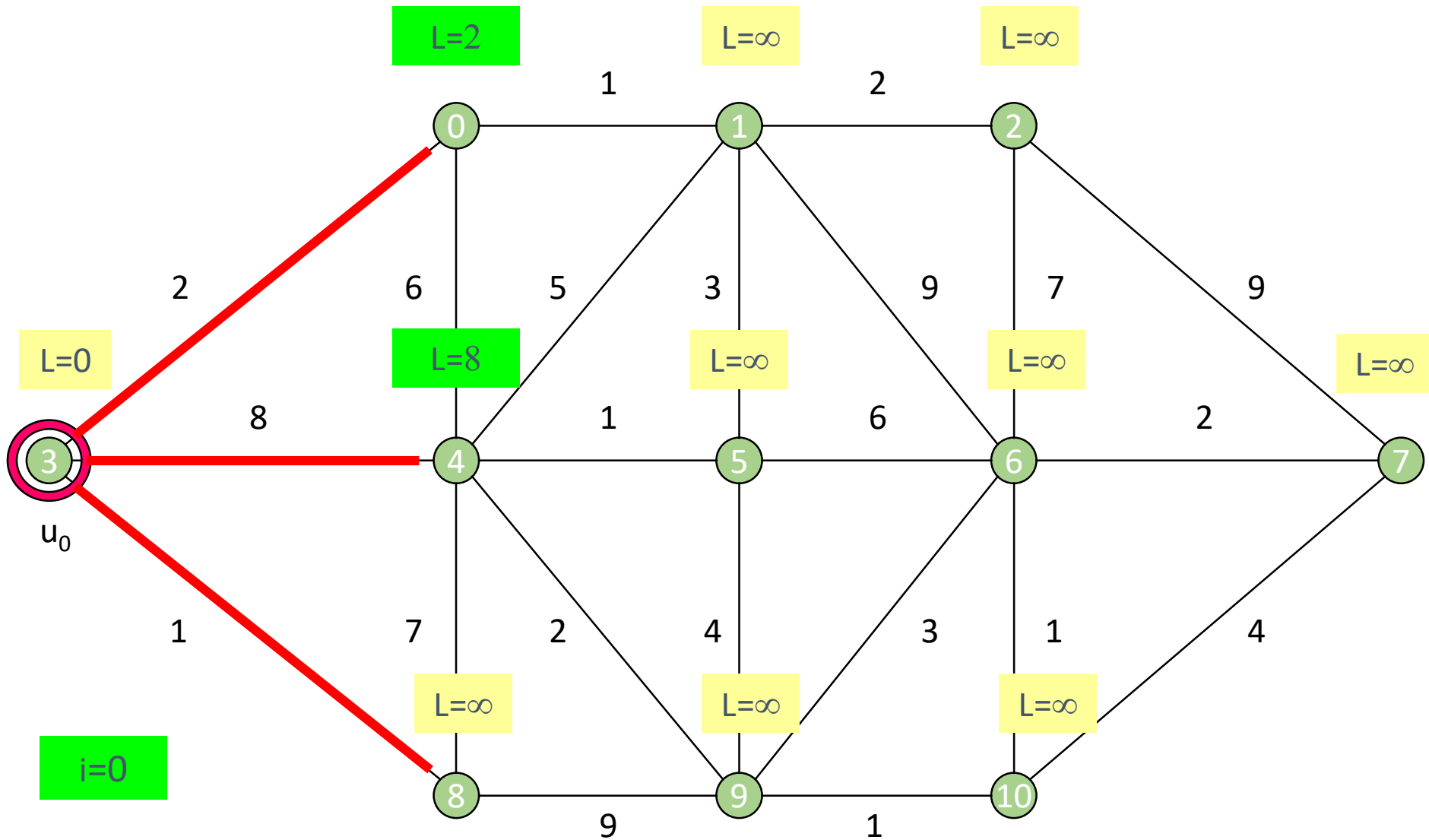
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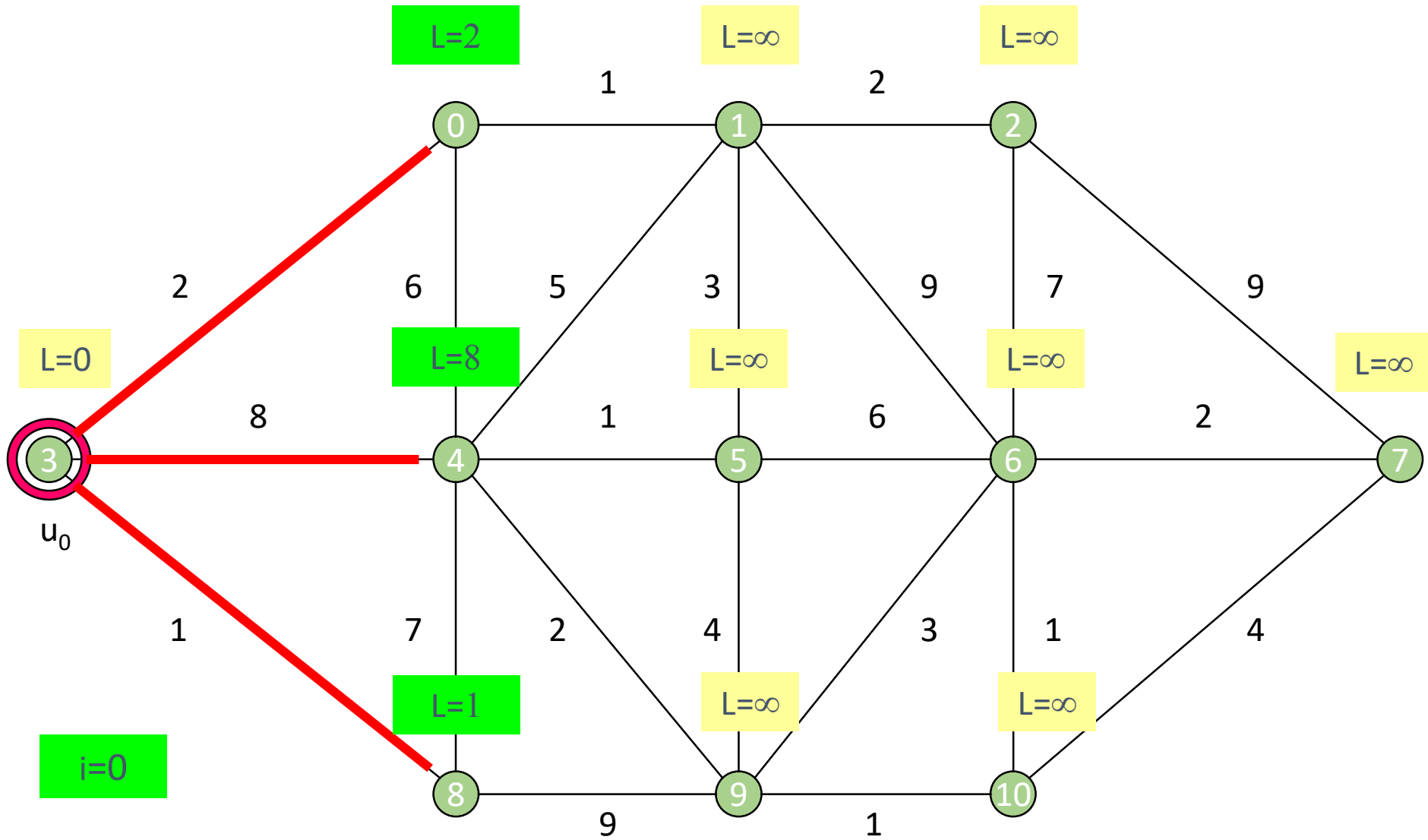
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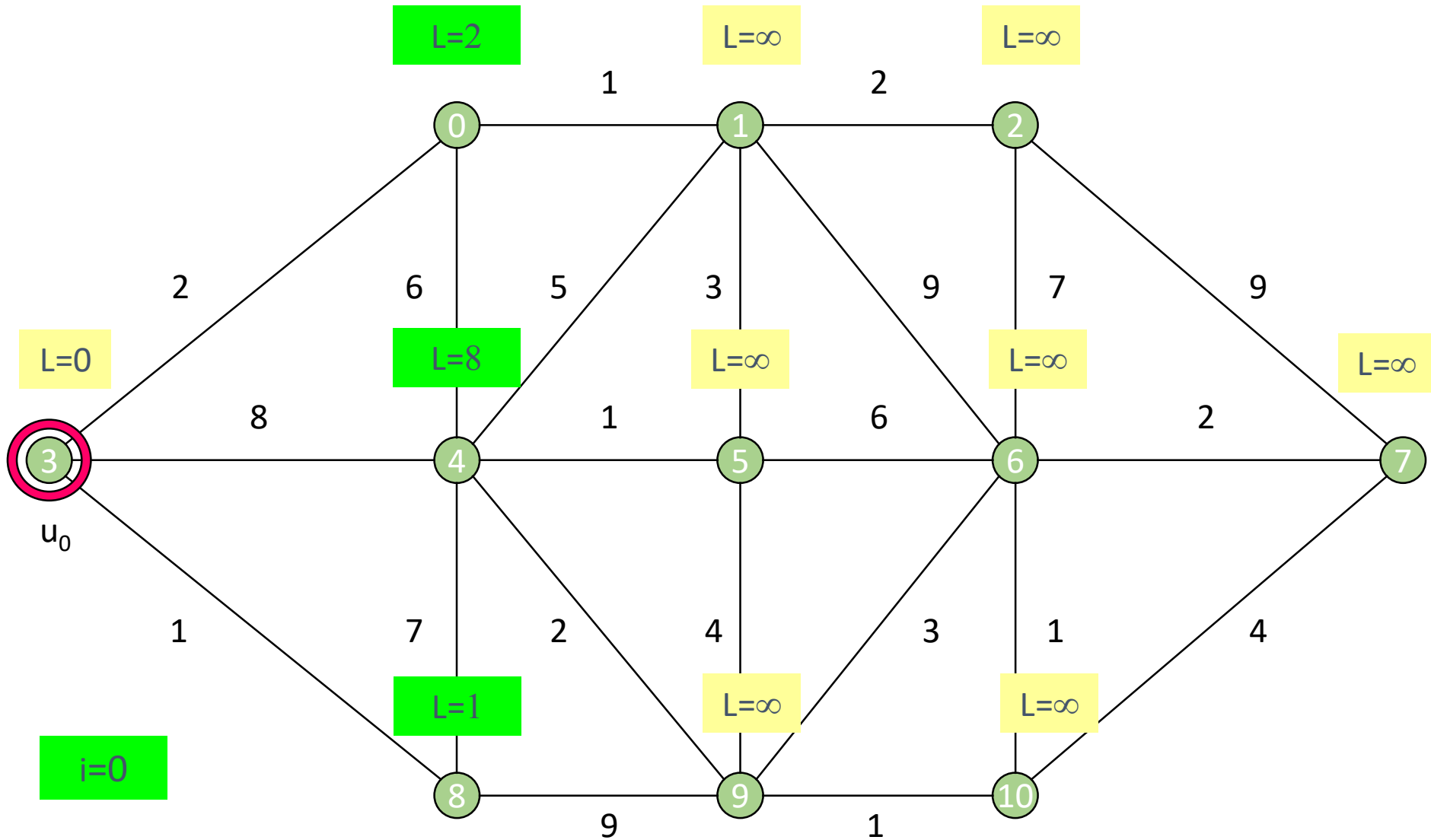
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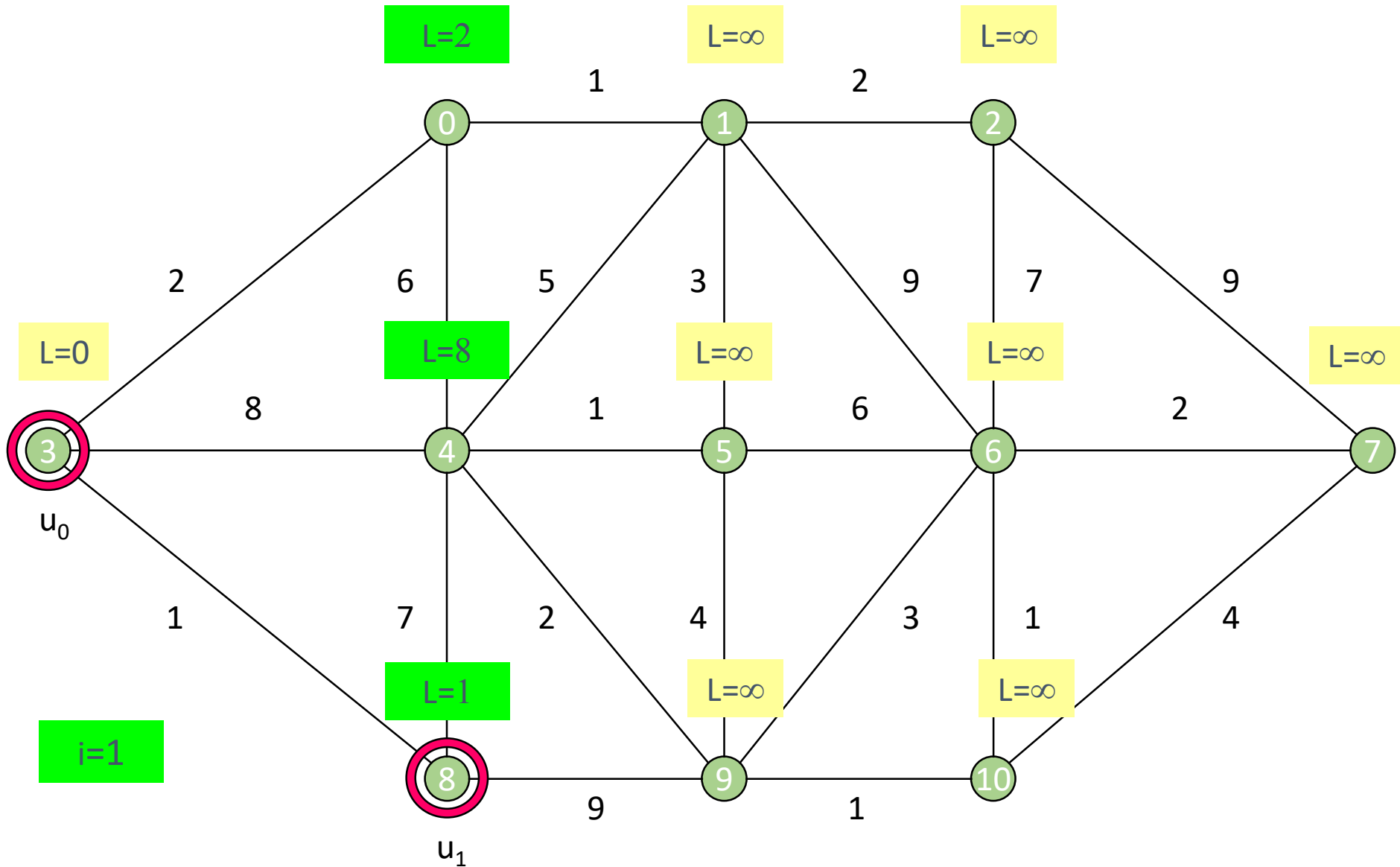
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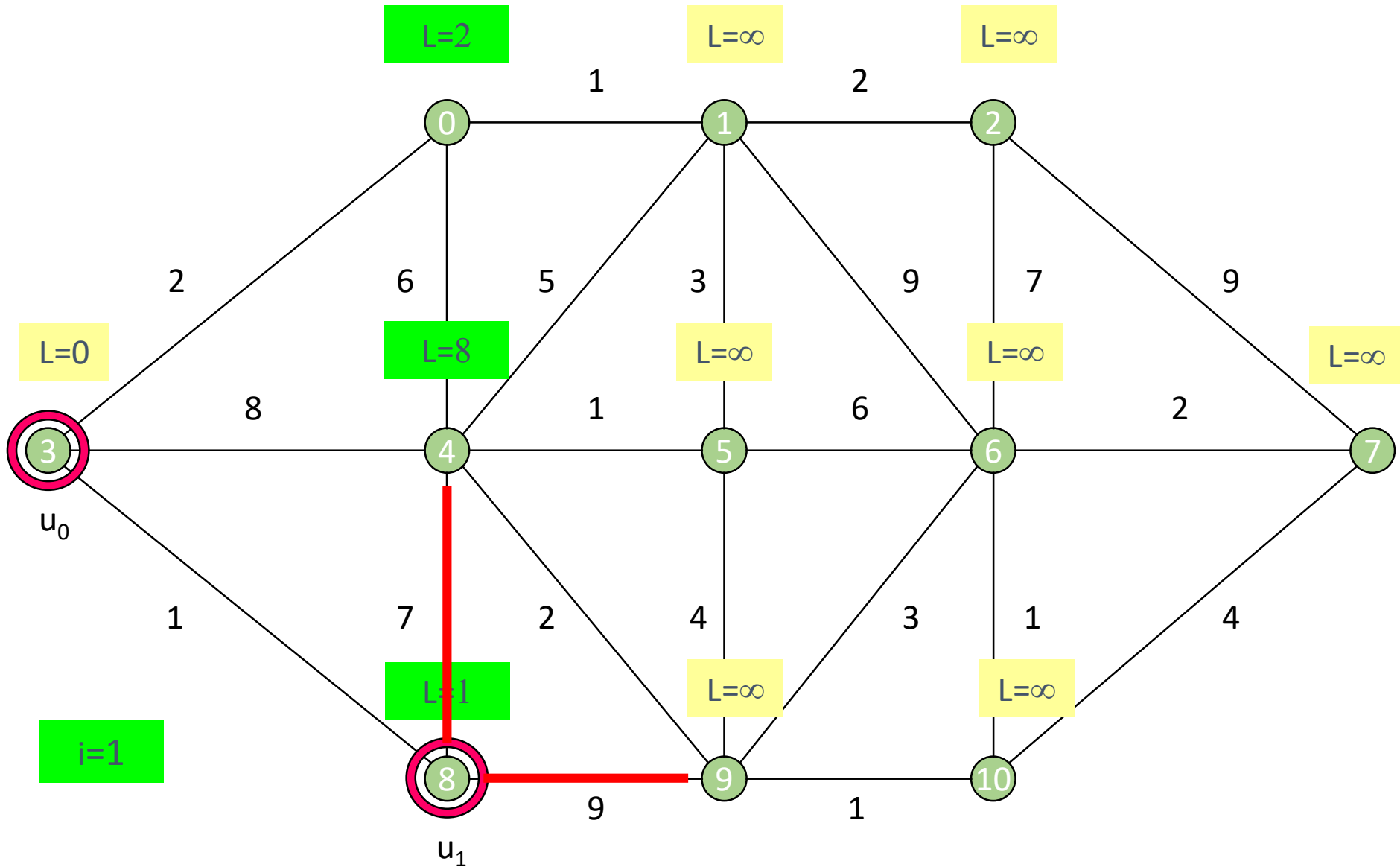
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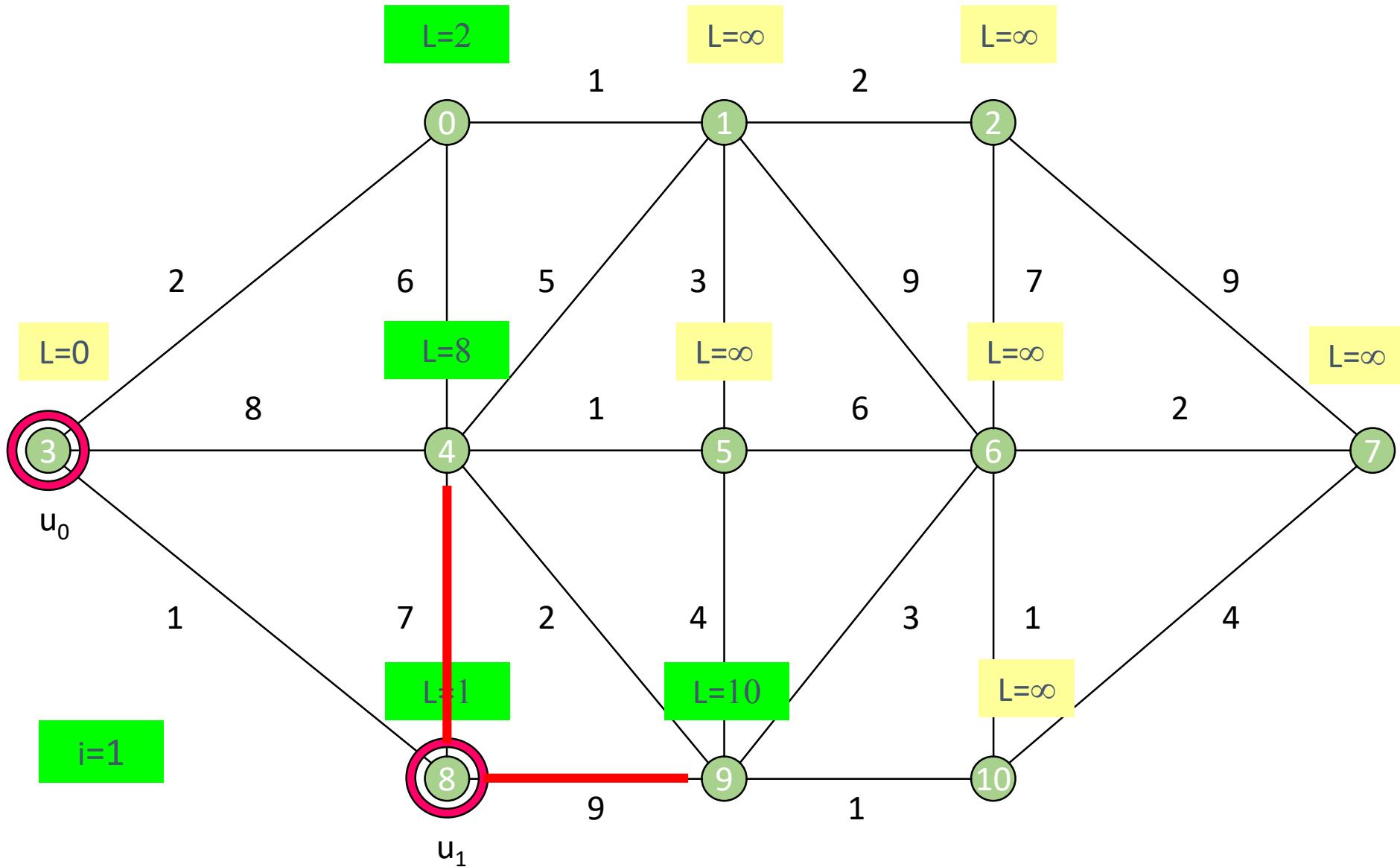
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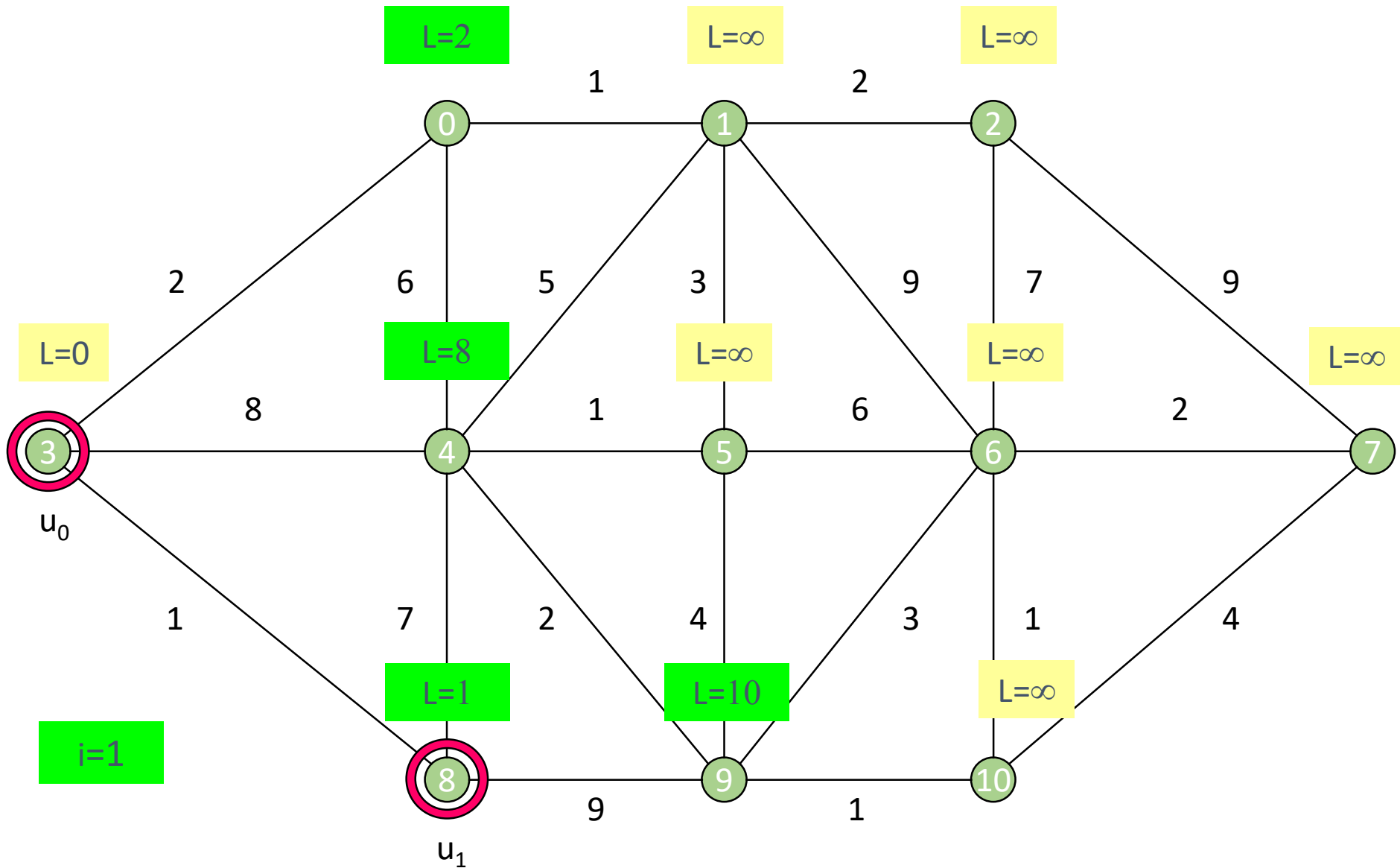
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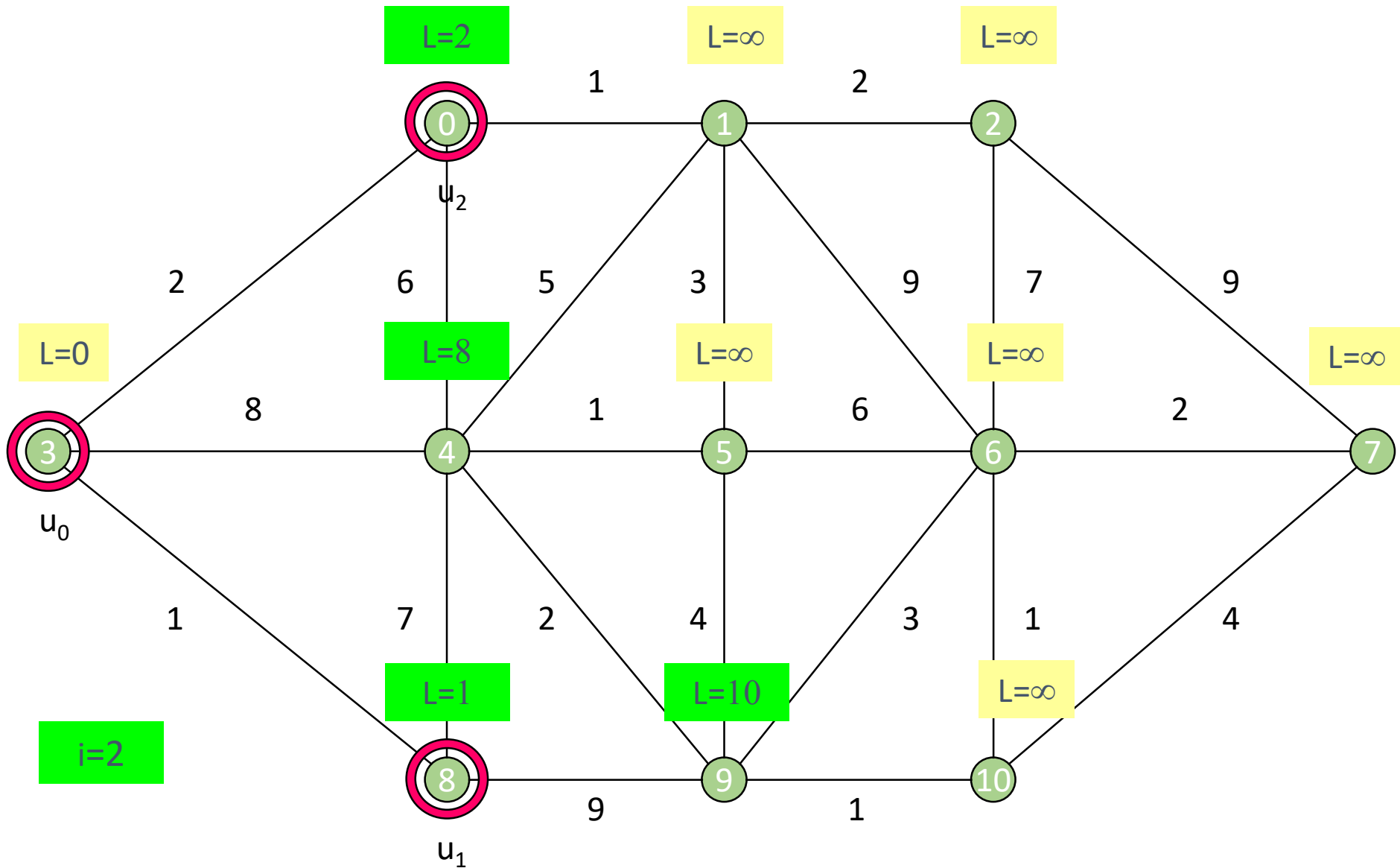
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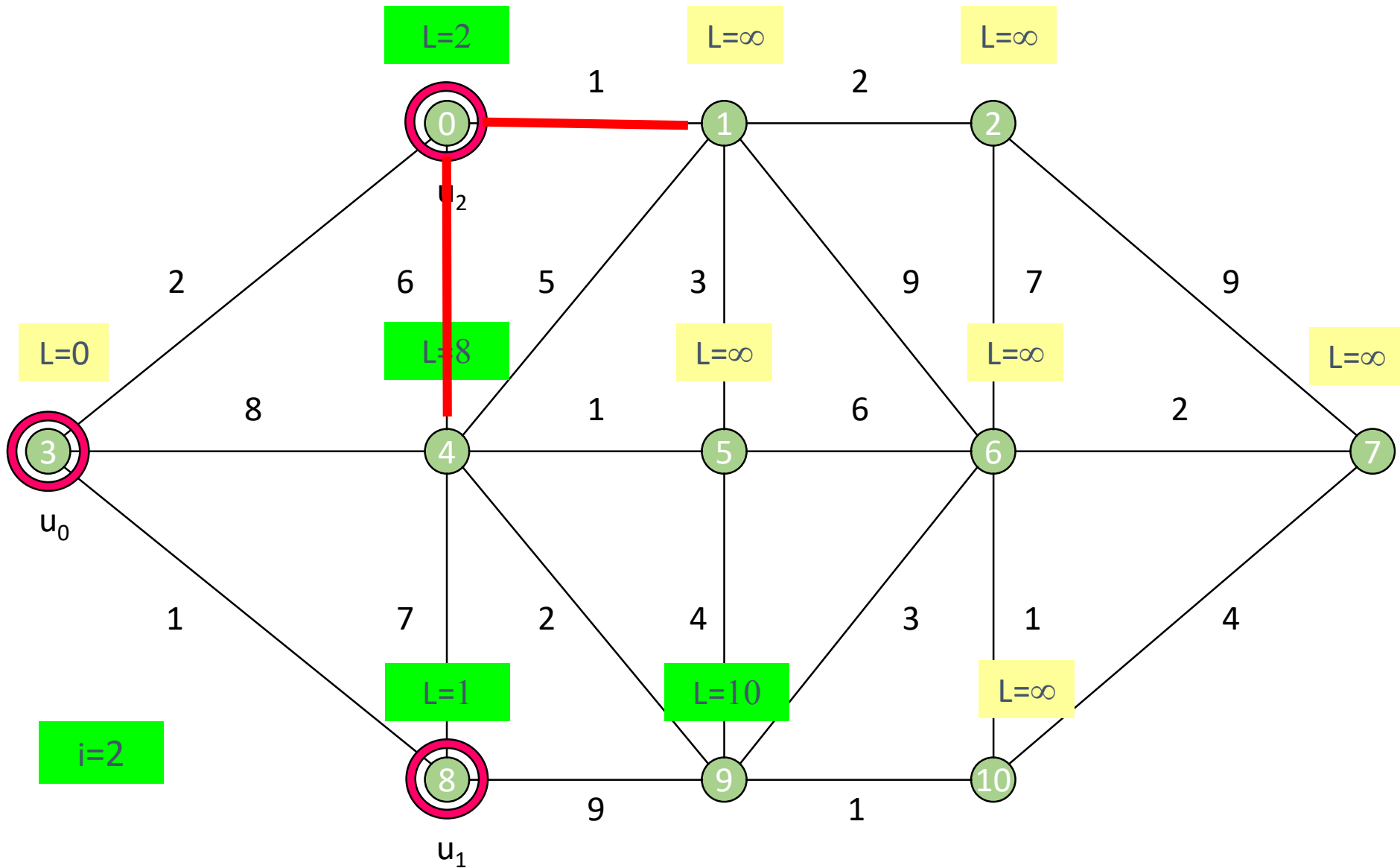
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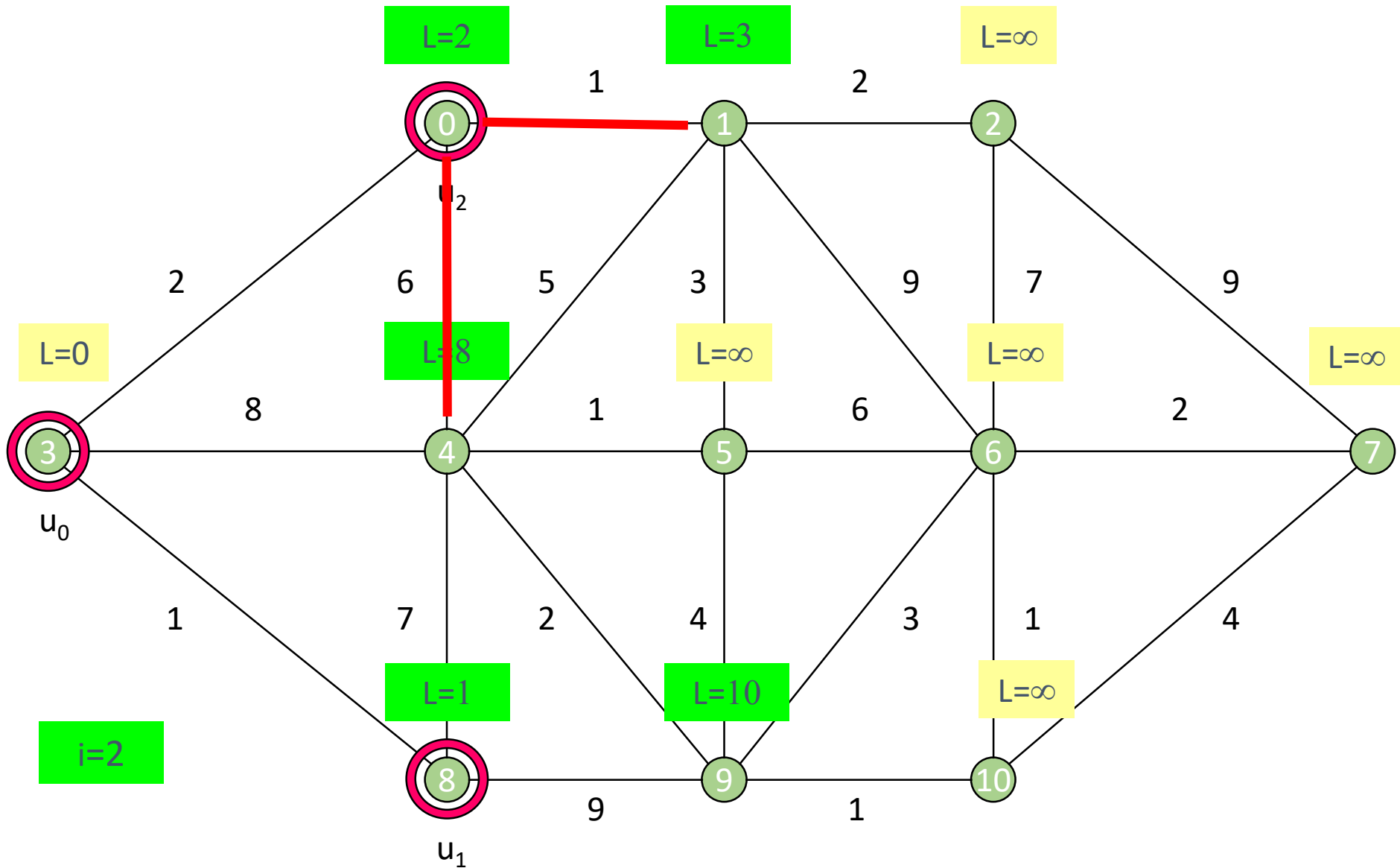
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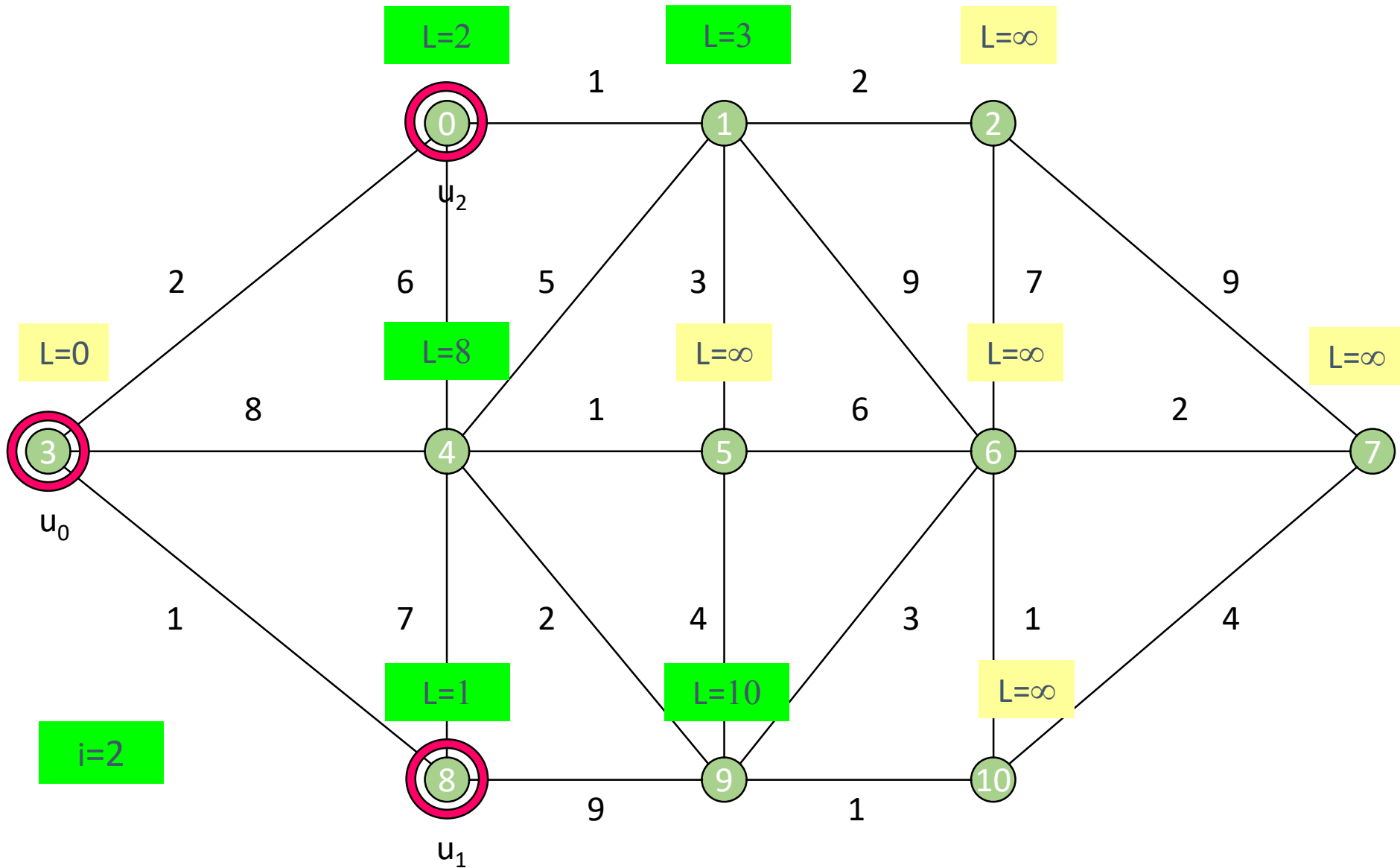
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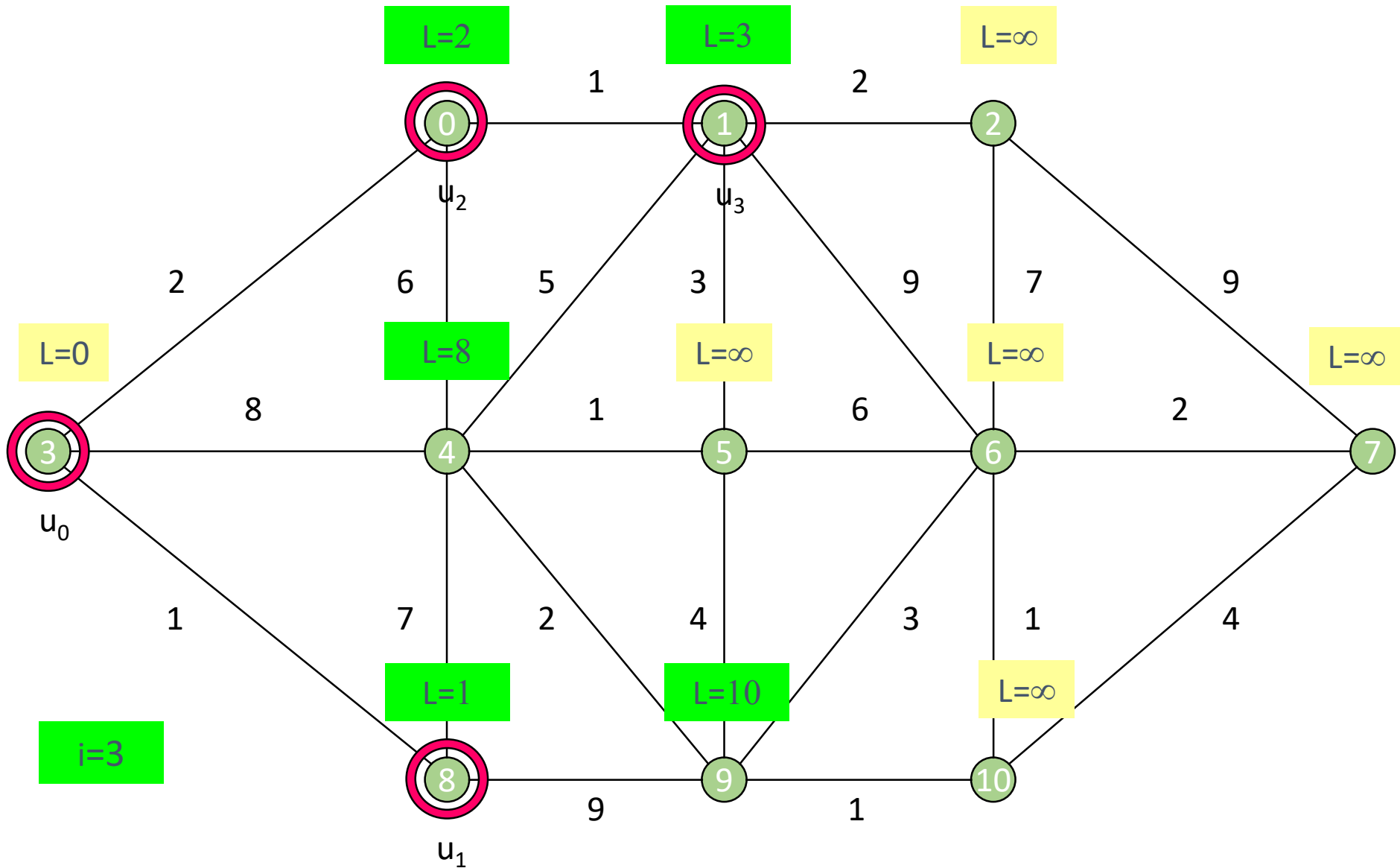
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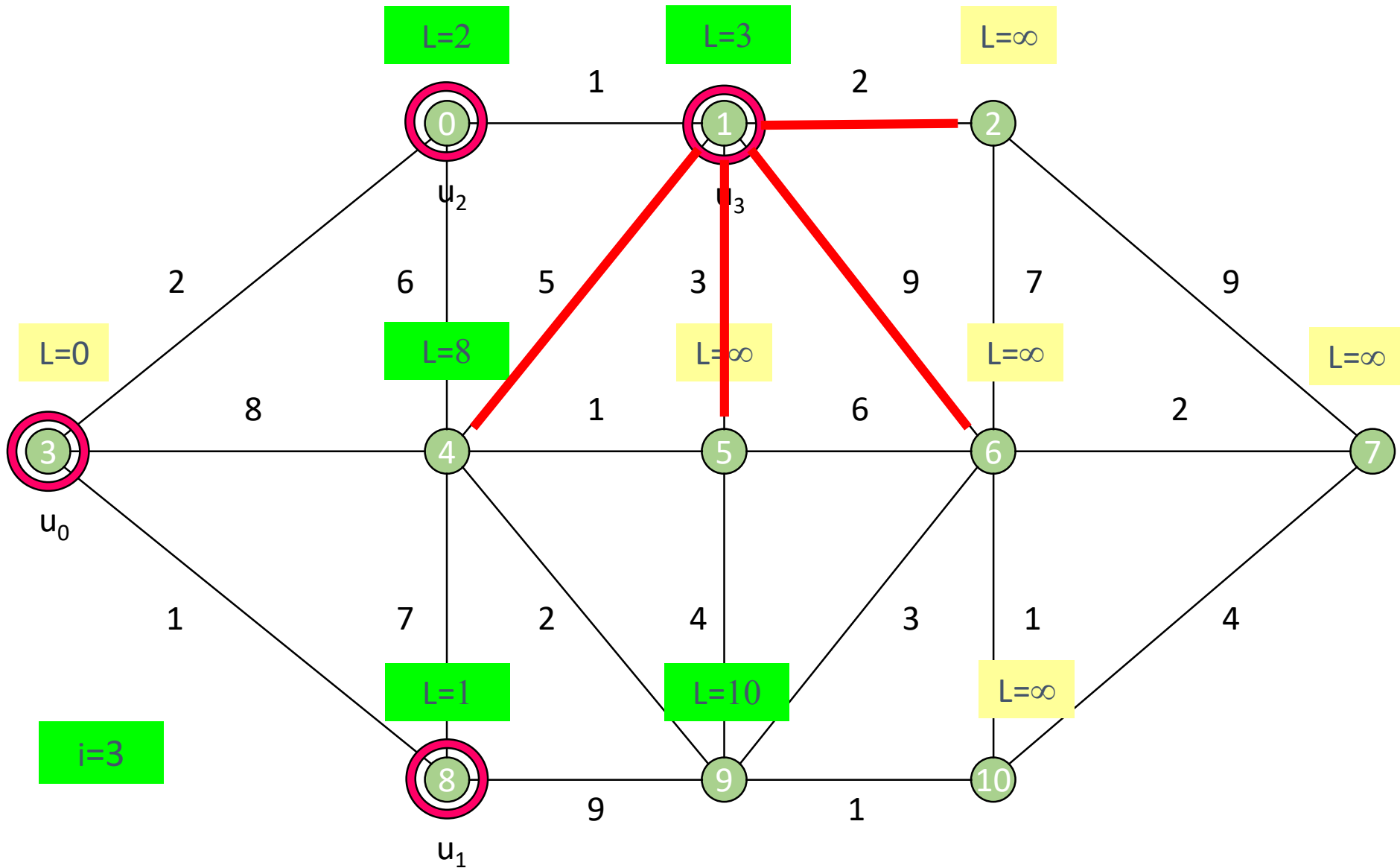
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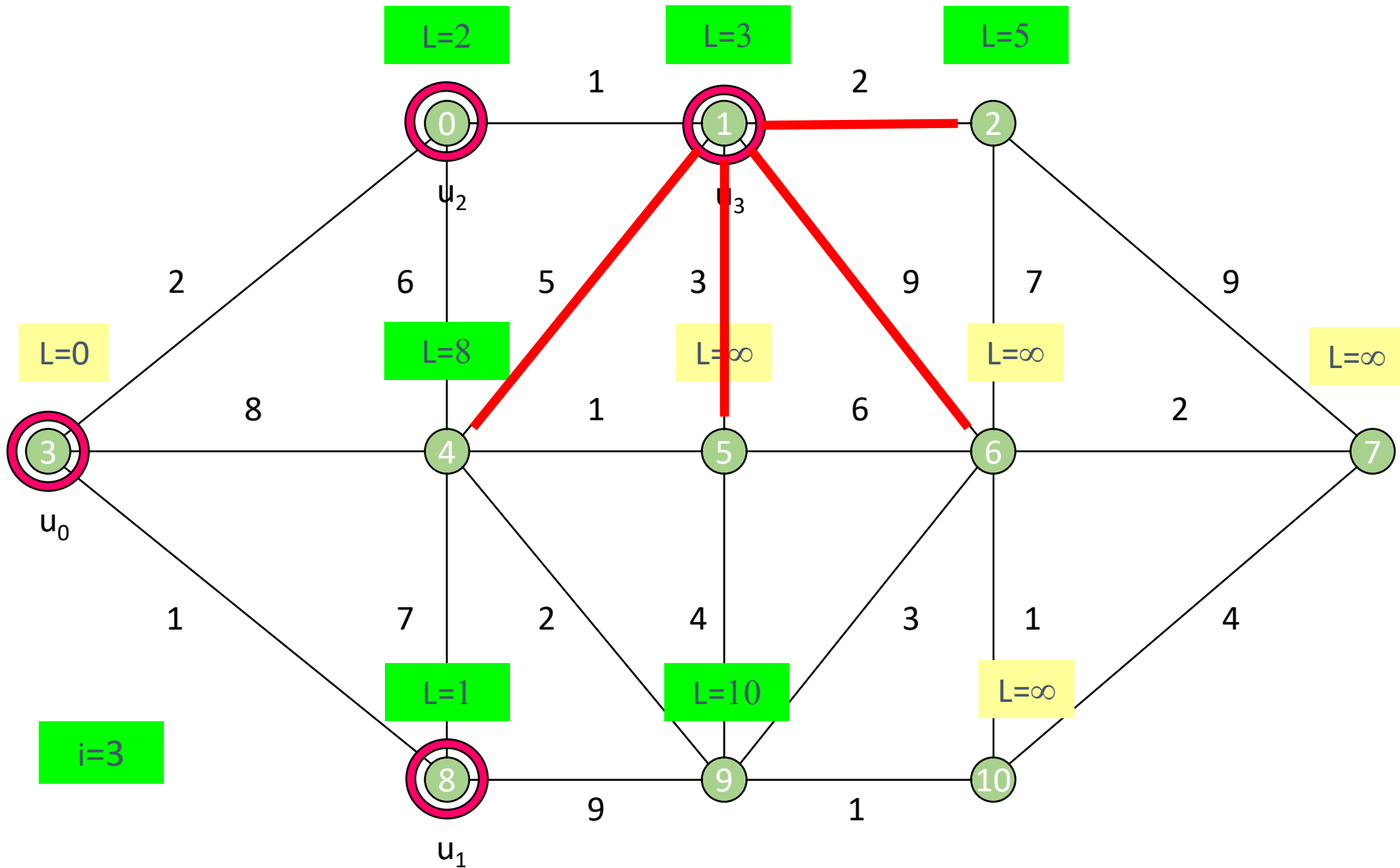
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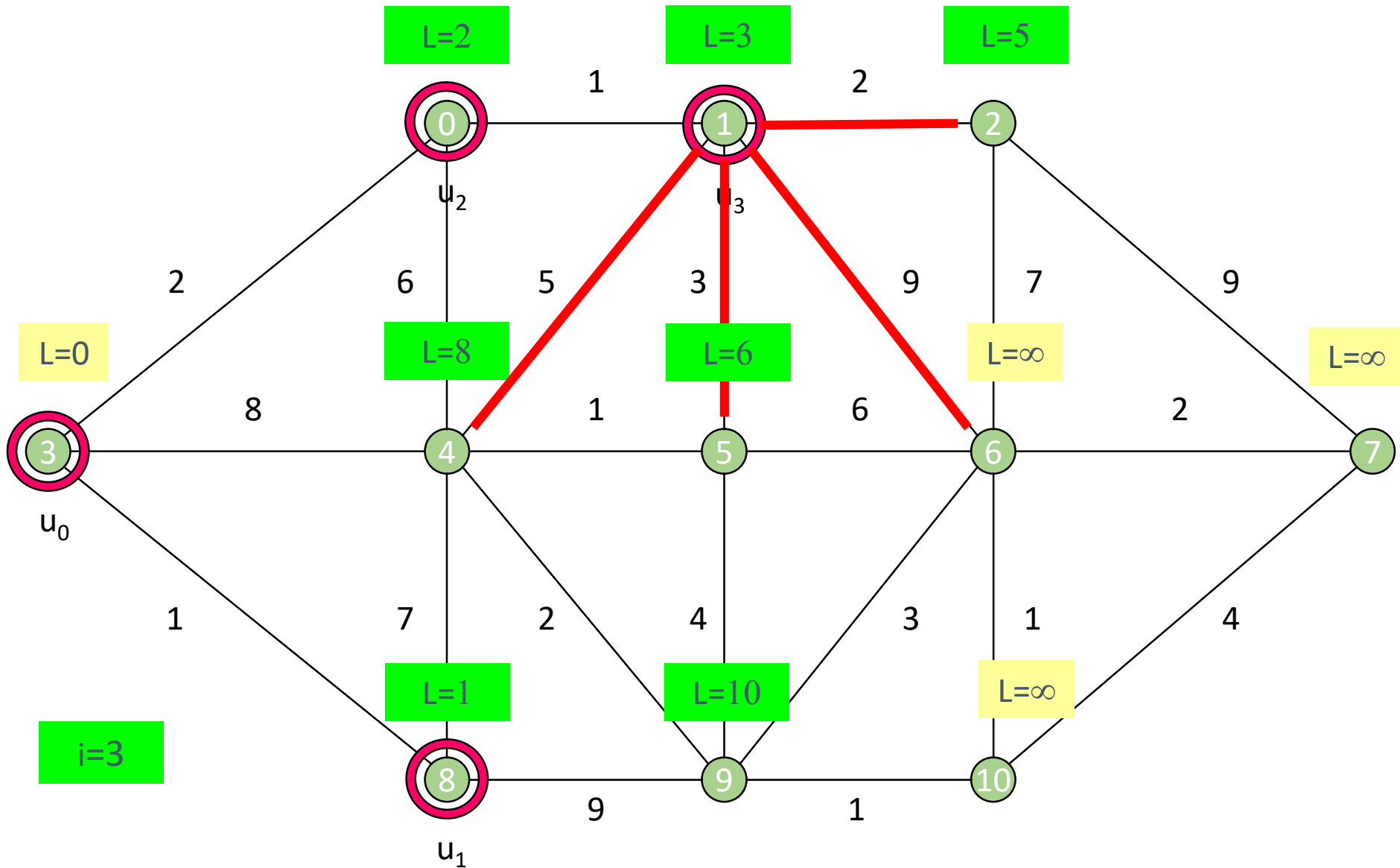
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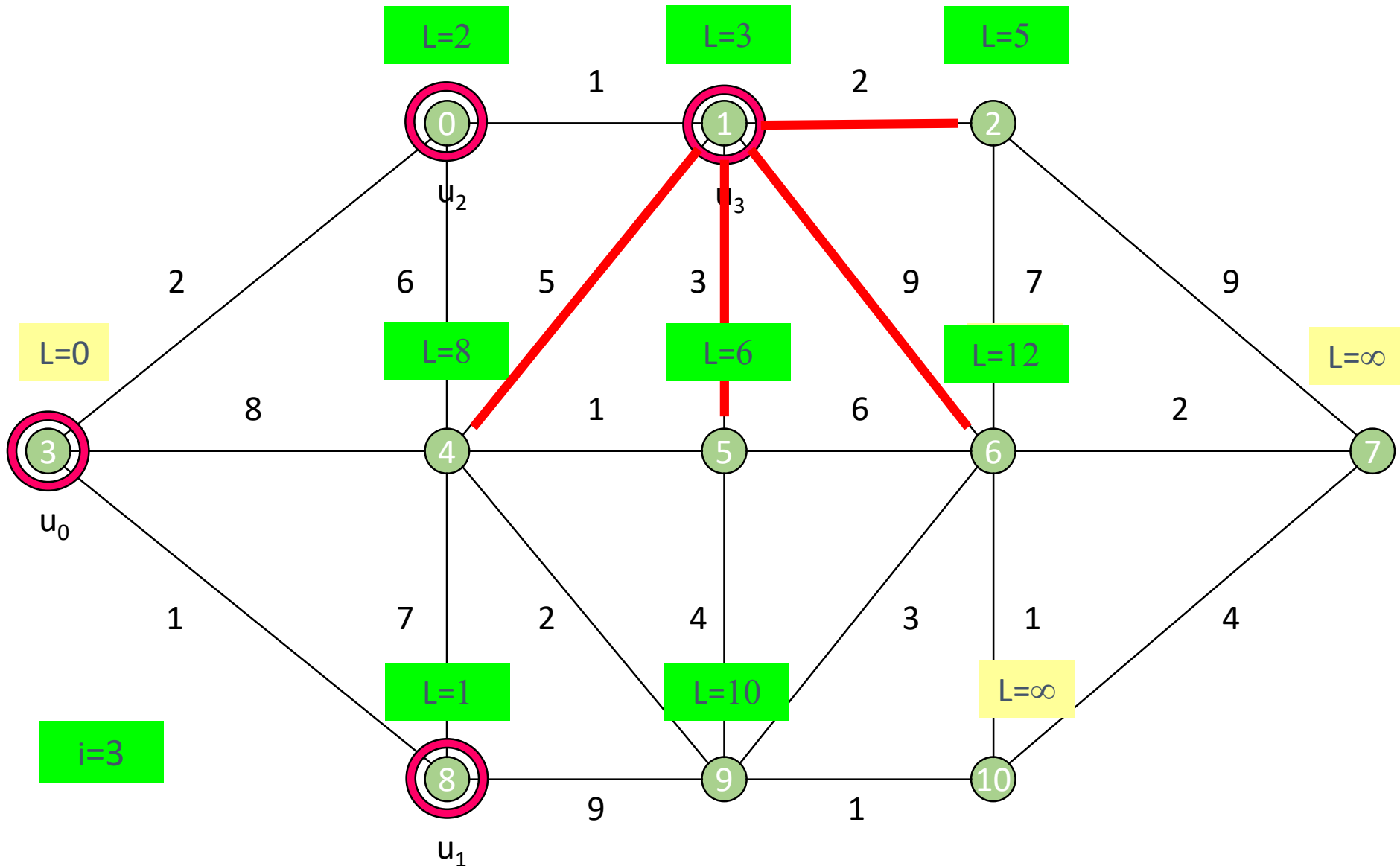
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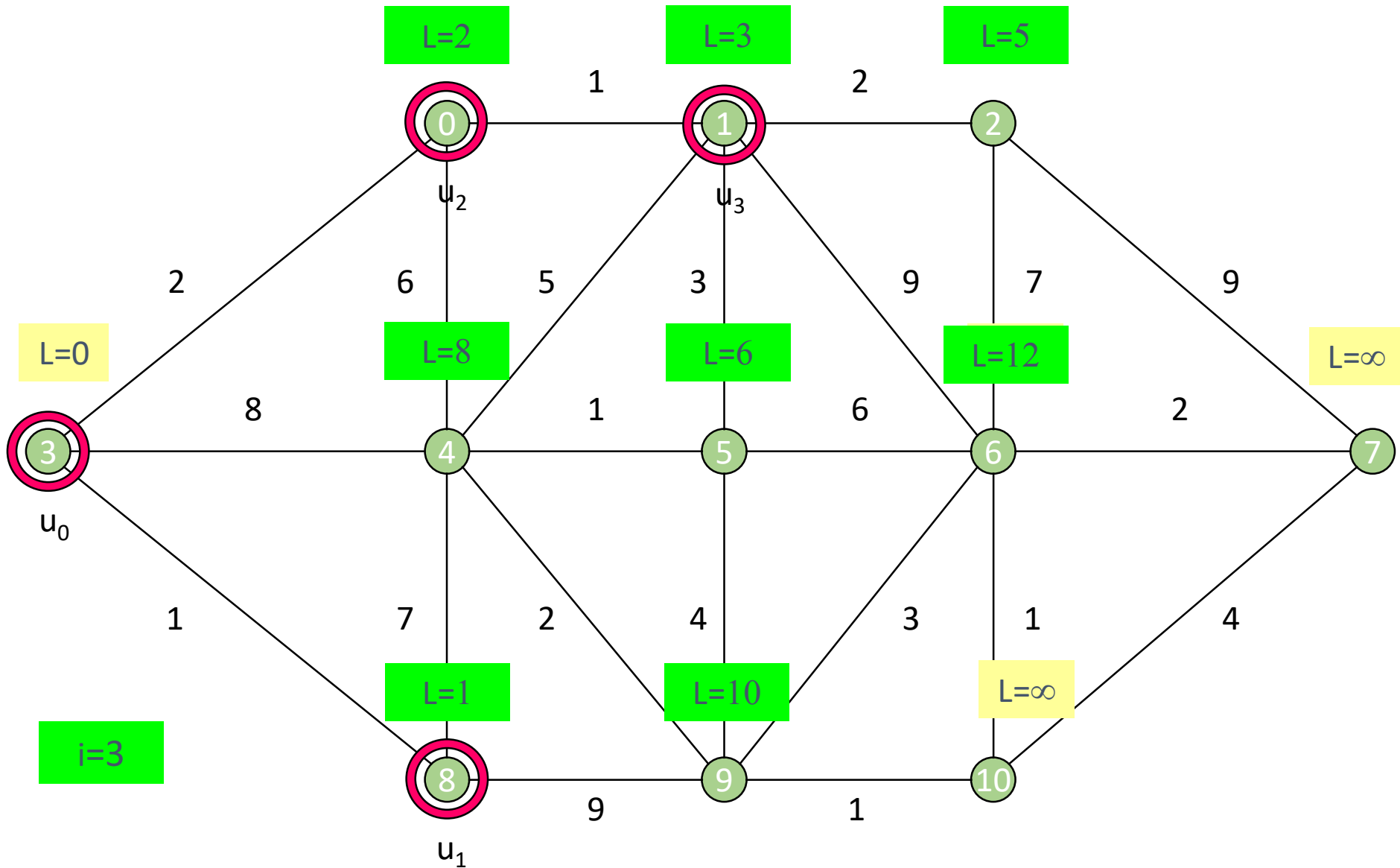
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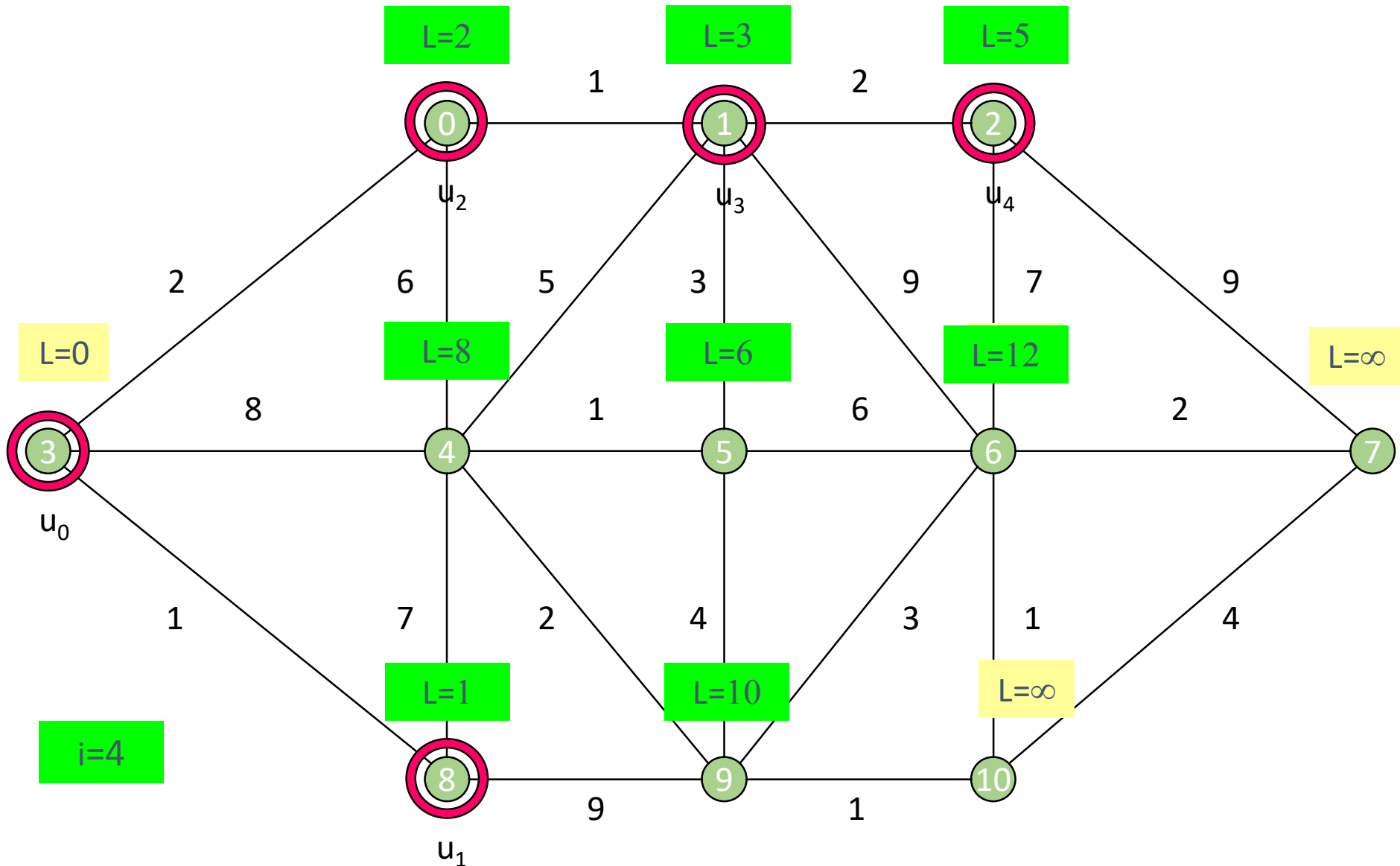
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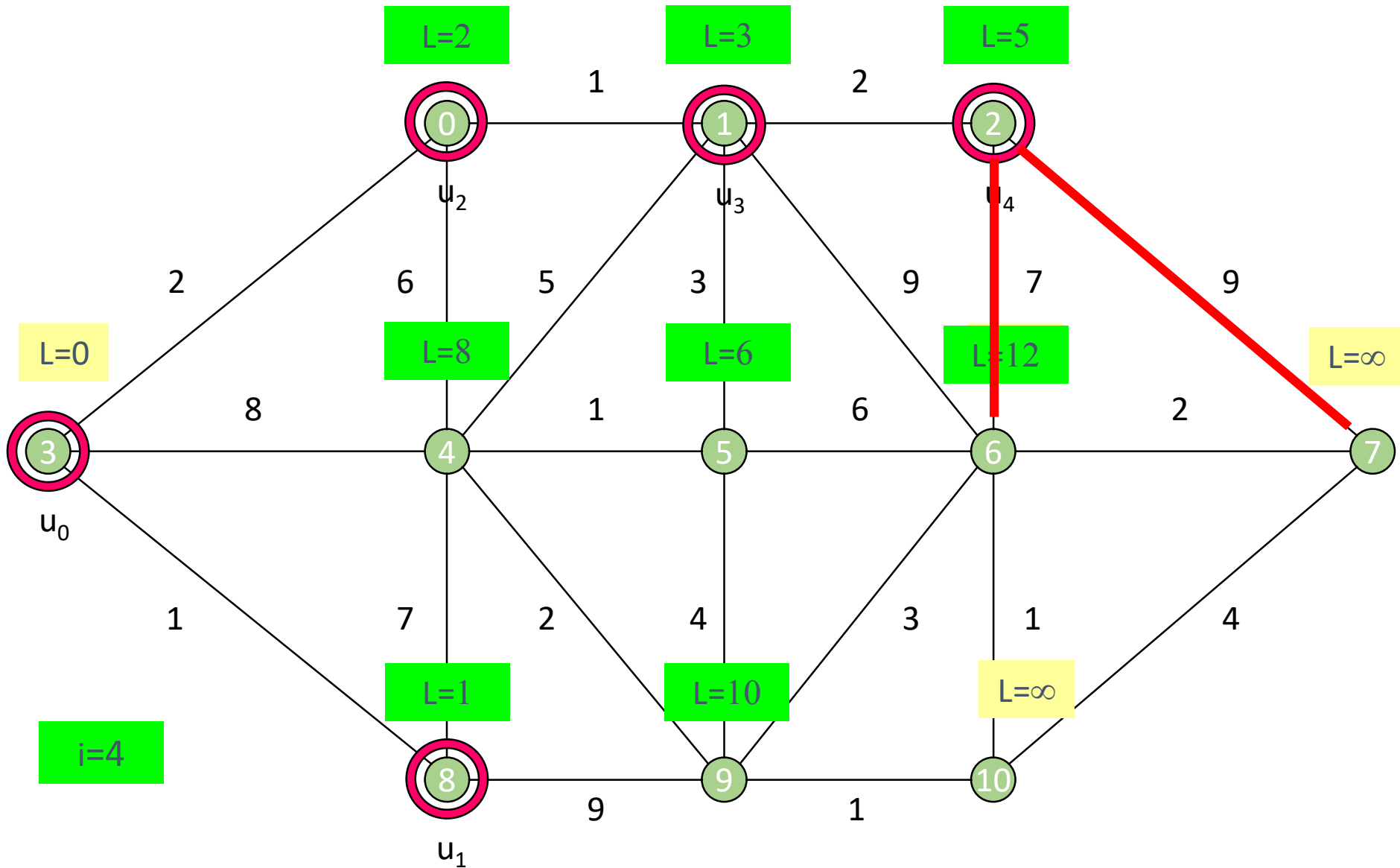
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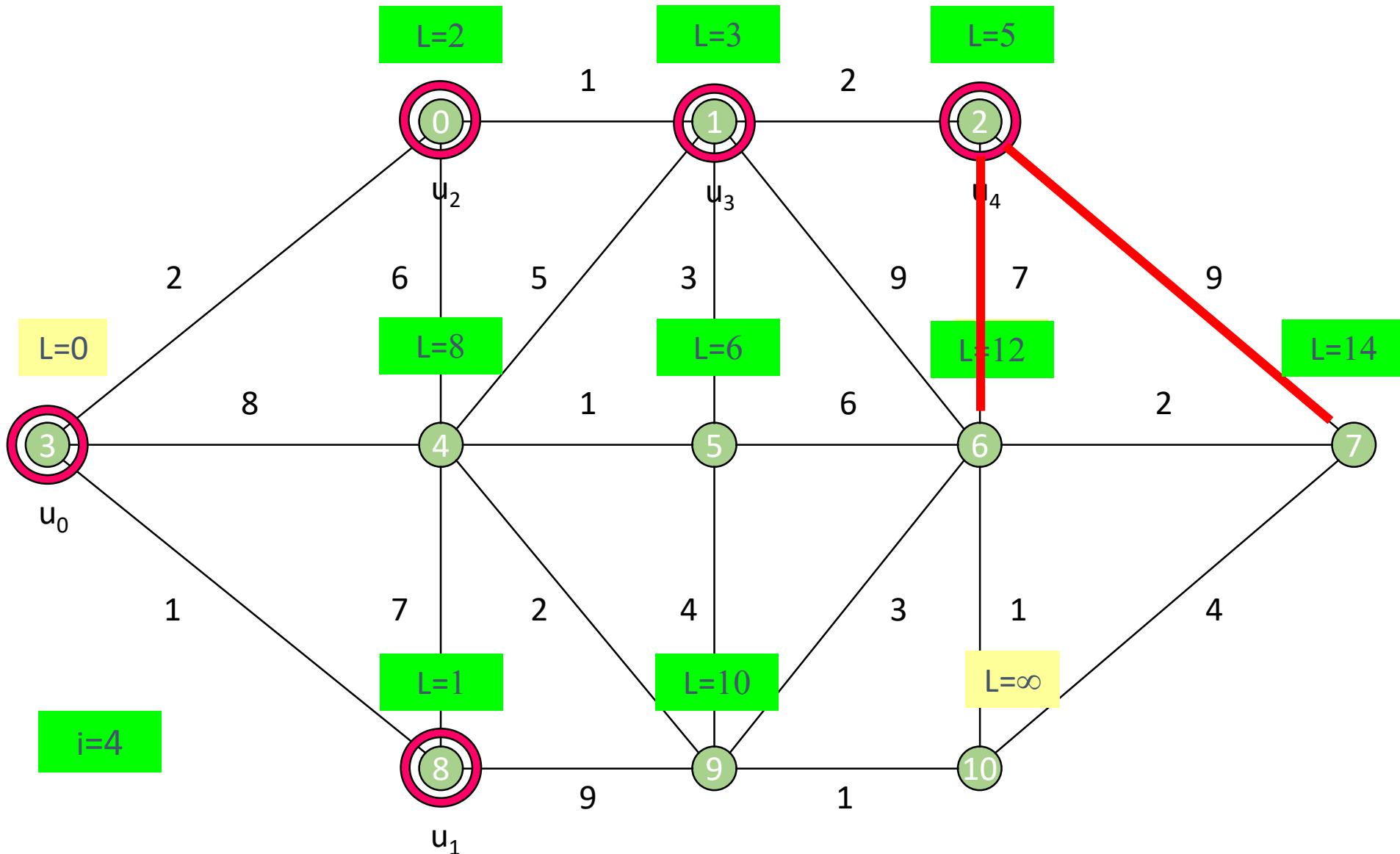
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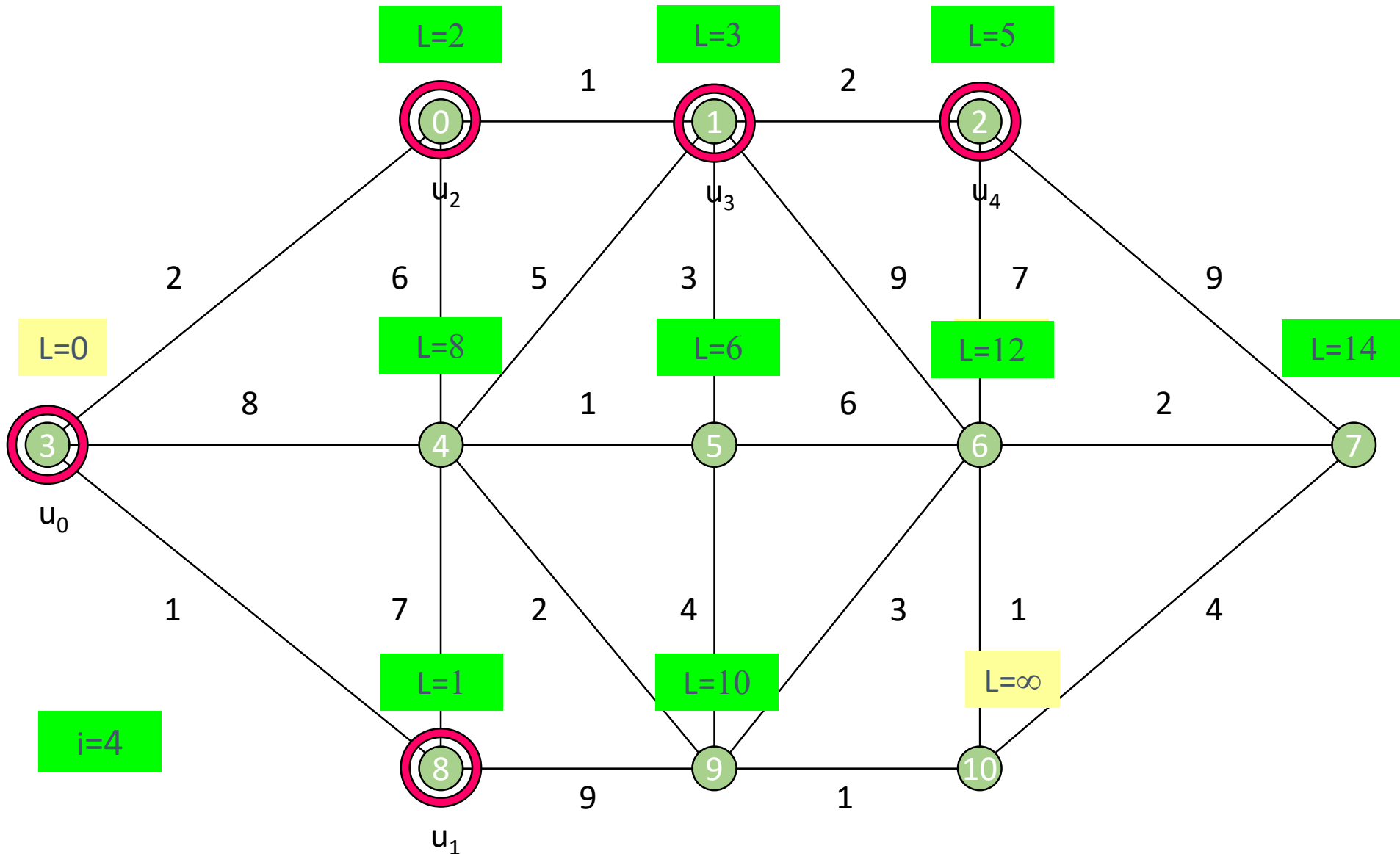
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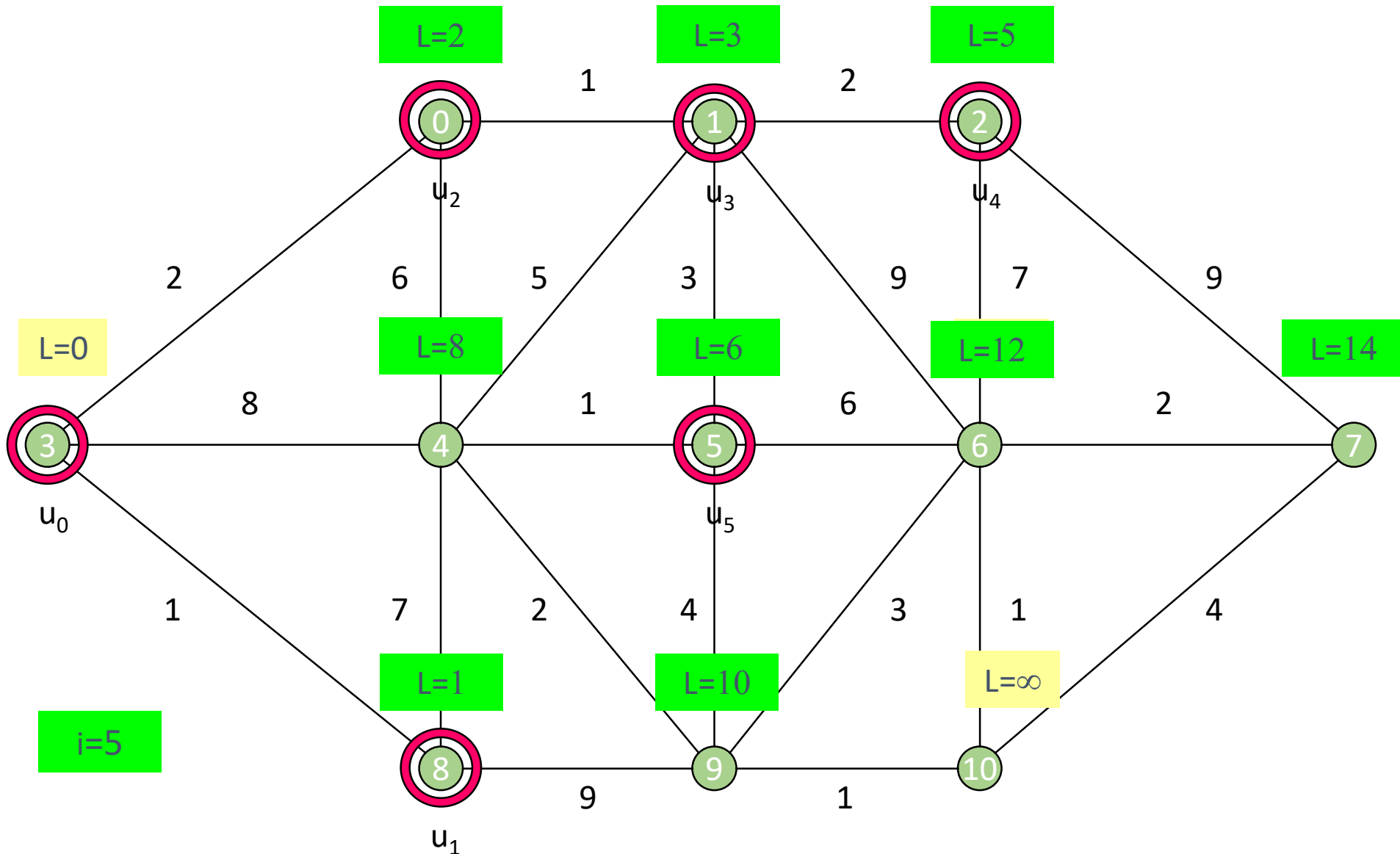
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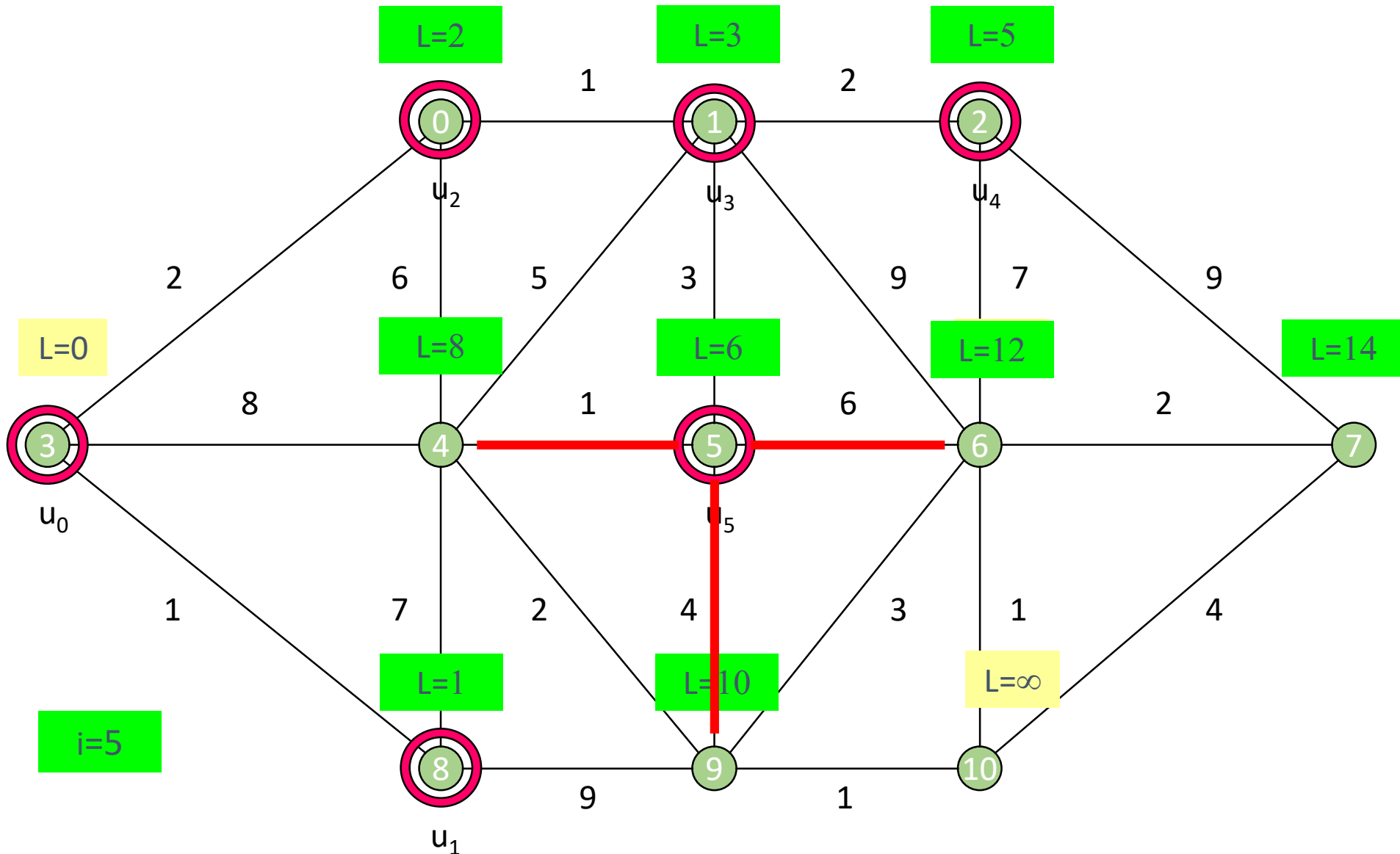
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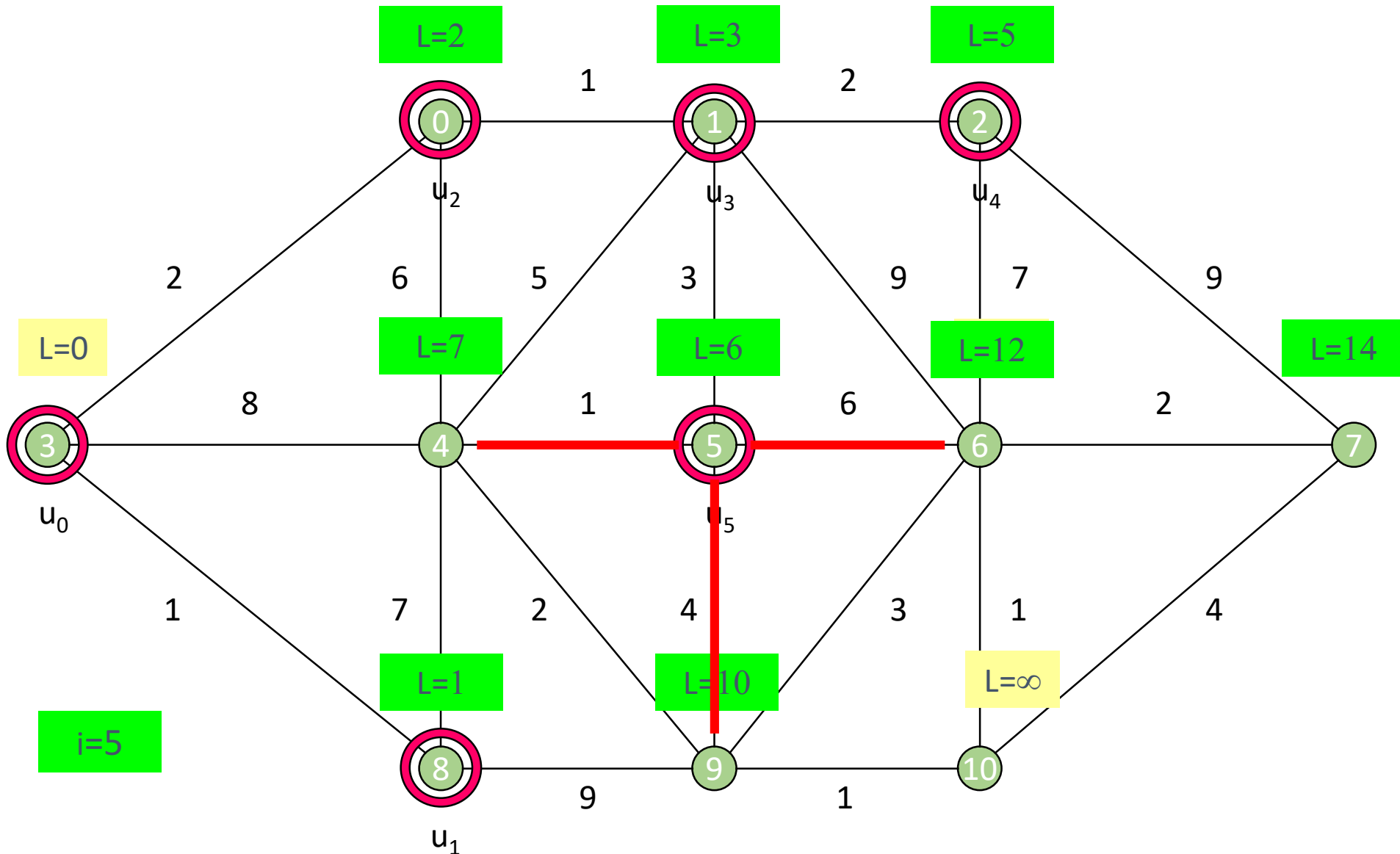
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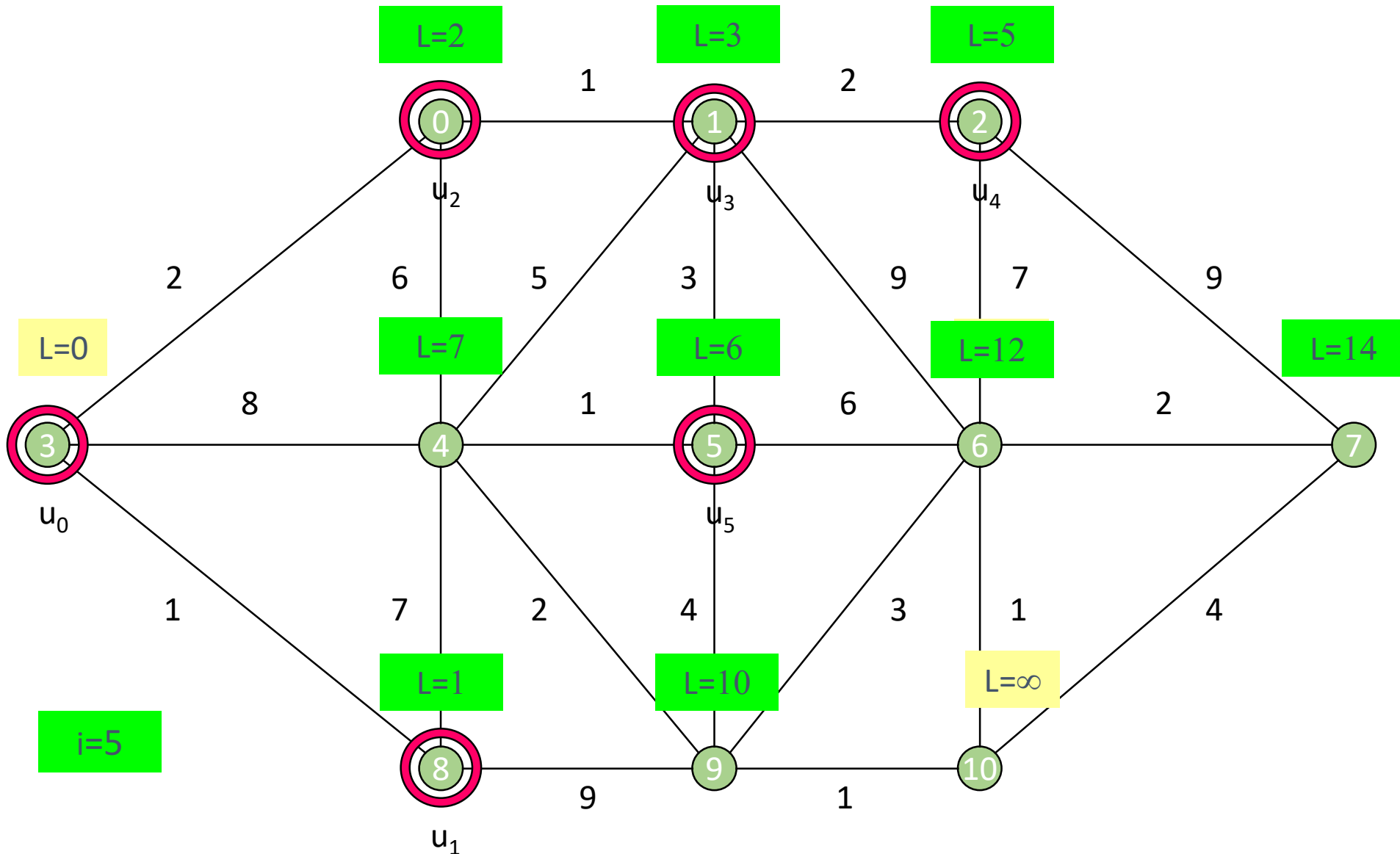
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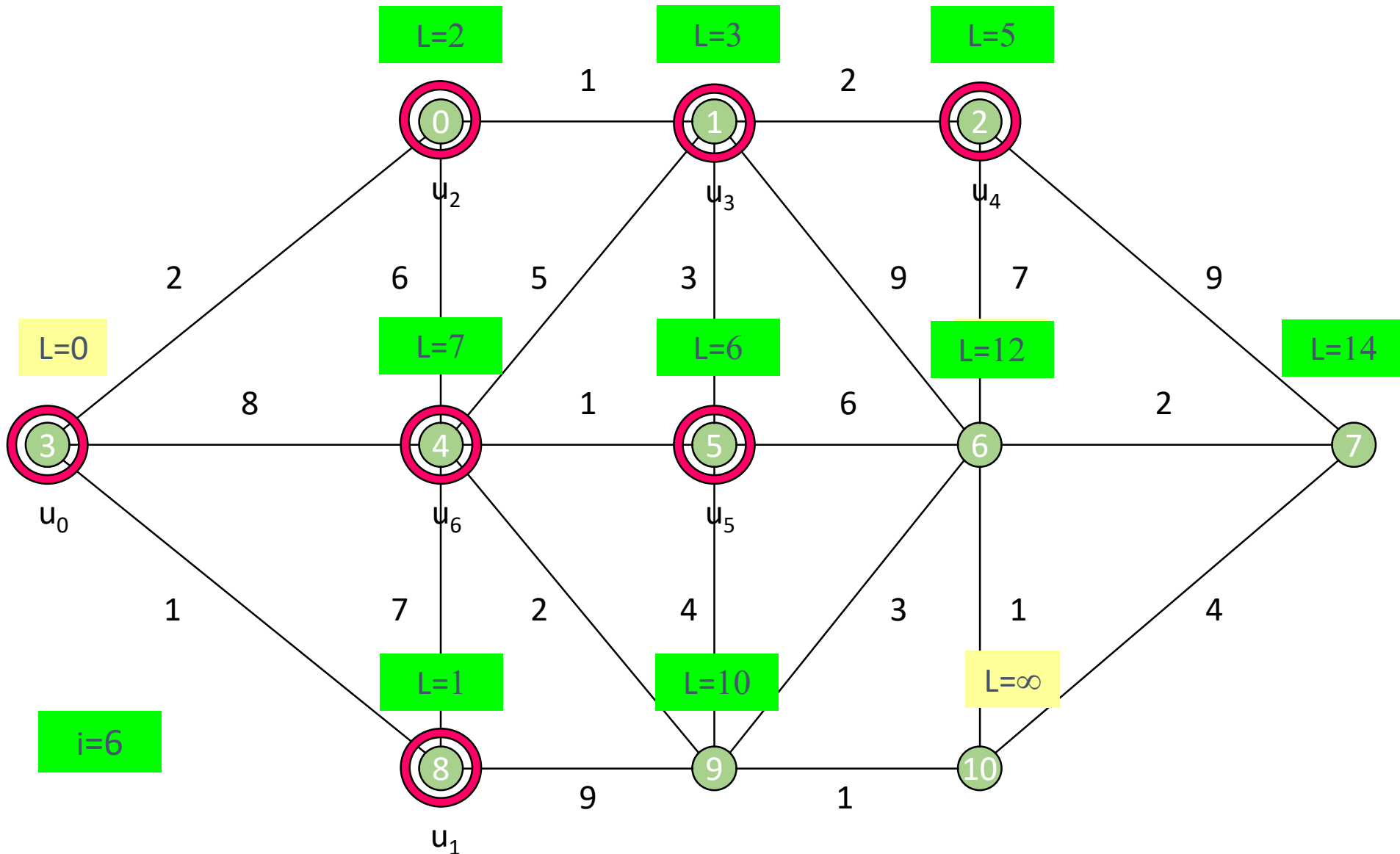
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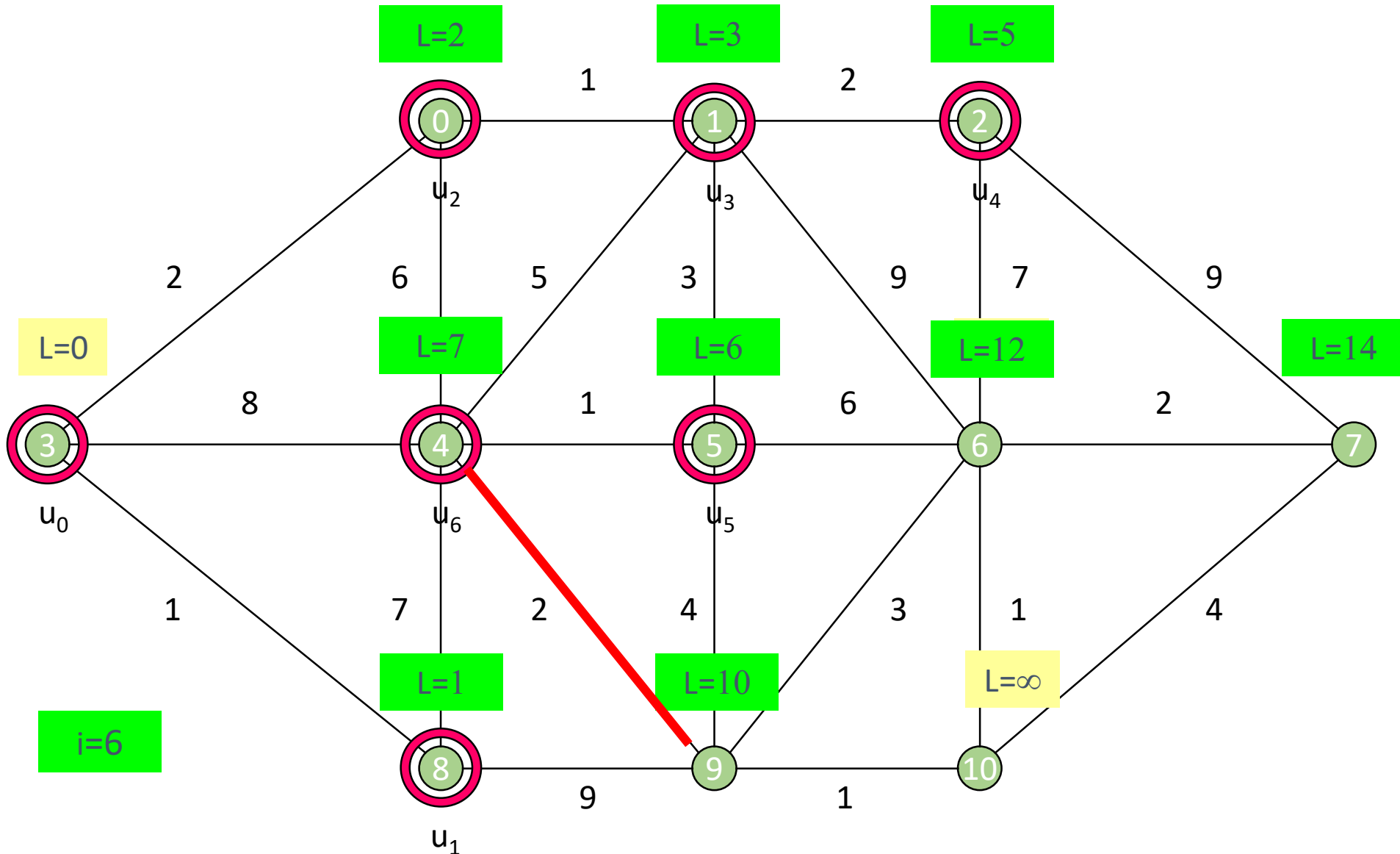
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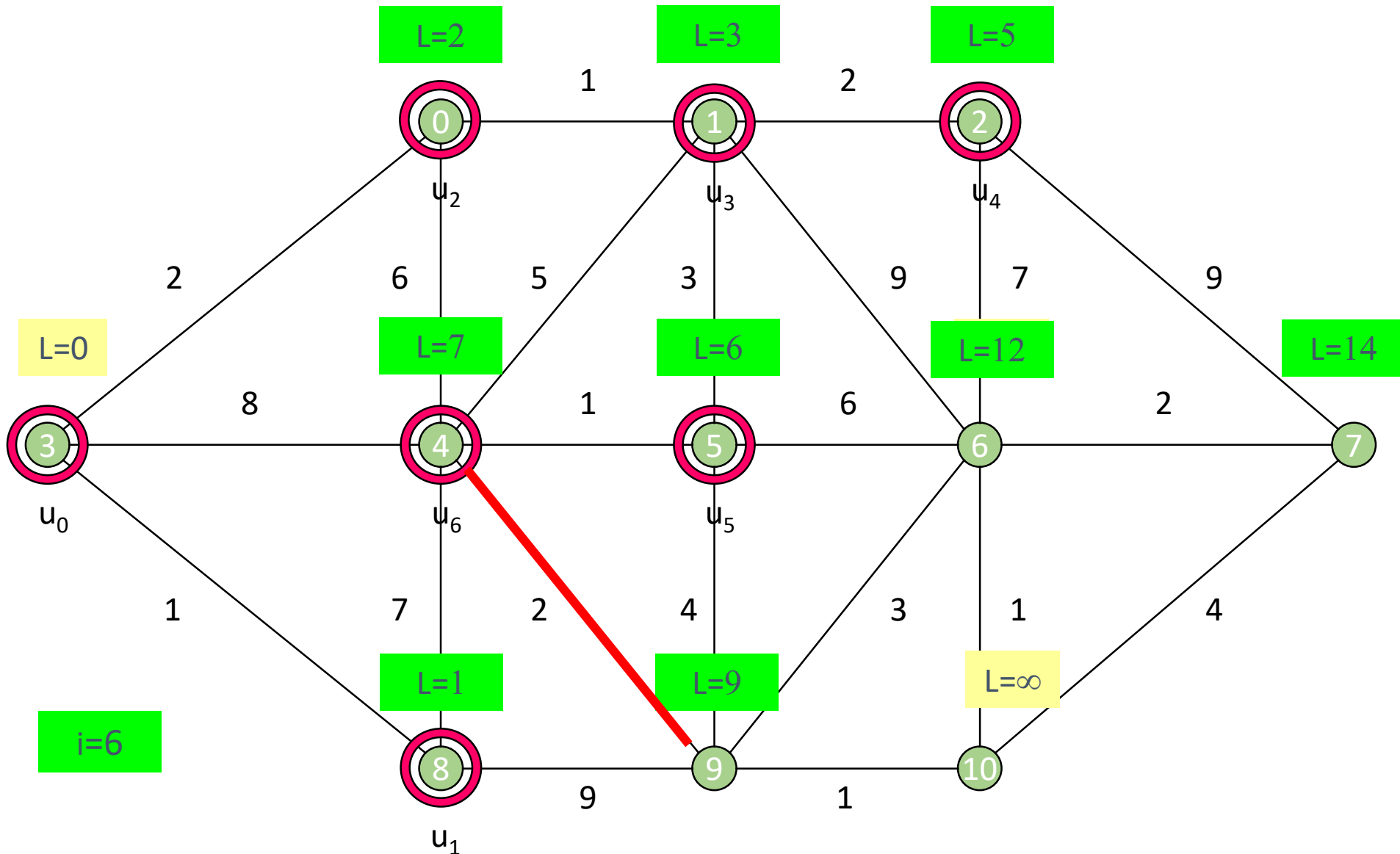
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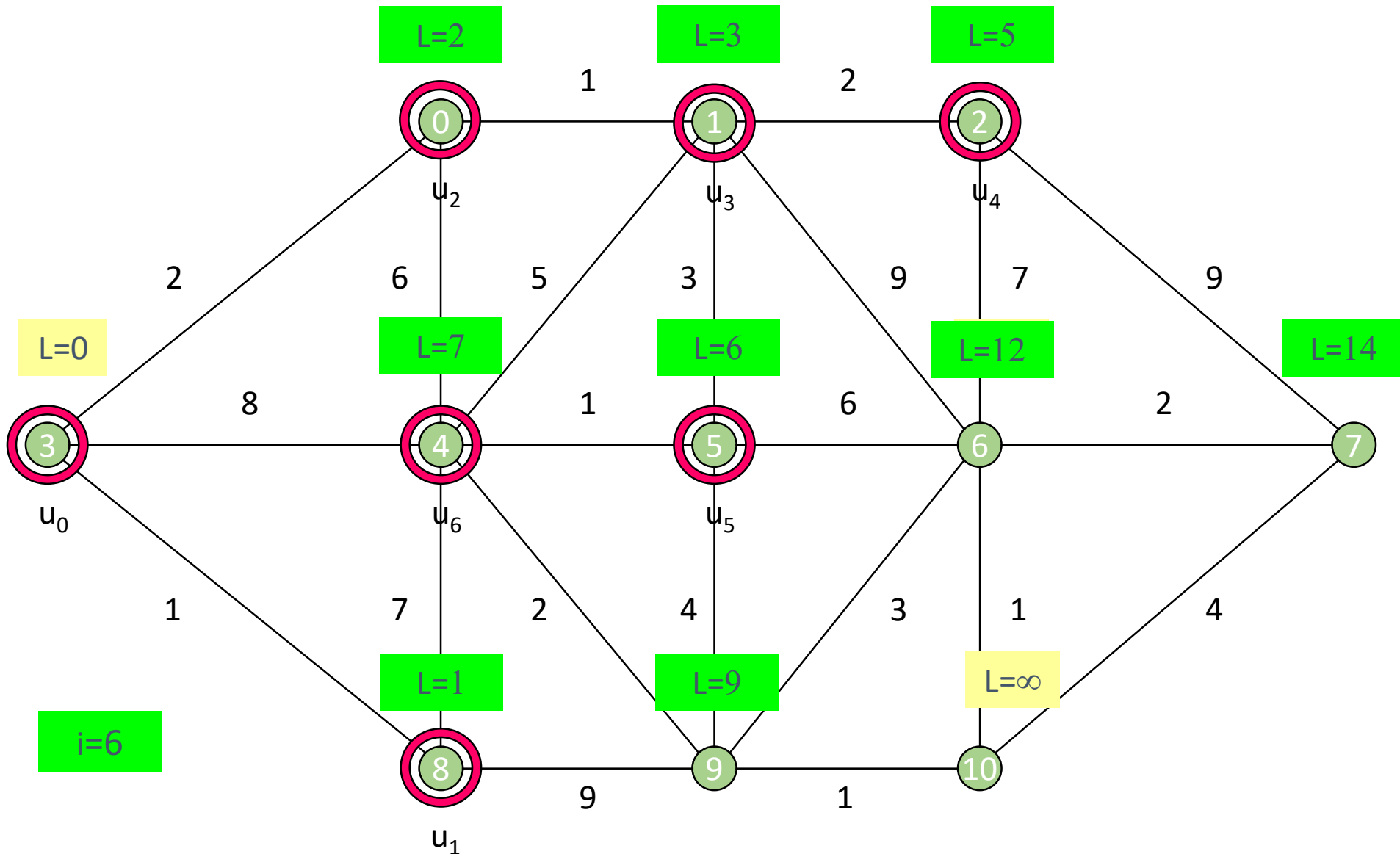
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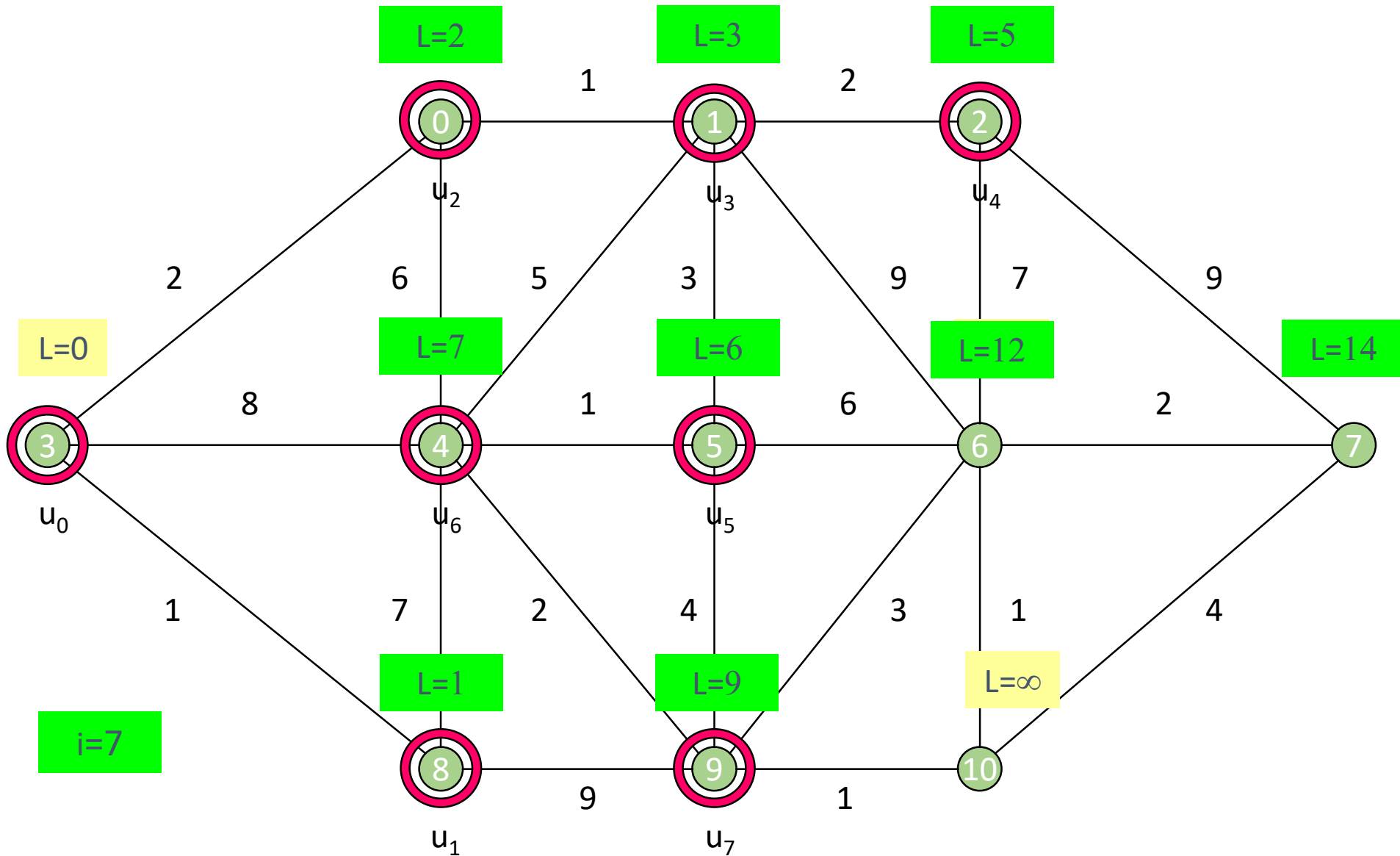
ALGORITMO DIJKSTRA - EXEMPLO



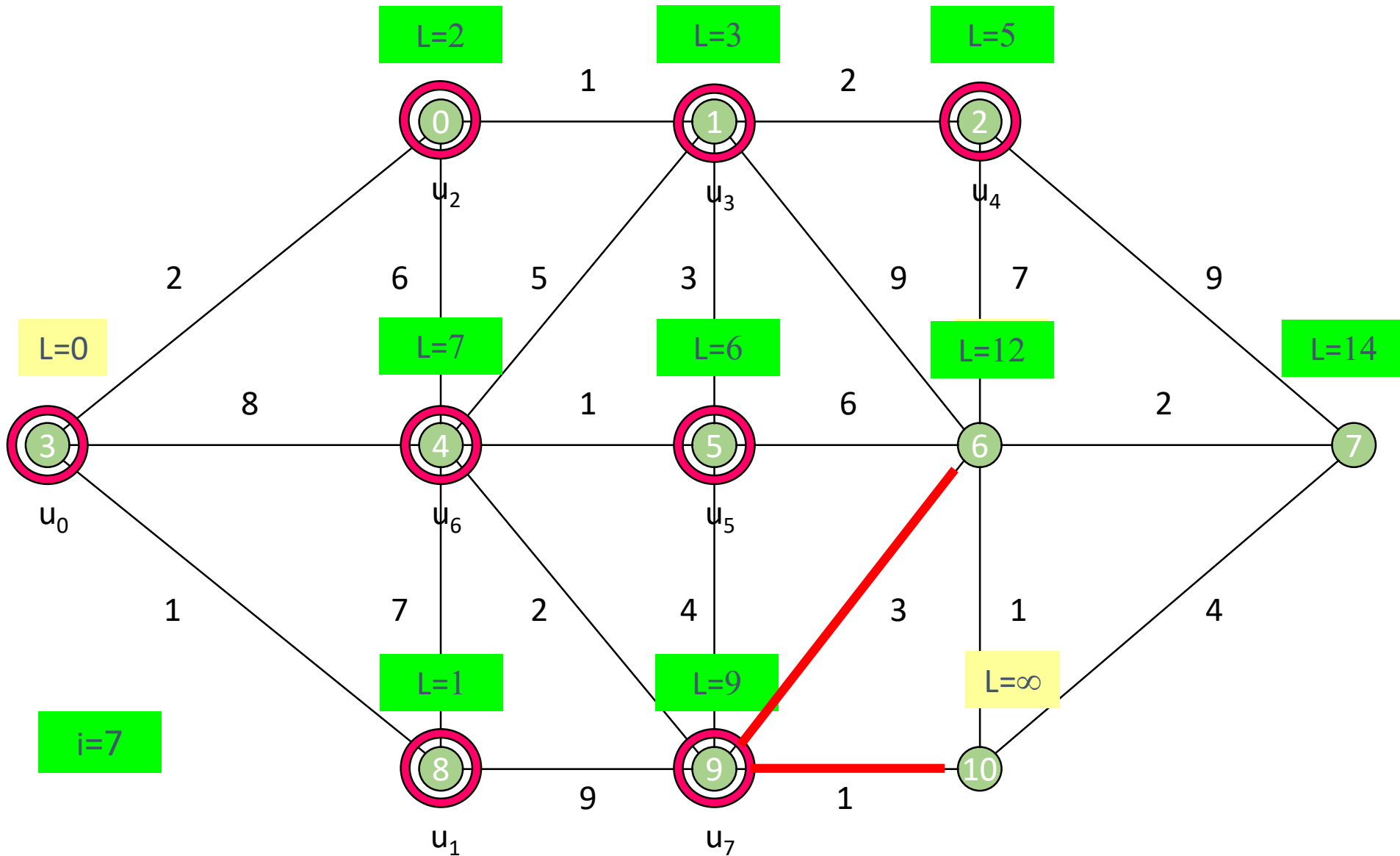
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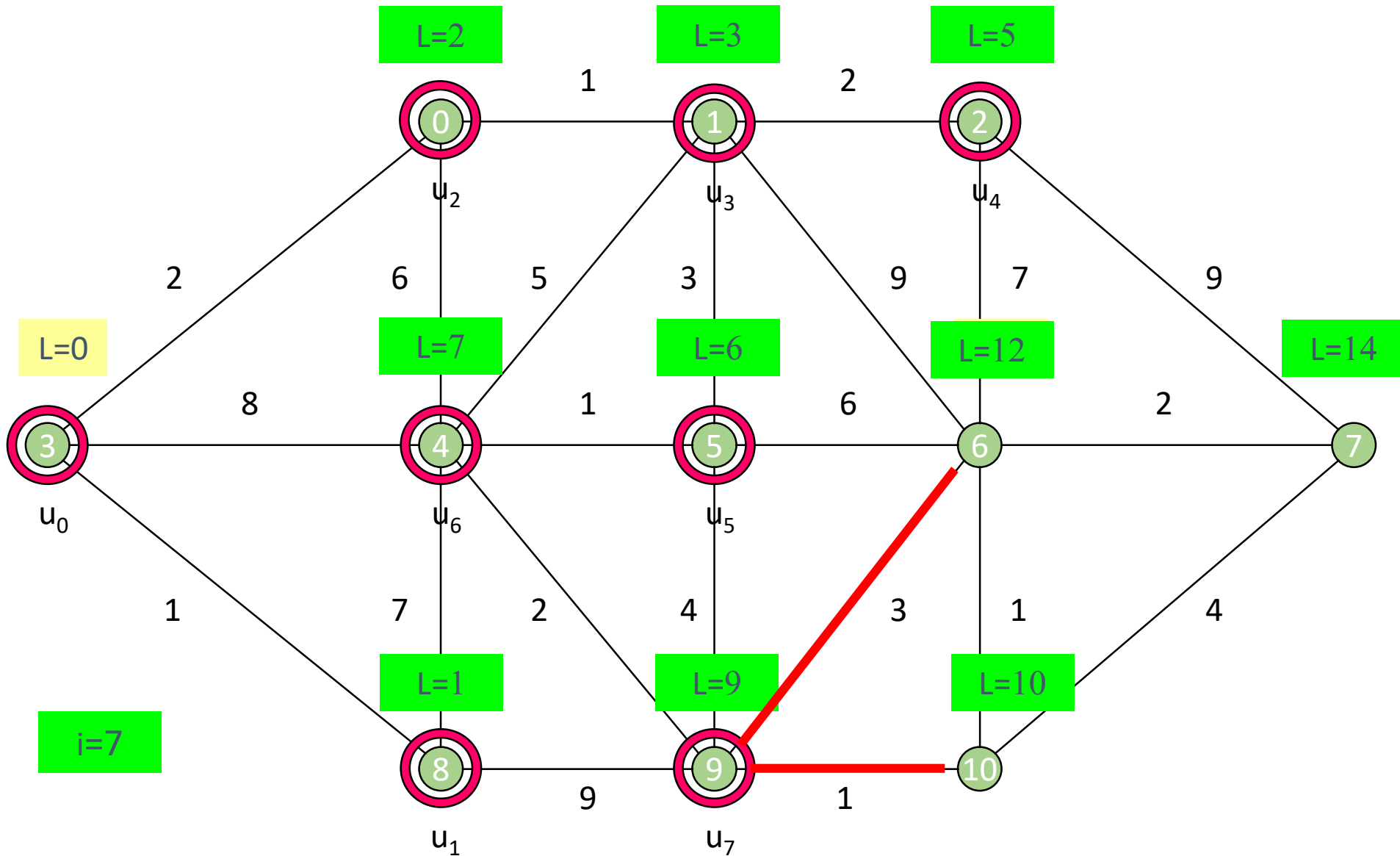
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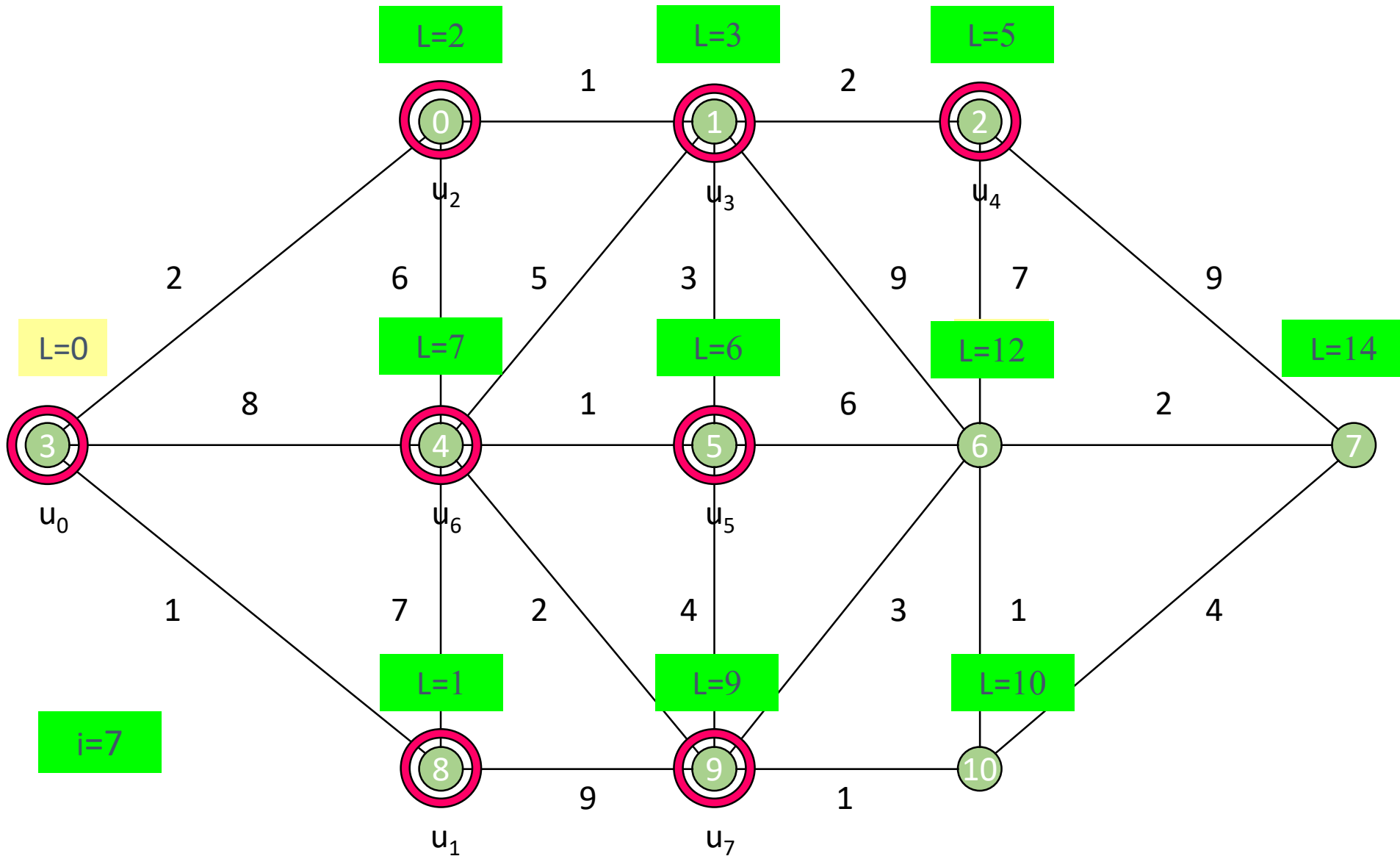
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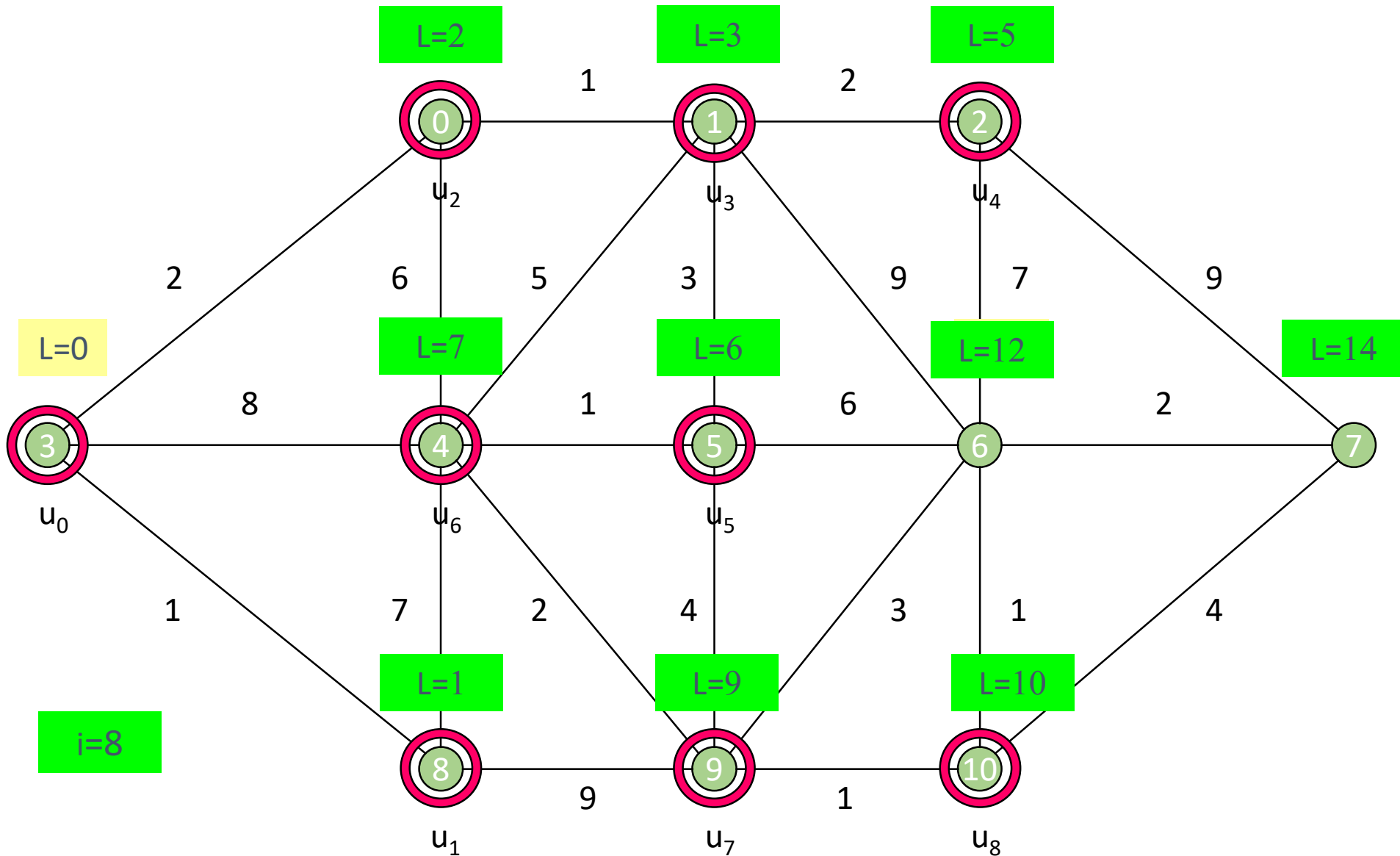
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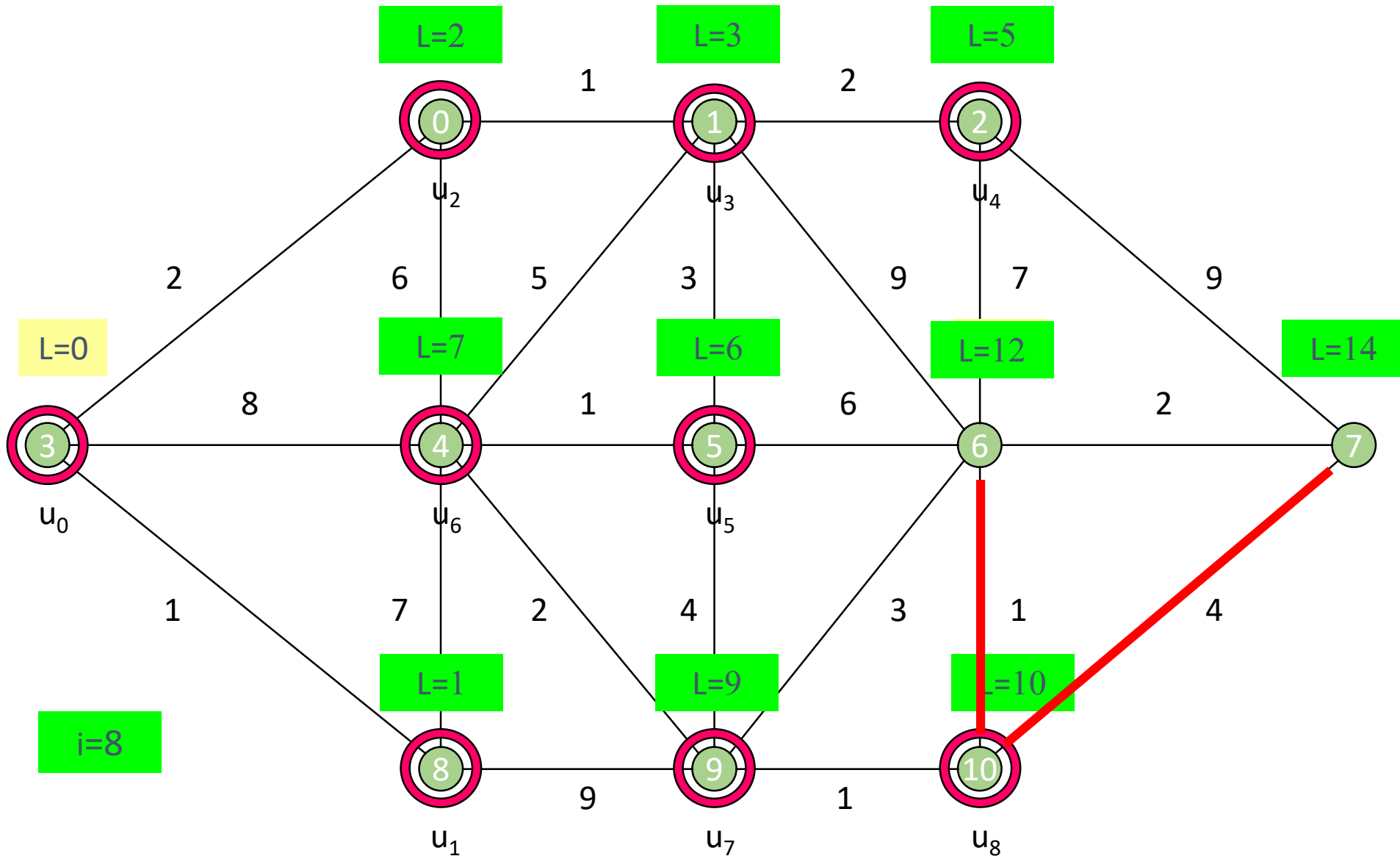
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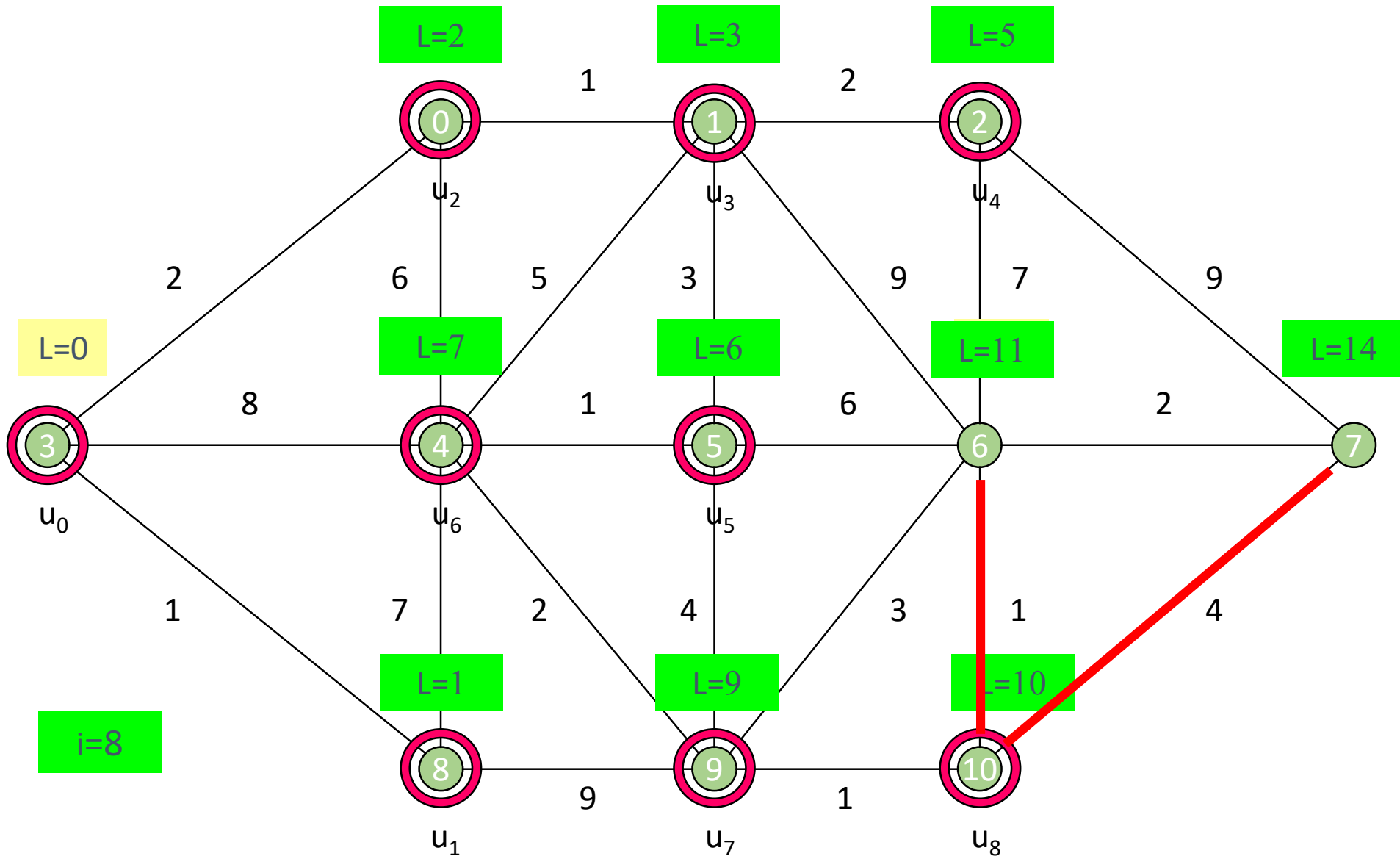
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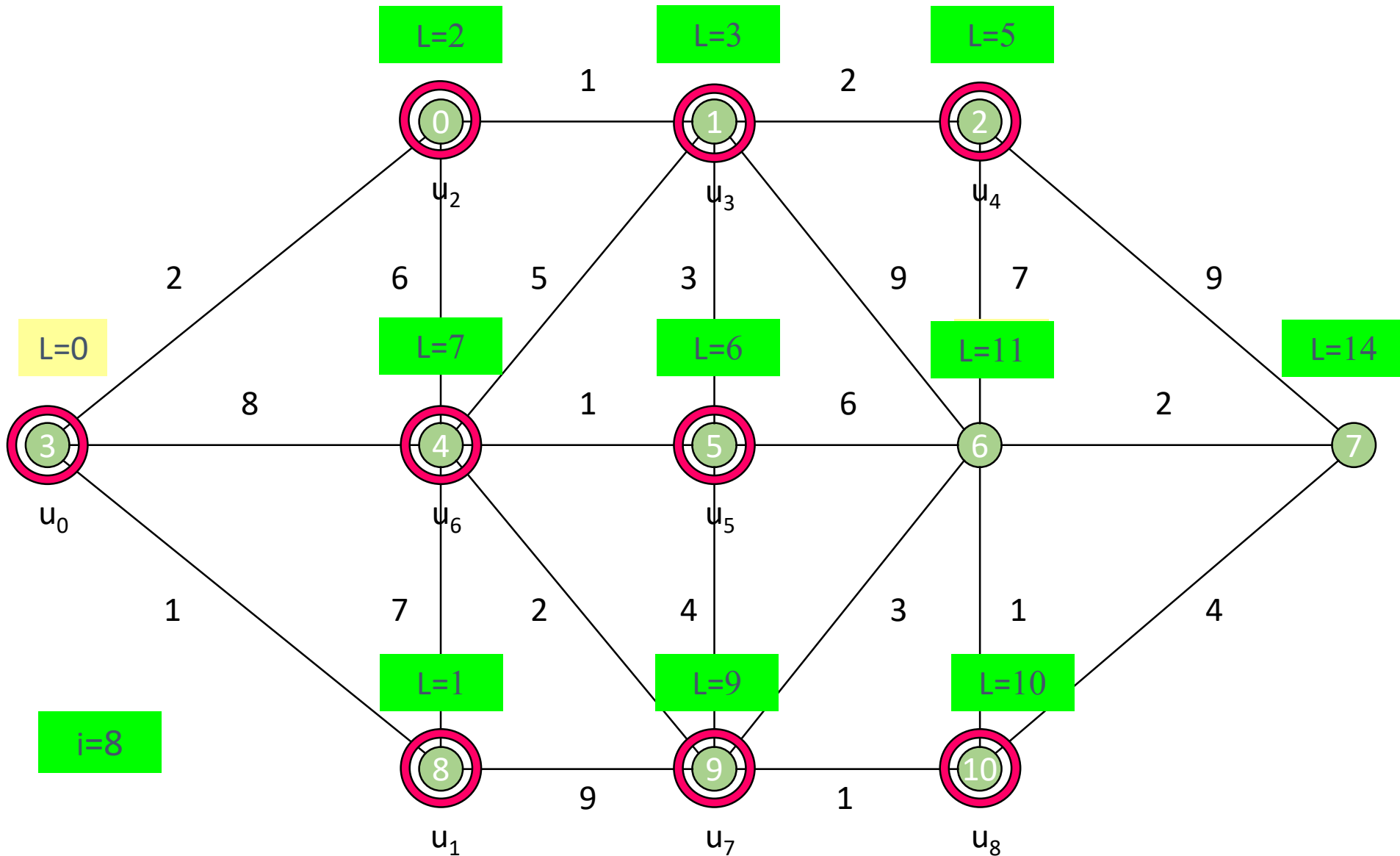
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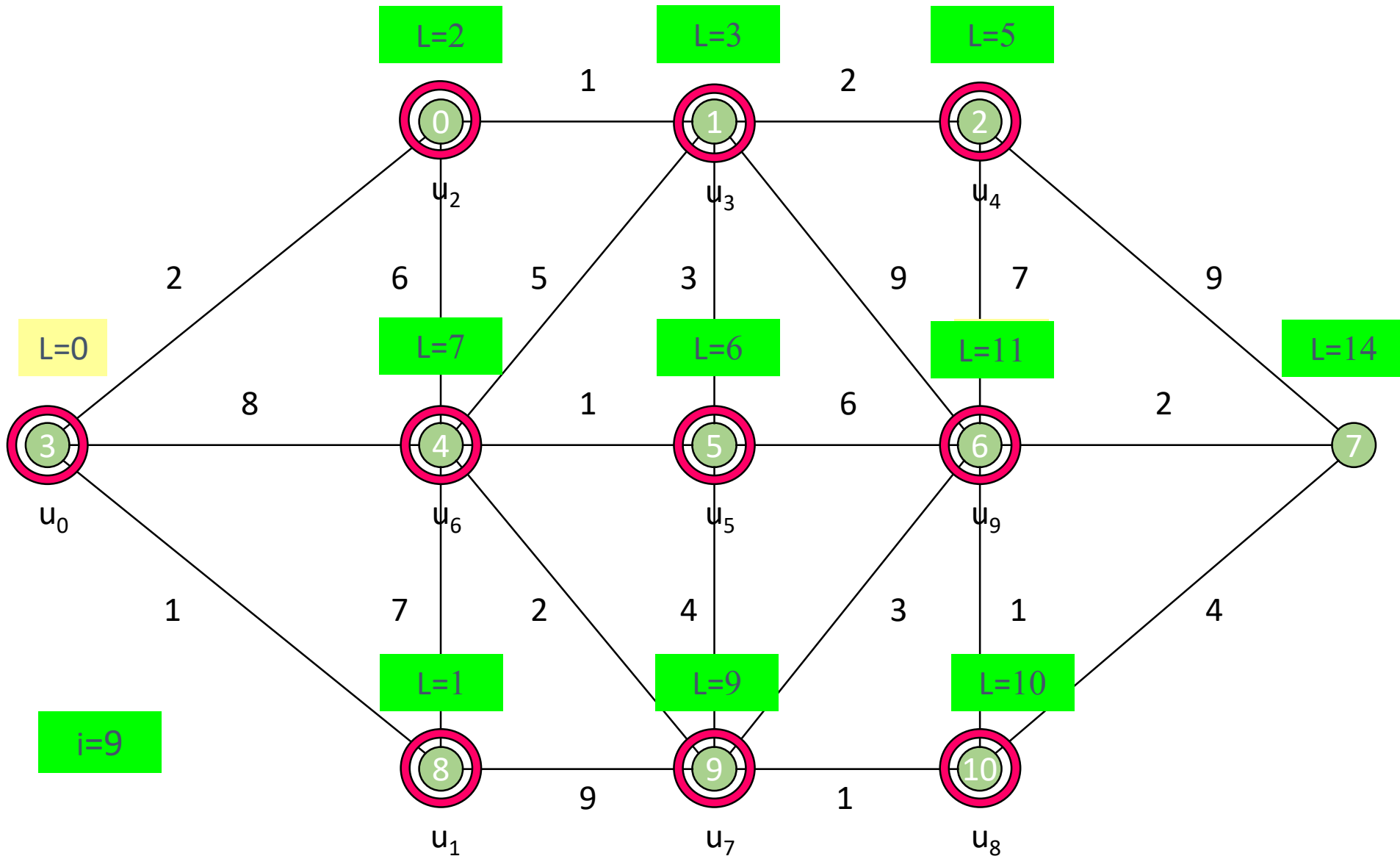
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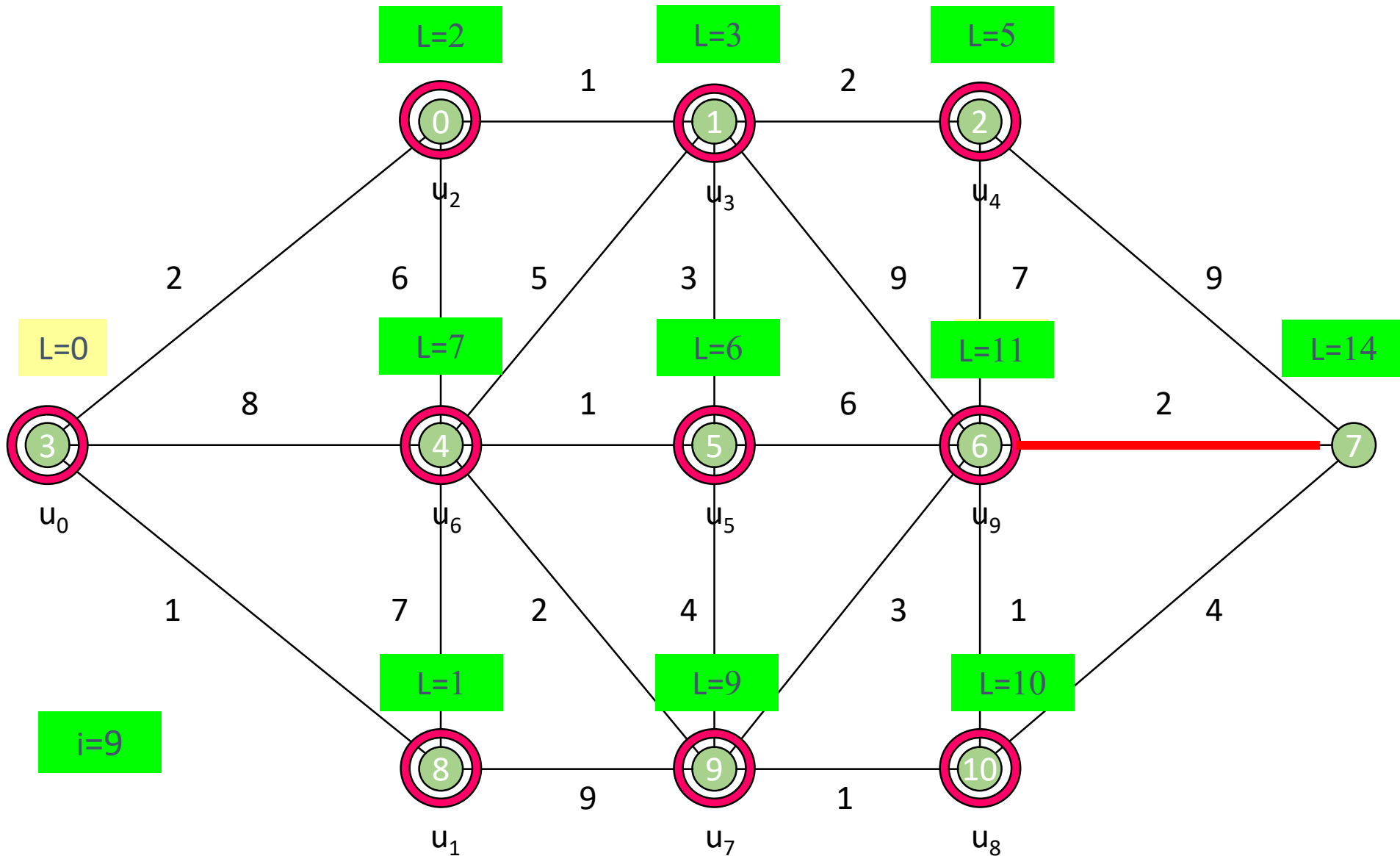
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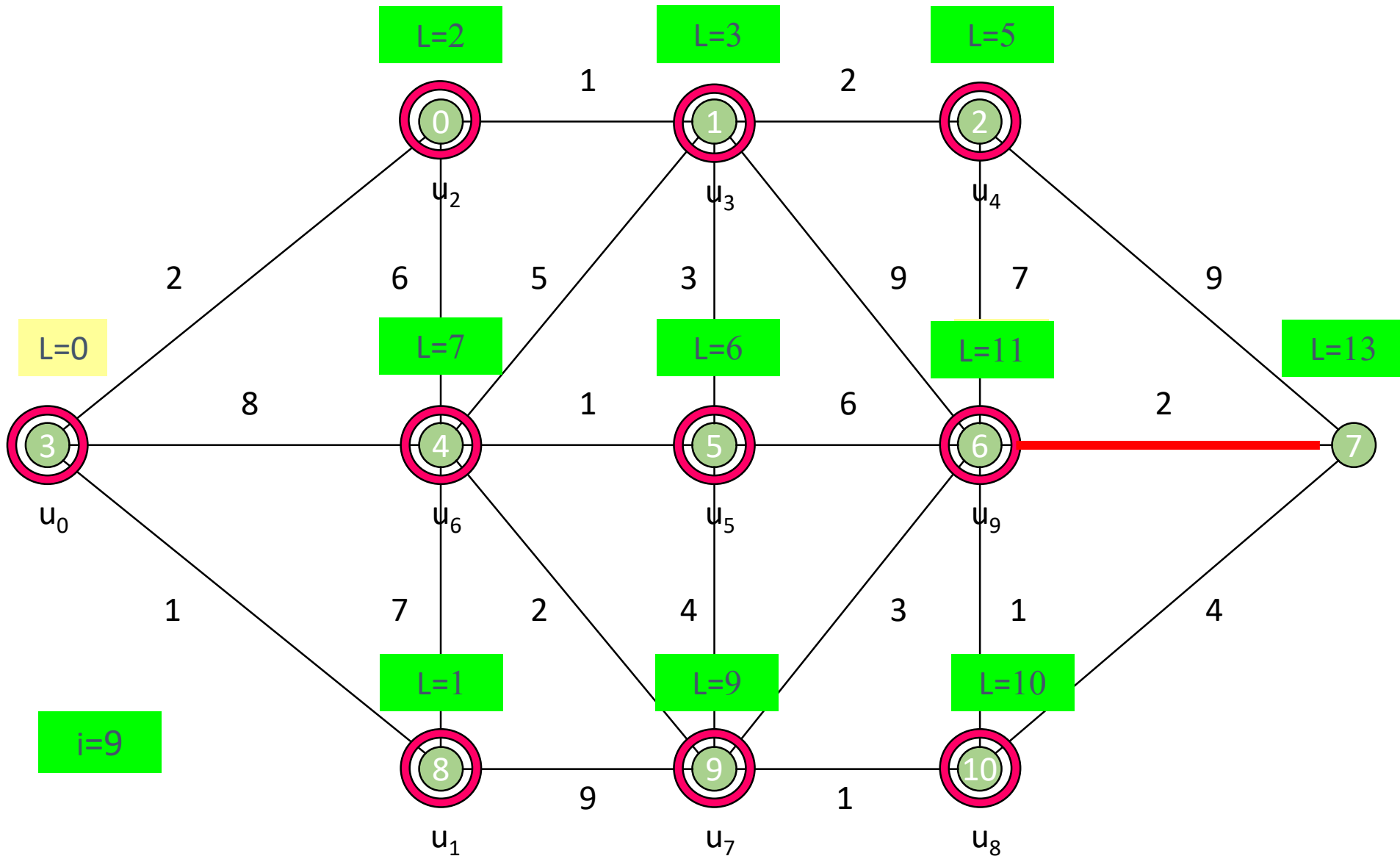
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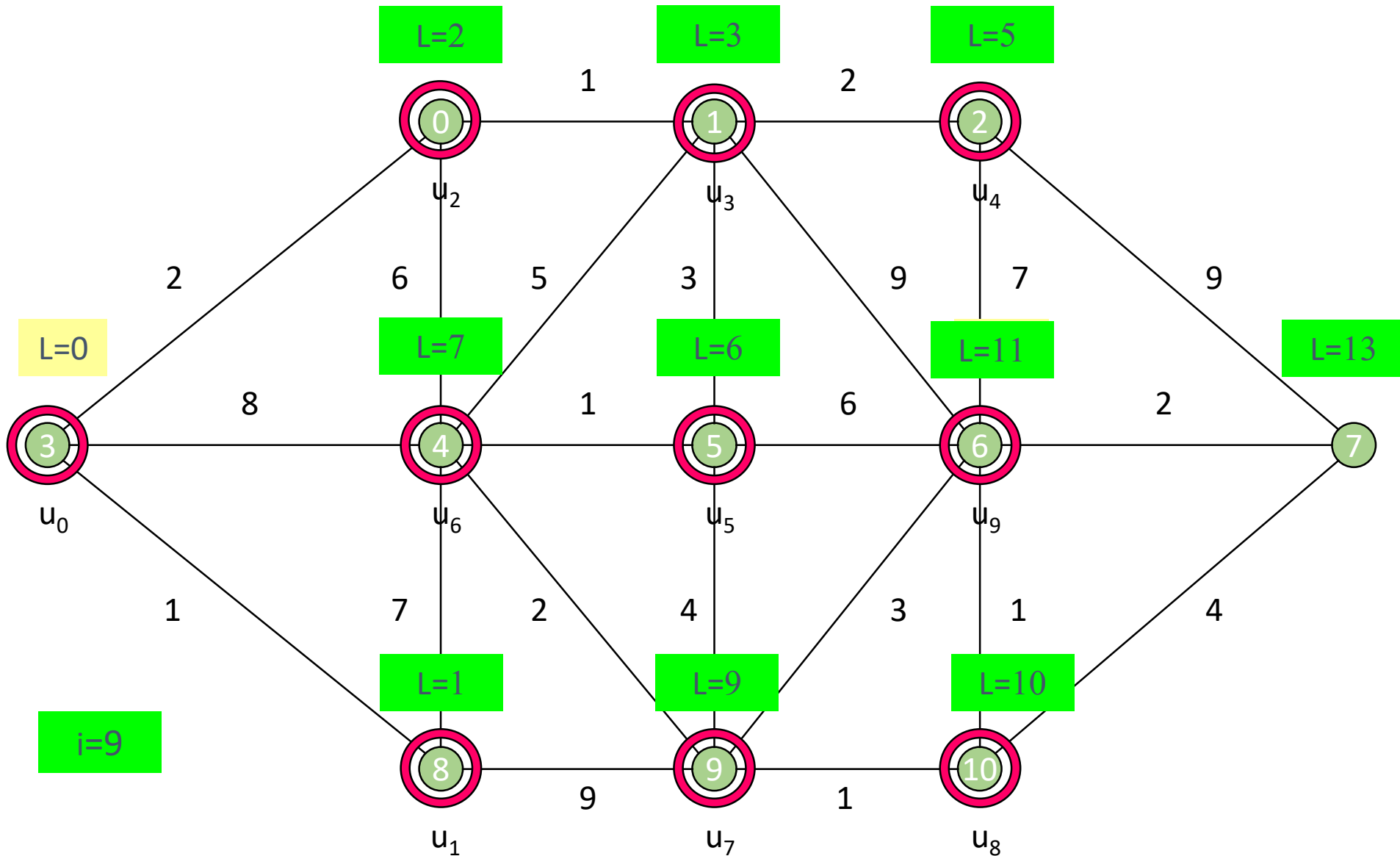
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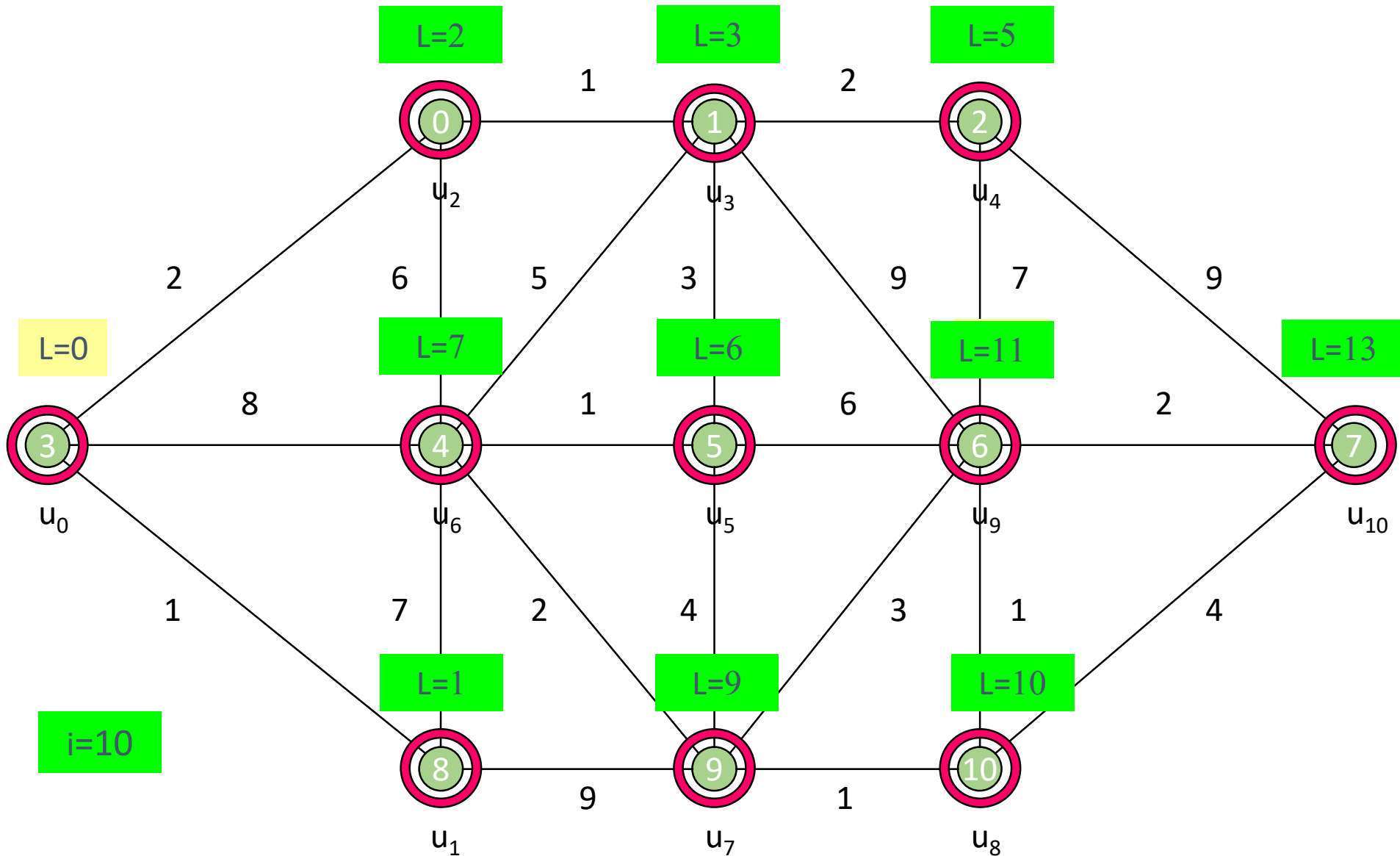
ALGORITMO DIJKSTRA - ESEMPIO



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ALGORITMO DIJKSTRA – PERGUNTAS

L=

0	2
1	3
2	5
$u_0 = 3$	0
4	7
5	6
6	11
7	13
8	1
9	9
10	10

☐ Qual a distância mínima entre os vértices:

☐ 3 e 0 => 2

☐ 3 e 1 => 3

☐ 3 e 10 => 10

☐ 3 e 9 => 9

☐ 3 e 7 => 13

ALGORITMO DIJKSTRA – PERGUNTAS

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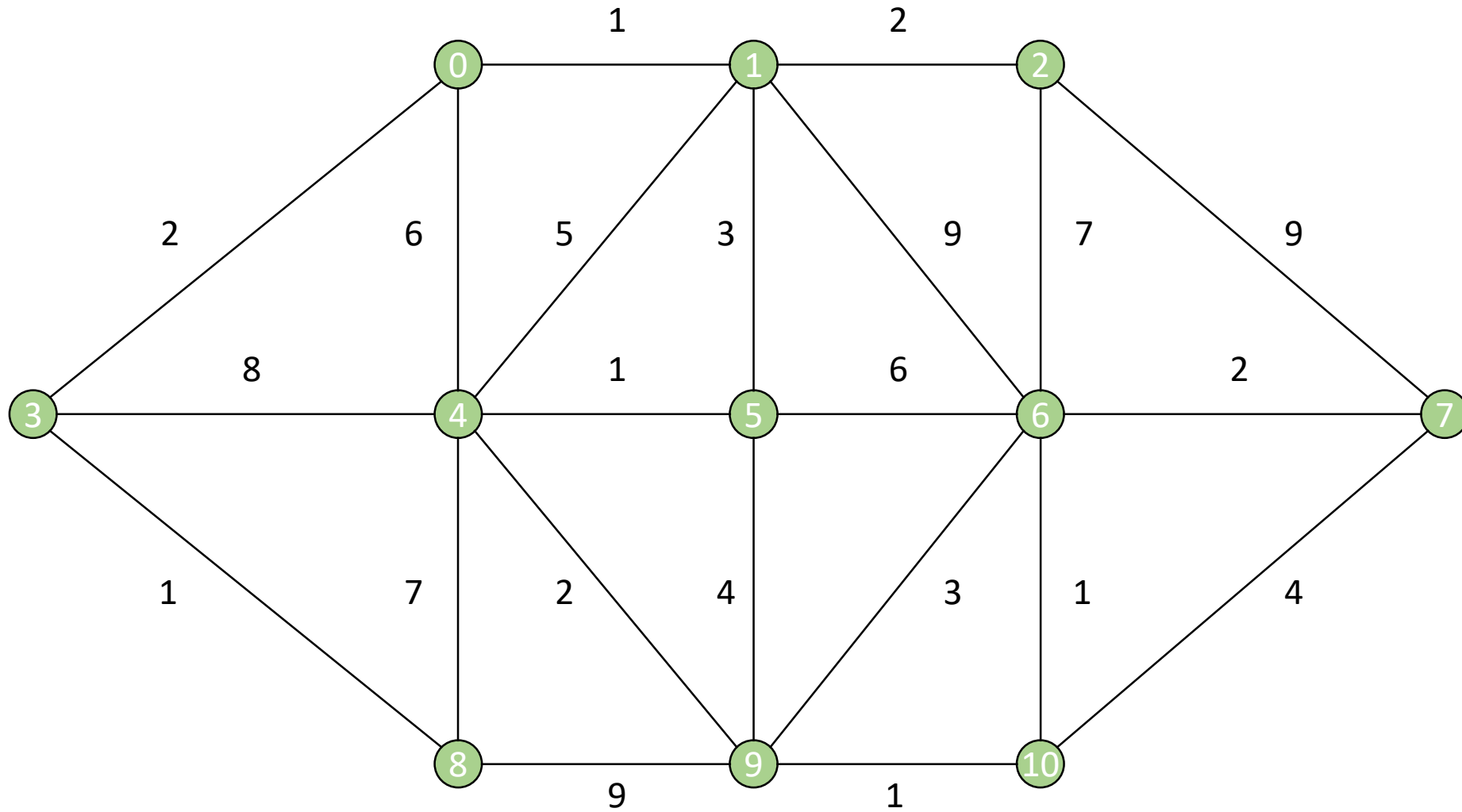
☐ 3 e 10 => 10

☐ 3 e 9 => 9

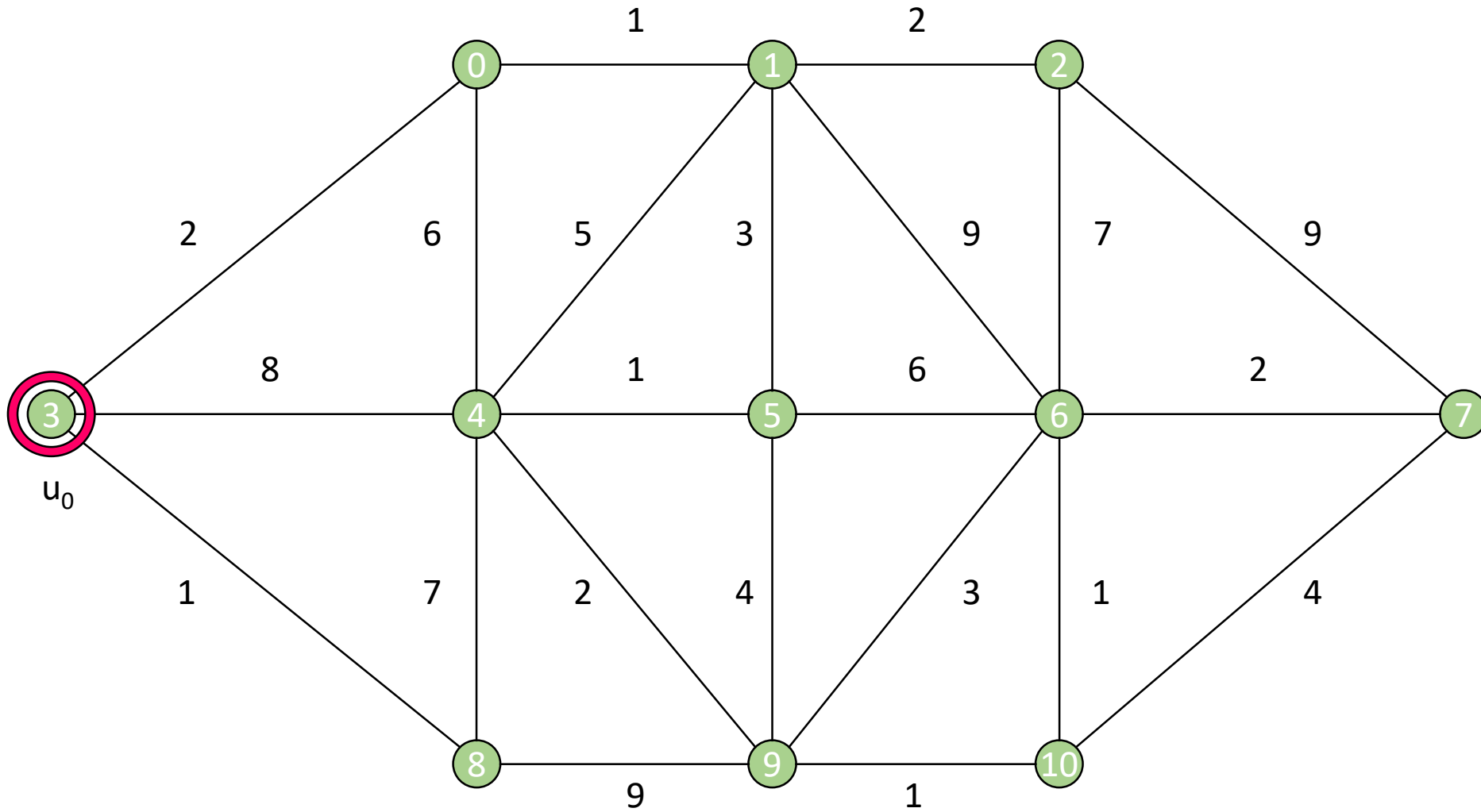
☐ 3 e 7 => 13

Qual caminho possui distância mínima entre os vértices 3 e 7 ?

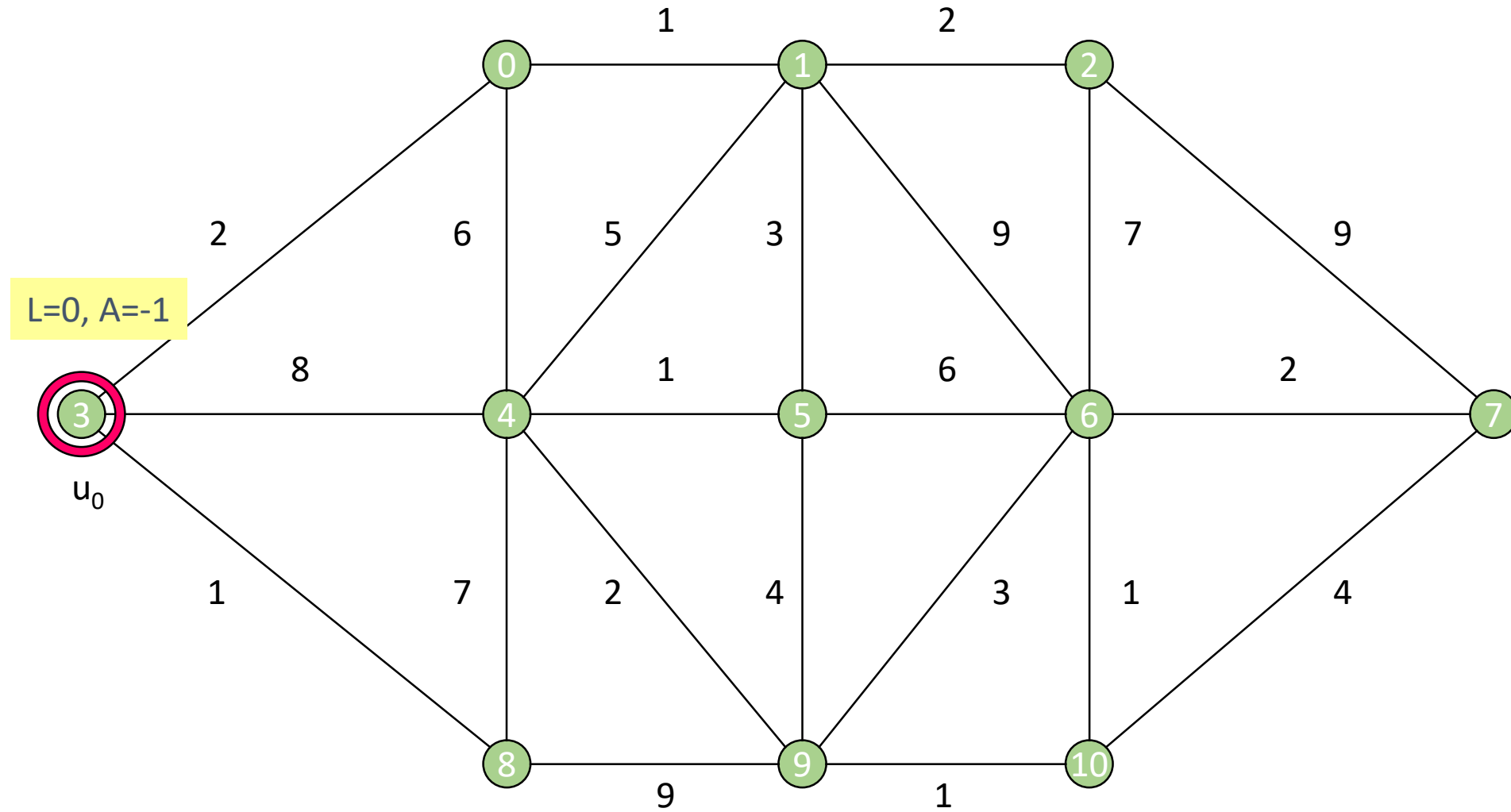
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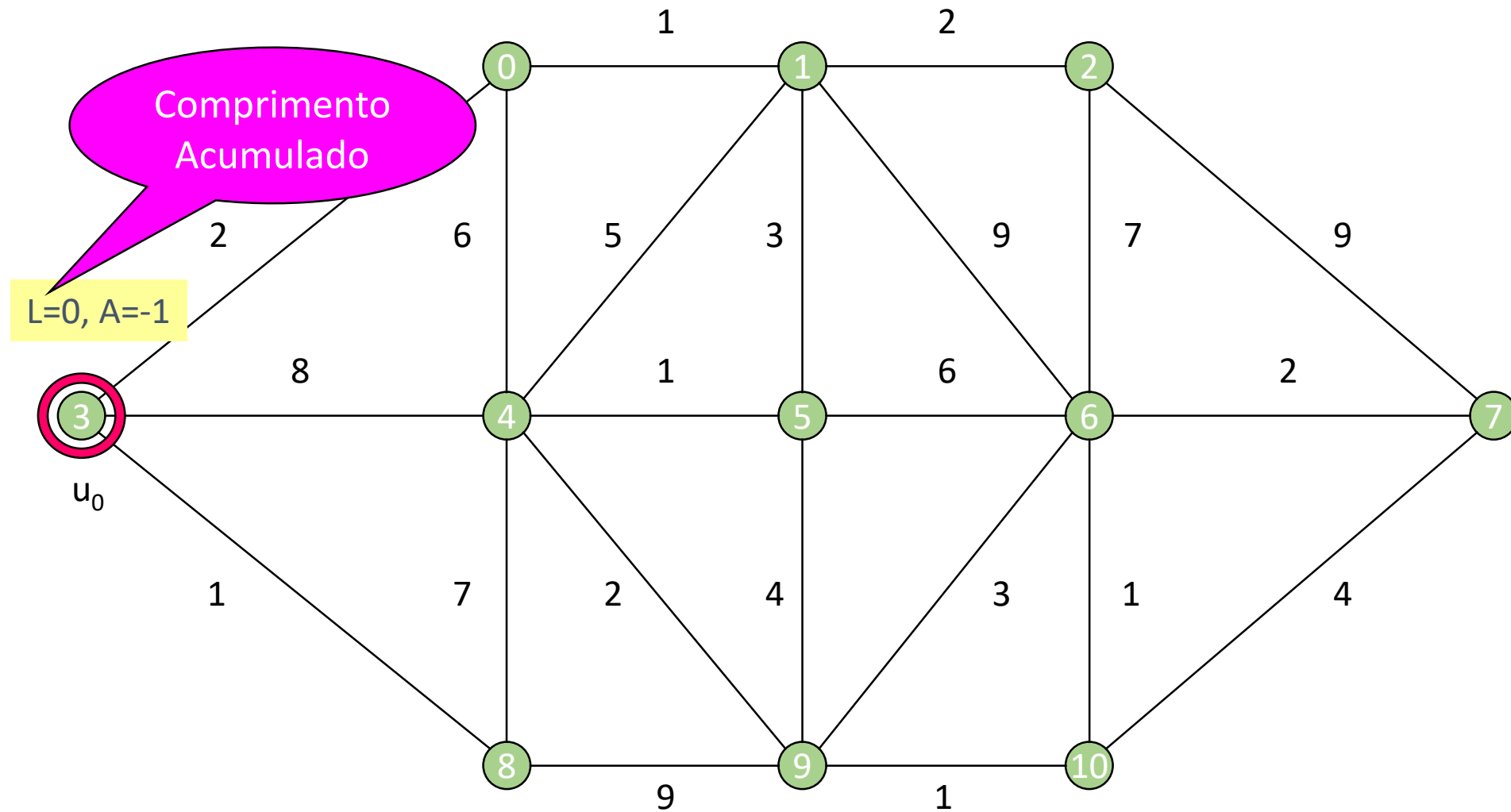
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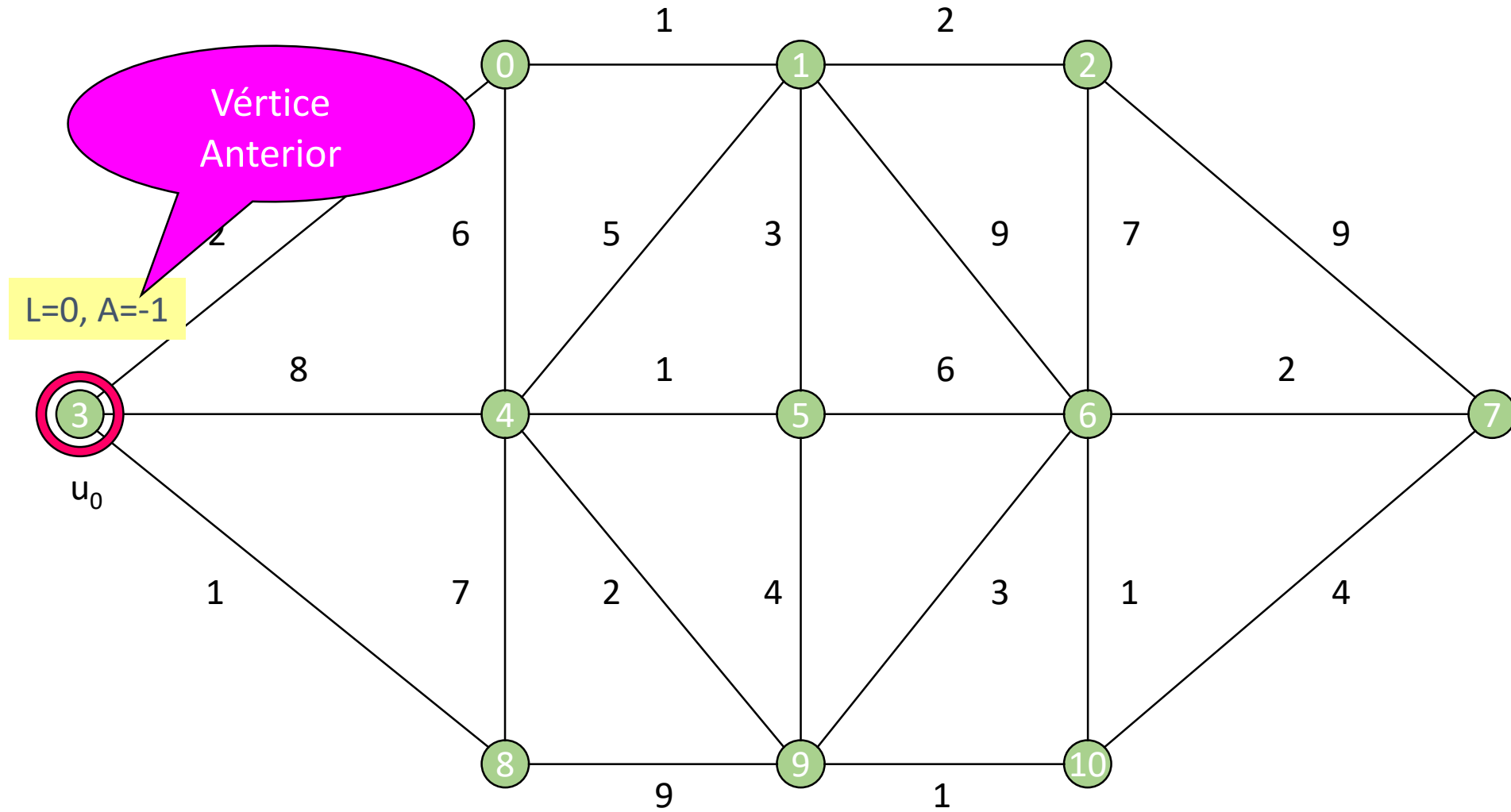
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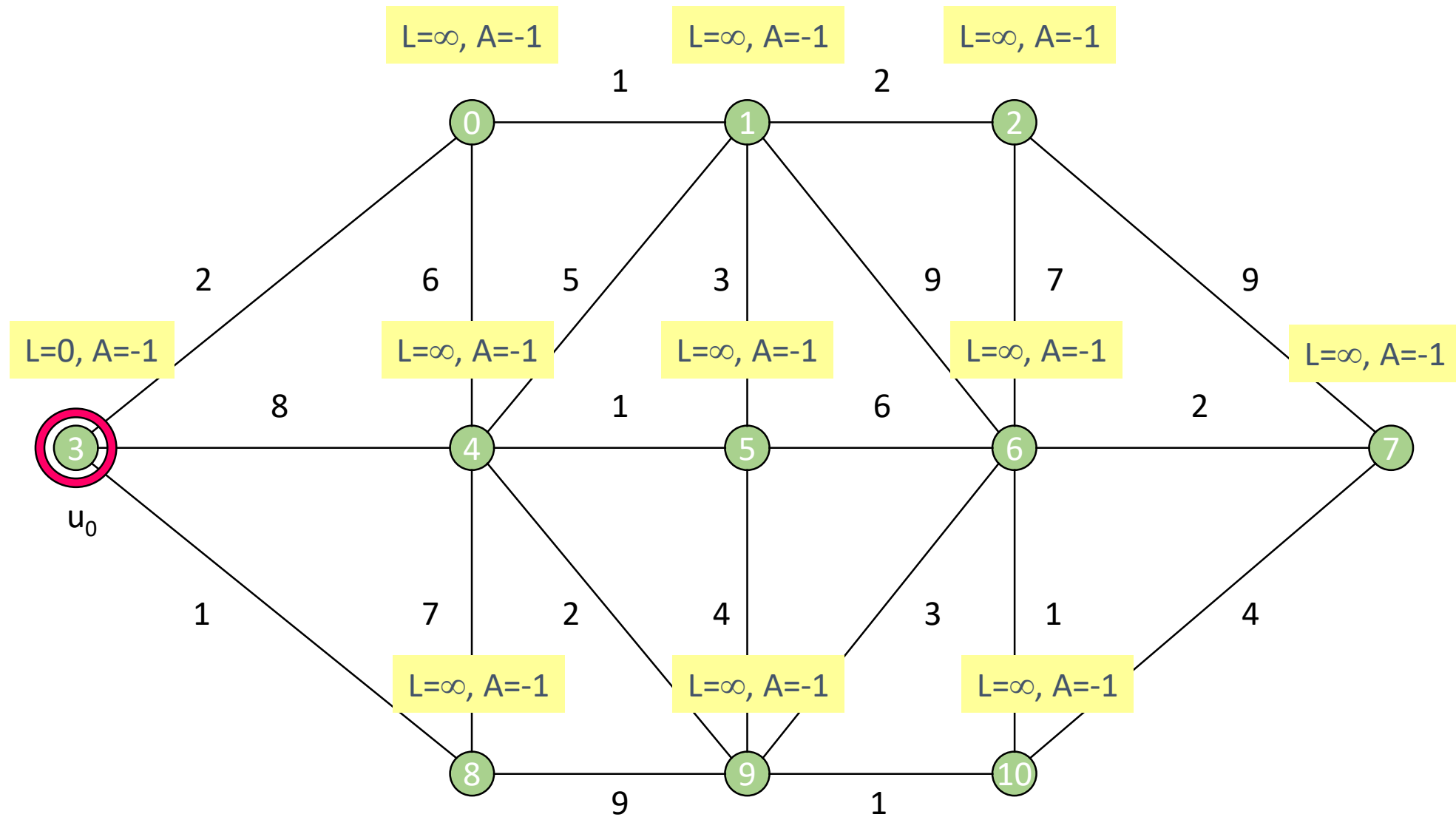
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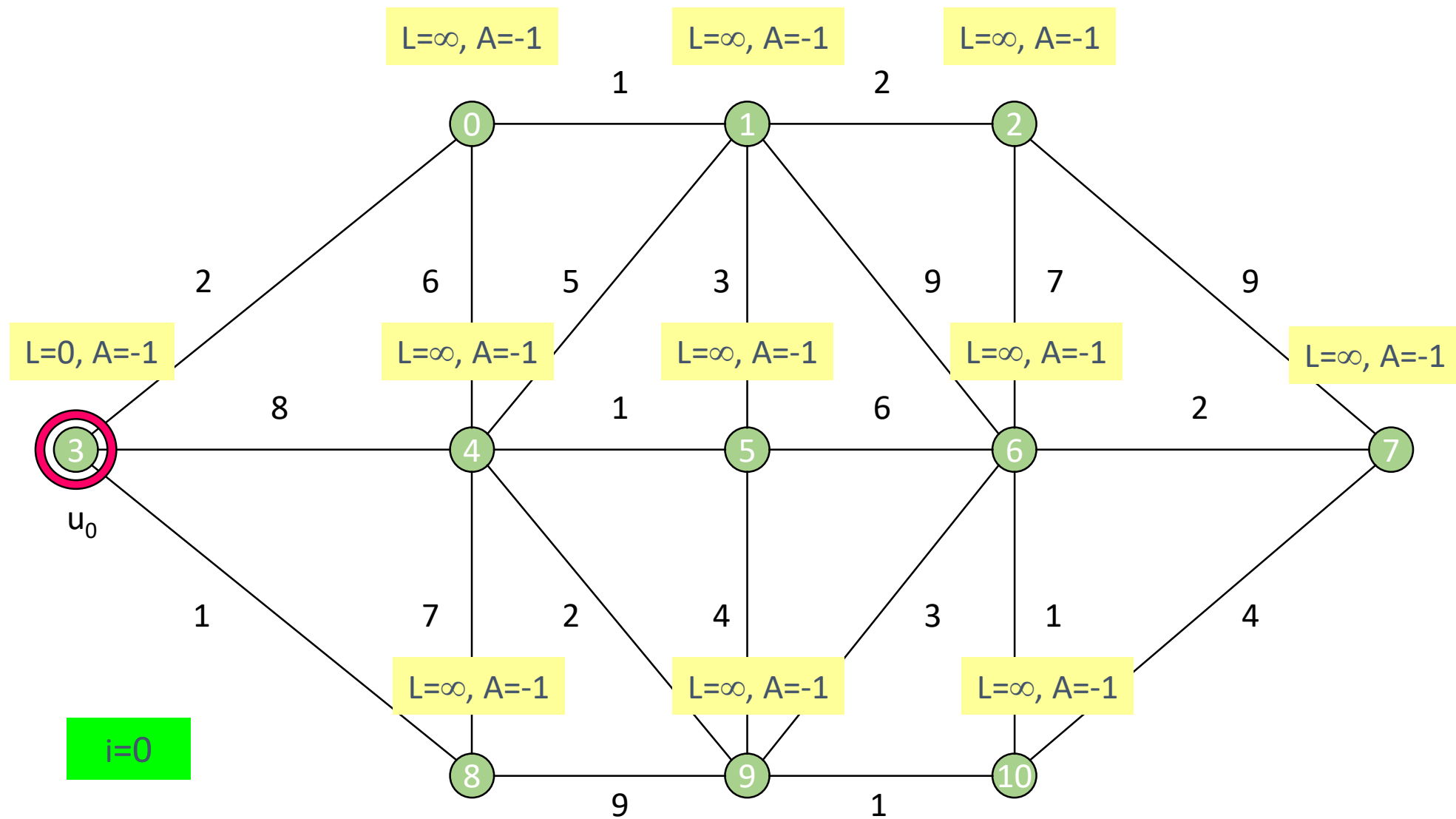
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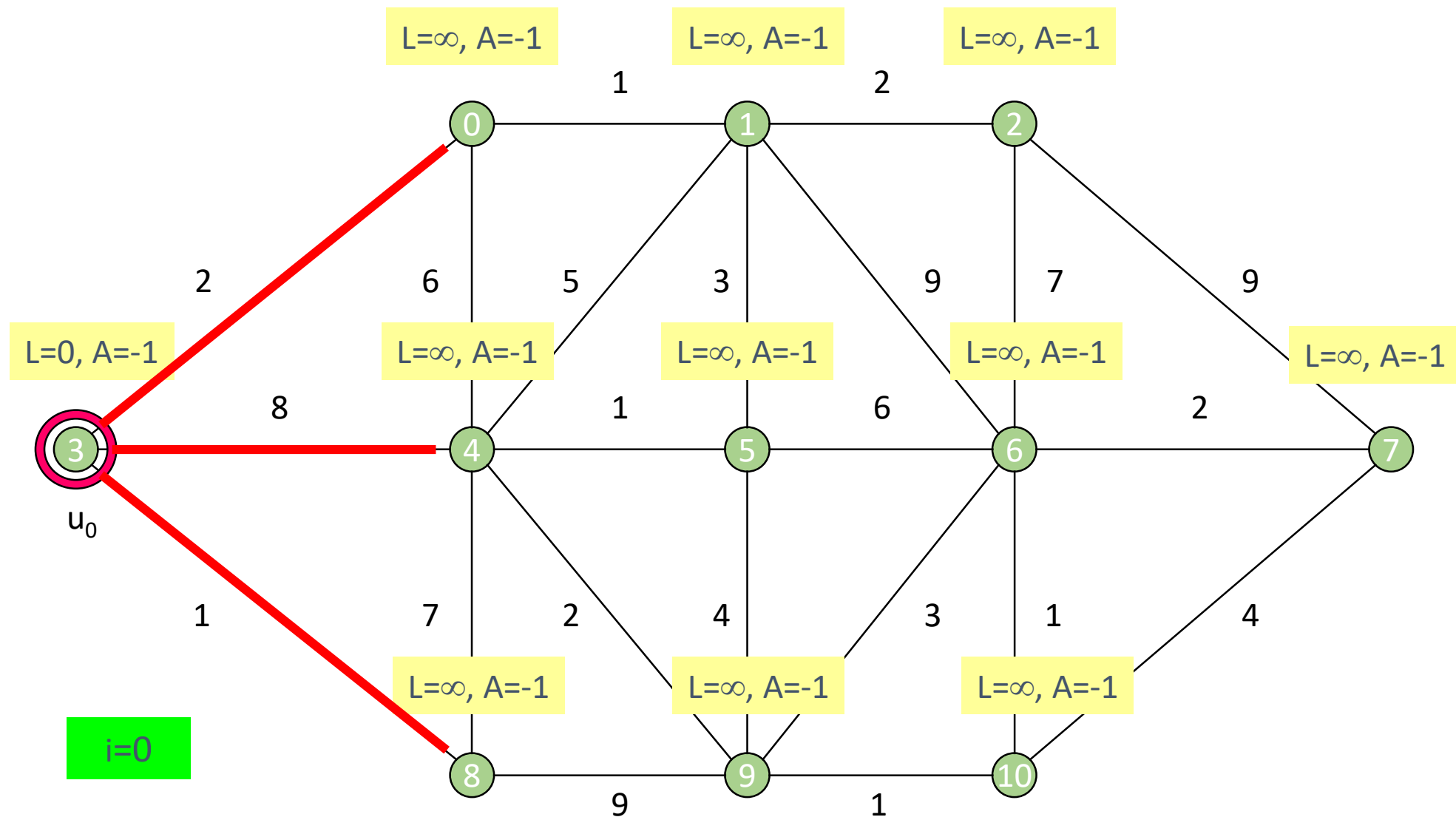
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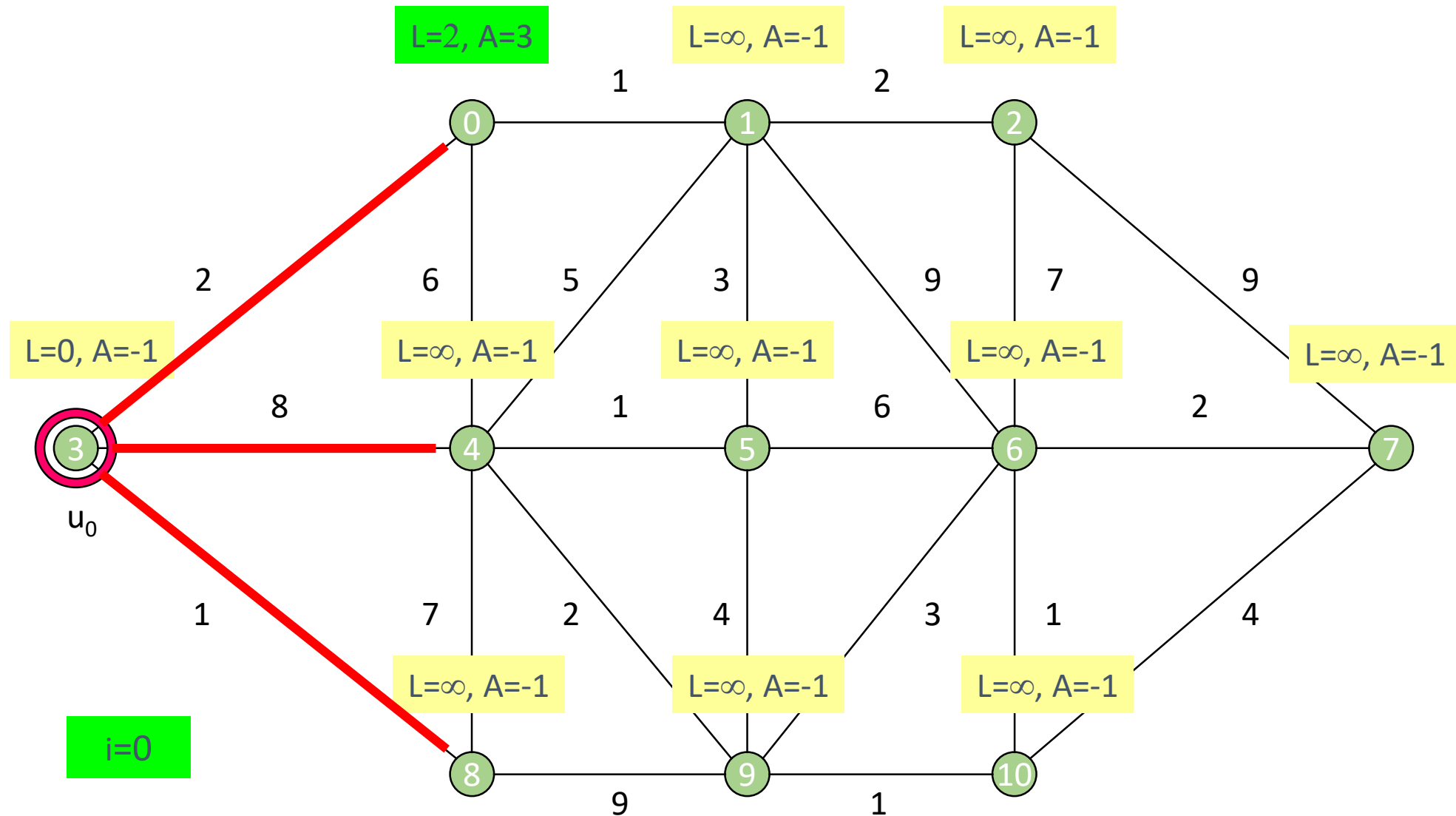
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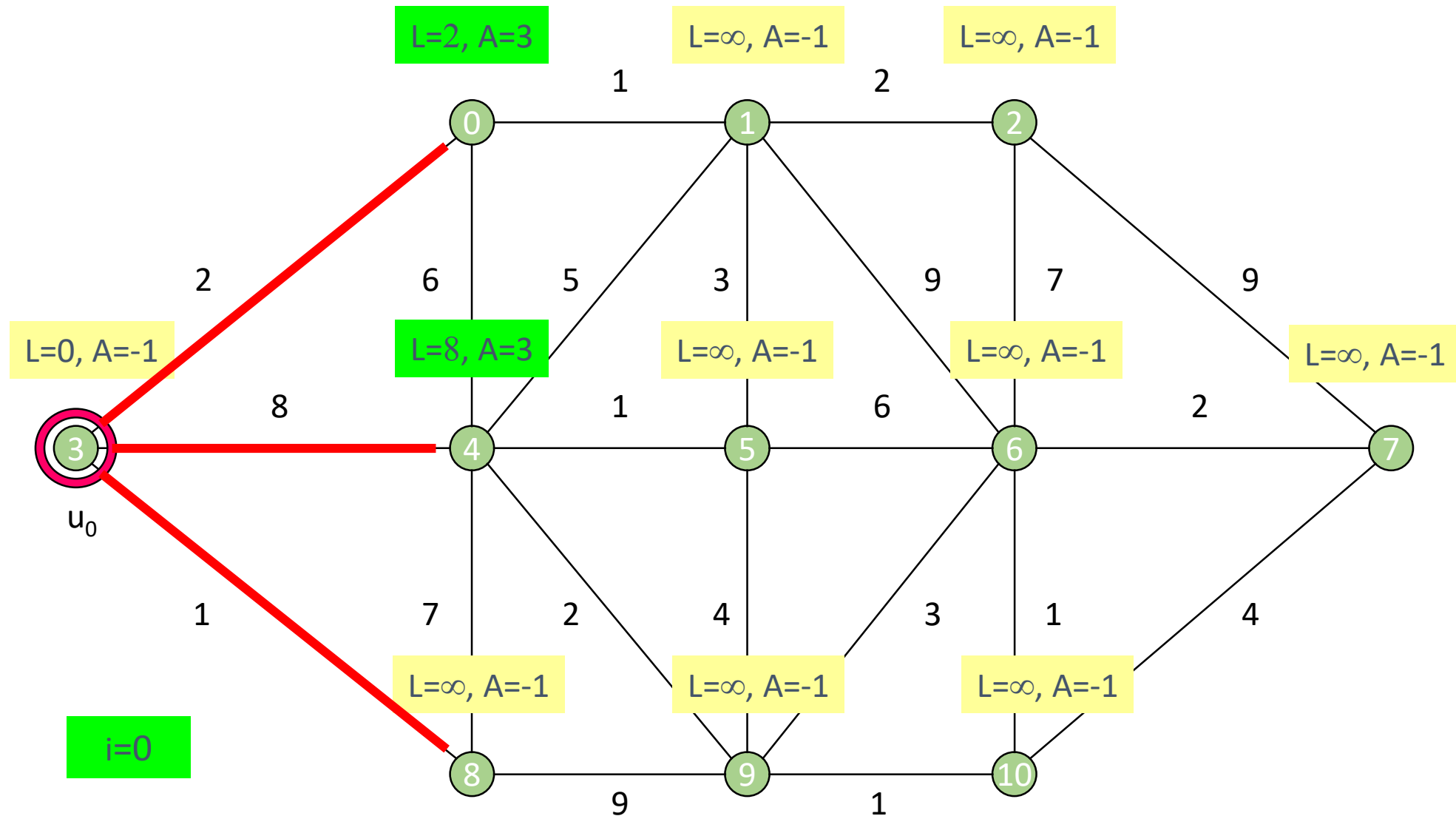
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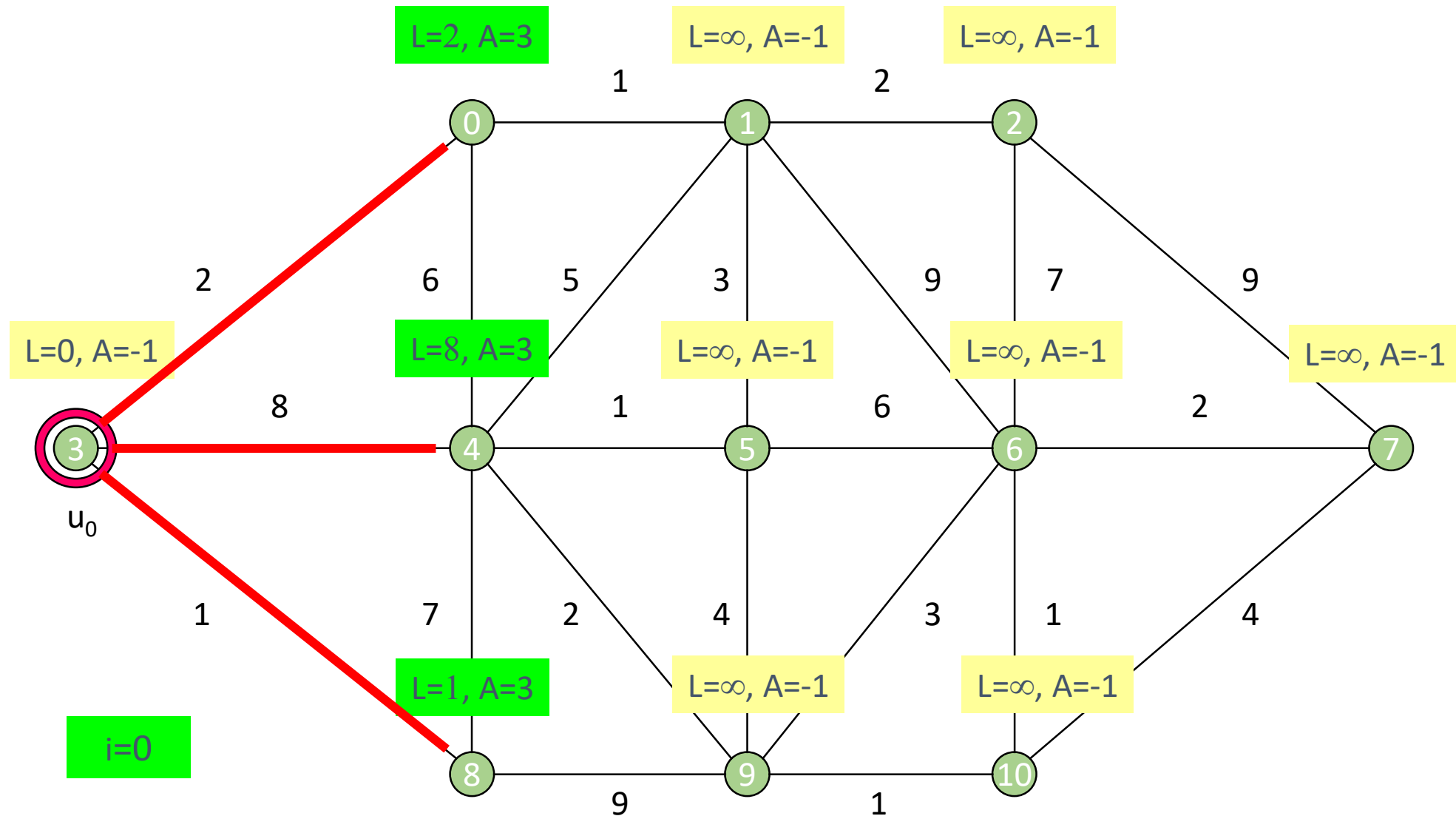
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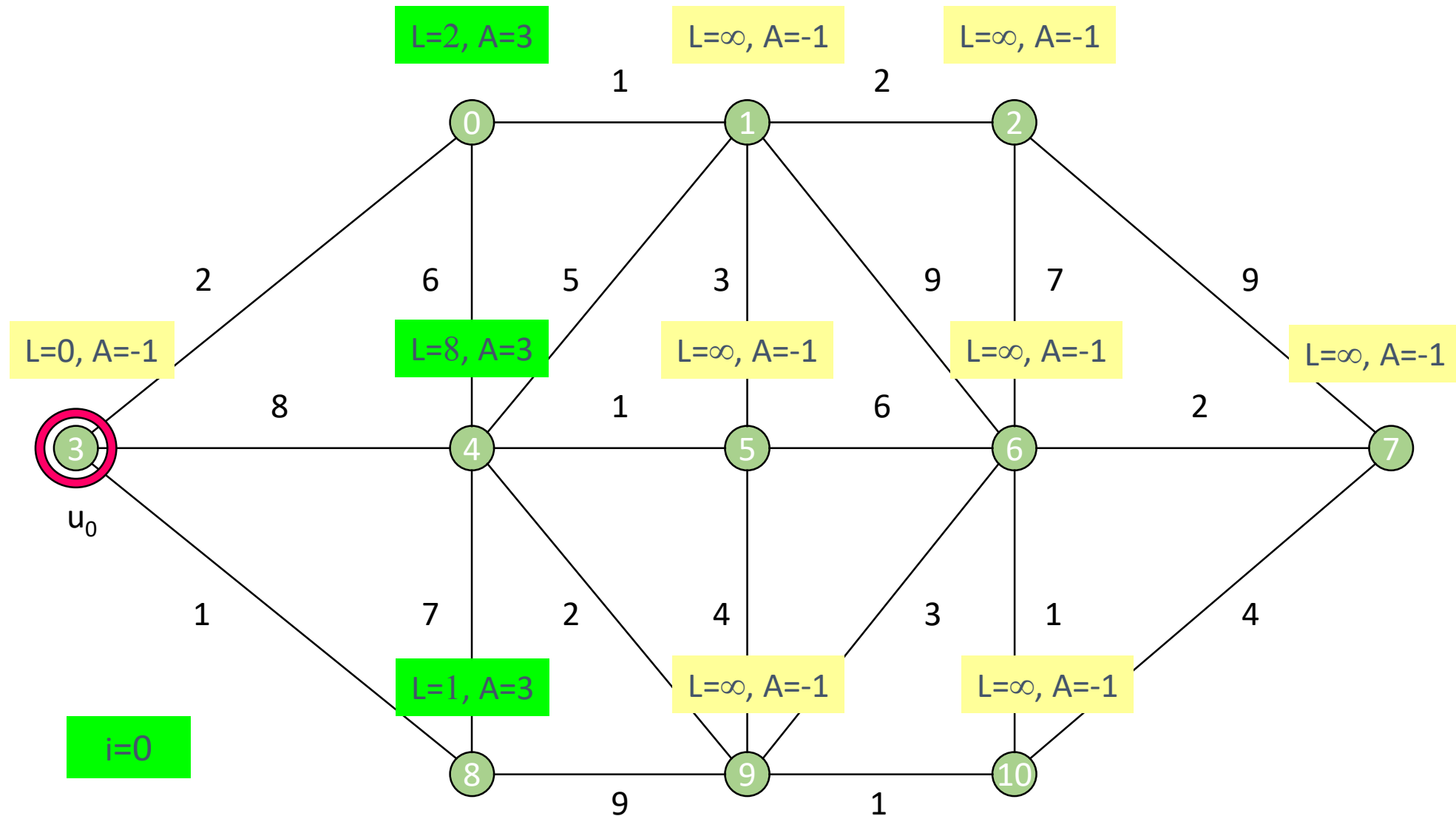
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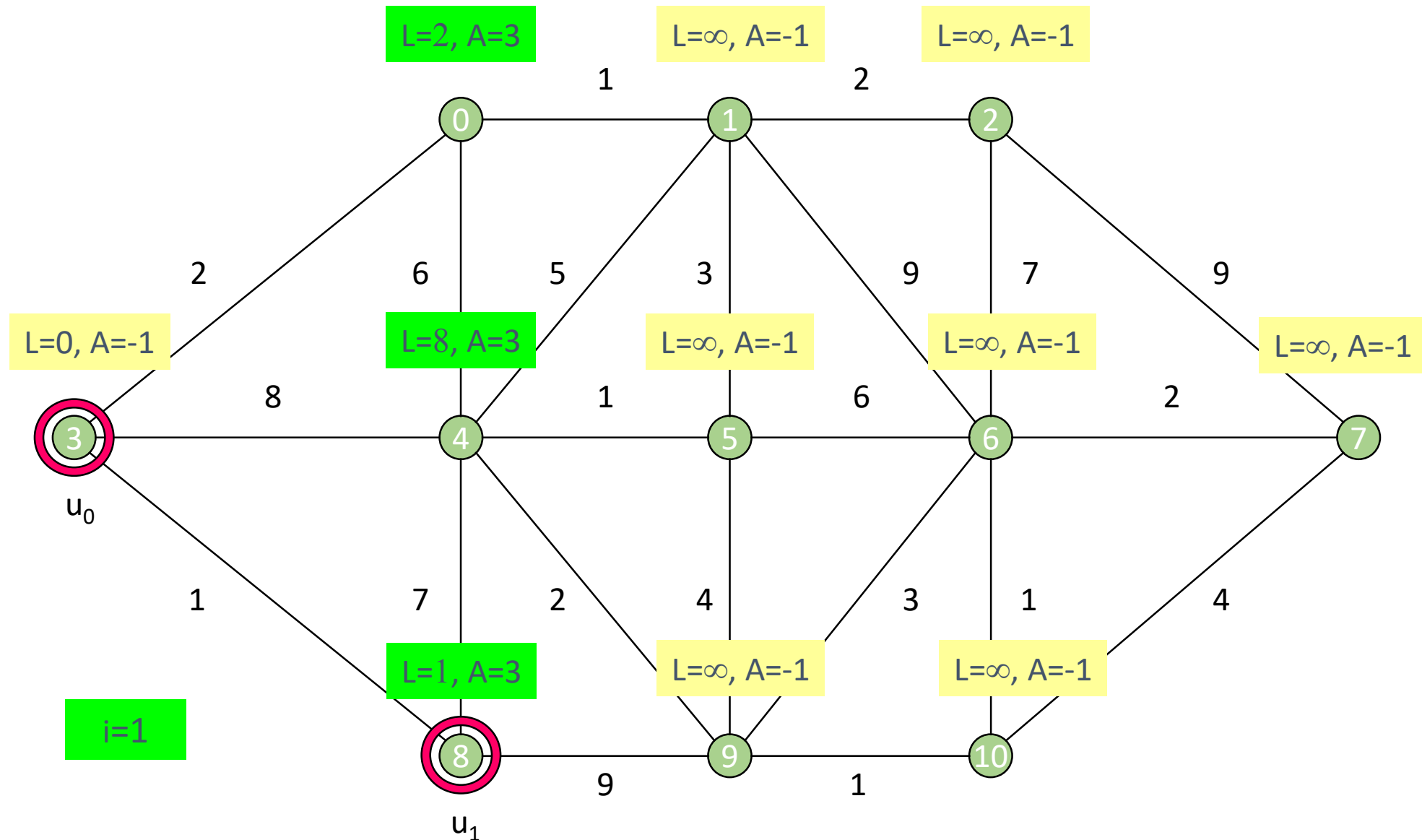
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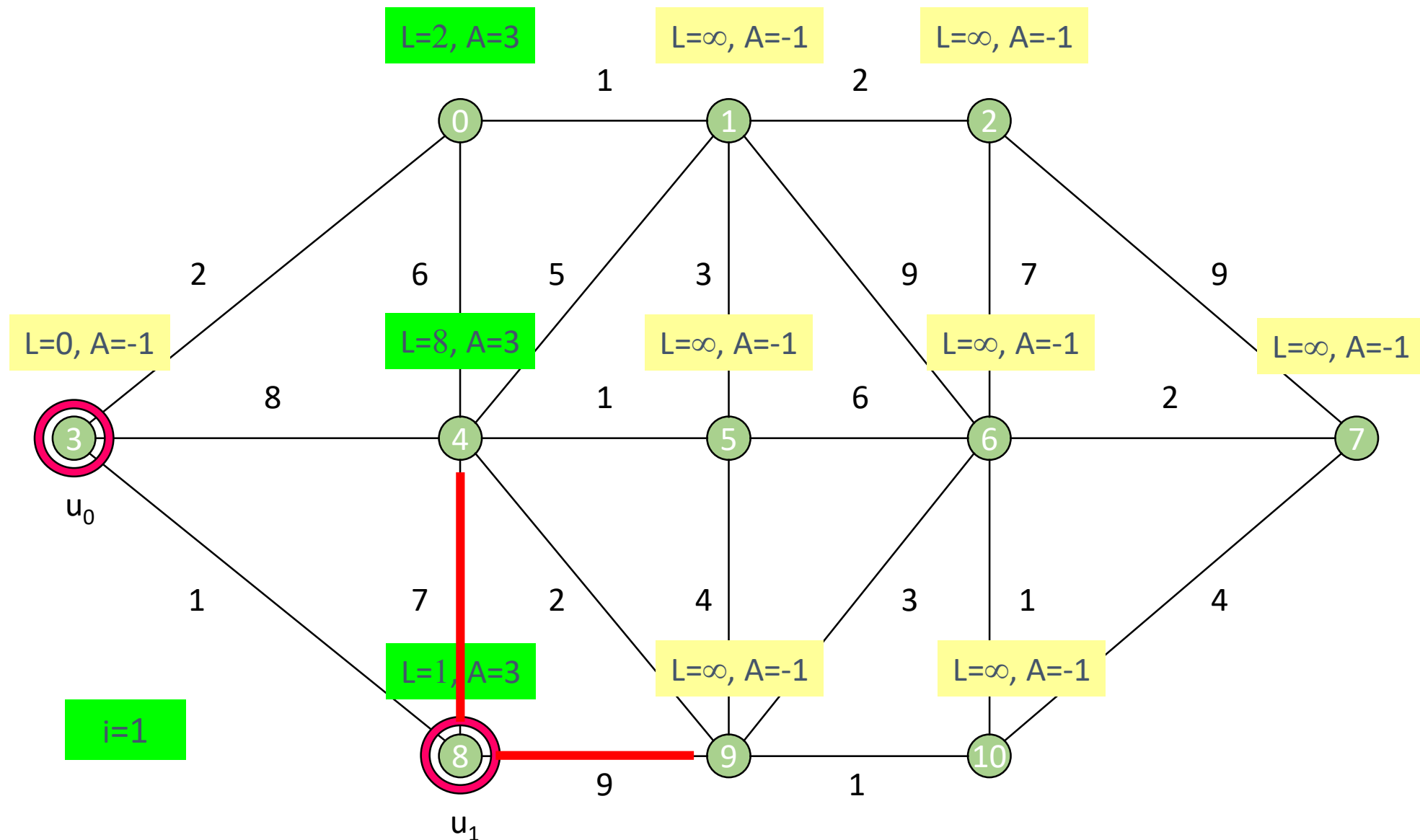
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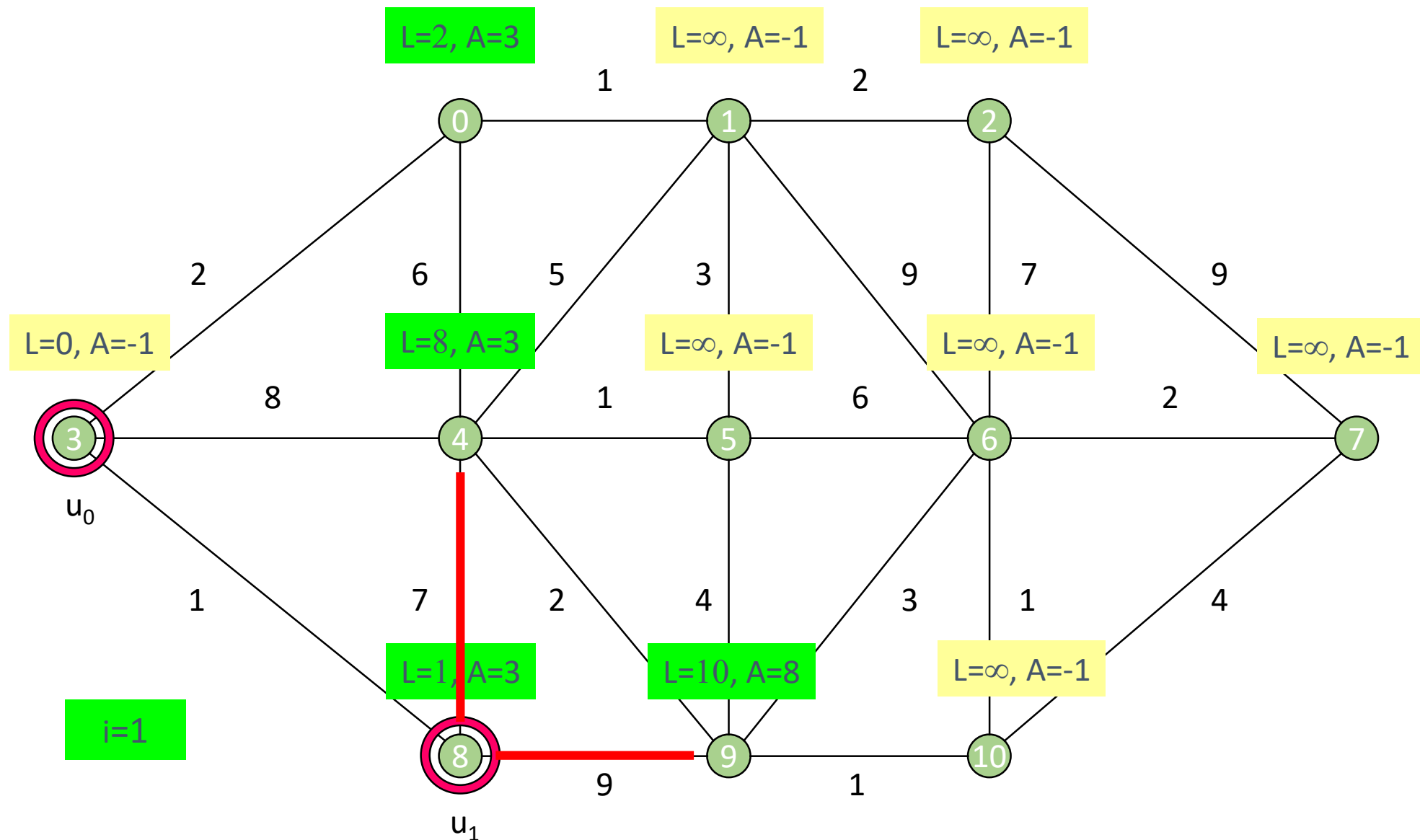
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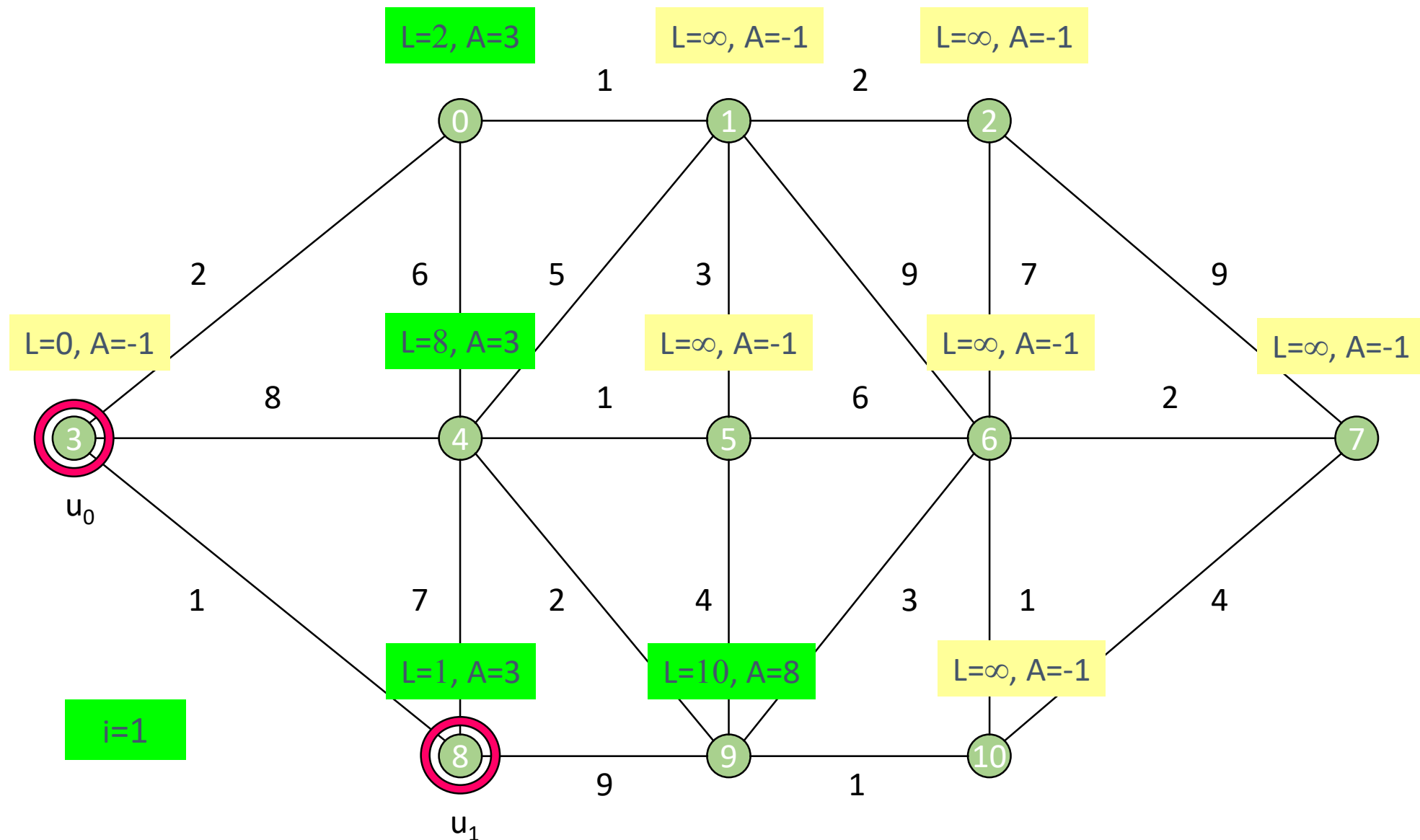
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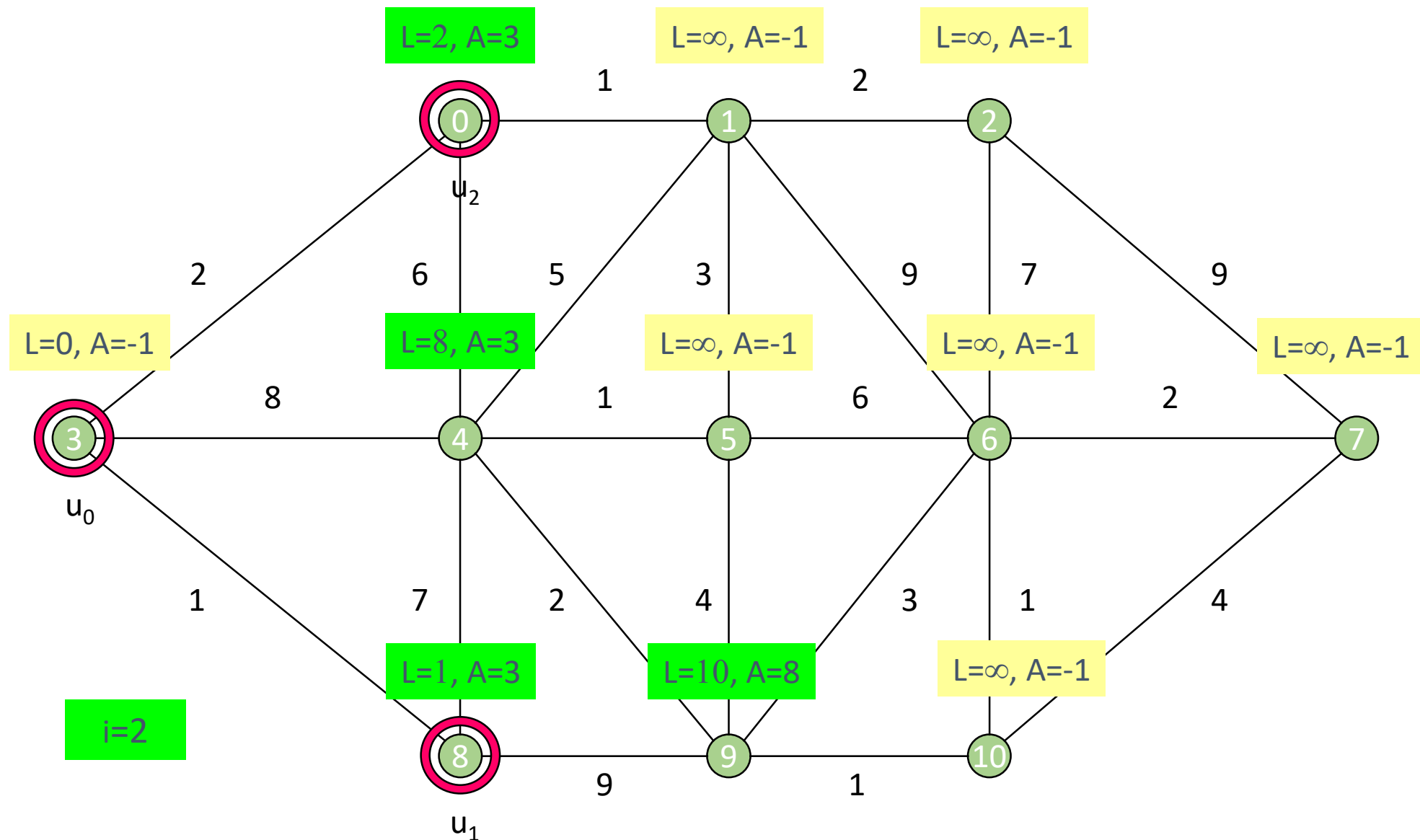
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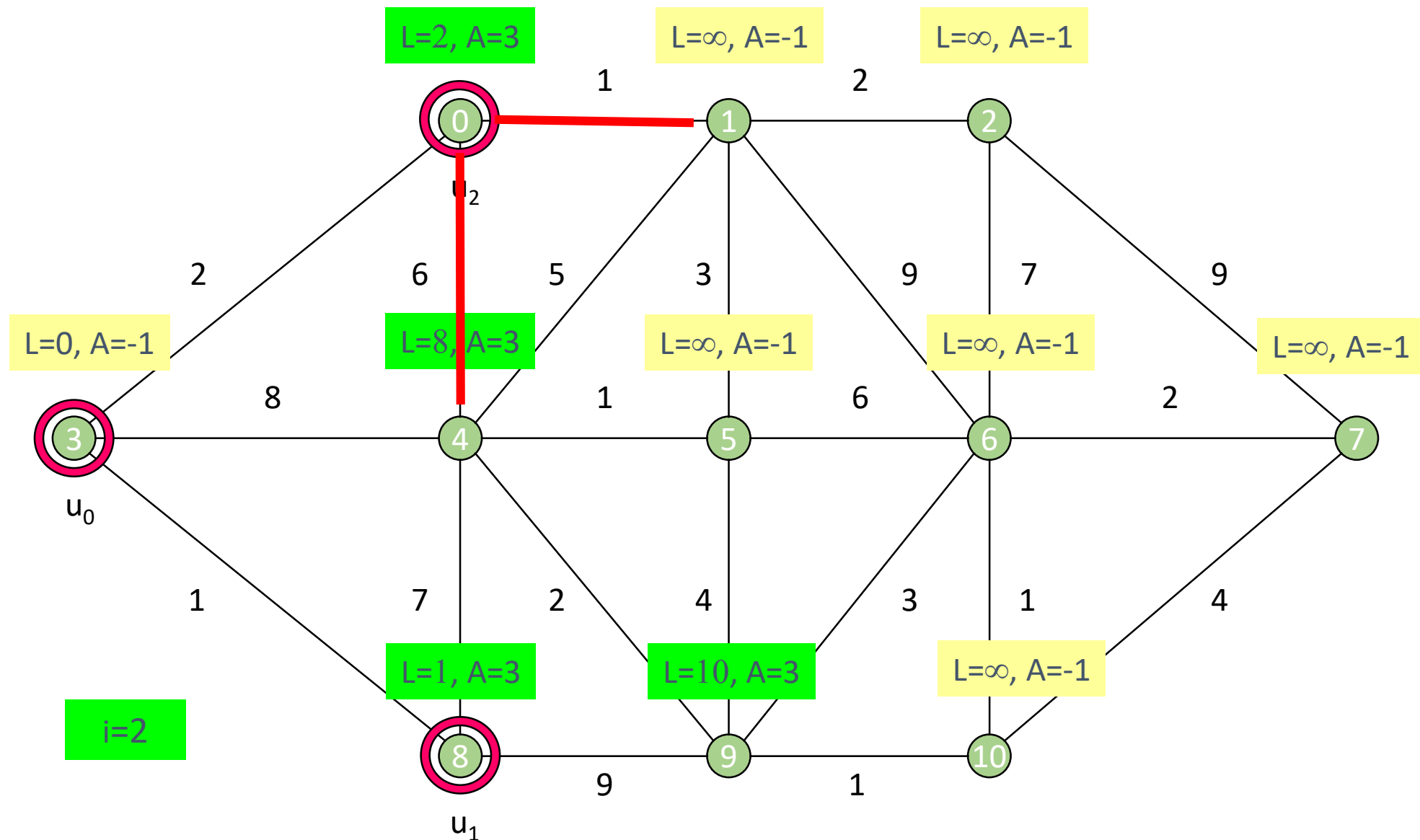
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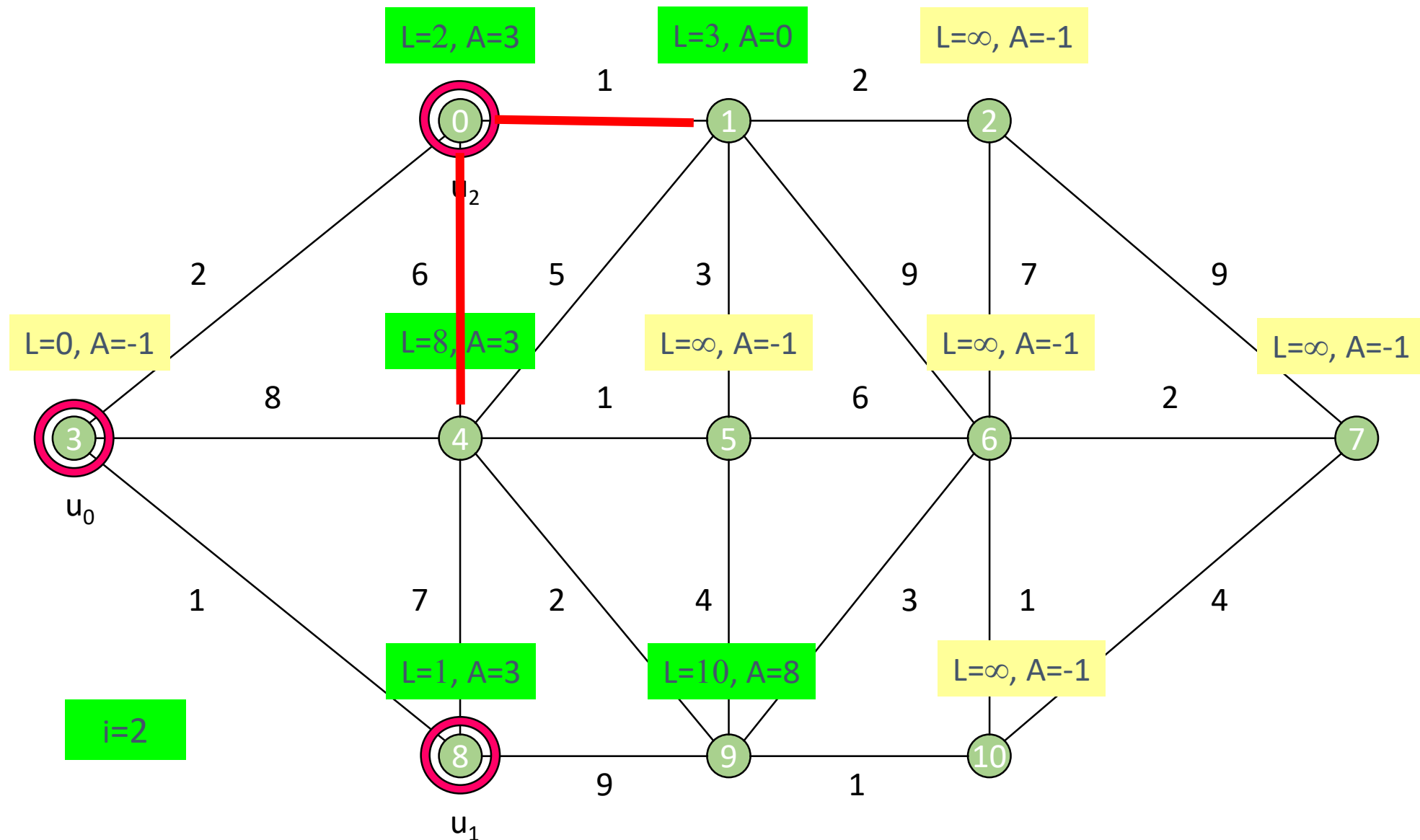
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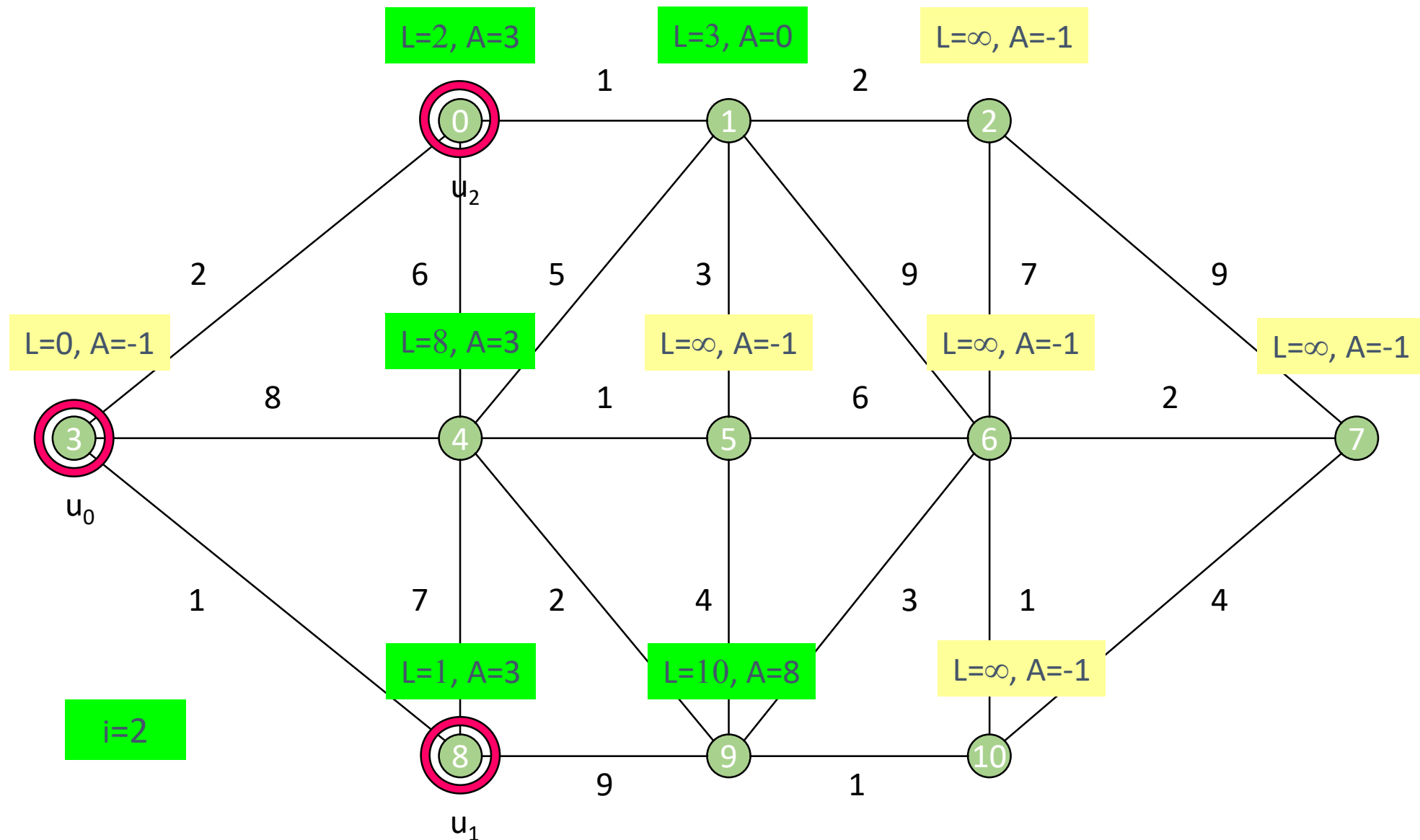
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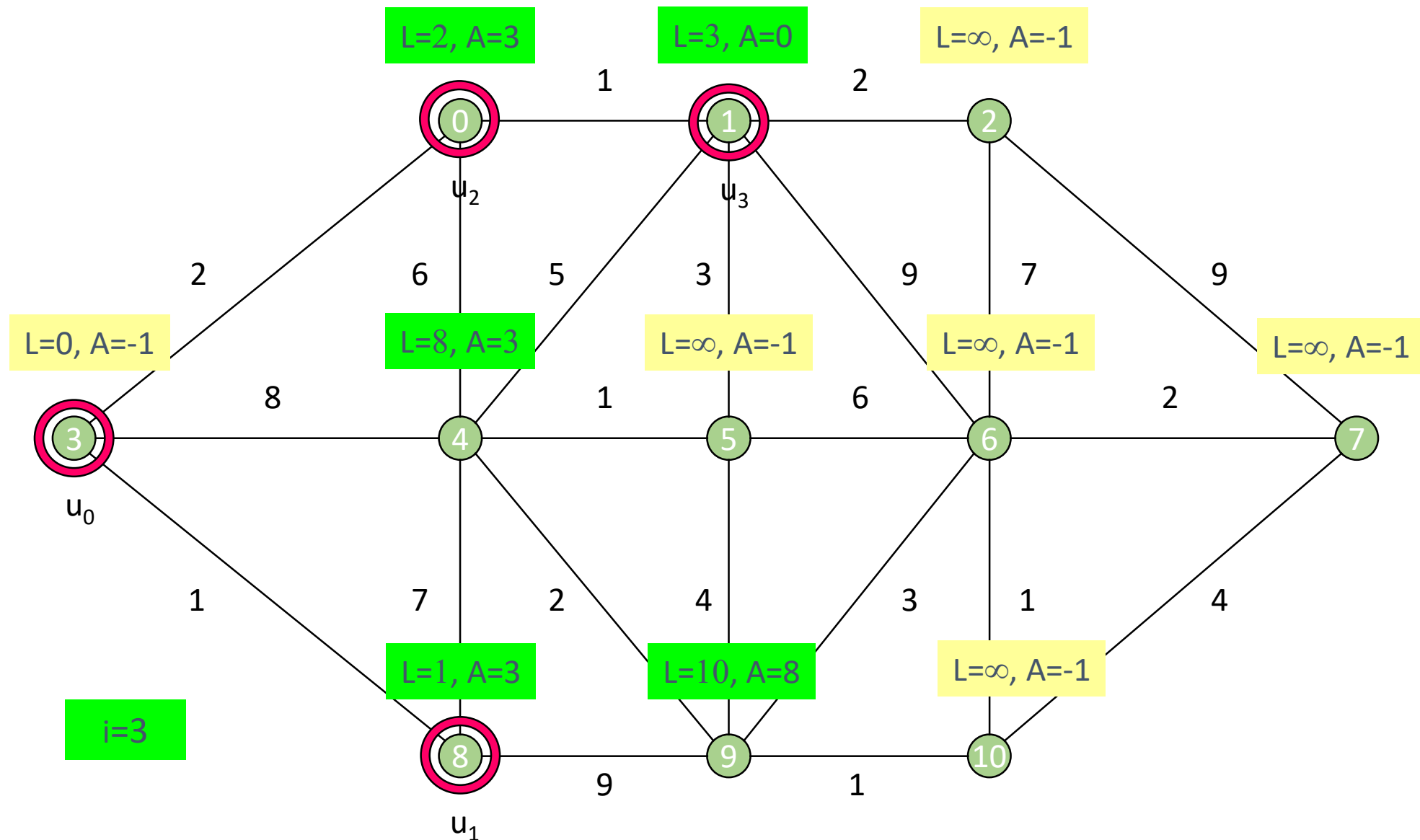
CAMINHO DO VÉRTICE 3 ATÉ O VÉRTICE 7



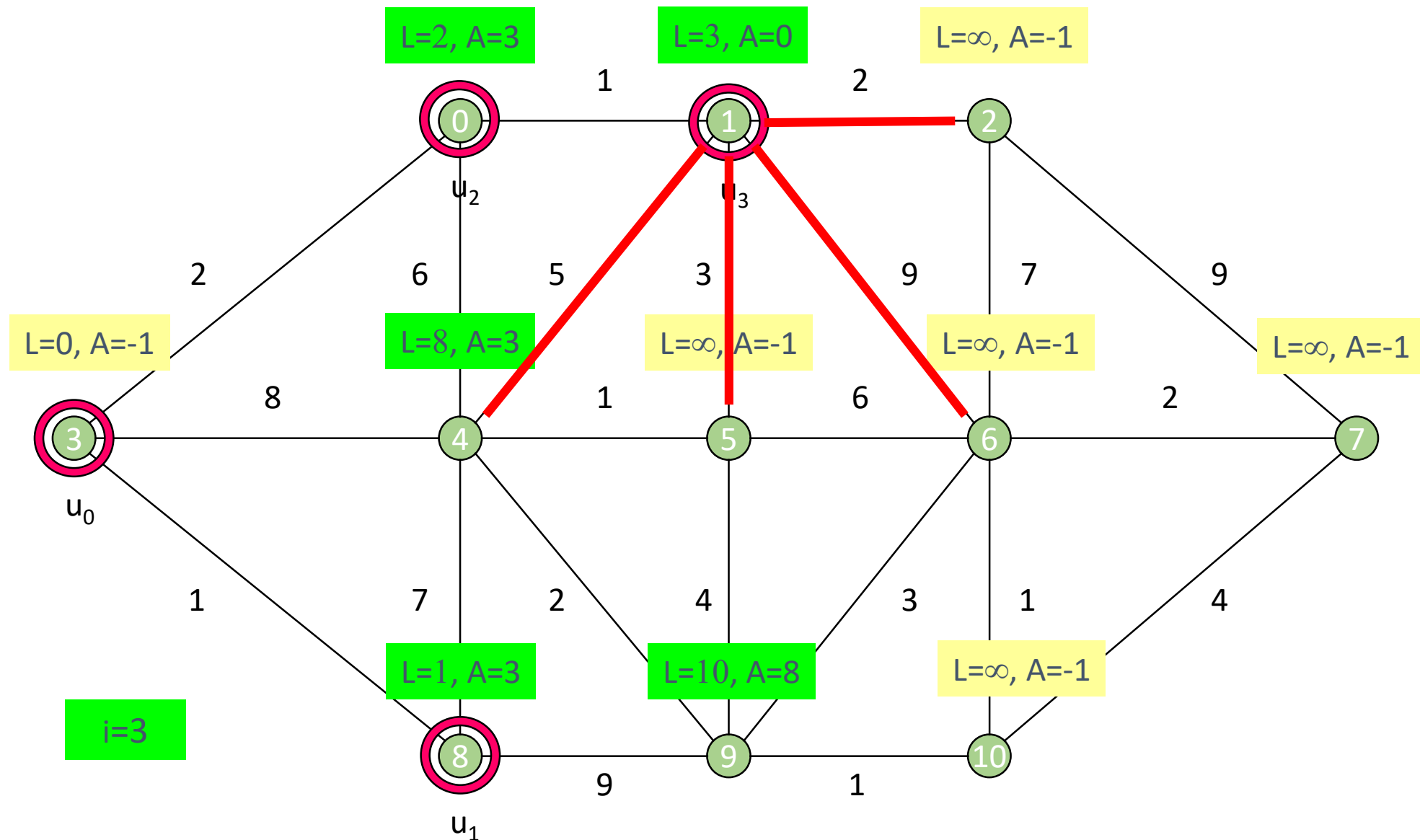
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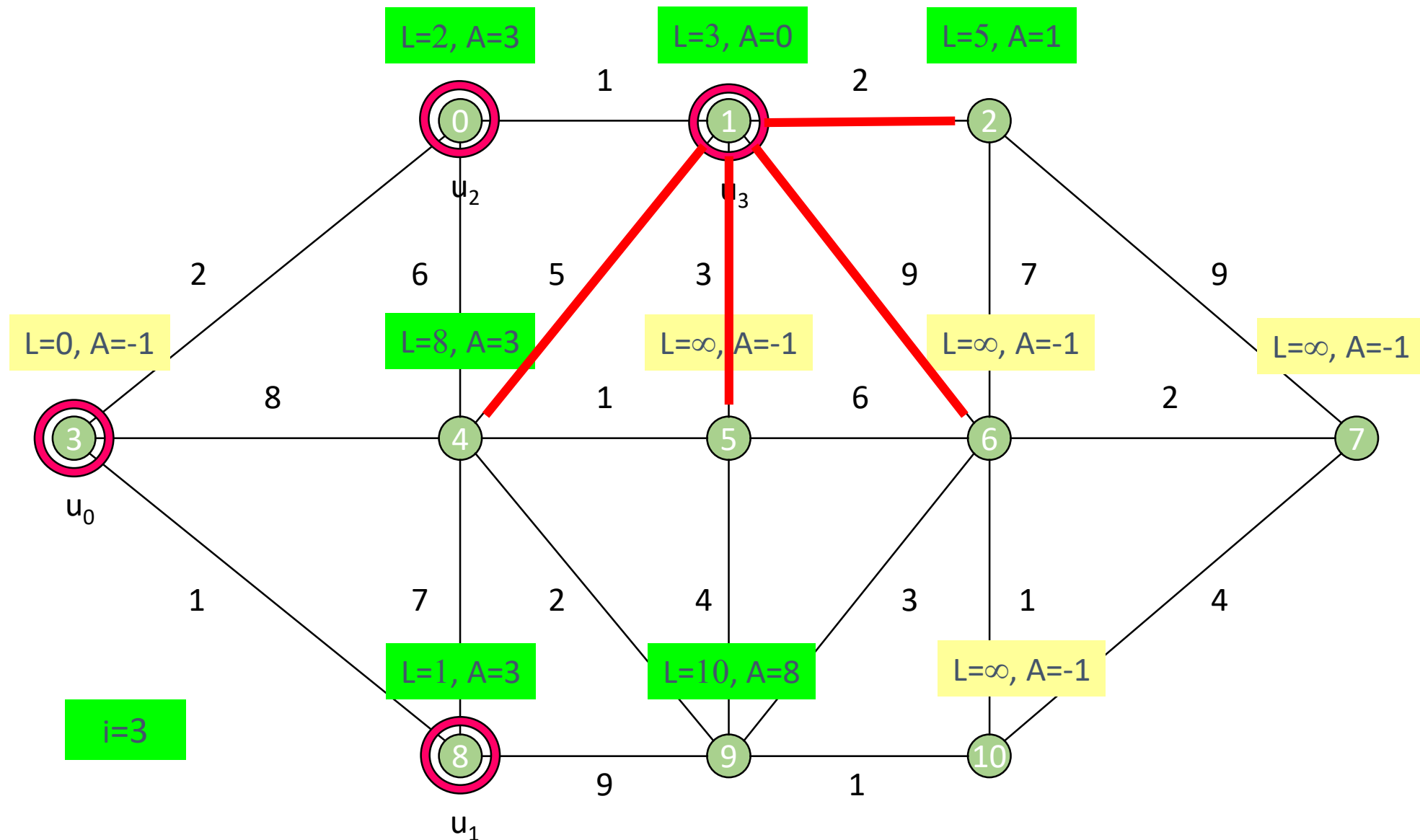
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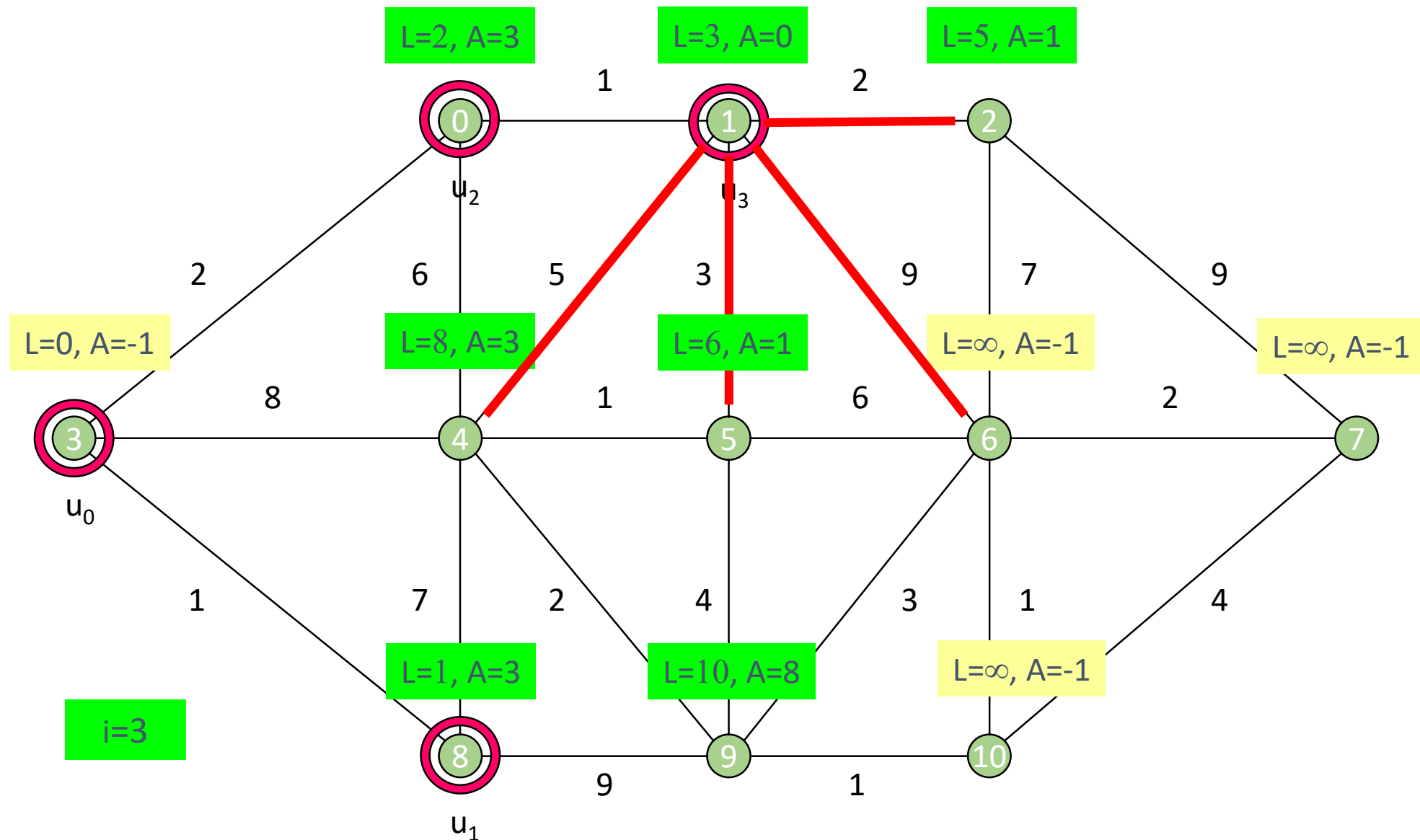
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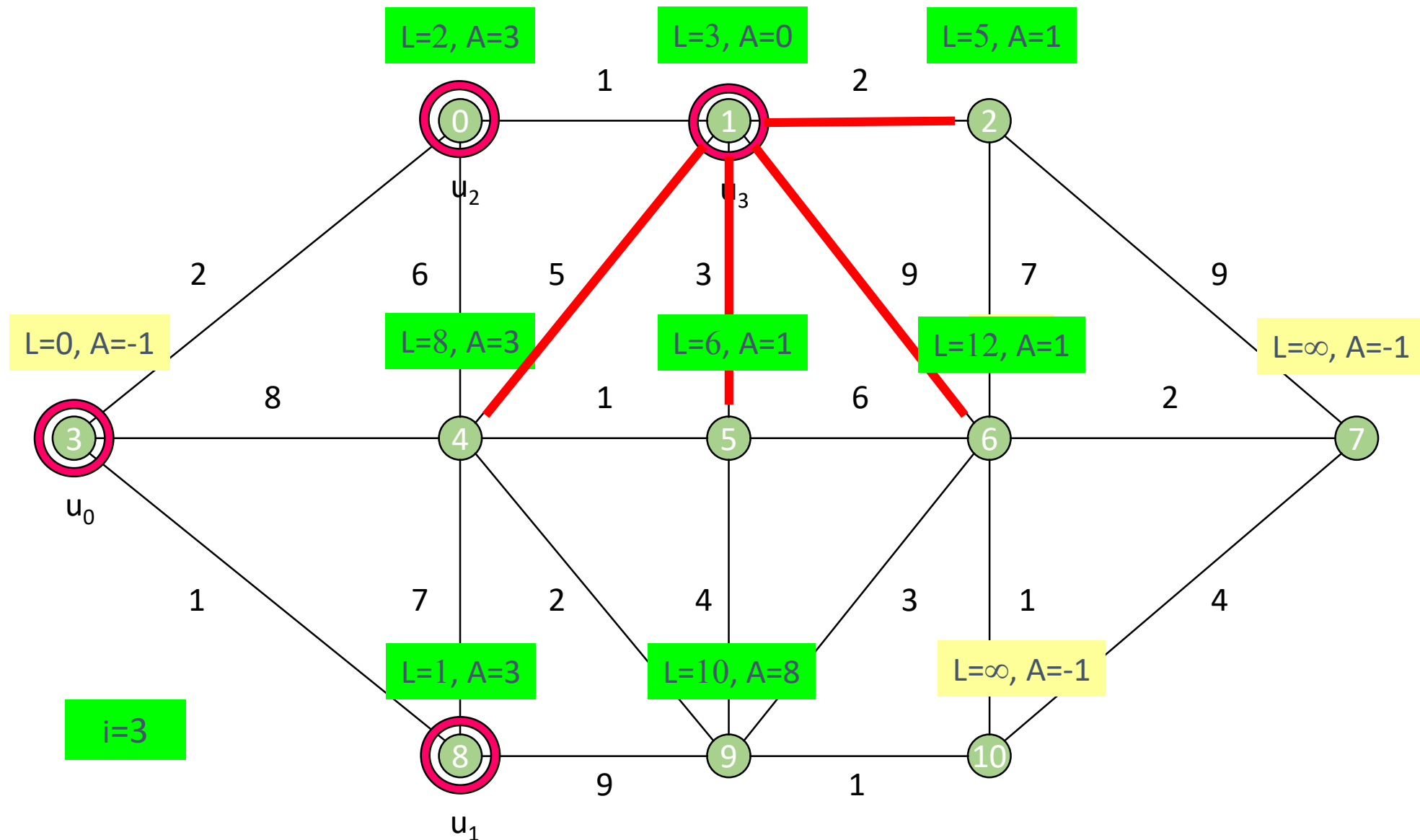
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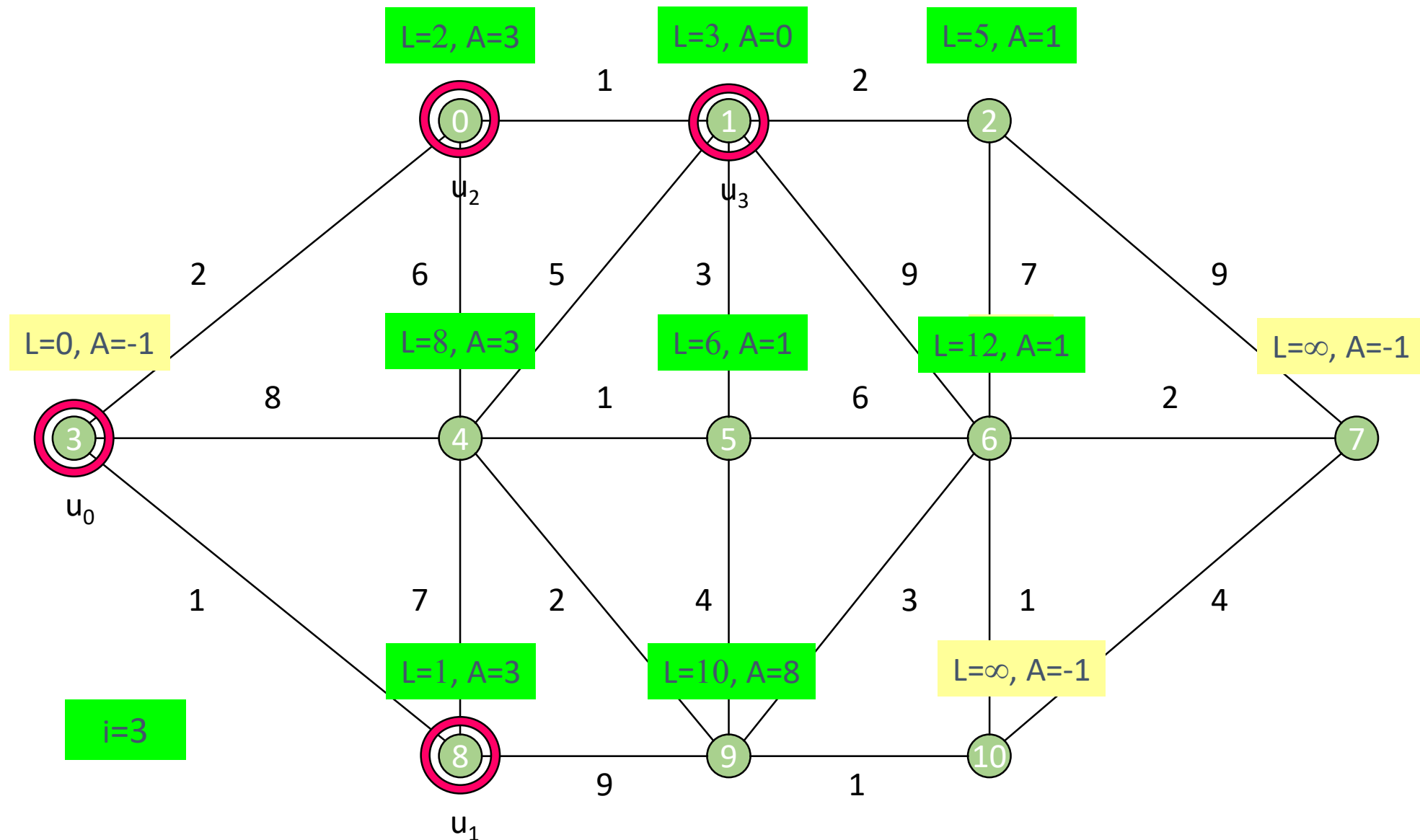
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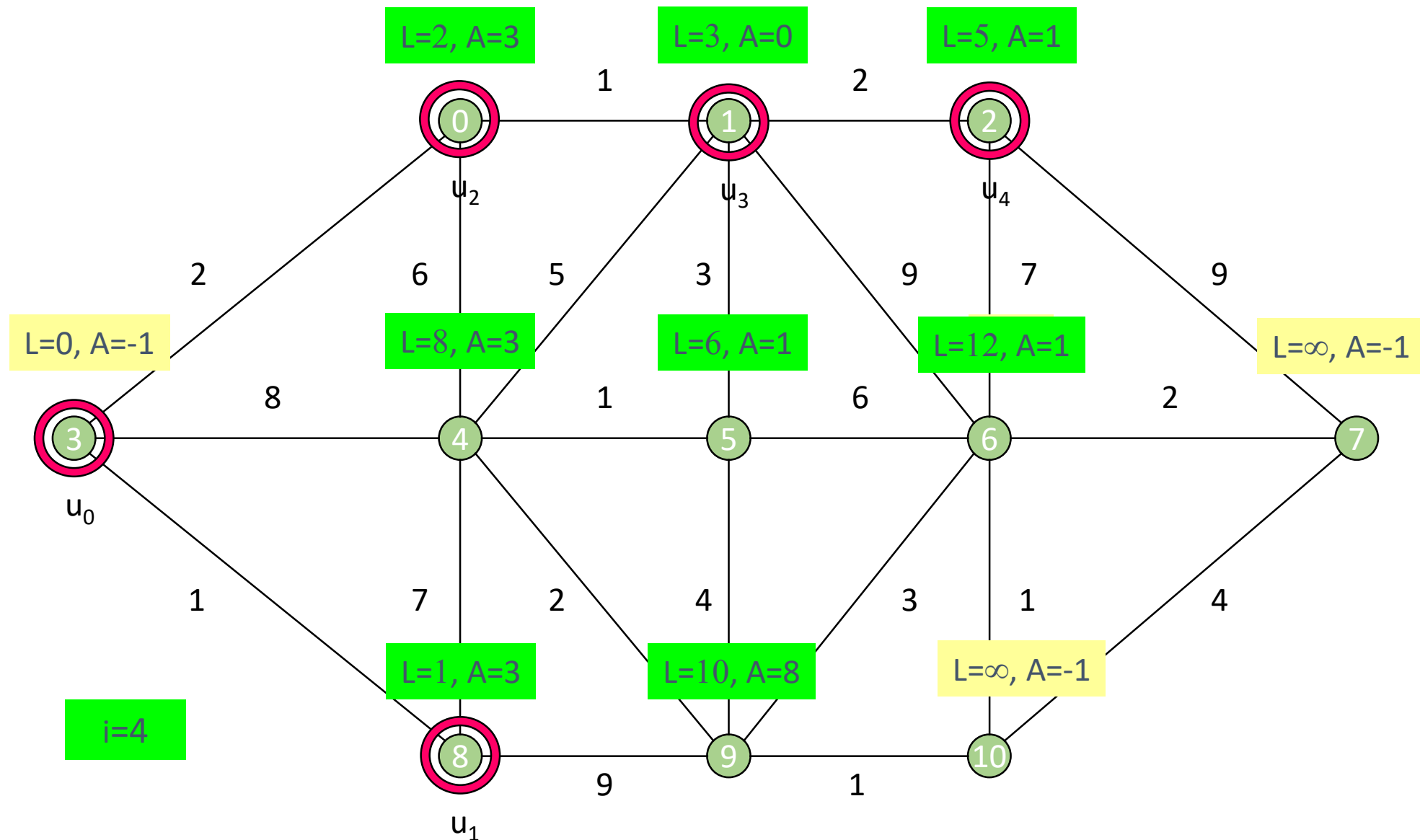
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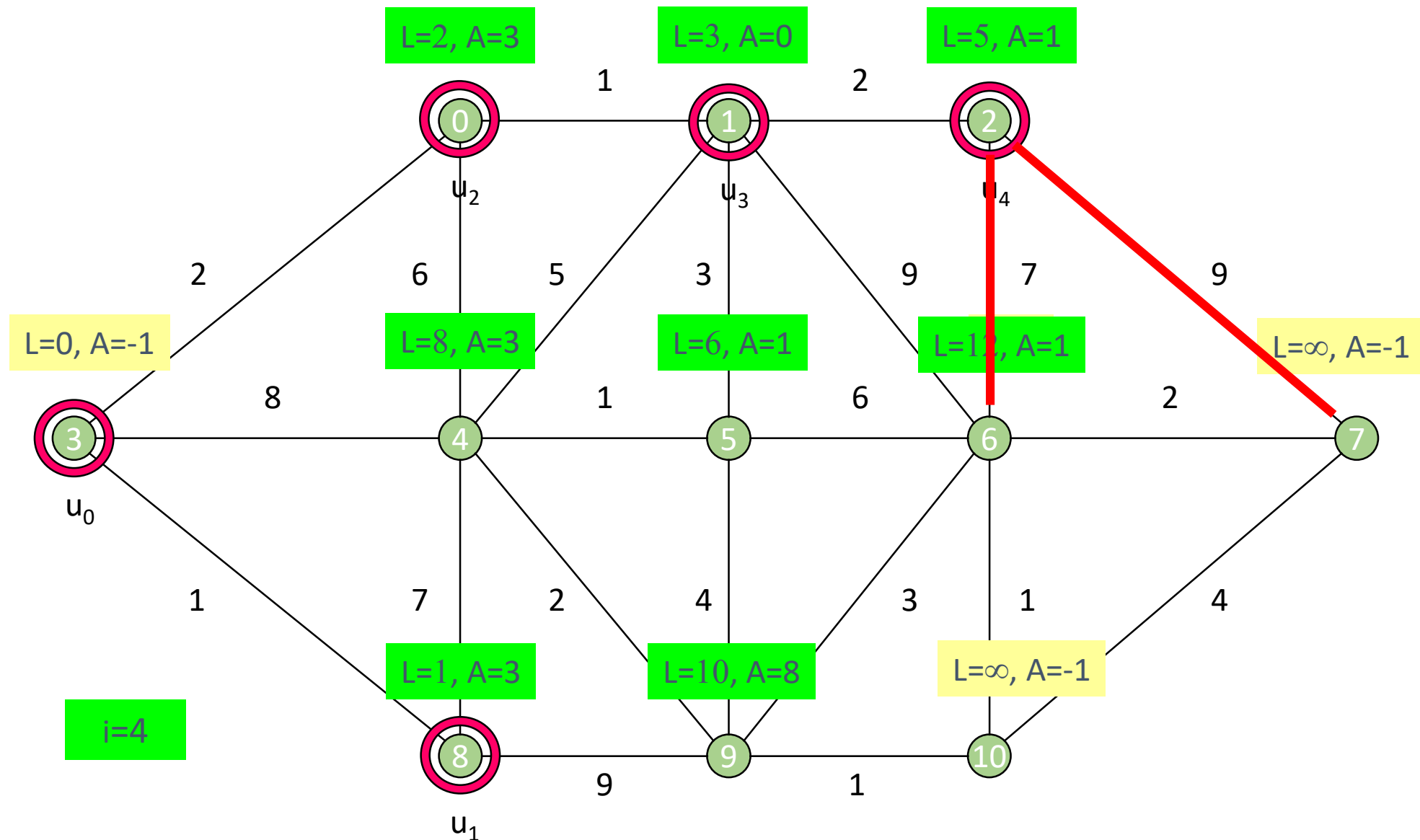
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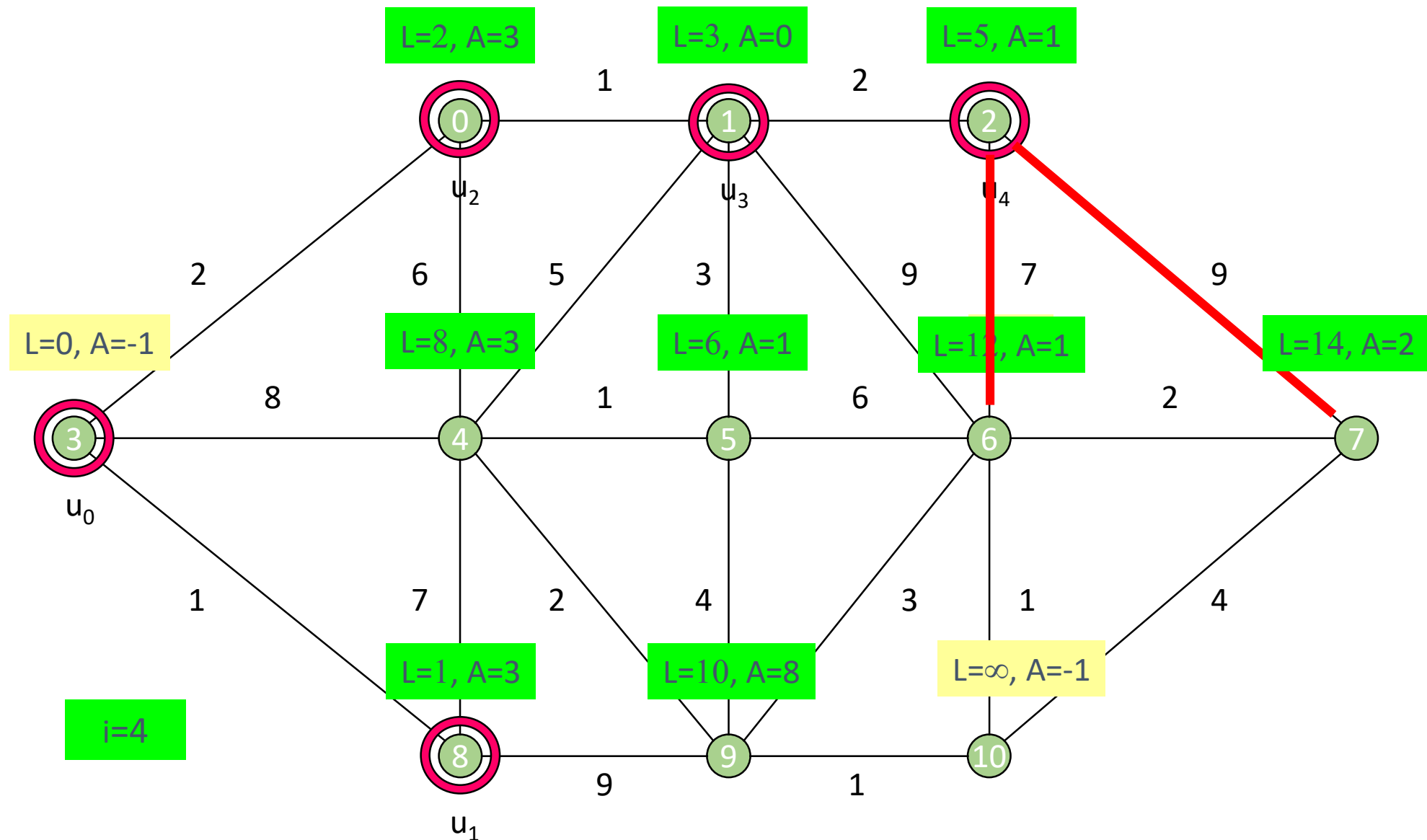
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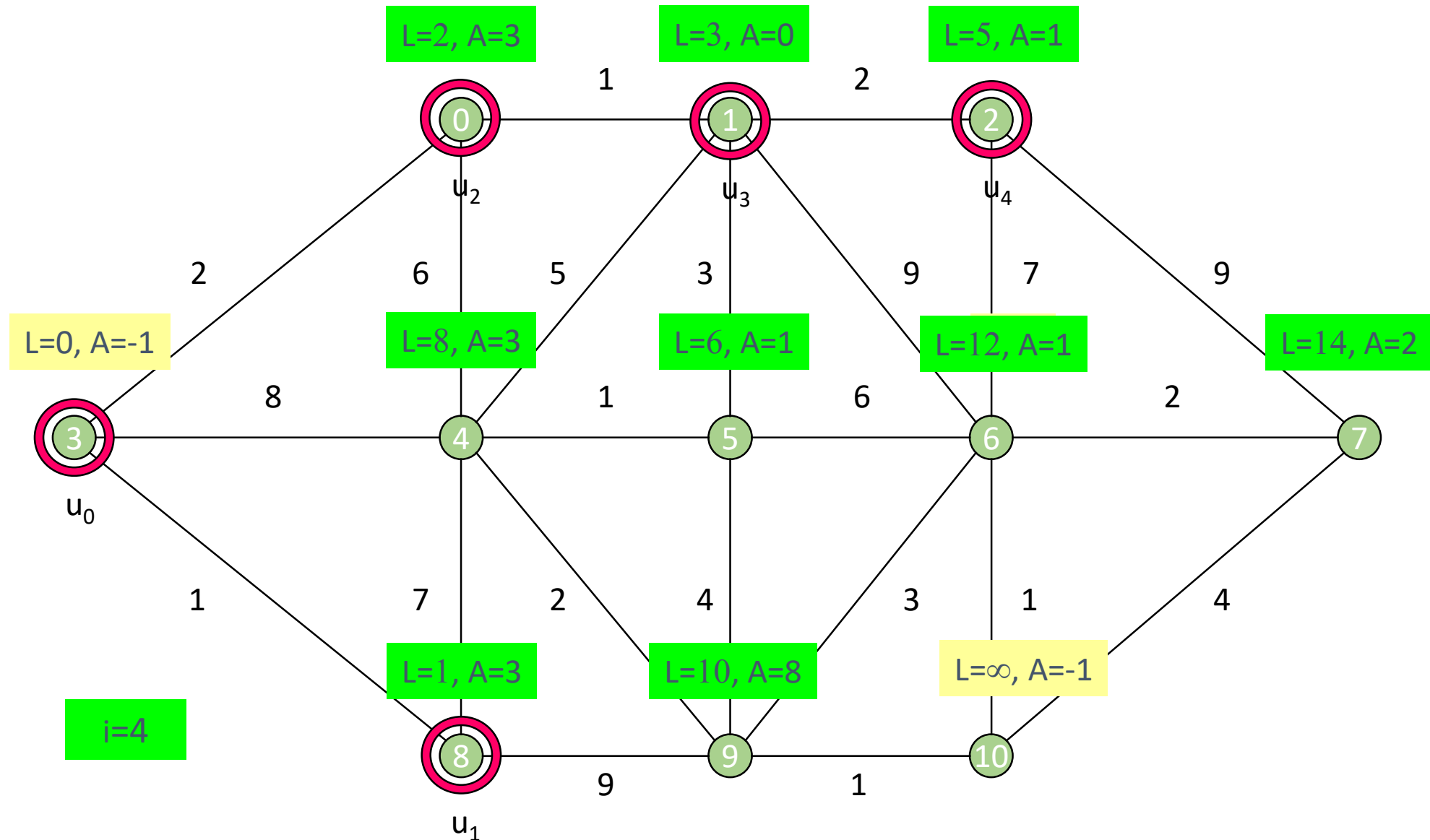
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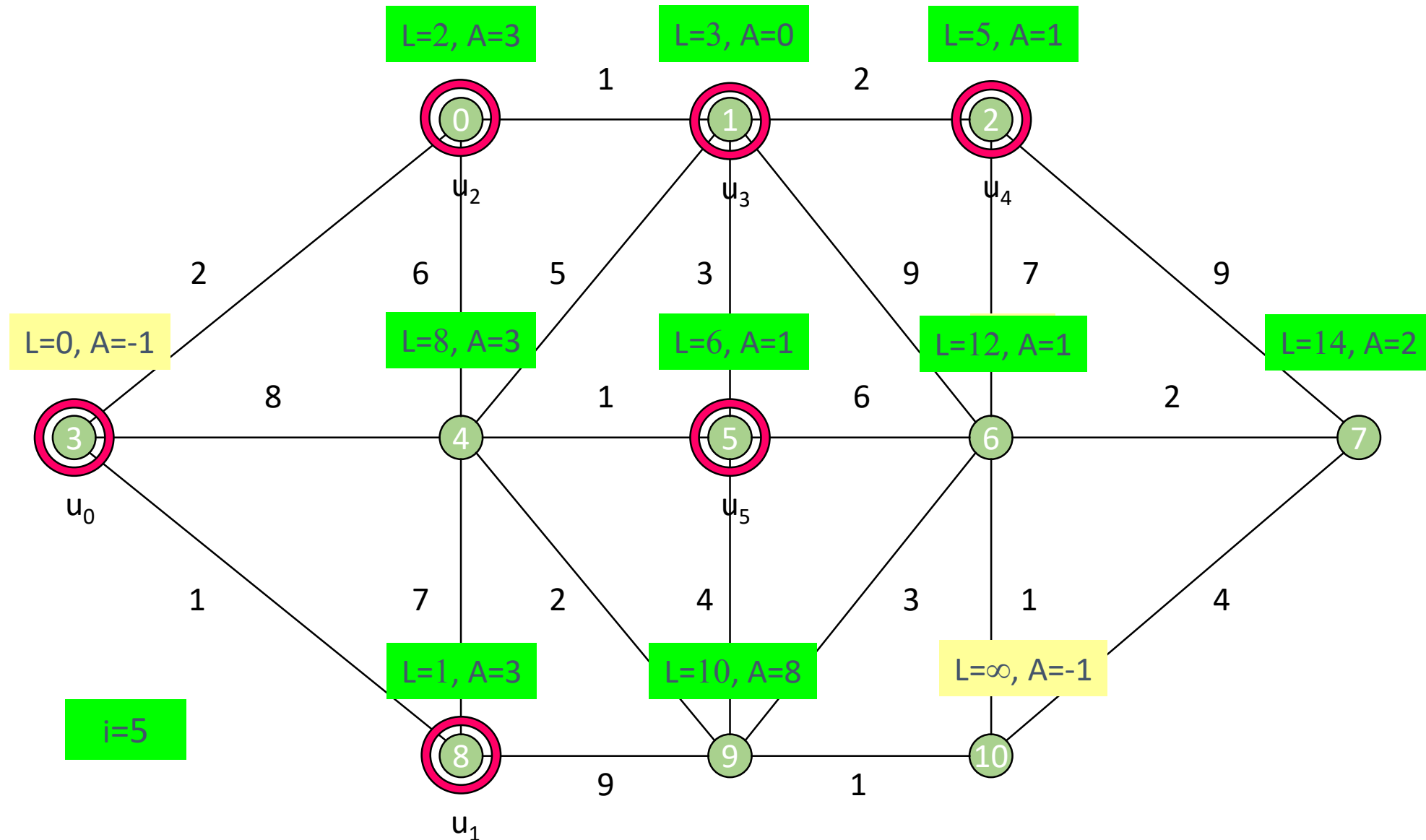
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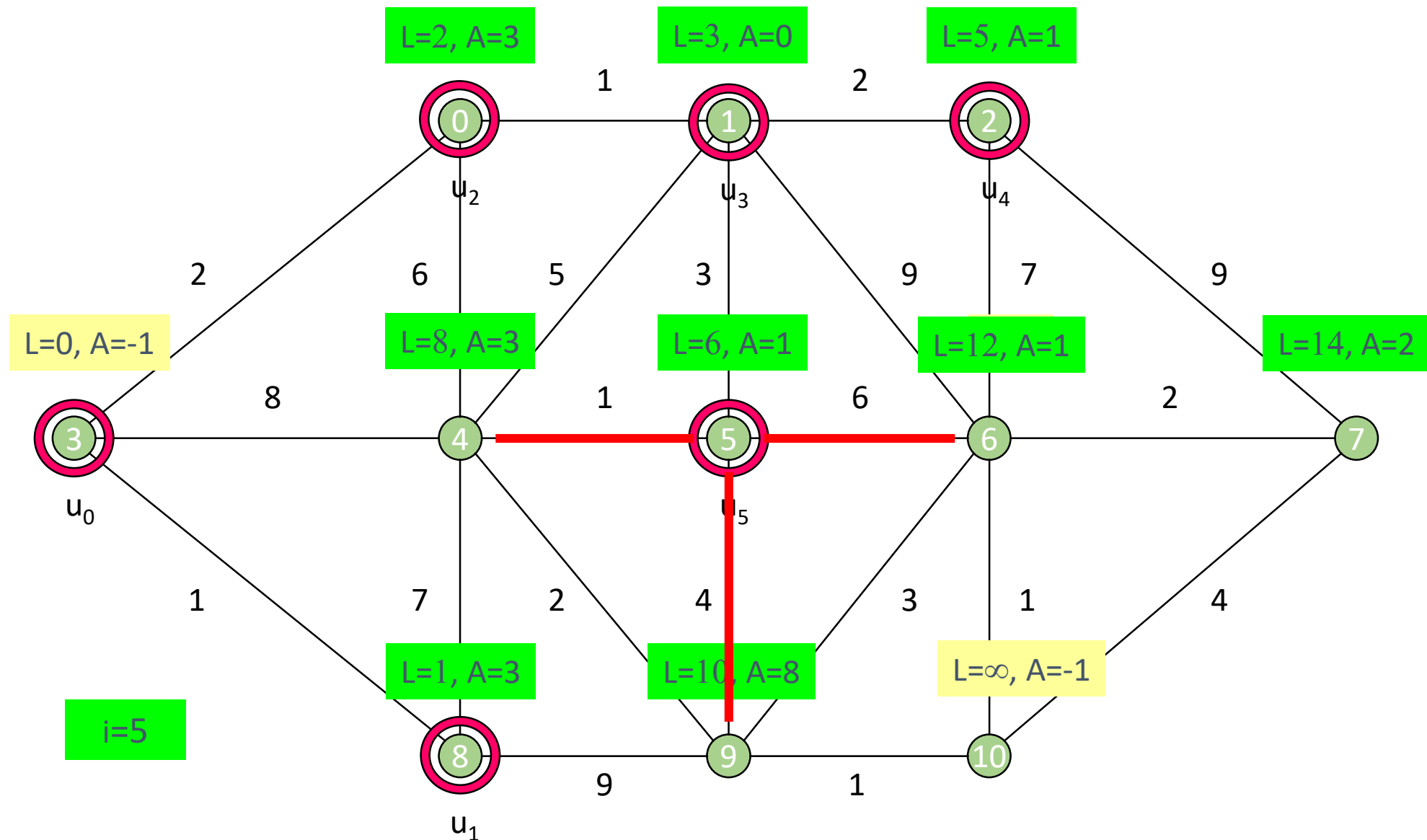
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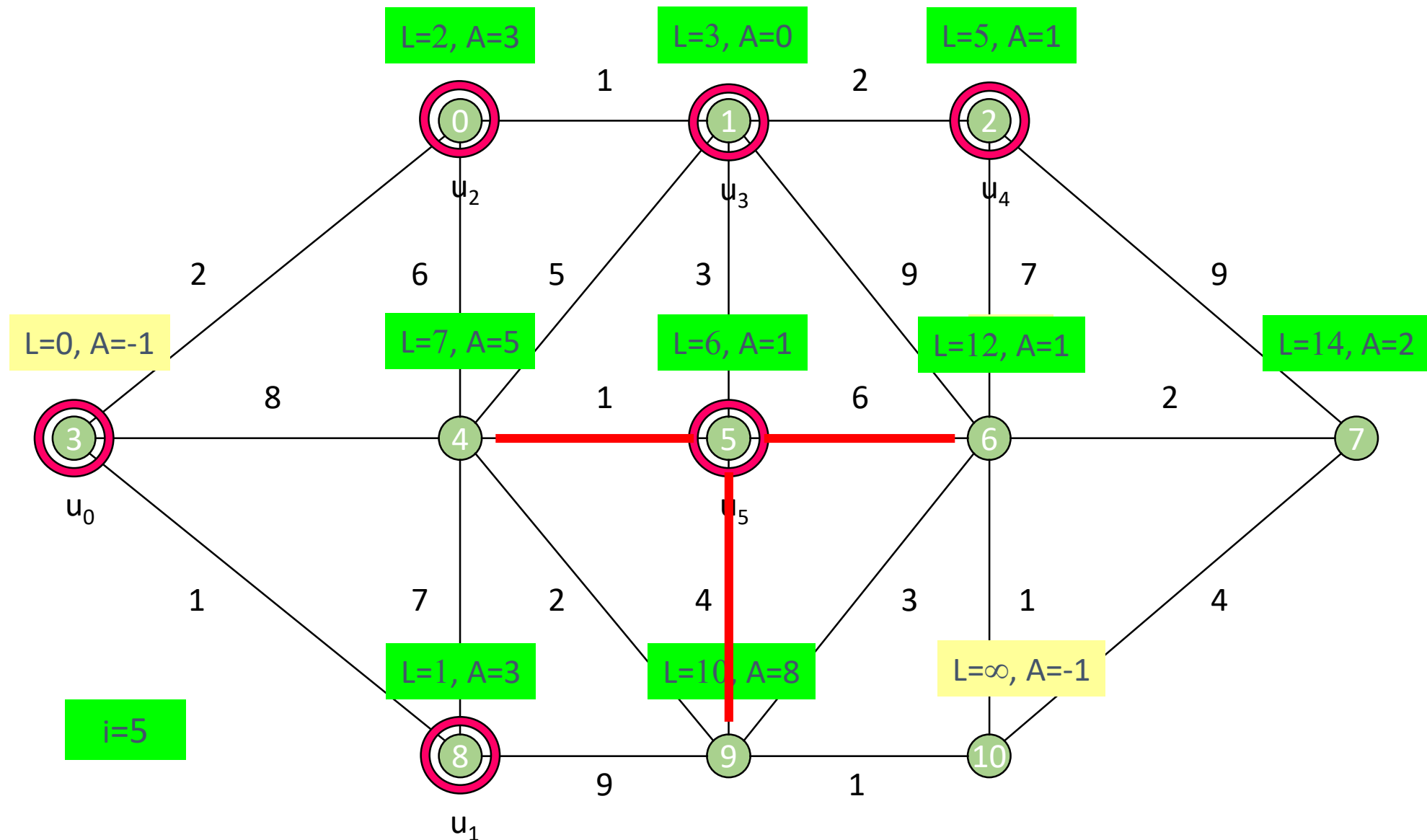
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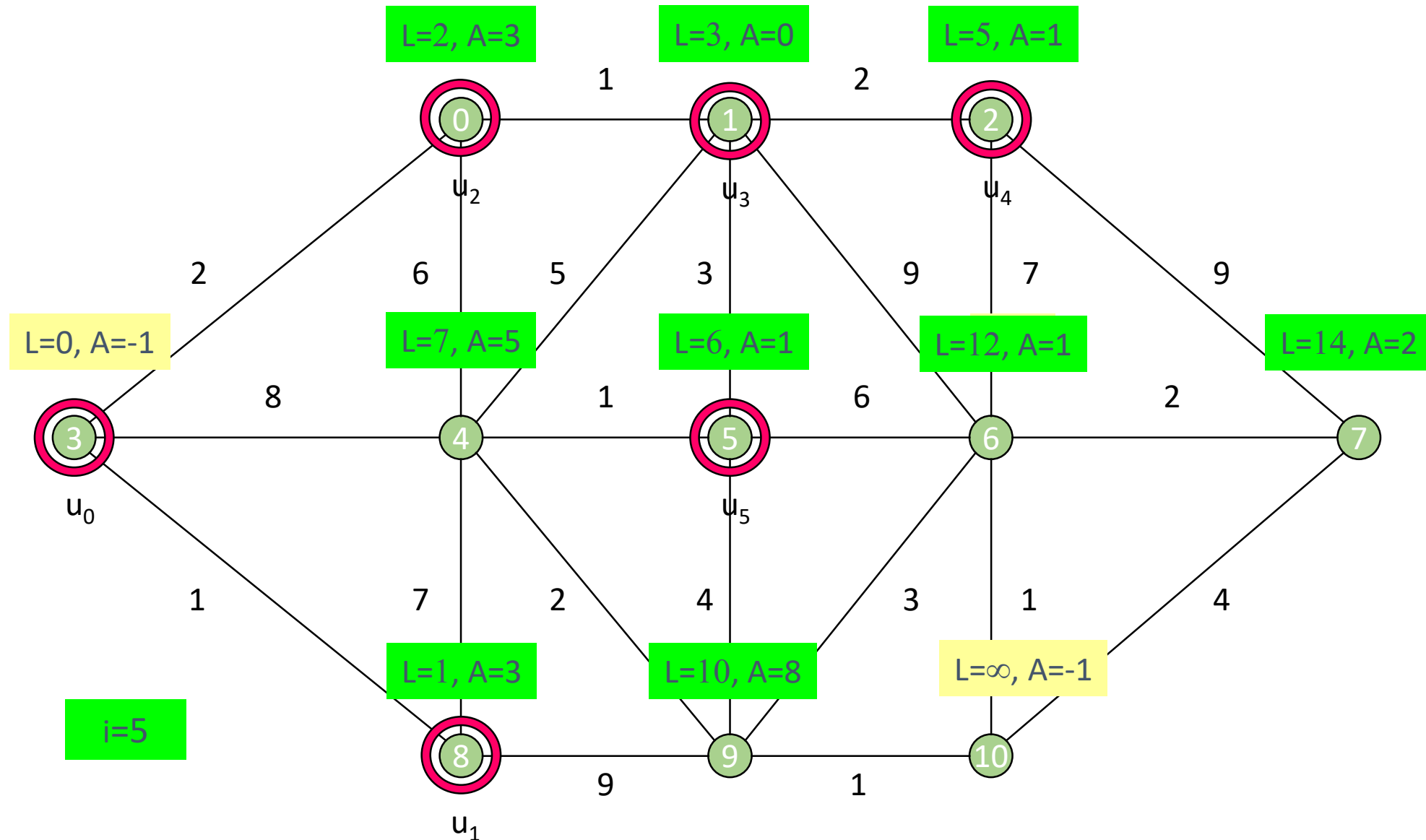
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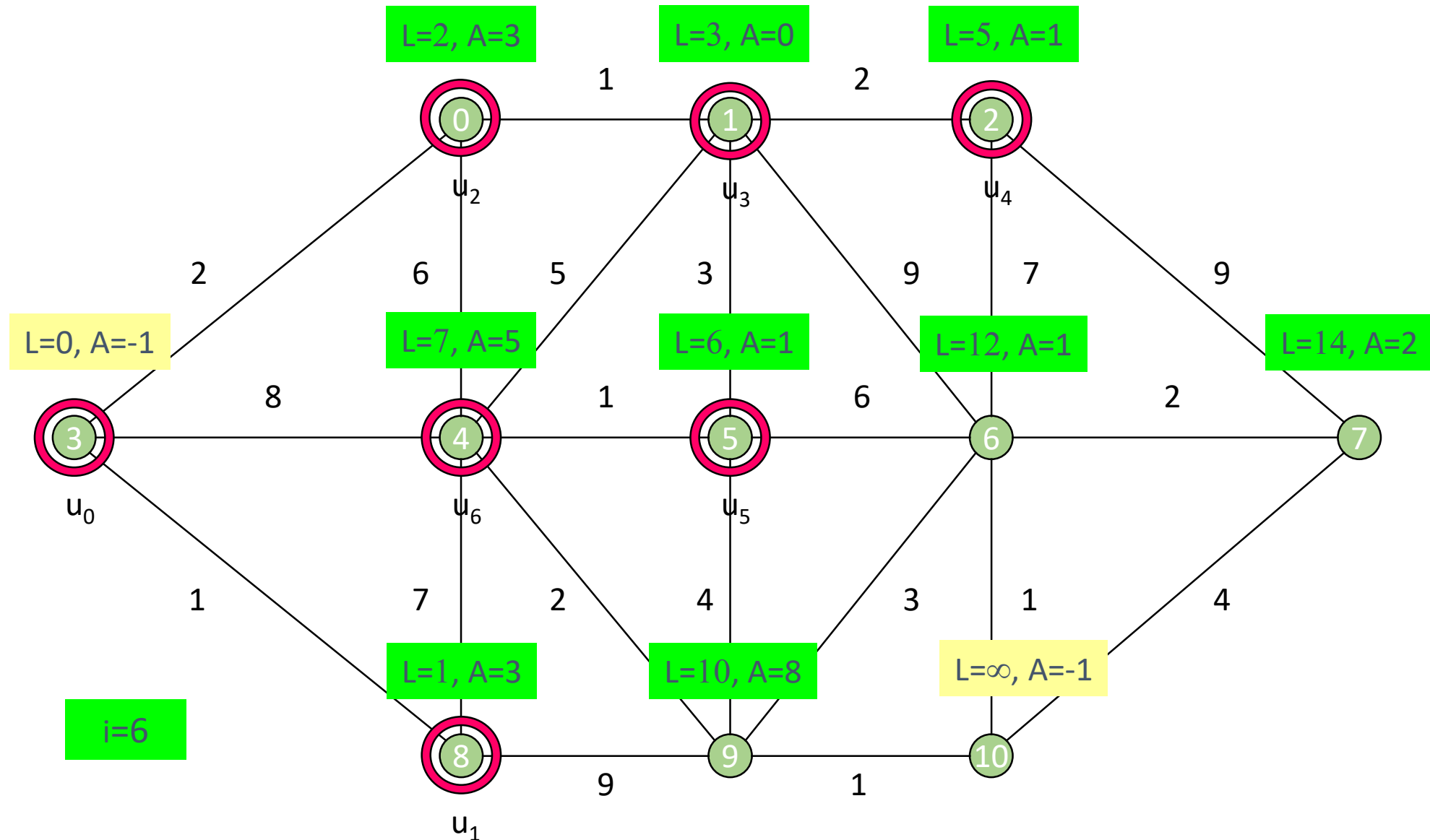
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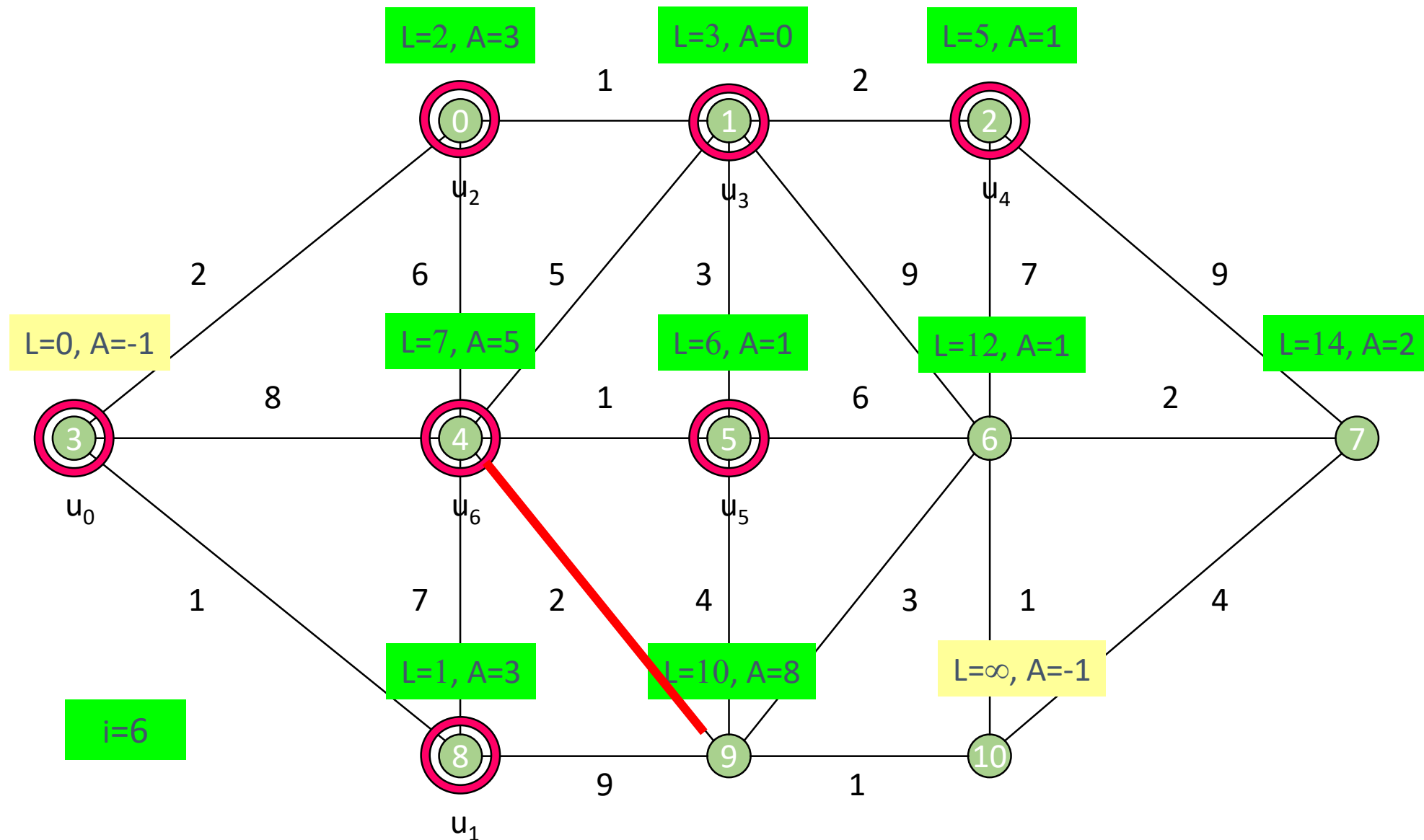
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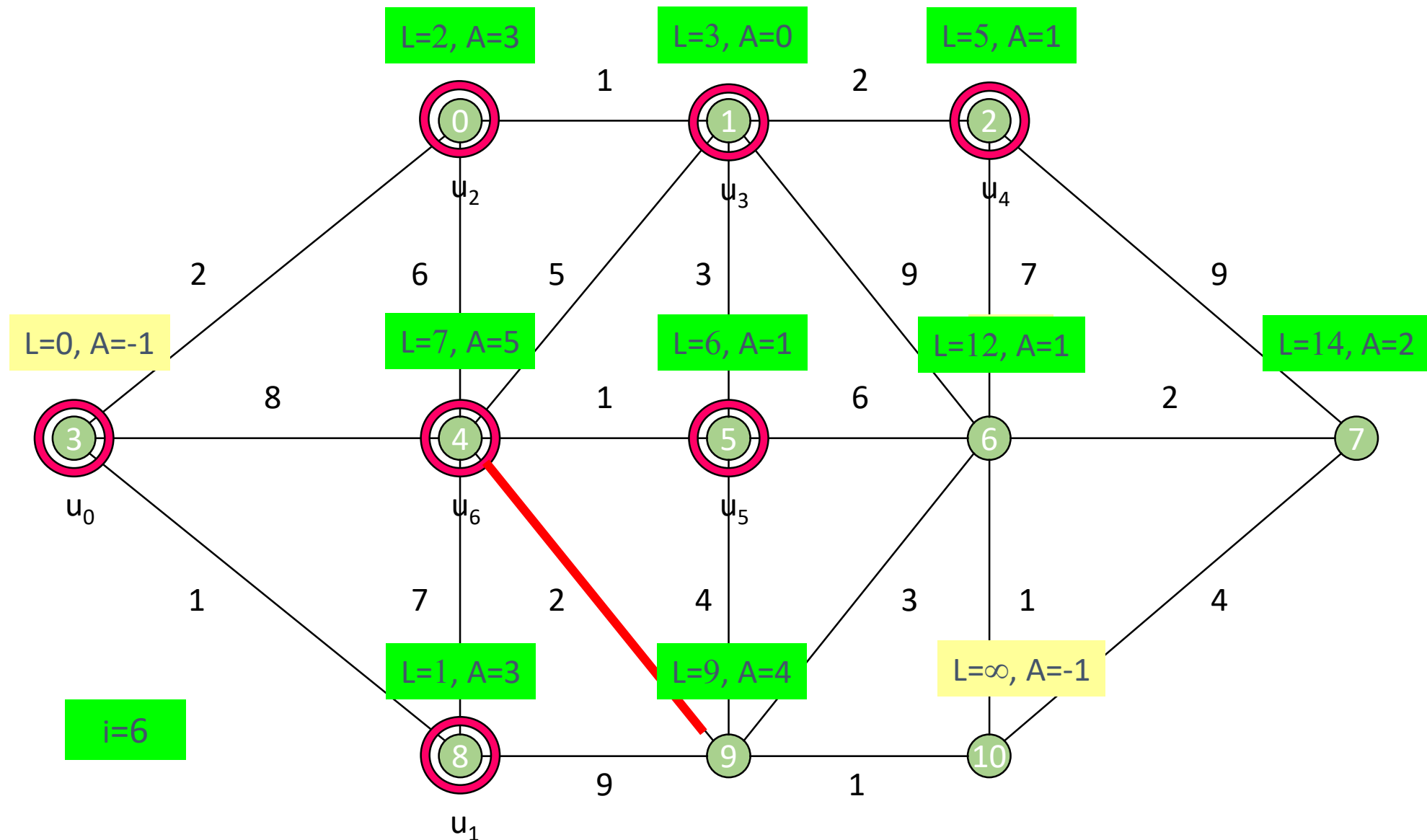
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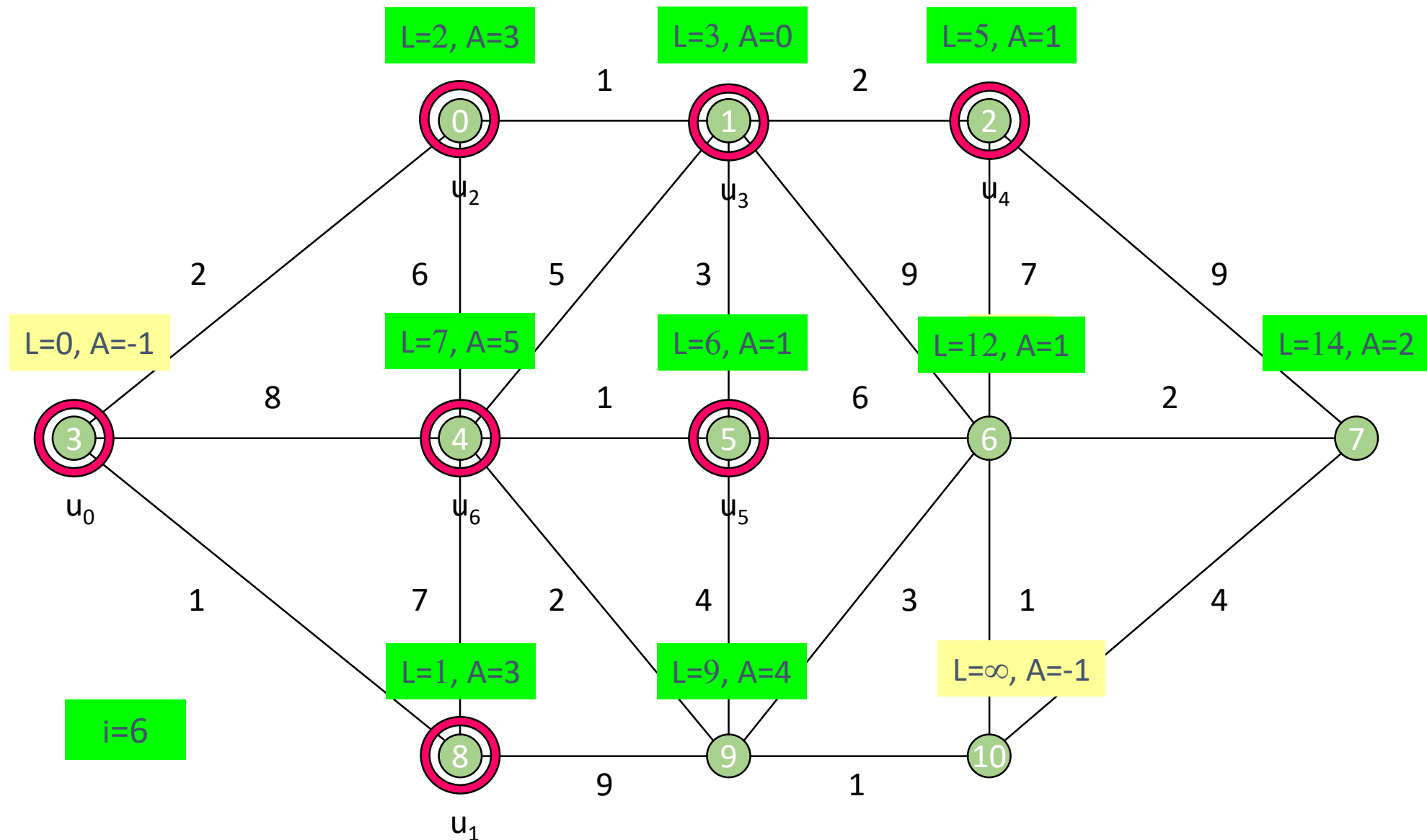
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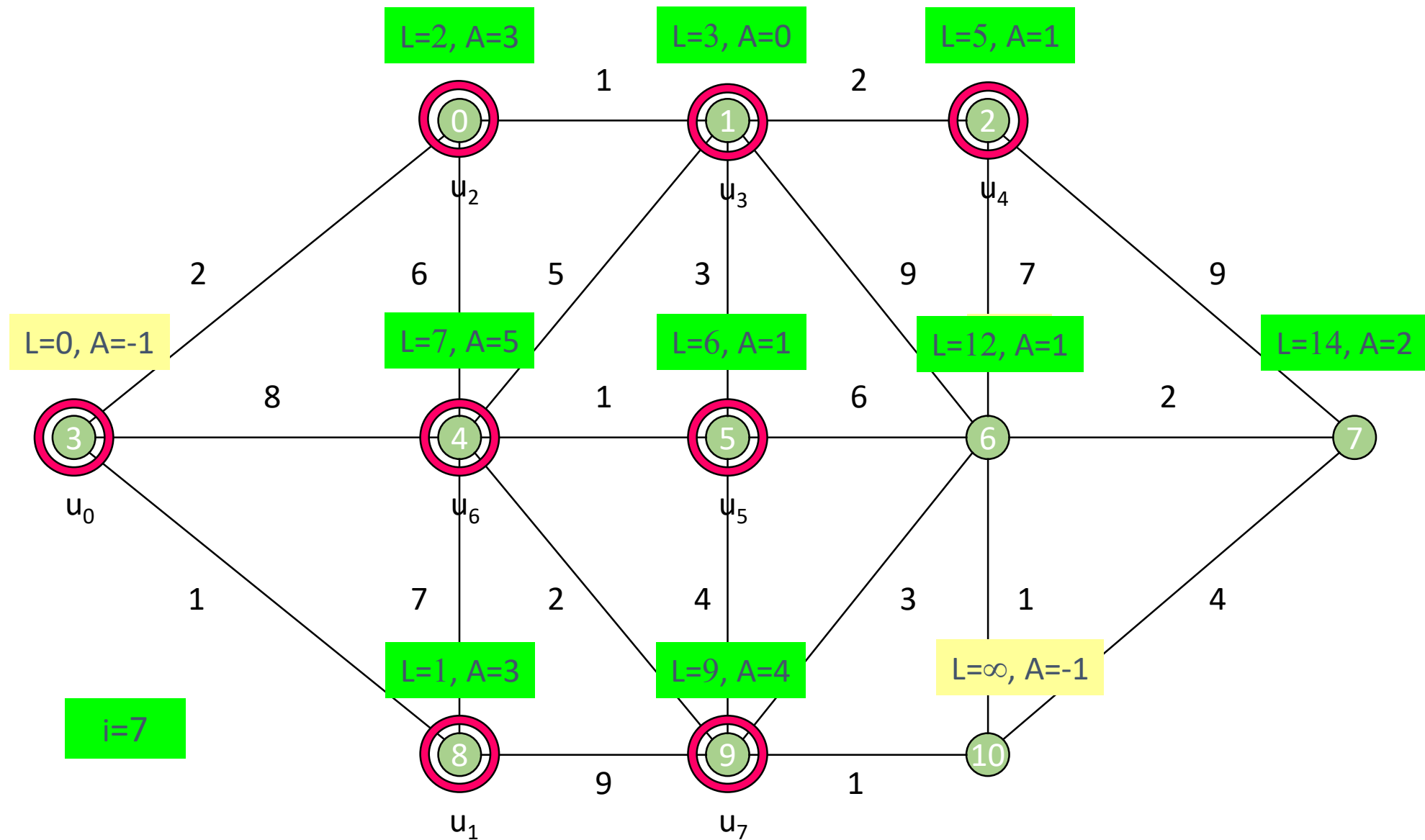
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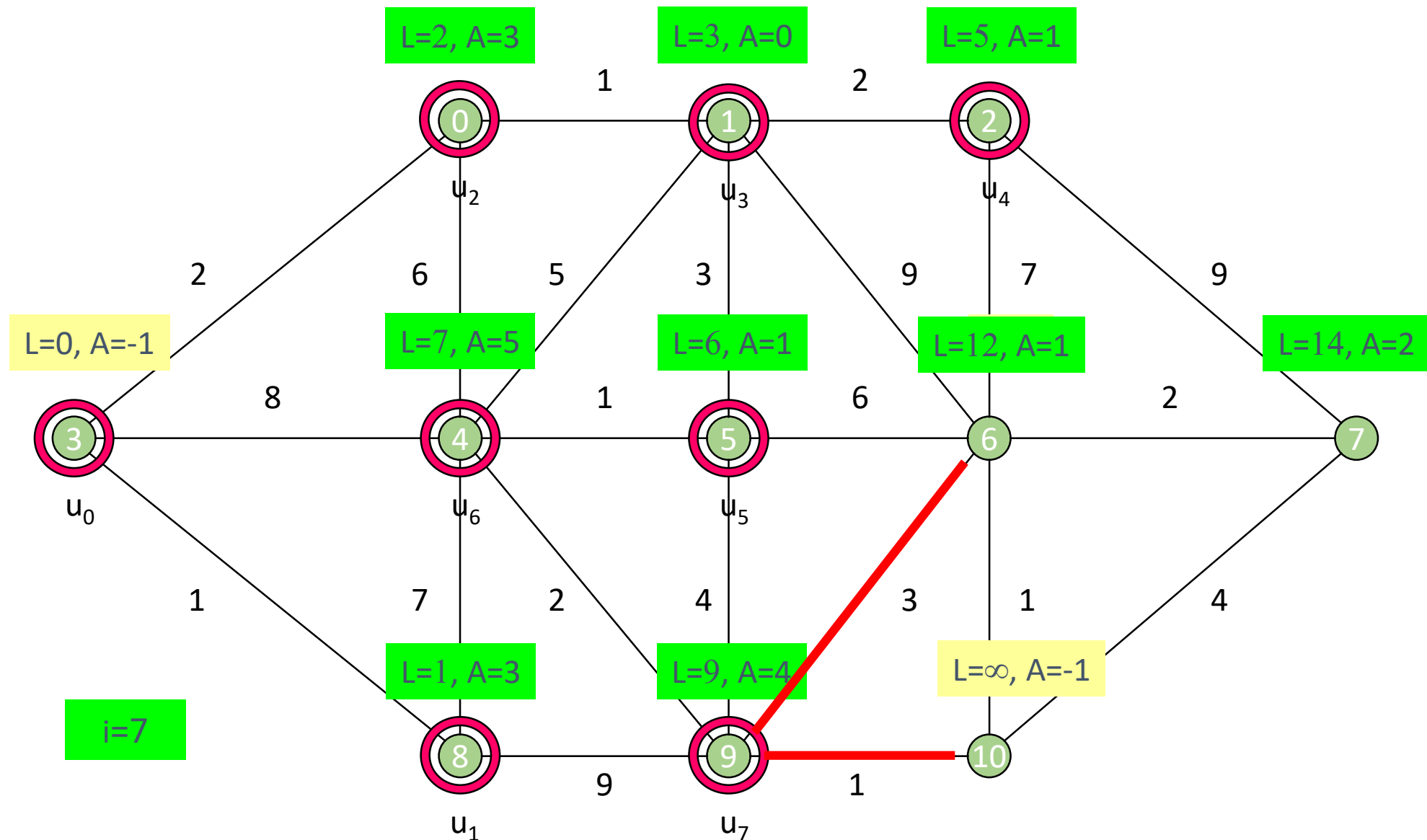
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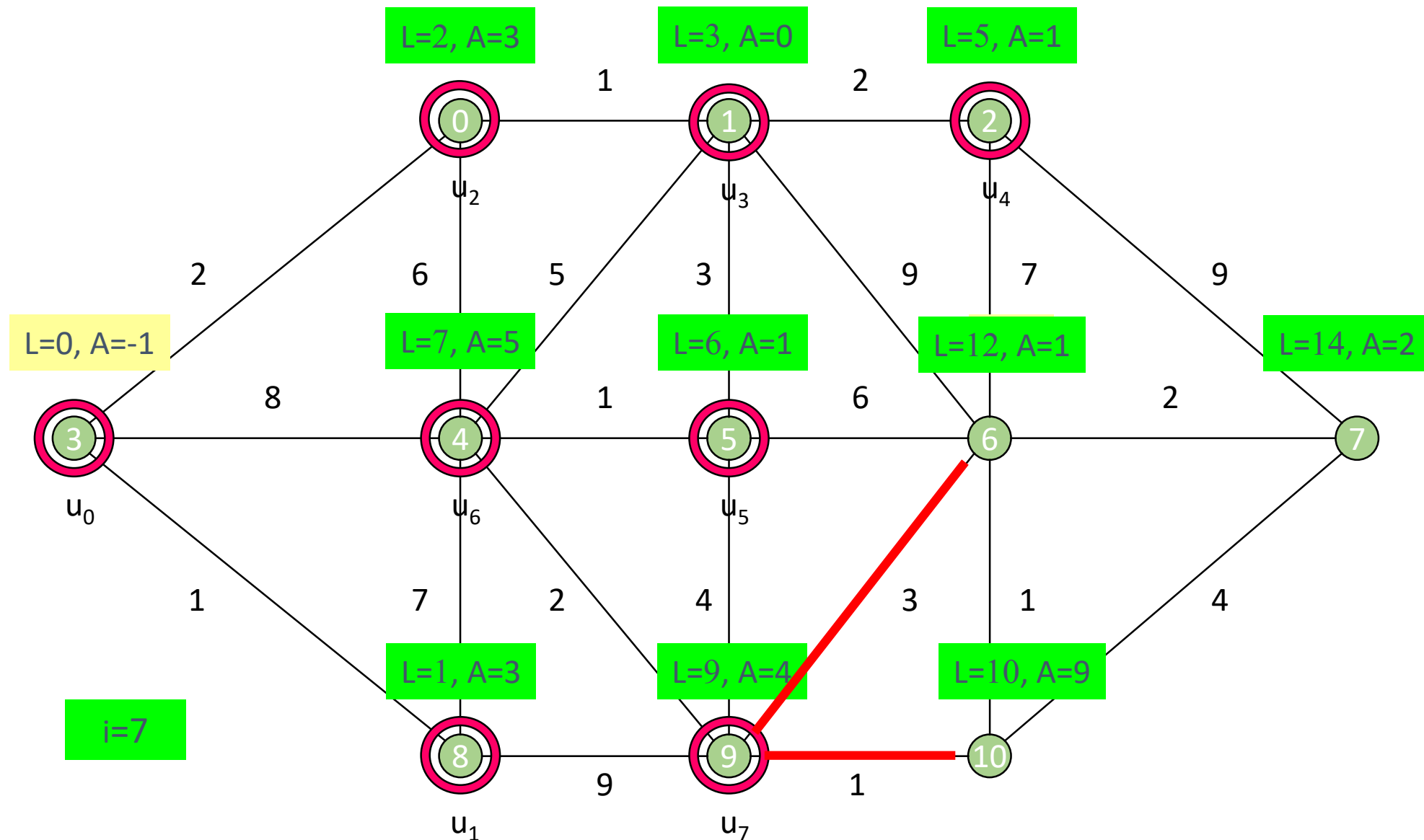
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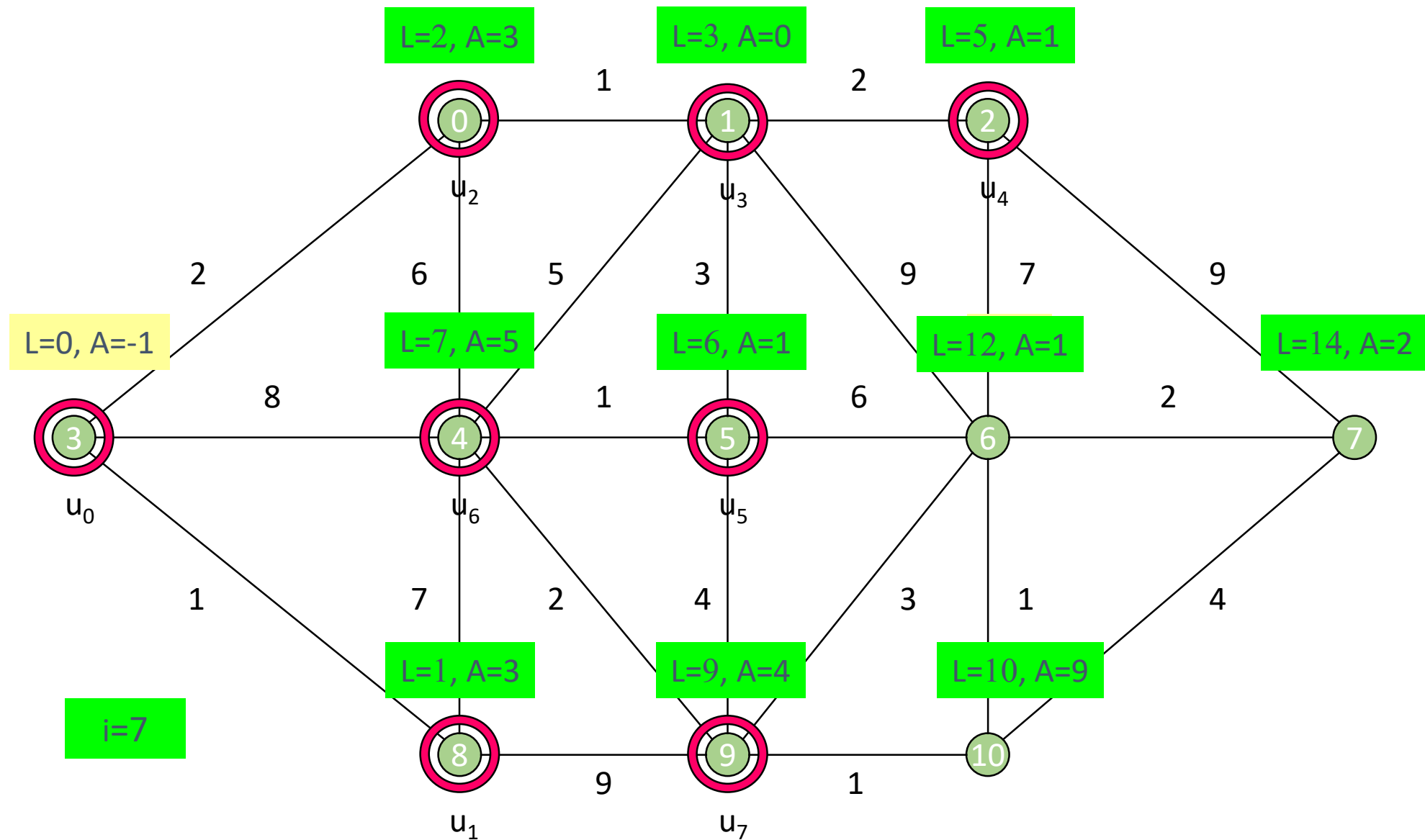
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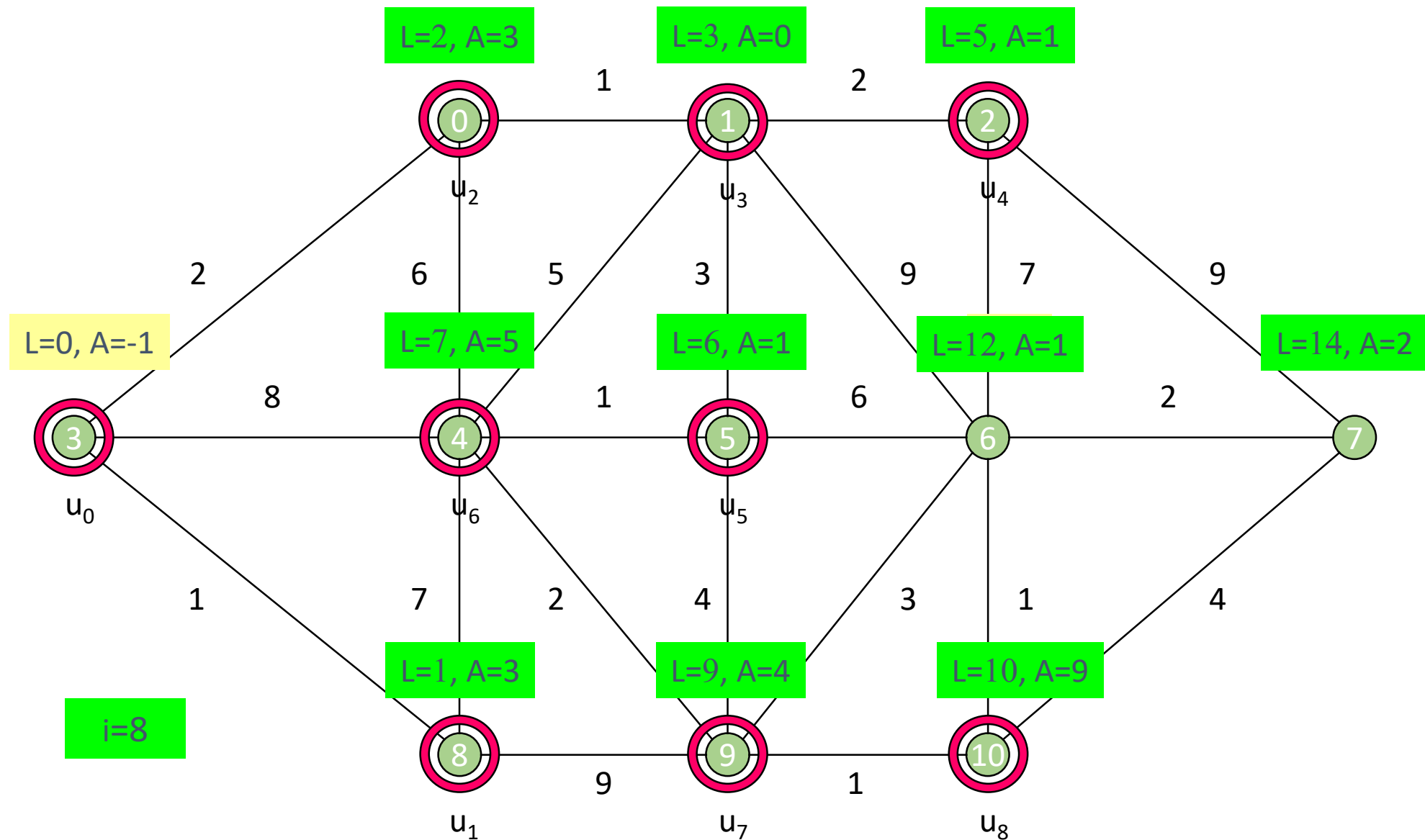
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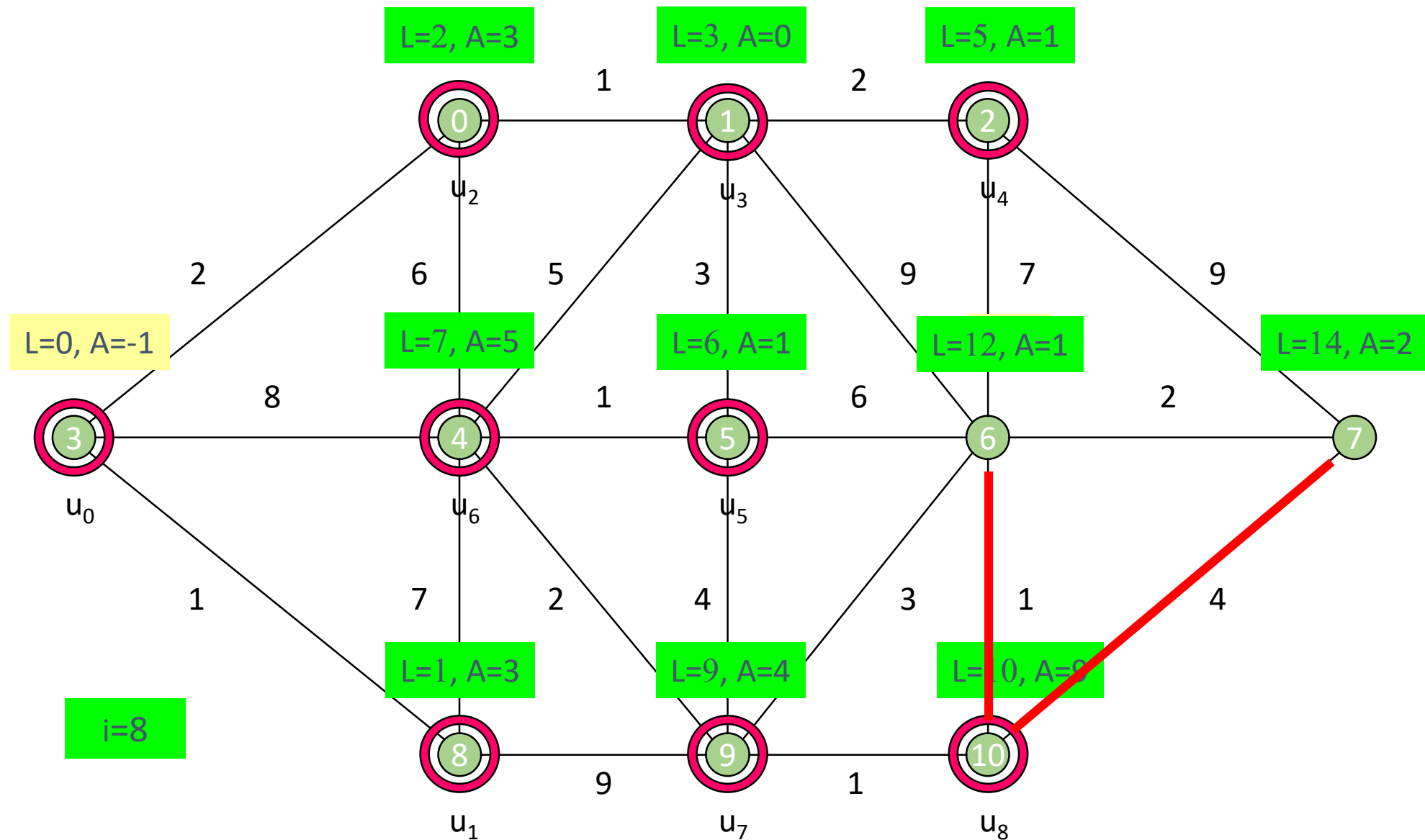
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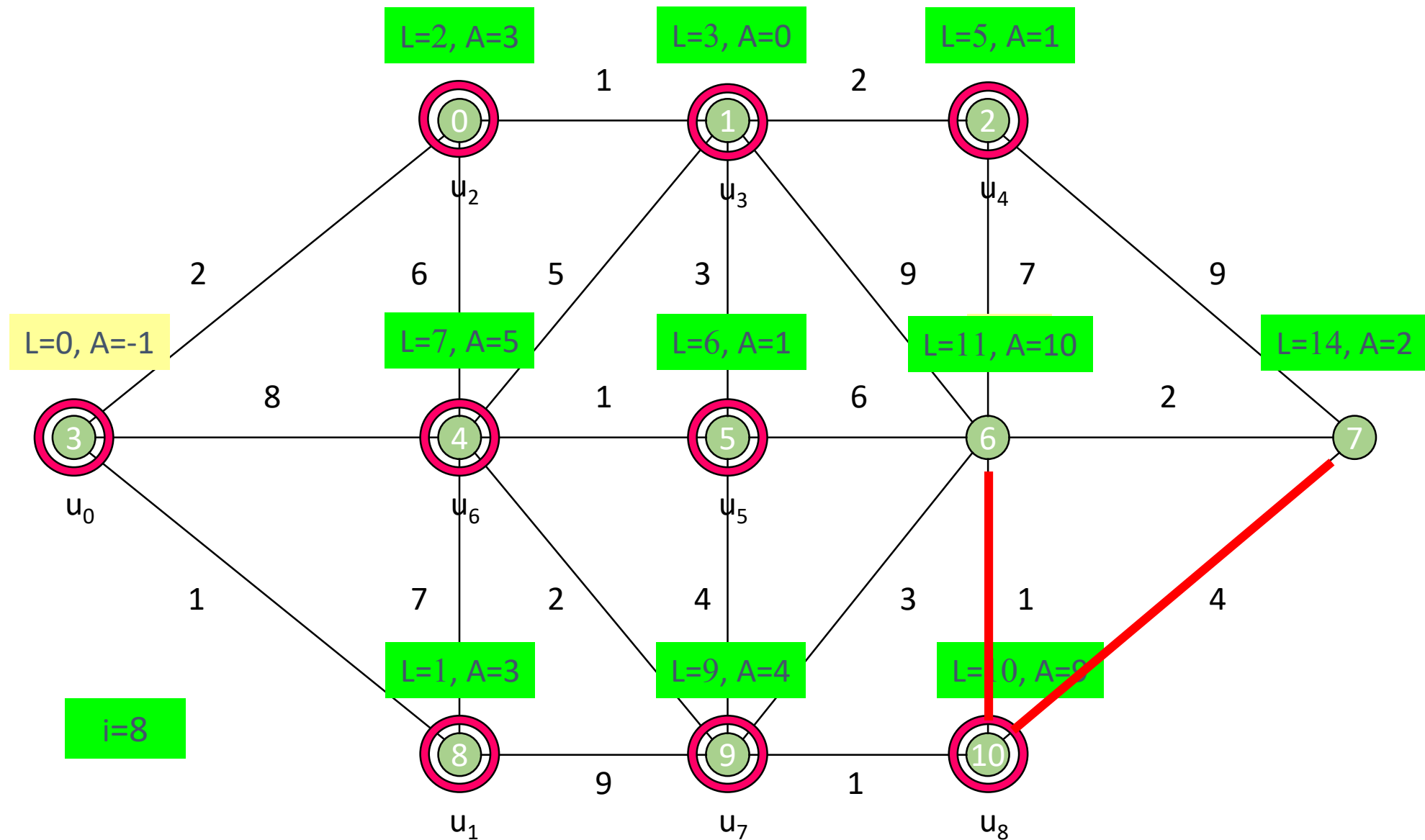
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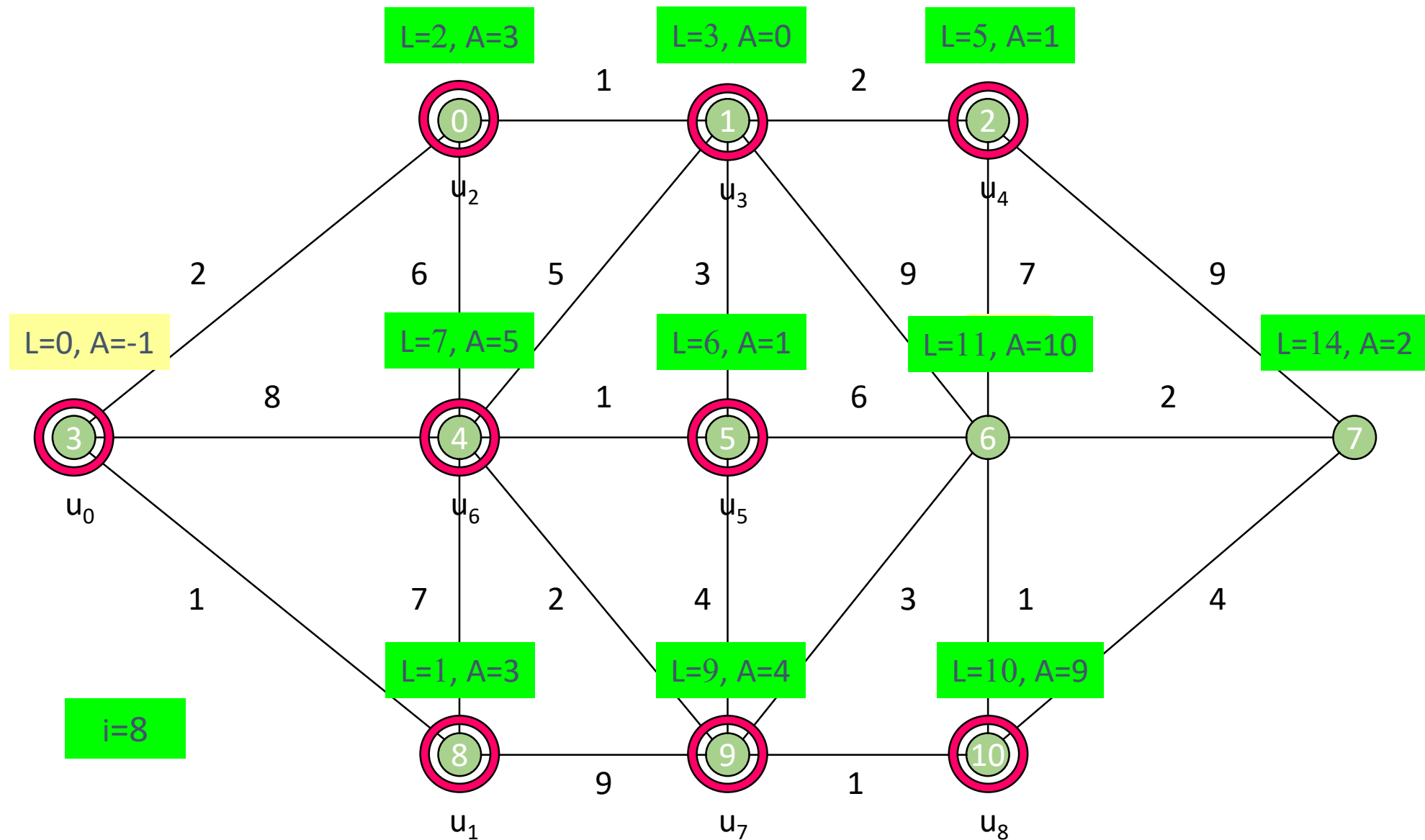
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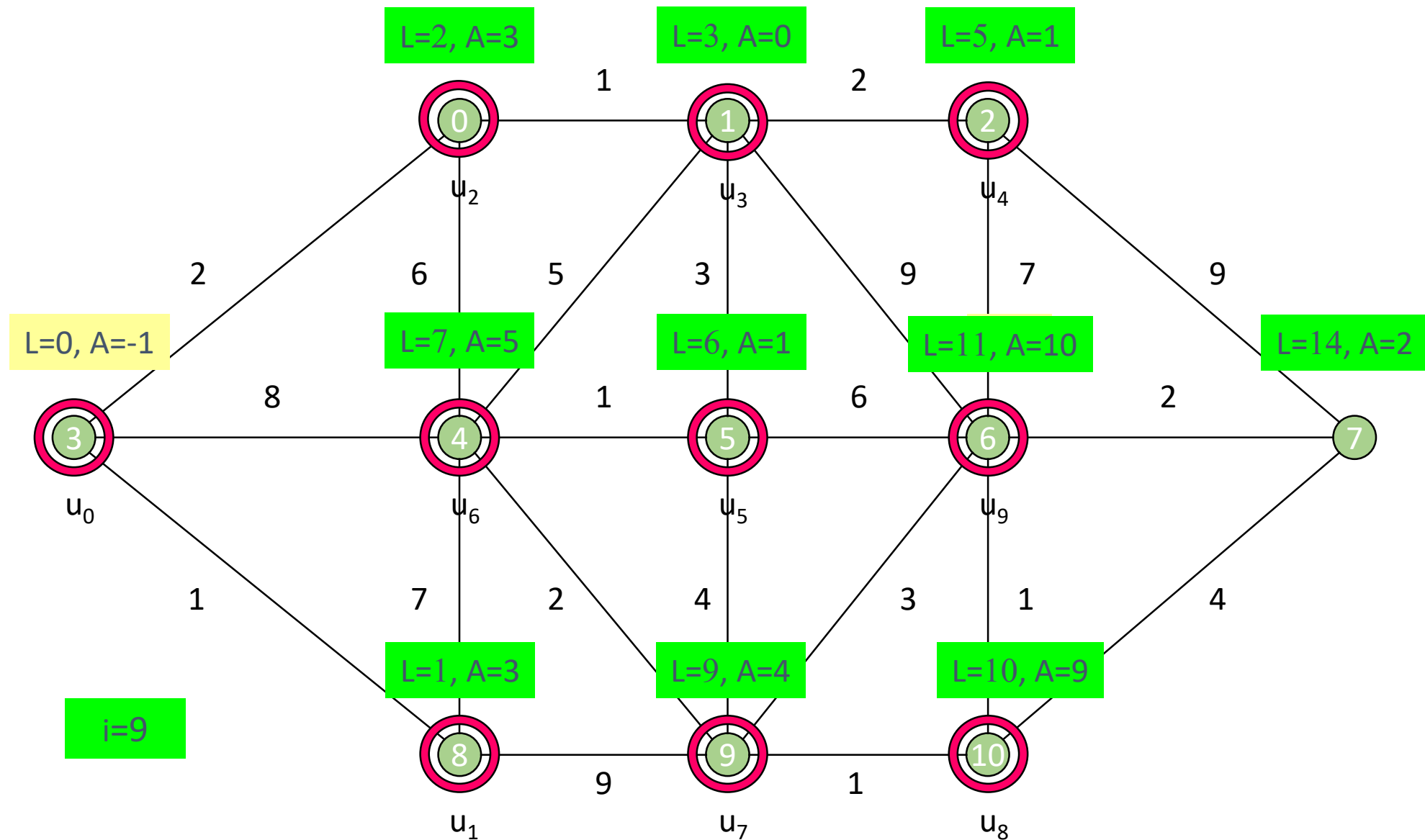
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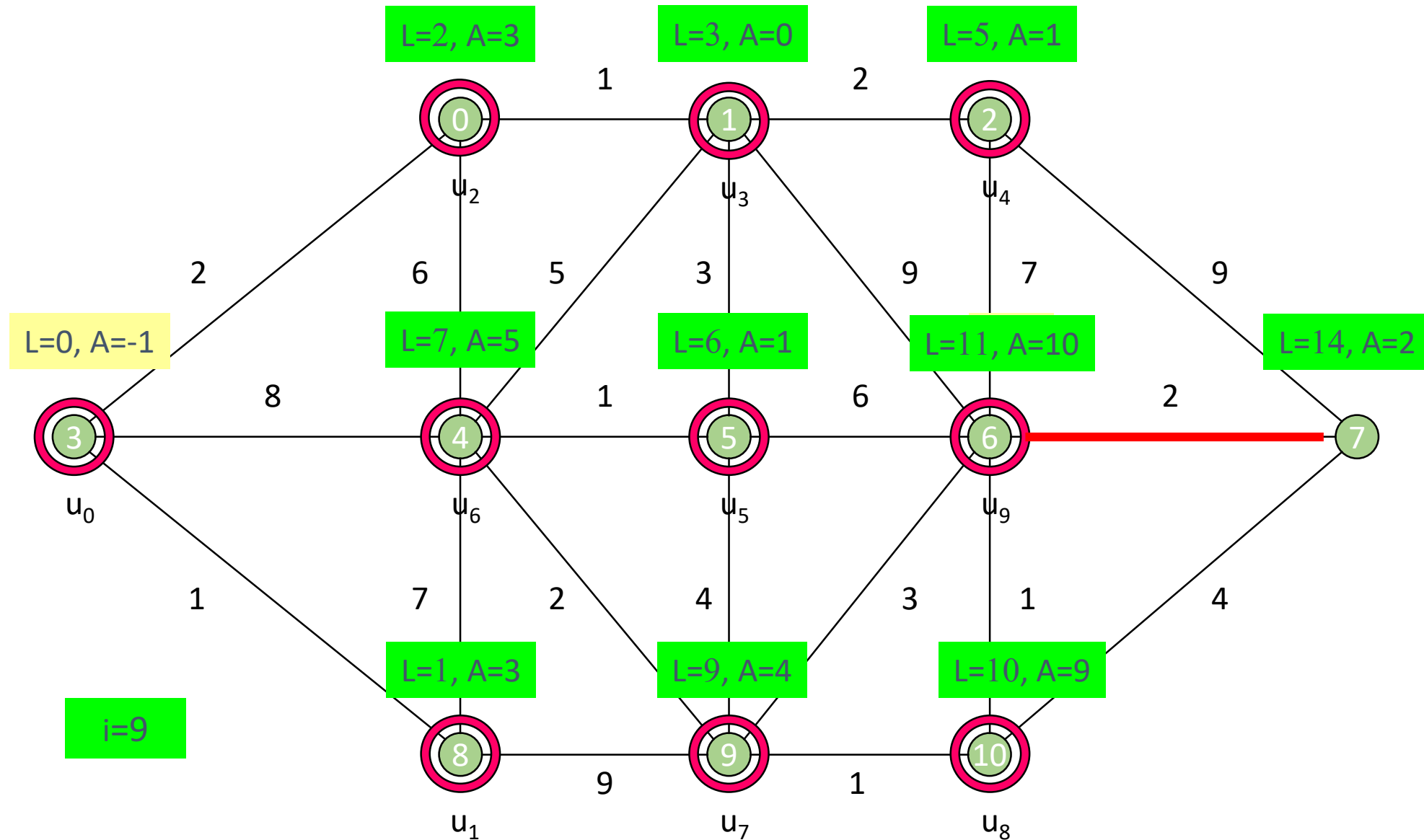
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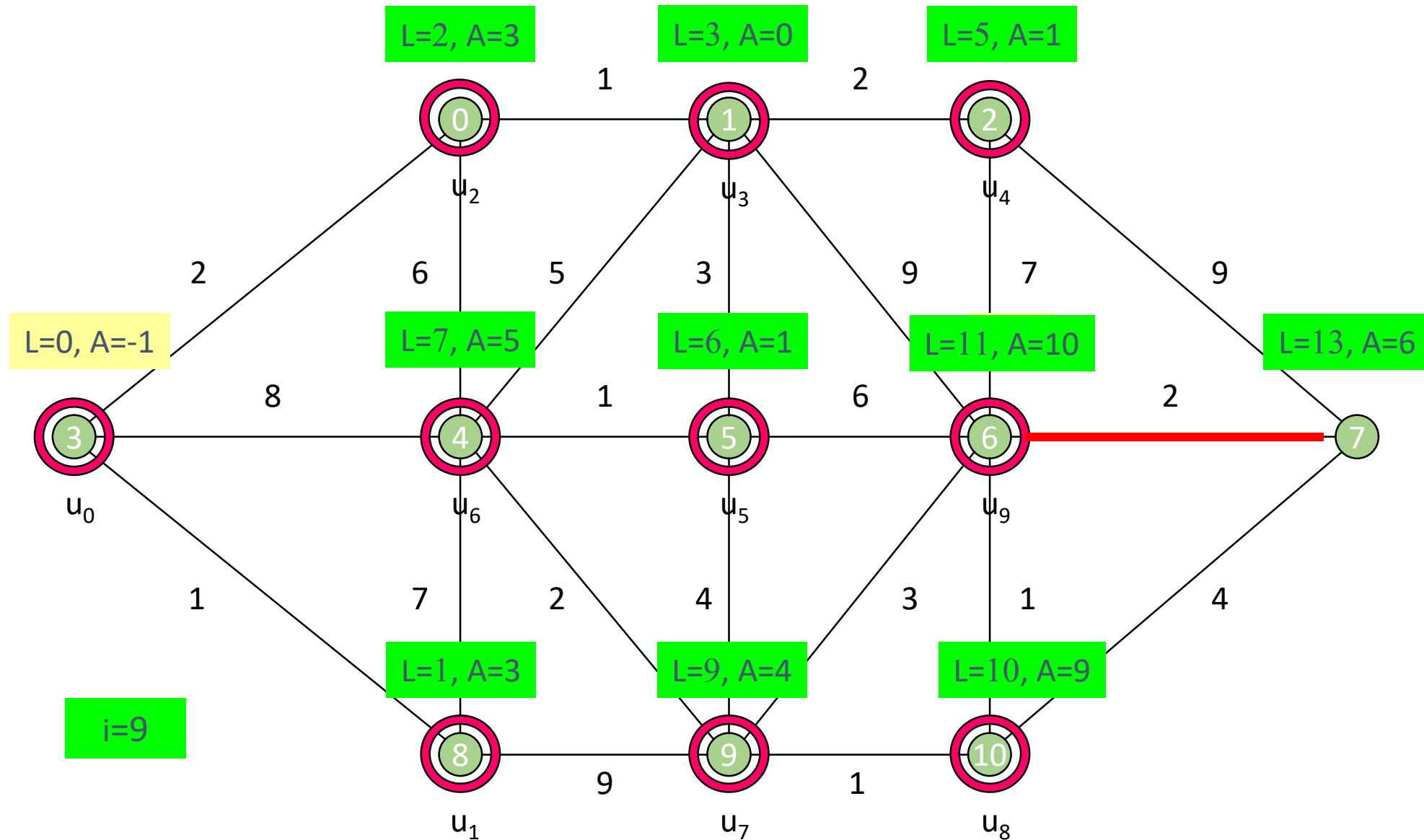
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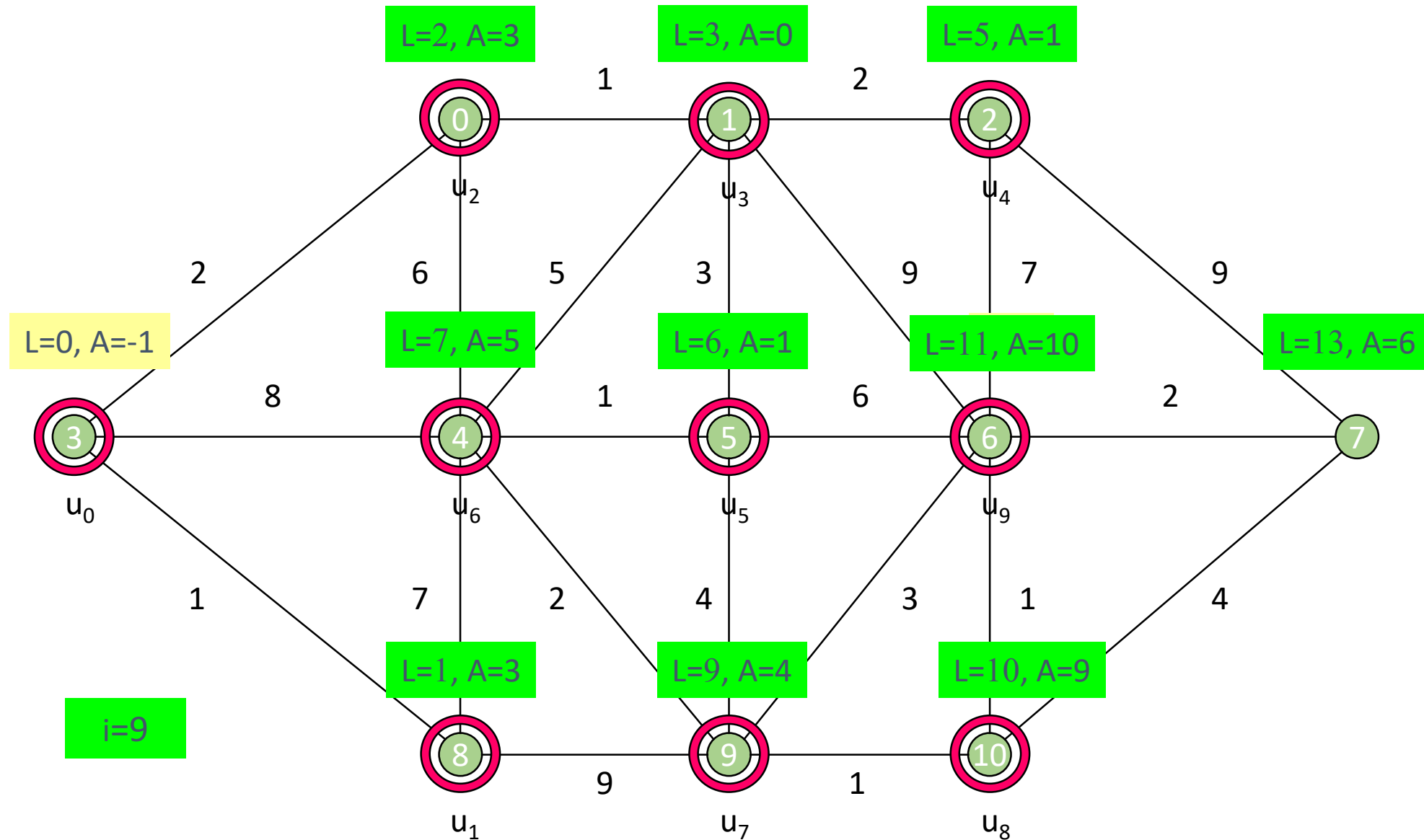
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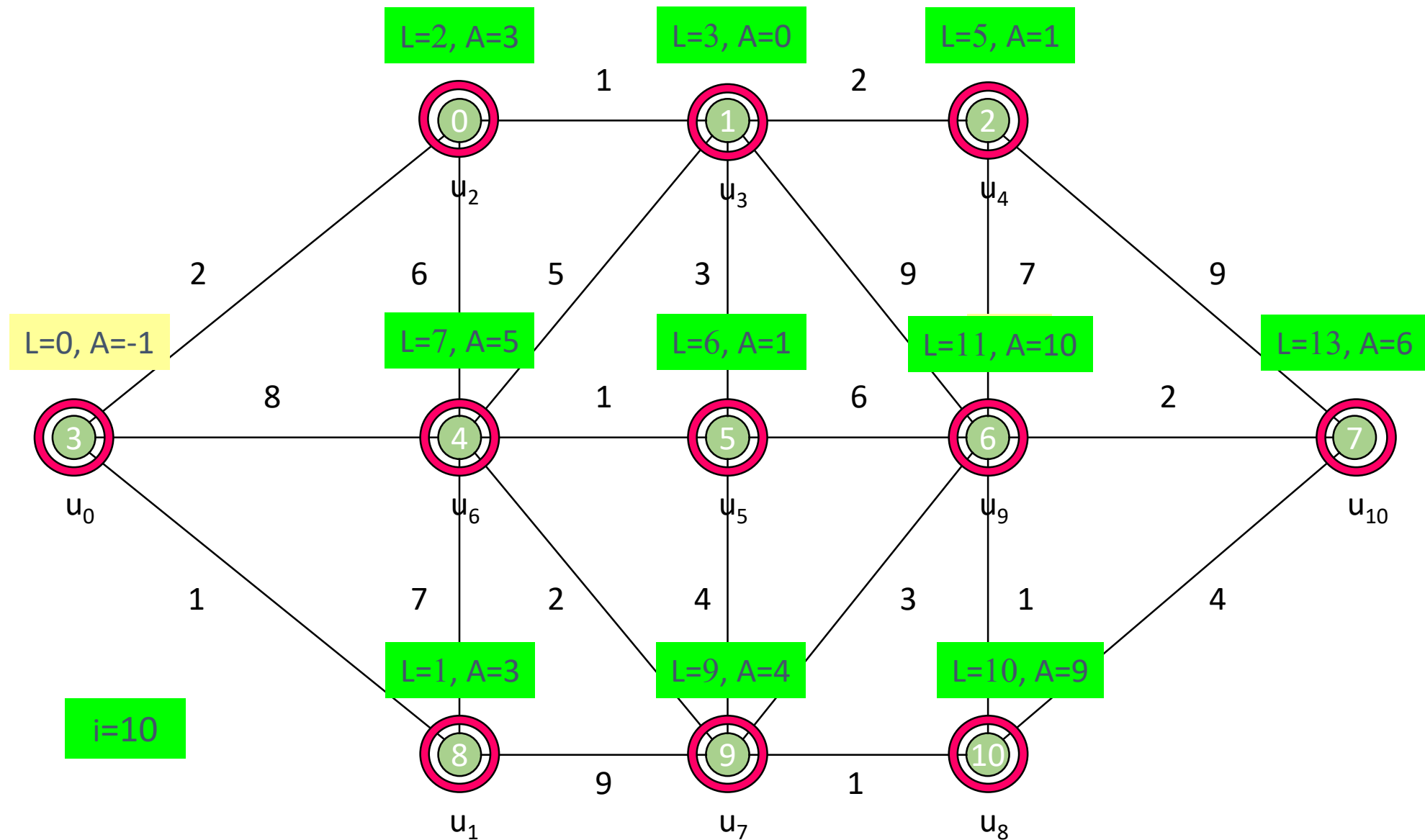
CAMINHO DO VÉRTICE 3 ATÉ O VÉRTICE 7



CAMINHO DO VÉRTICE 3 ATÉ O VÉRTICE 7



CAMINHO DO VÉRTICE 3 ATÉ O VÉRTICE 7



CAMINHO MÍNIMO – PERGUNTAS

A=

0	3
1	0
2	1
$u_0=3$	-1
4	5
5	1
6	10
7	6
8	3
9	4
10	9

❑ Qual caminho possui a menor distância entre os vértices:

❑ 3 e 7 => $7 \leftarrow 6 \leftarrow 10 \leftarrow 9 \leftarrow 4 \leftarrow 5 \leftarrow 1 \leftarrow 0 \leftarrow 3$

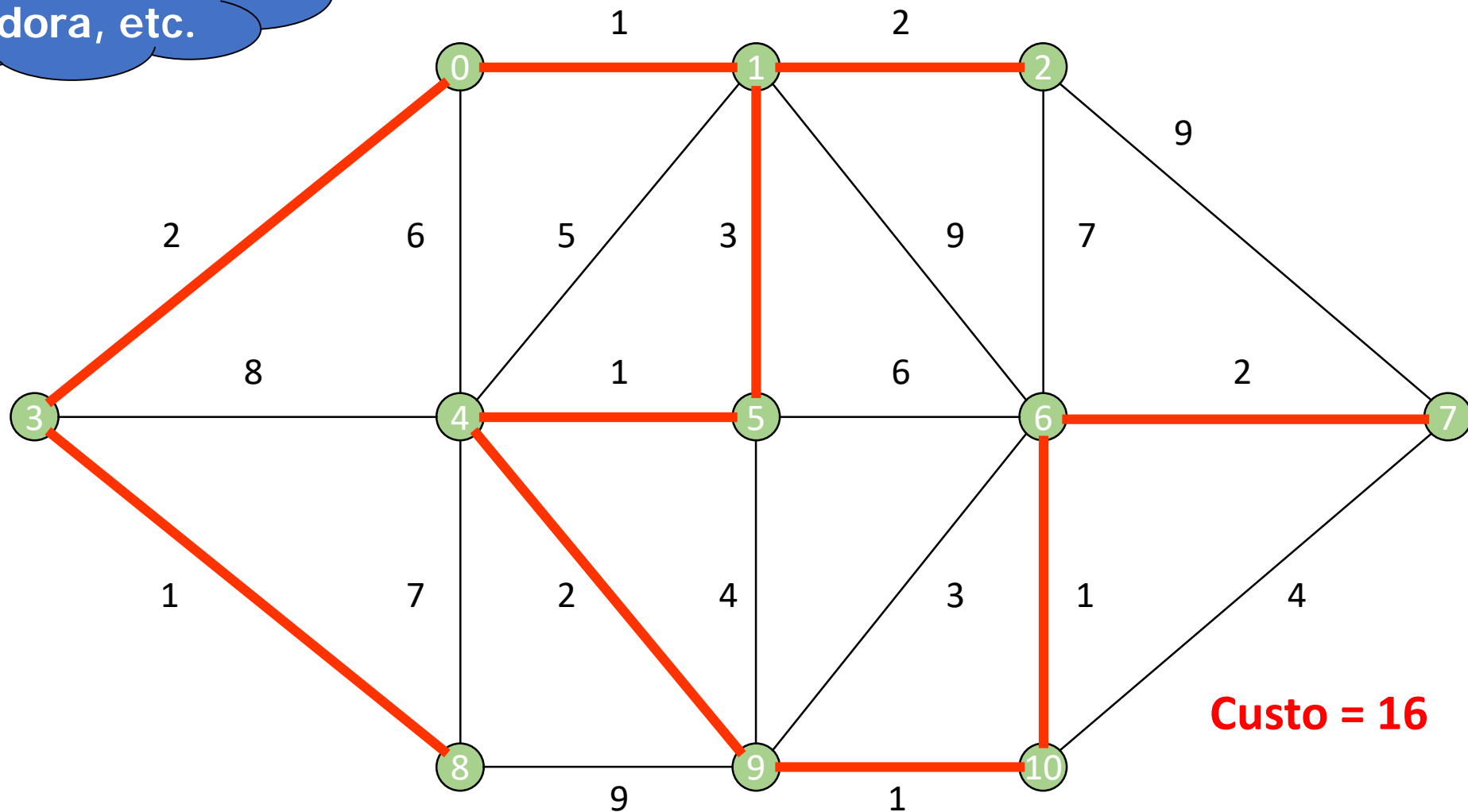
❑ 3 e 1 => $1 \leftarrow 0 \leftarrow 3$

❑ 3 e 10 => $10 \leftarrow 9 \leftarrow 4 \leftarrow 5 \leftarrow 1 \leftarrow 0 \leftarrow 3$

❑ 3 e 9 => $9 \leftarrow 4 \leftarrow 5 \leftarrow 1 \leftarrow 0 \leftarrow 3$

ÁRVORE DE COBERTURA MÍNIMA

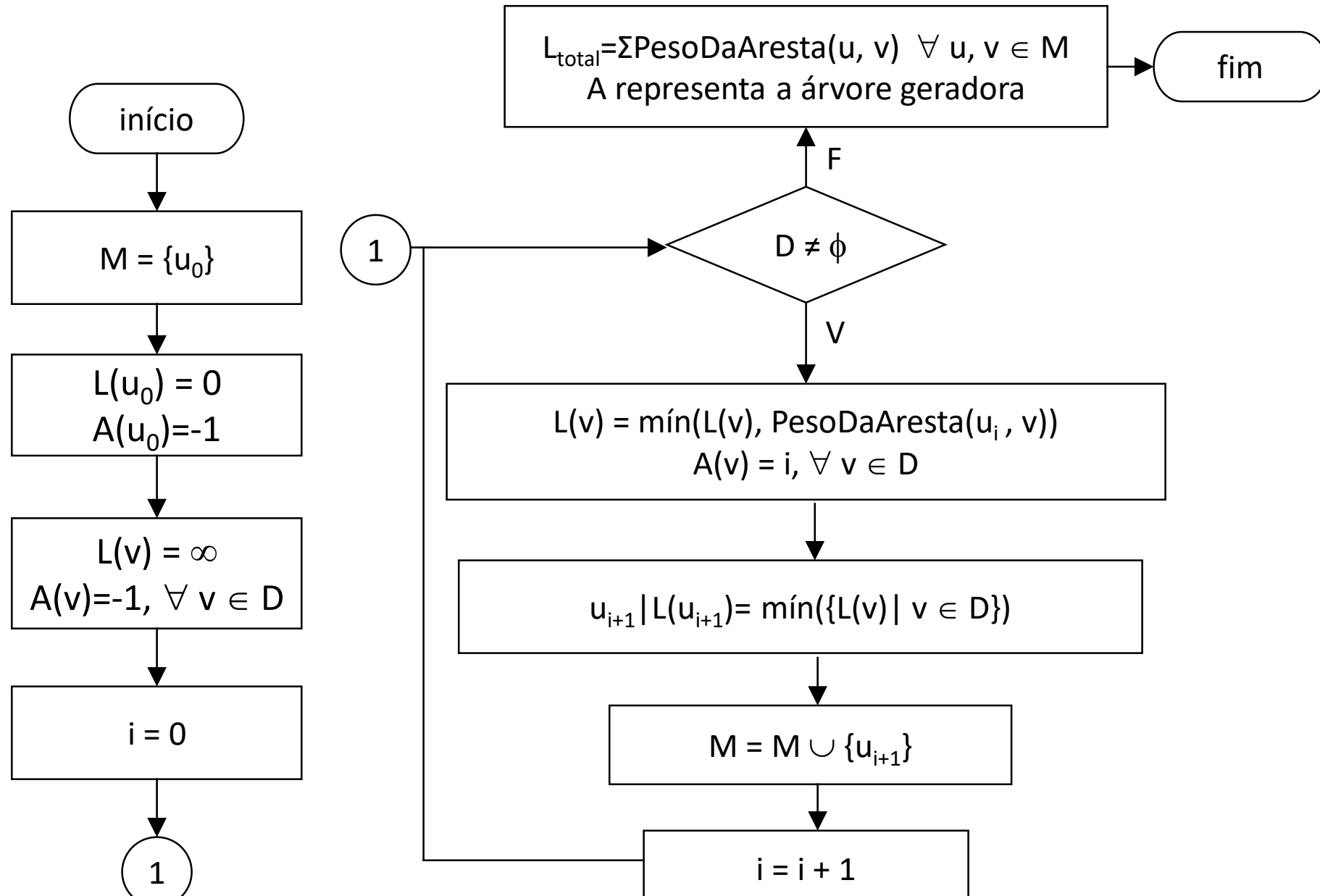
Espalhadora,
Geradora, etc.



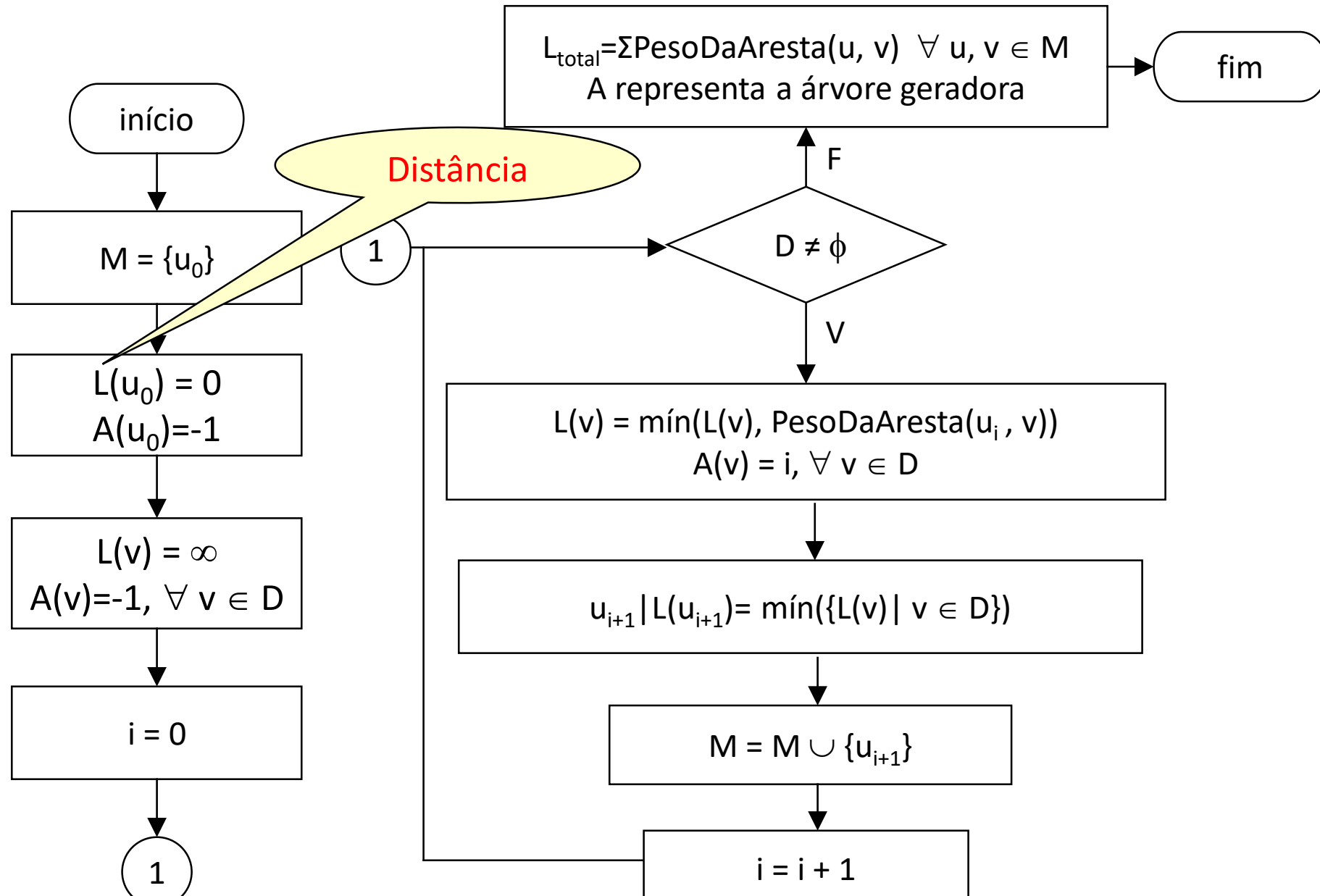
A=

0	3
1	0
2	1
$u_0 = 3$	-1
4	5
5	1
6	10
7	6
8	3
9	4
10	9

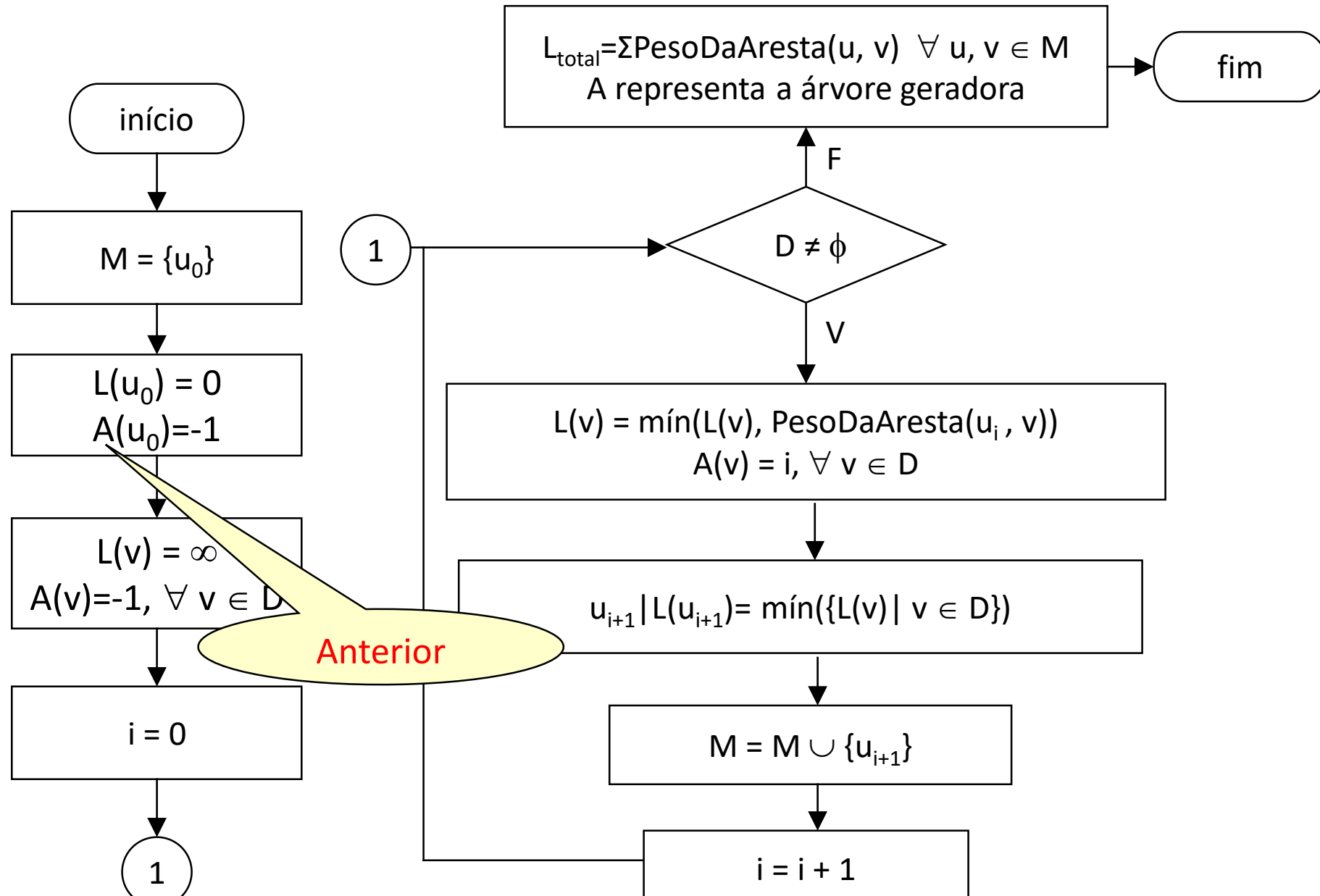
ALGORITMO PRIM



ALGORITMO PRIM



ALGORITMO PRIM



DIFERENÇA ENTRE ALGORITMOS

☐ Dijkstra:

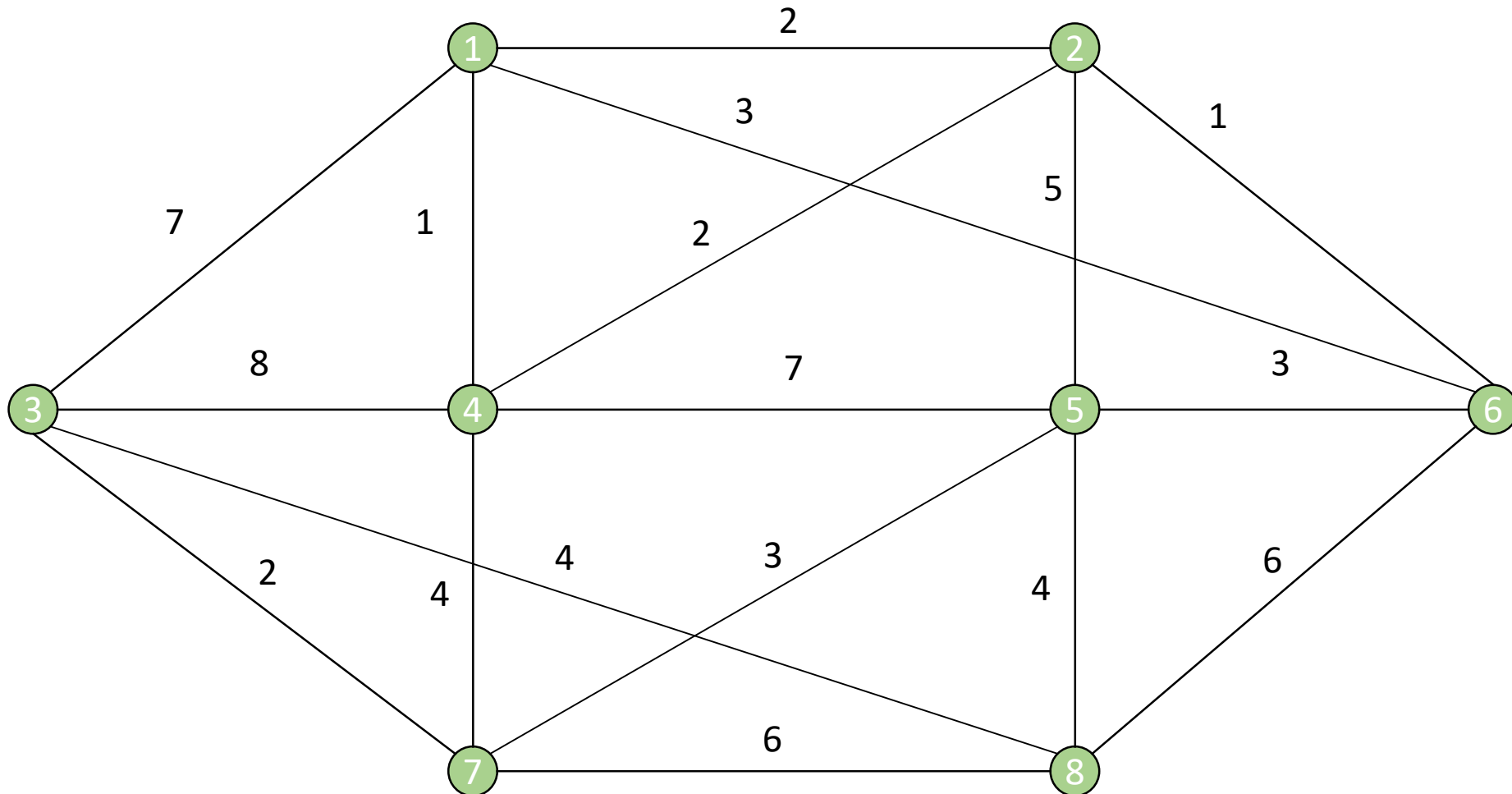
- ☐ Determina o custo mínimo, a partir do vértice de origem, para cada um dos demais vértices;
- ☐ determina a árvore de custos mínimos, a partir do vértice de origem;
- ☐ para cada vértice de origem, os custos para alcançar os demais deverão variar.

☐ Prim:

- ☐ Determina uma árvore (grafo simples que interliga todos os vértices, sem formar laços) com o menor CUSTO GLOBAL possível;
- ☐ o custo mínimo independe do vértice de origem;
- ☐ a árvore pode ser diferente em função do vértice de origem
- ☐ considera o problema como um TODO.

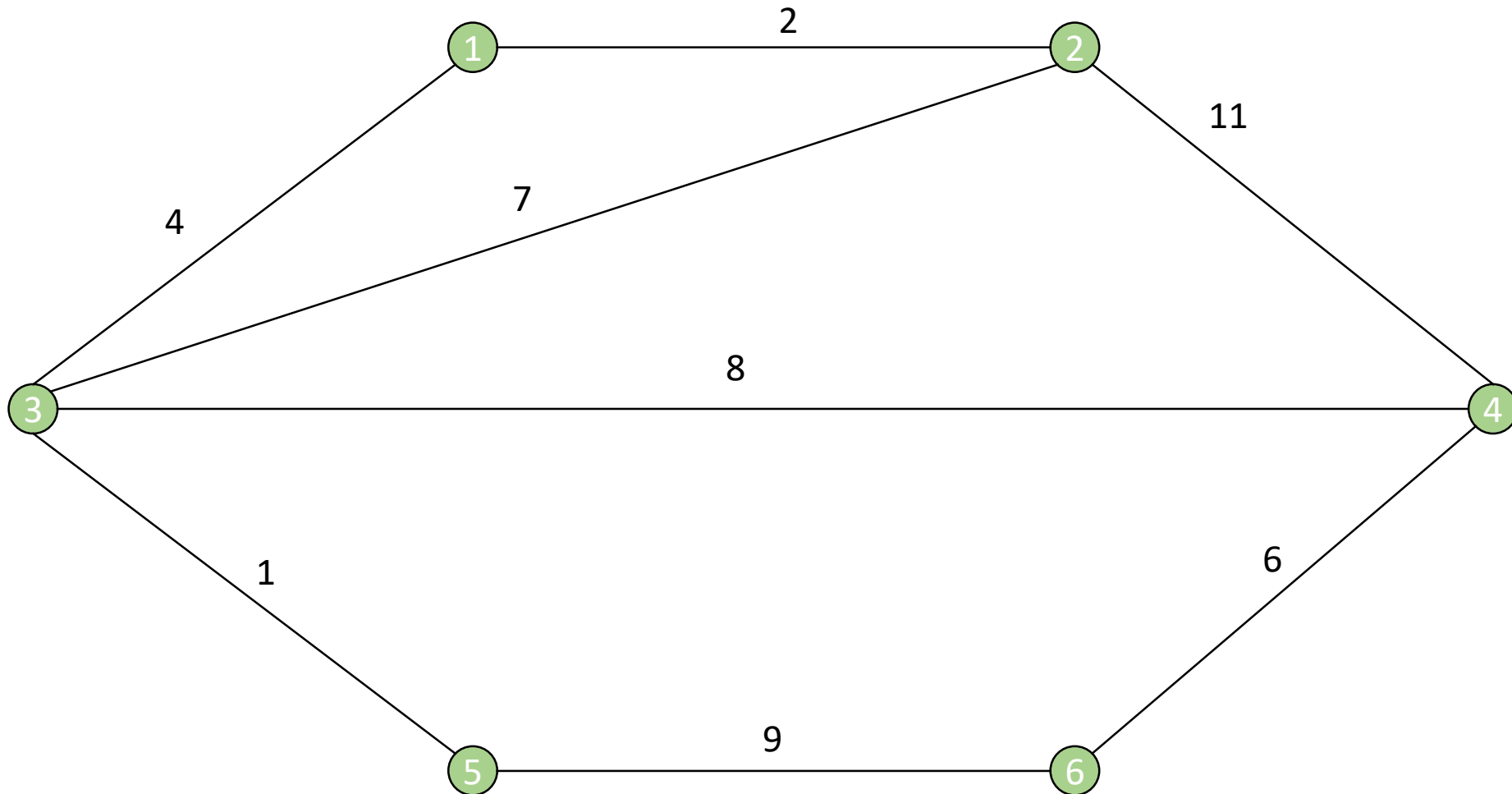
EXERCÍCIOS

□ Determine a árvore geradora mínima para o grafo a seguir



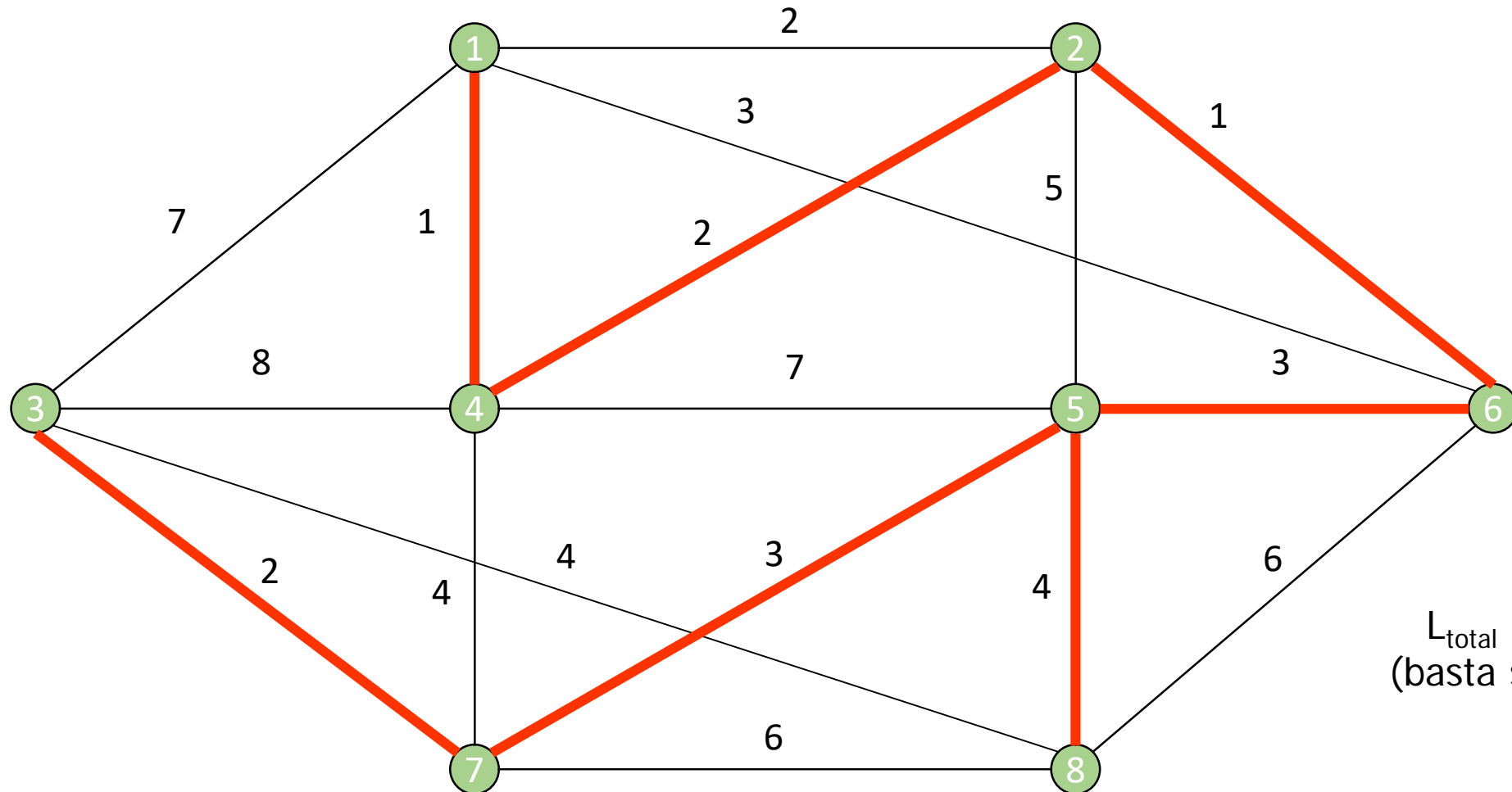
EXERCÍCIOS

□ Determine a árvore geradora mínima para o grafo a seguir



EXERCÍCIOS

❑ Determine a árvore geradora mínima para o grafo a seguir



$L_{\text{total}} = 16$
(basta somar)

EXERCÍCIOS

□ Determine a árvore geradora mínima para o grafo a seguir

