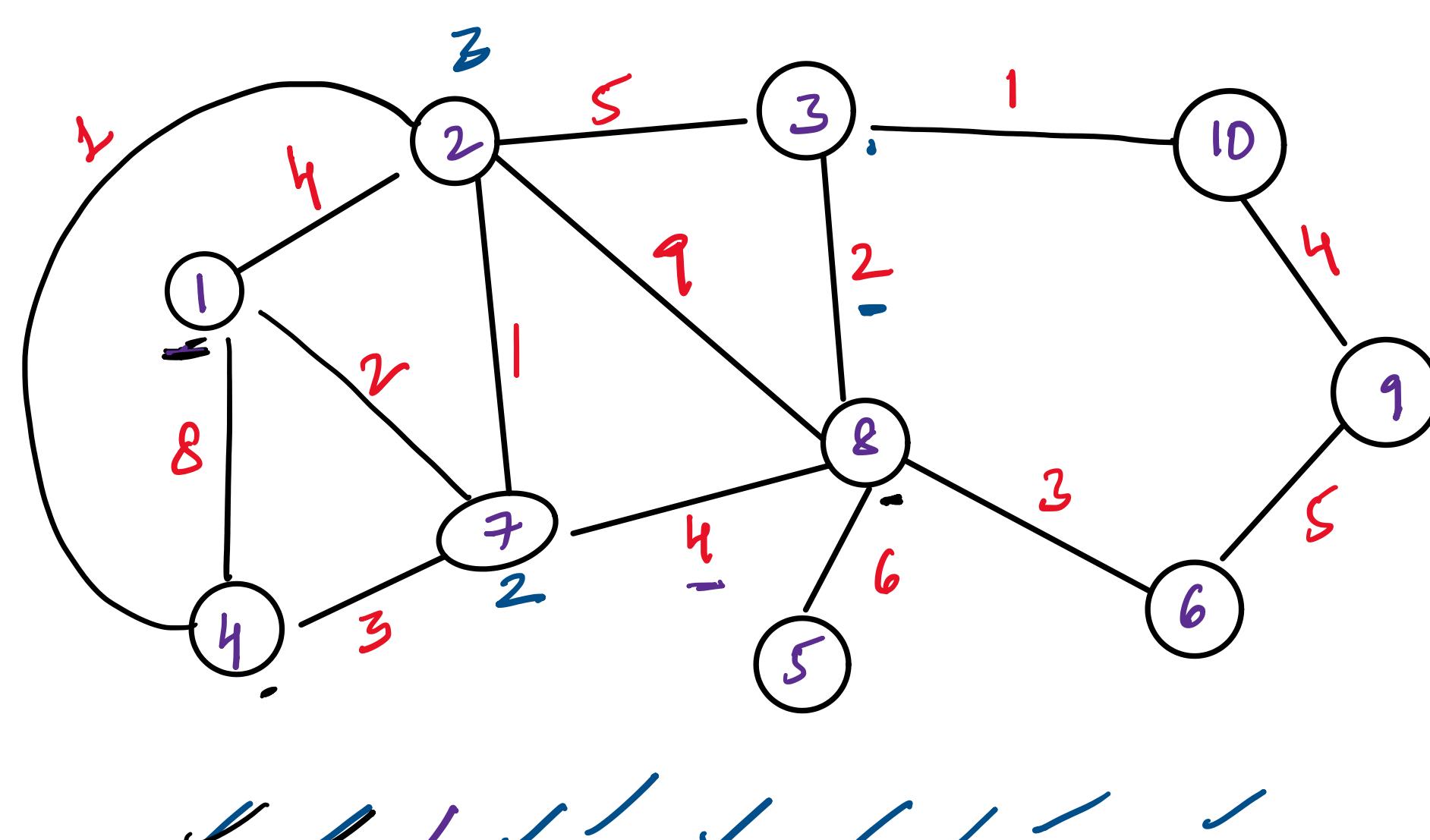


Single Source Shortest Paths

Dijkstra's + ve weights



	1	2	3	4	5	6	7	8	9	10
dist	0	∞	∞	∞	∞	∞	∞	∞	∞	∞

3 8 4 12 9 2 6 13 1

Repeat process till all nodes marked = N

Get unmarked node with minimal $d[u]$

Visit u's neighbors

for(int v : graph[u])

dist[v] = min(dist[v], dist[u] + u->v)

average TC:
 $\Theta(N^2 \cdot F)$

Adj List	u	v	w
1	(2, 4)	(4, 8)	(7, 2)
2	(1, 4)	(3, 5)	(7, 1), (8, 7)
3	(2, 5)	(8, 2)	(10, 1)
4	(1, 8)	(2, 1)	(7, 3)
5	(8, 6)		
6	(8, 2)	(9, 5)	
7	(1, 2)	(2, 1)	(4, 2), (8, 4)
8	(2, 1)	(3, 2)	(5, 6), (6, 8), (7, 4)
9	(6, 5)	(10, 4)	
10	(3, 1)	(9, 4)	

Use minheap to optimize find node with minimum weight

(we push both weight & Node in heap)

put $d[N+1] = f[\text{too}]$, $d[s] = 0$ minheap < pair<int, int> > hm; $hm.insert(\{0, s\})$ while($hm.size() > 0$) {pair<int, int> data = hm.top(); $hm.pop()$; $hm.delete$, delete top

int u = data.second

int d = data.first;

if(d > dist[u]) { continue; }

for(auto n : graph[u]) {

put v = n.first, put w = n.second

if($dist[v] > dist[u] + w$) {

dist[v] = dist[u] + w; update

hm.insert({ $dist[v]$, v});

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