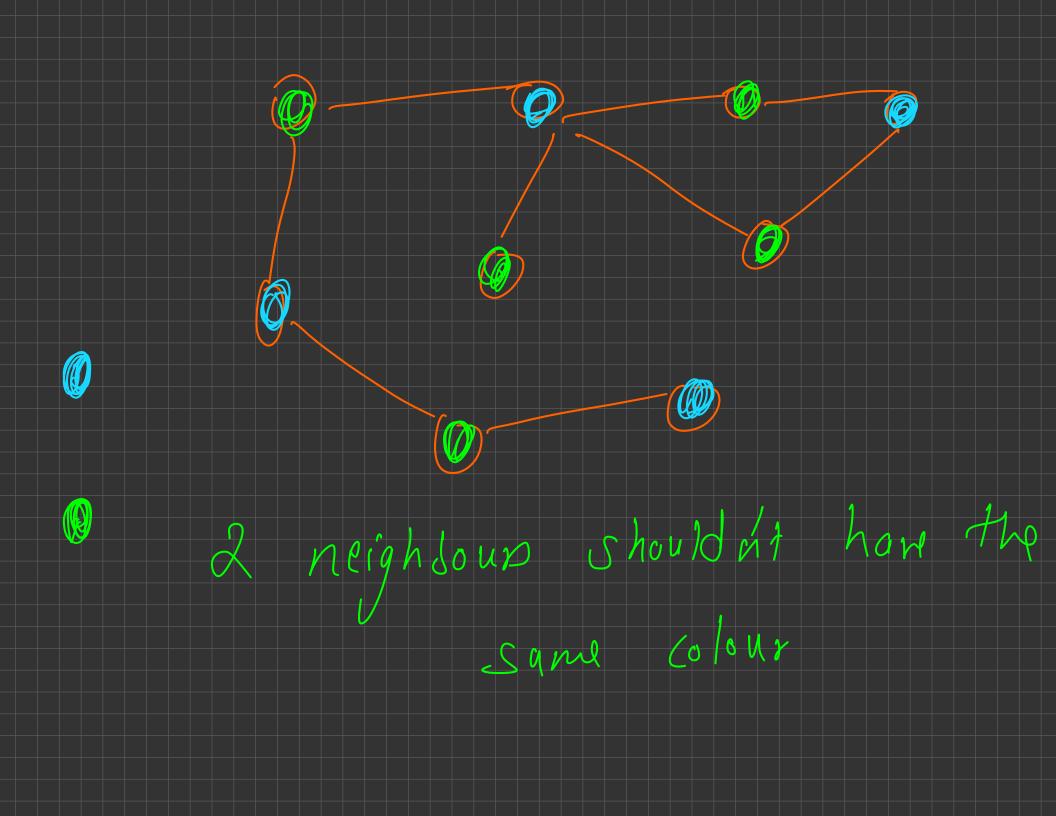
Graphs 2 Bipartite Graphs, Dijkstra, Bellman Ford

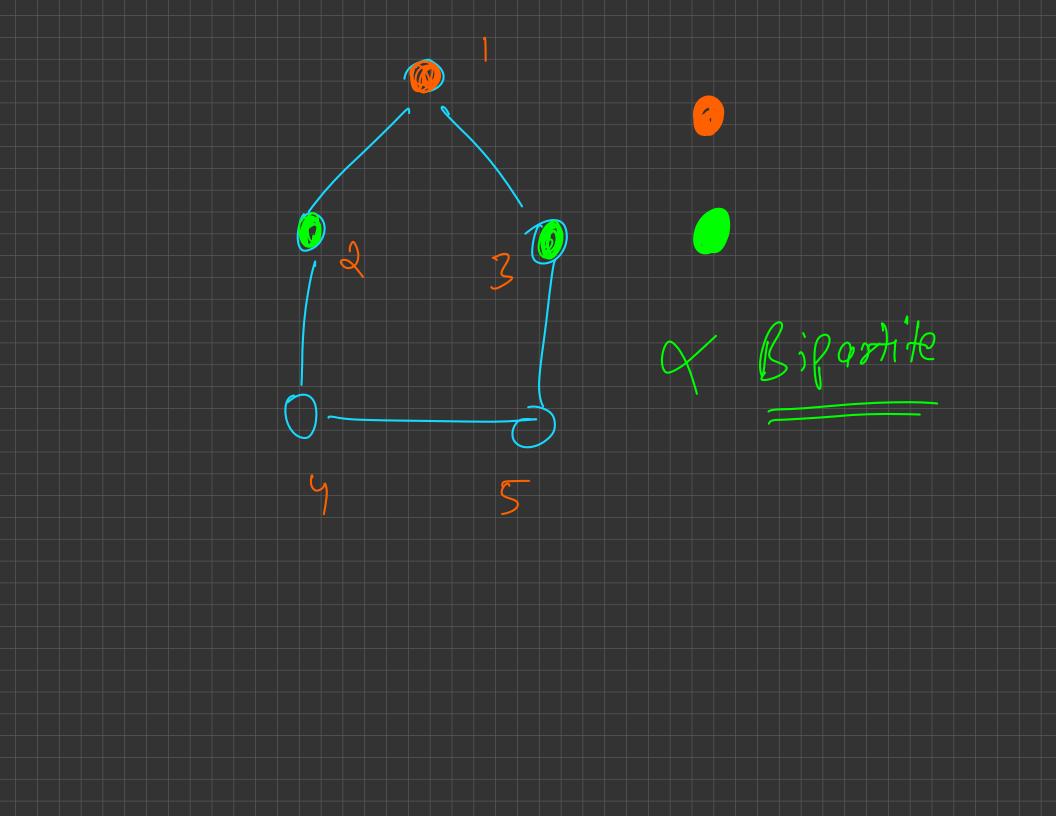
-Priyansh Agarwal

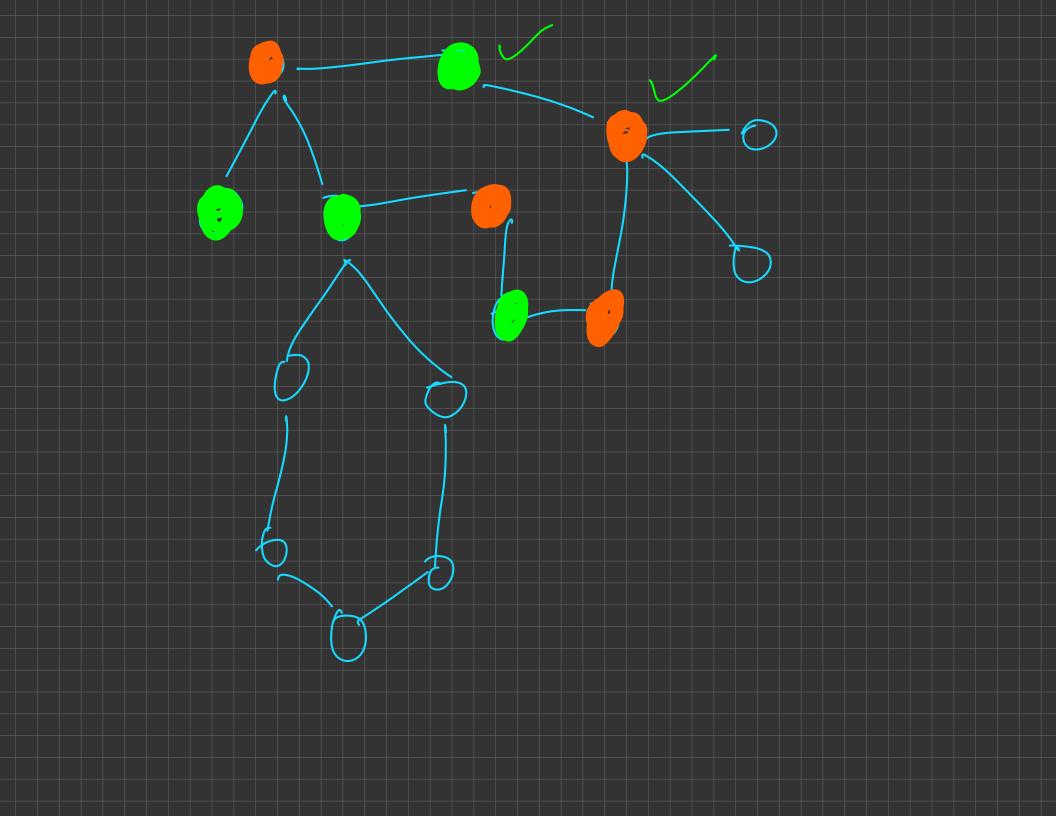
Bi-partite Graphs

- Definition) 2 neighbour don't how some colour
- Algorithm
- Odd Length Cycle
- Tree Property ——
- Problem: Link

A graph can se coloured in a bigantite manner it and only it that is no odd legoth egell in the graph O Colour 1







(100) at 2006 = 099 0150

Soil dts (int cus, edges, vicited, color) (color (cuis) = 0) -> color (cun) =) tor (int child: edges [curs) if (crlor(child) = = 0)(o/os [child) = co/os (bosent) /) dts (child) 6/26 it (co/03 (Child) == co/n (cnew) 89 tur false

Dijkstra (most important)

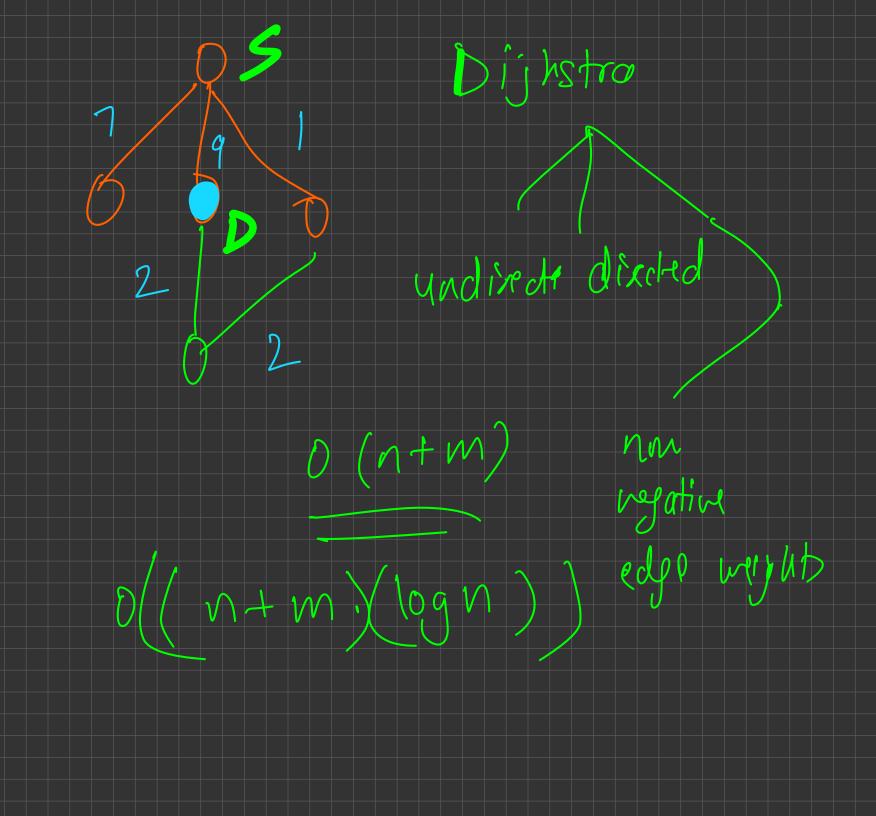
- -Single Source Shortest Path Algorithm Idea + Visualization
- Non-negative edge weights
- Proof/Intuition:
 - On every iteration the marked vertex is the one that can never have
 - a better distance later on.
- Code
- Retrieving the shortest path?
- Problems
 - Gøogle Interview Problem

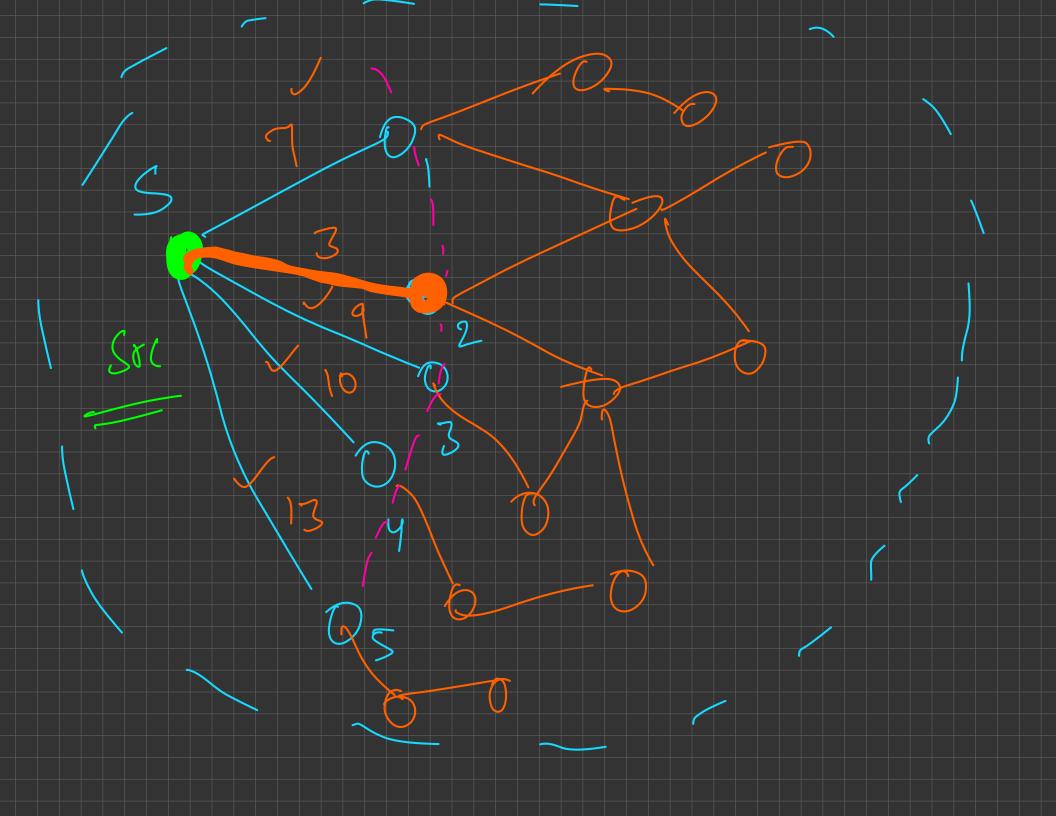
SSSf

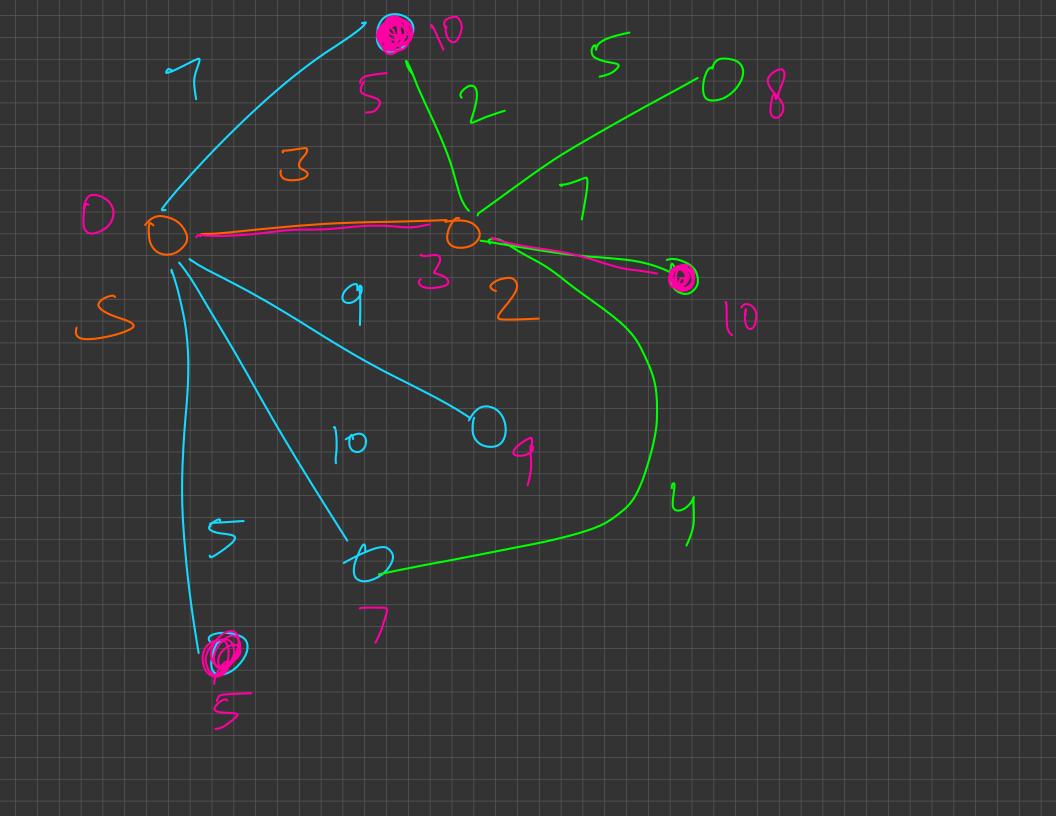
Dijketro Trea

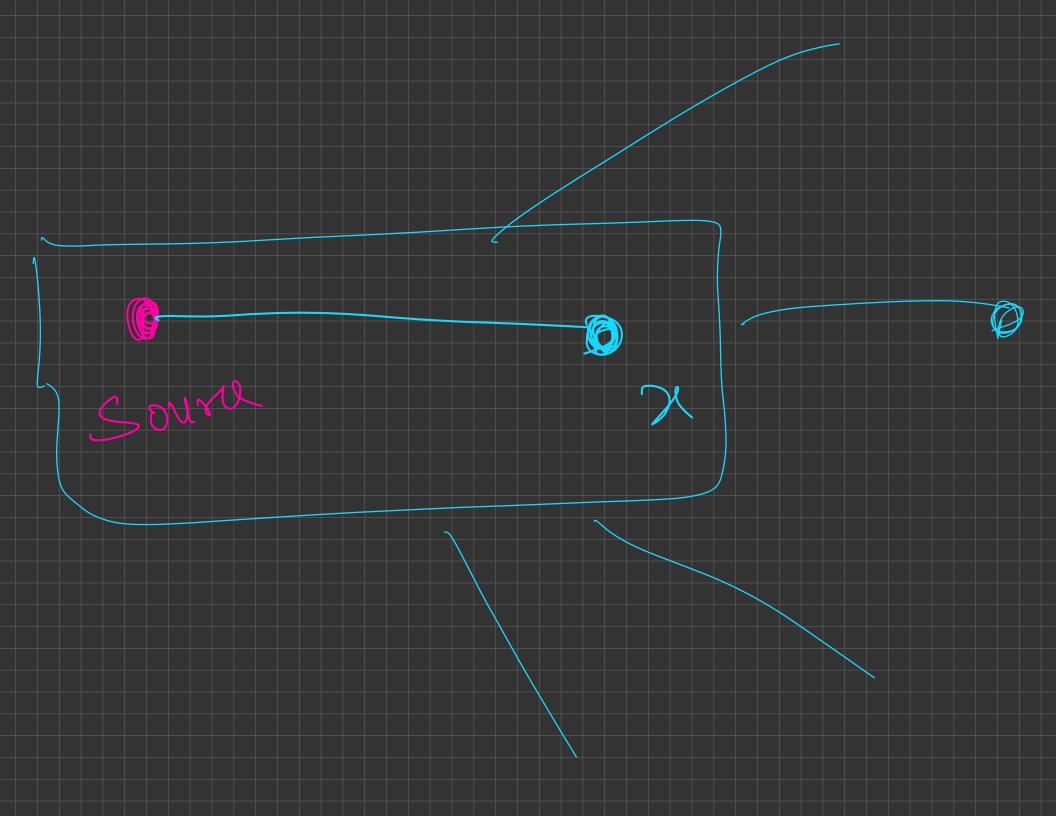
undirected +

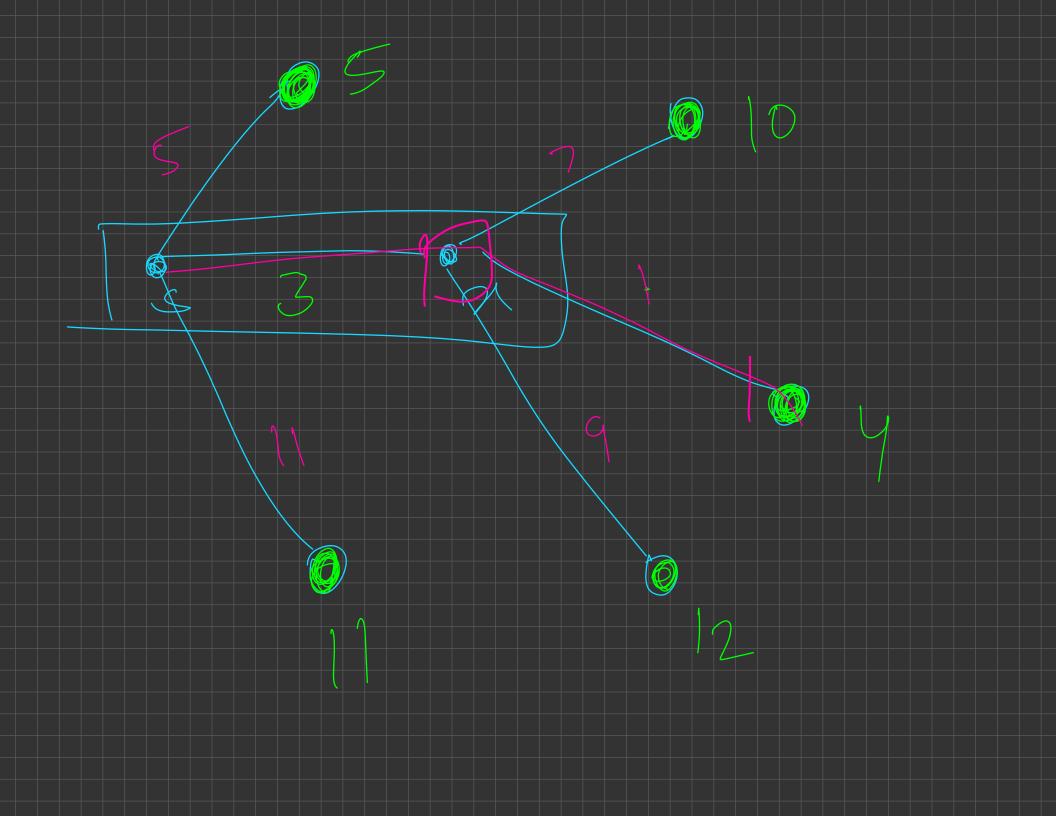
2

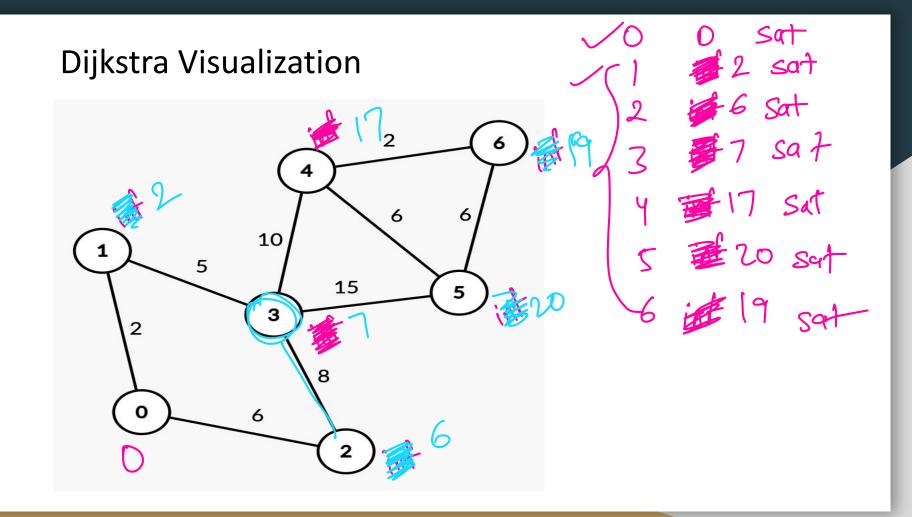




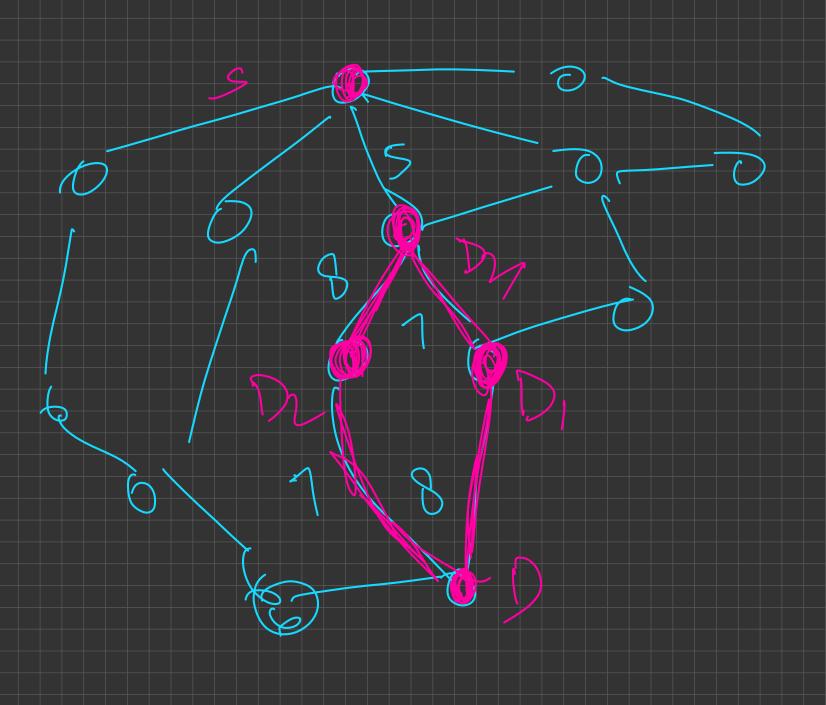


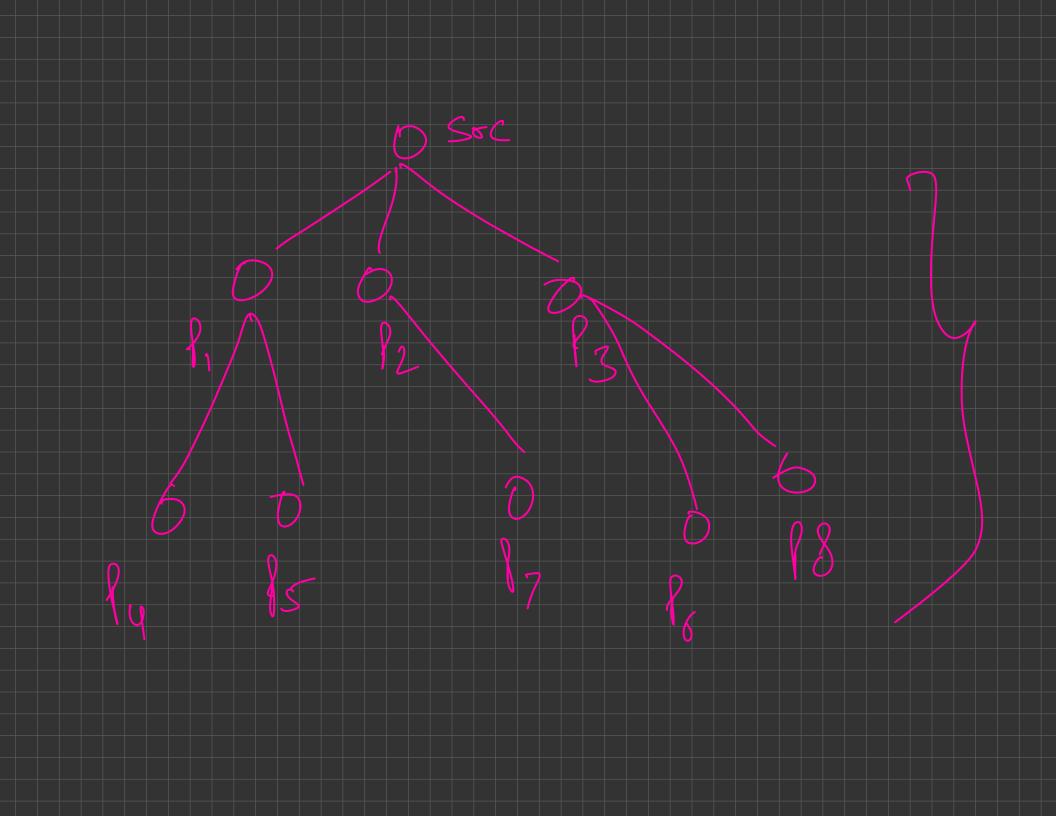




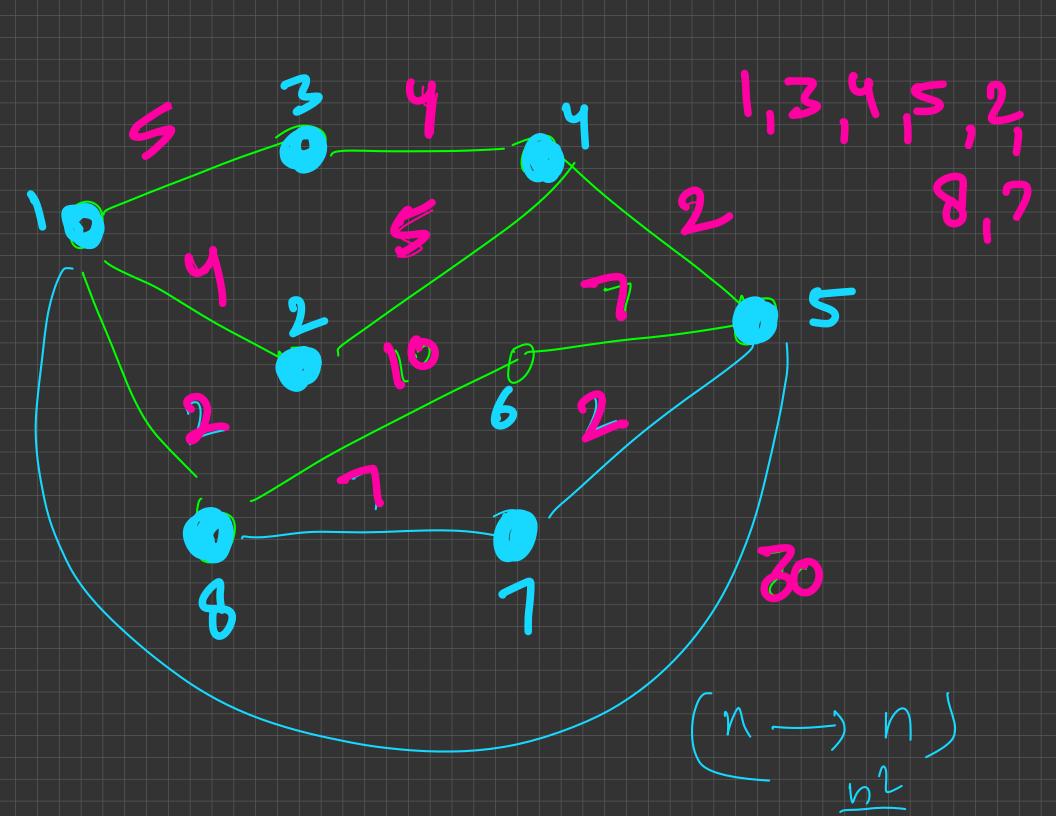


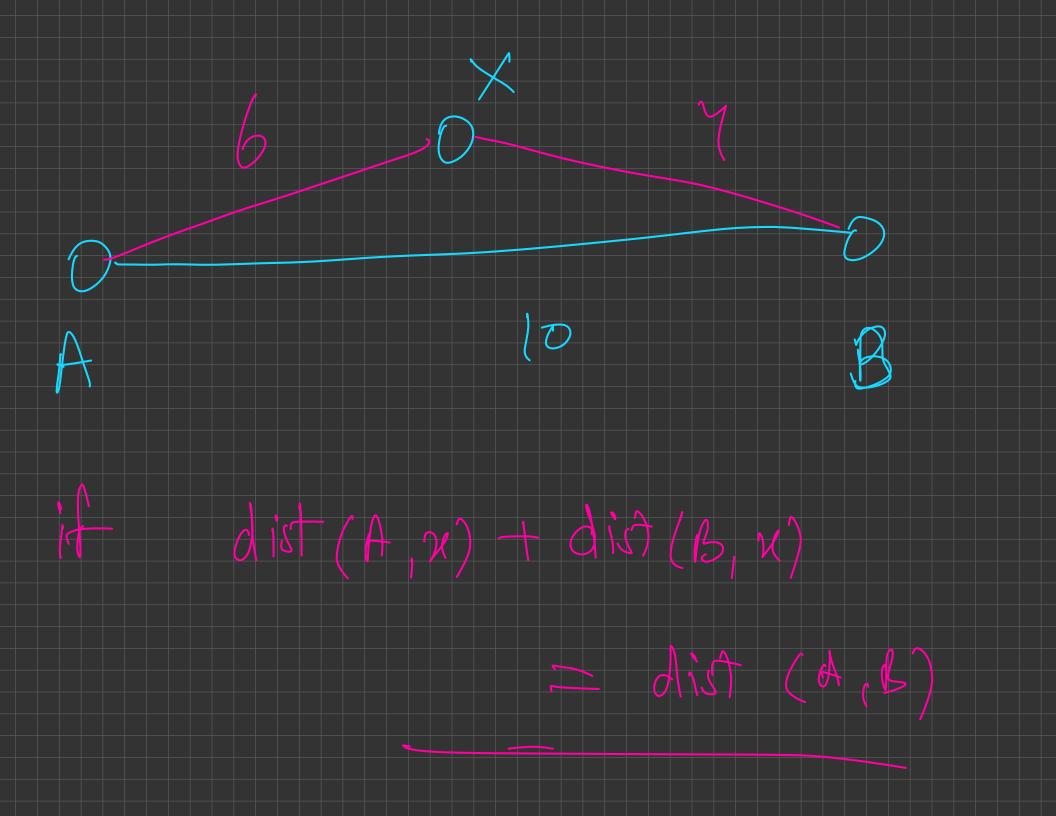
steps to saturating n modes L) (min sest answer) D(logn) over the reightour of this 3 yeldate the quewro nlogn D((n+m), logn)

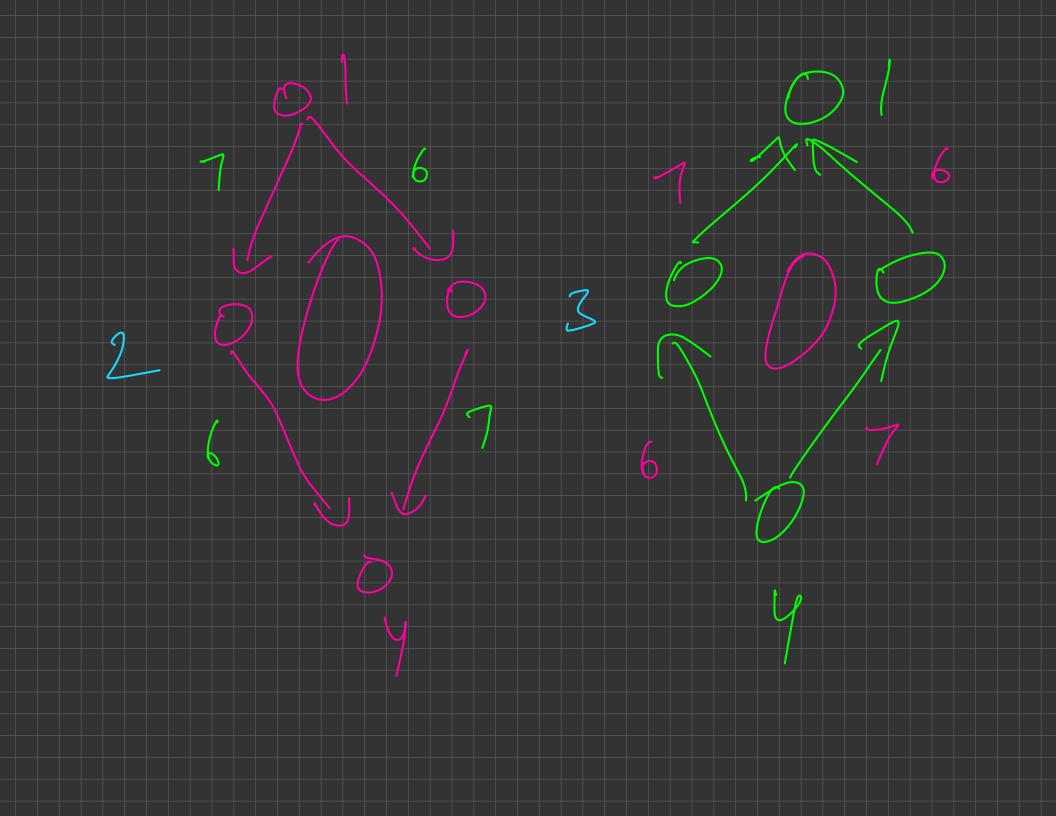


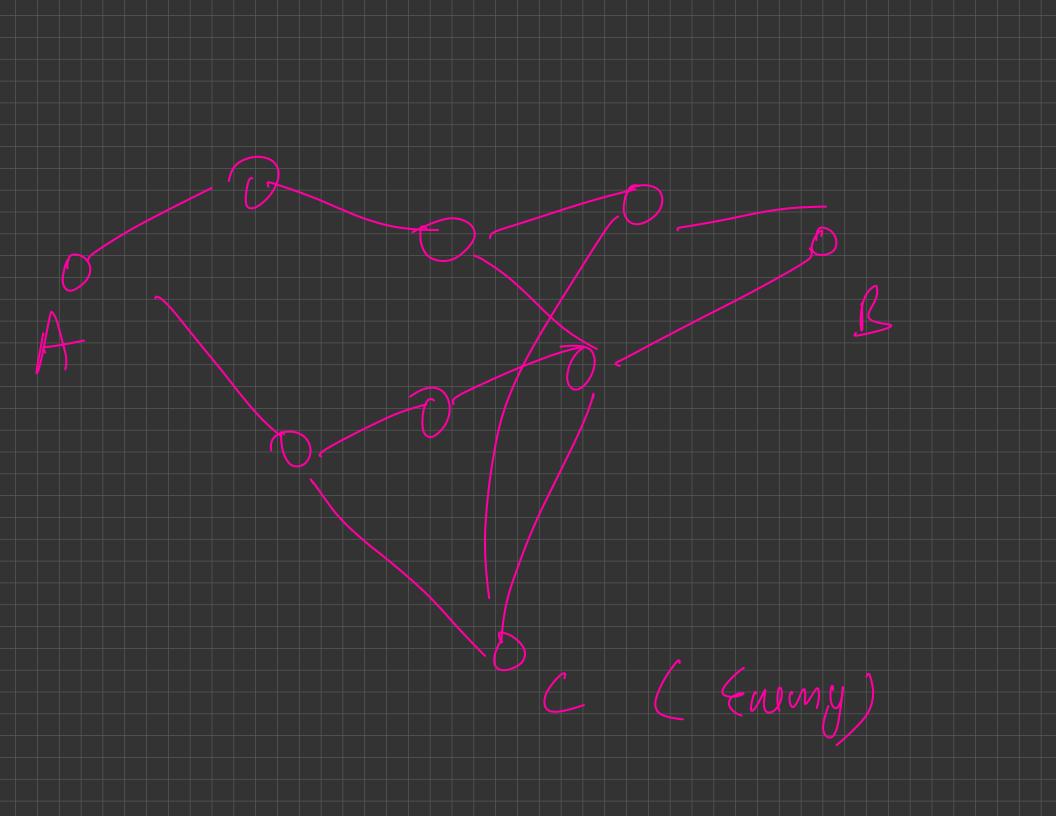


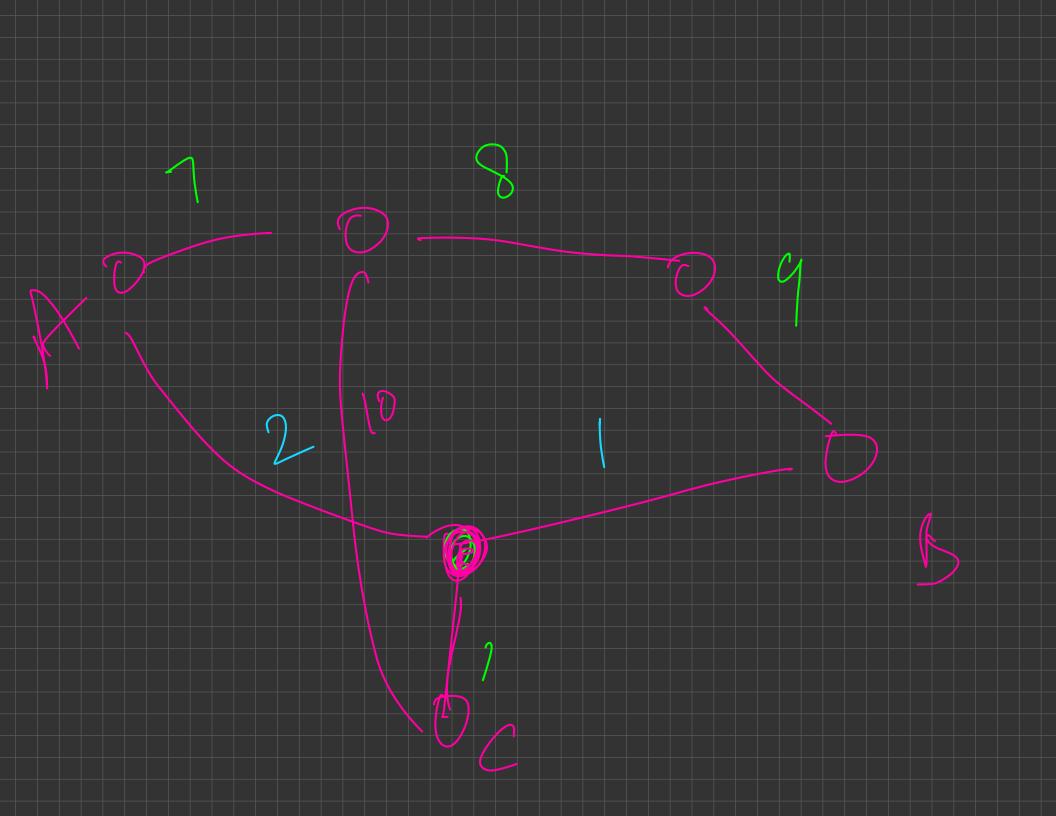
nodes and m (m<10⁵) eager and 2 nodes A and B. Find out an tre nodes which lie on any ove of the shortest poths from A to











fun a Dijkstra

HUM A HUW! OLI hetro tor