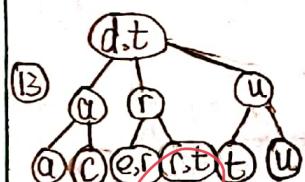
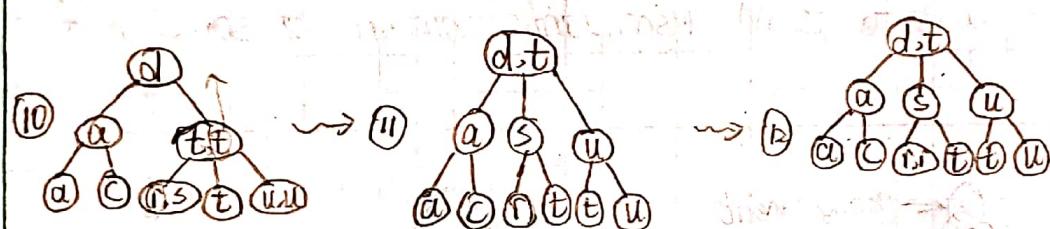
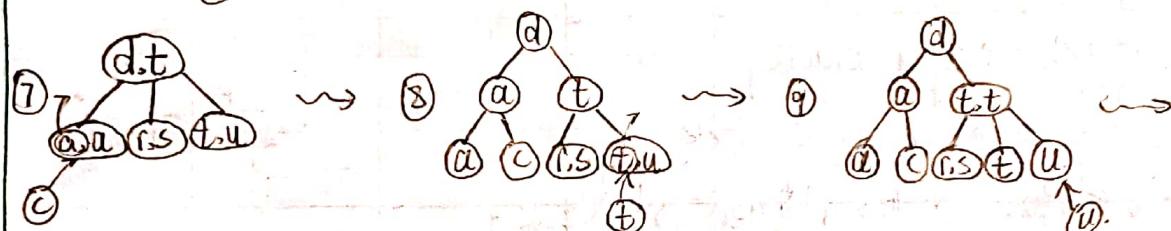
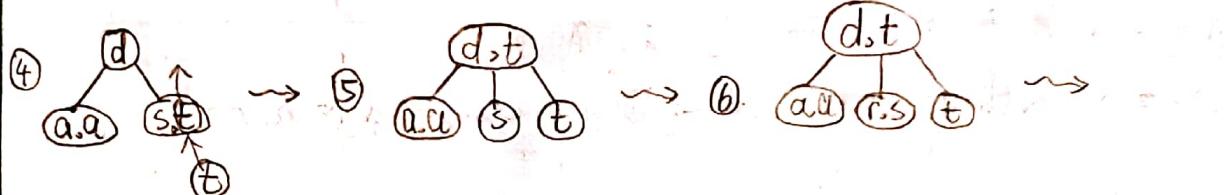
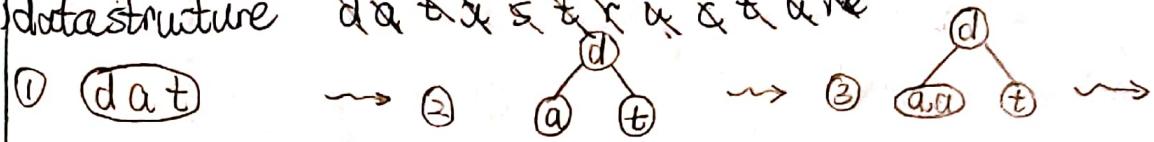


a c d e f s t u

1. (1) datastructure

dark star & tank

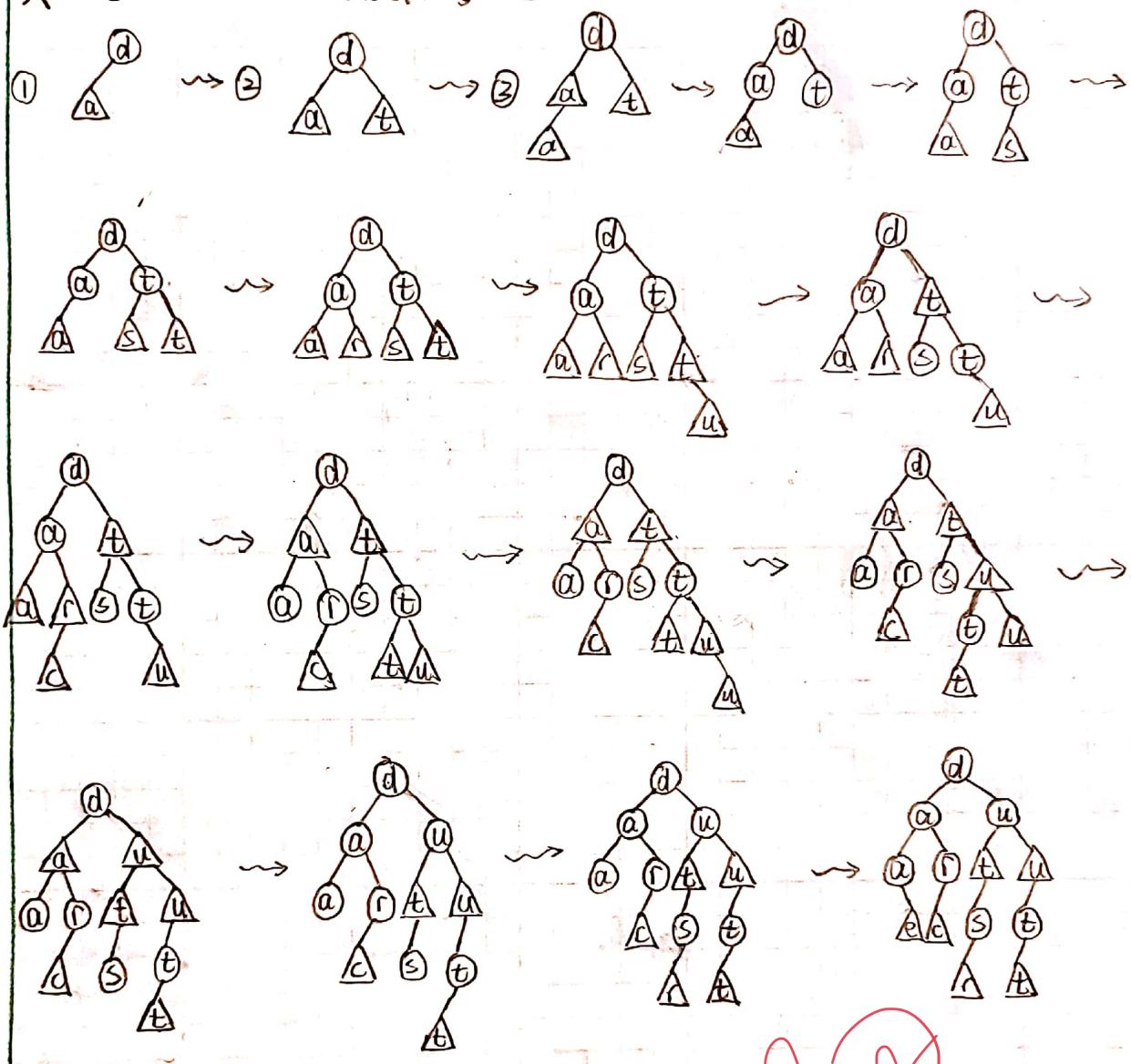


2

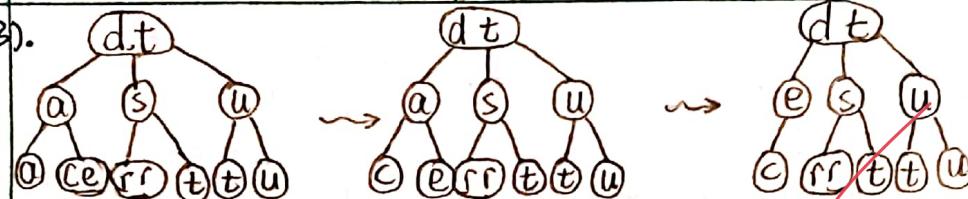


1.12) data structure

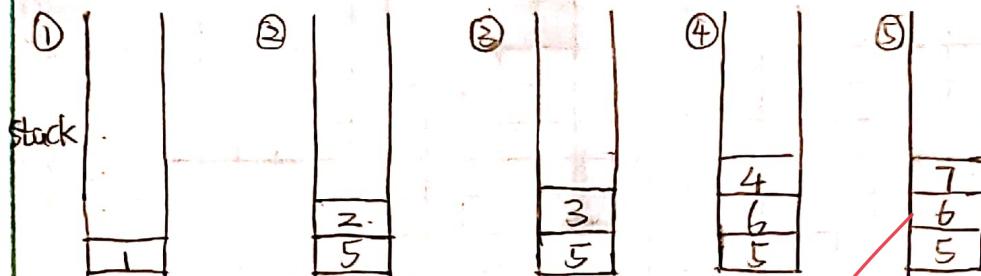
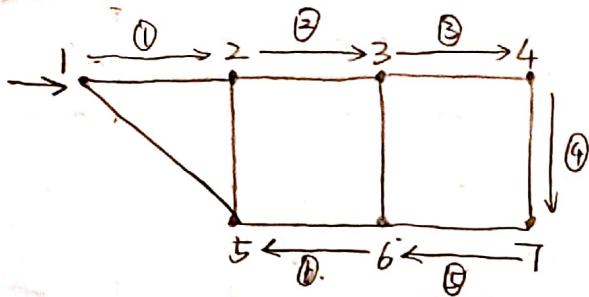
* O ↳ means black ; Δ ↳ means red.



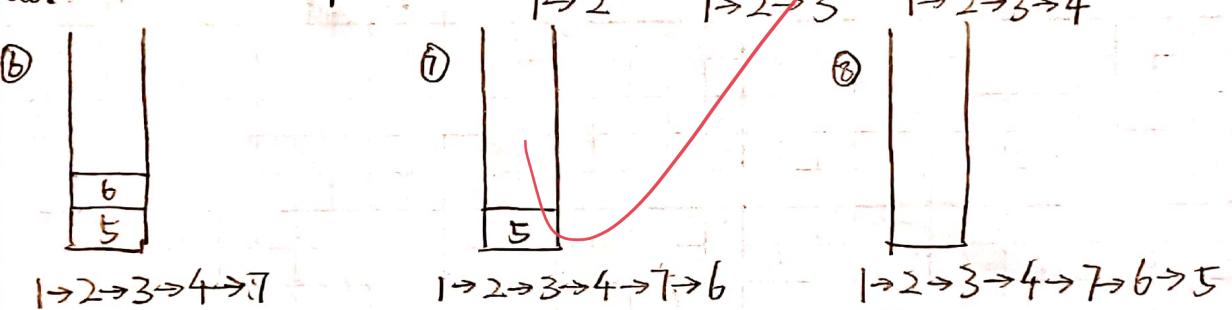
1.(3).



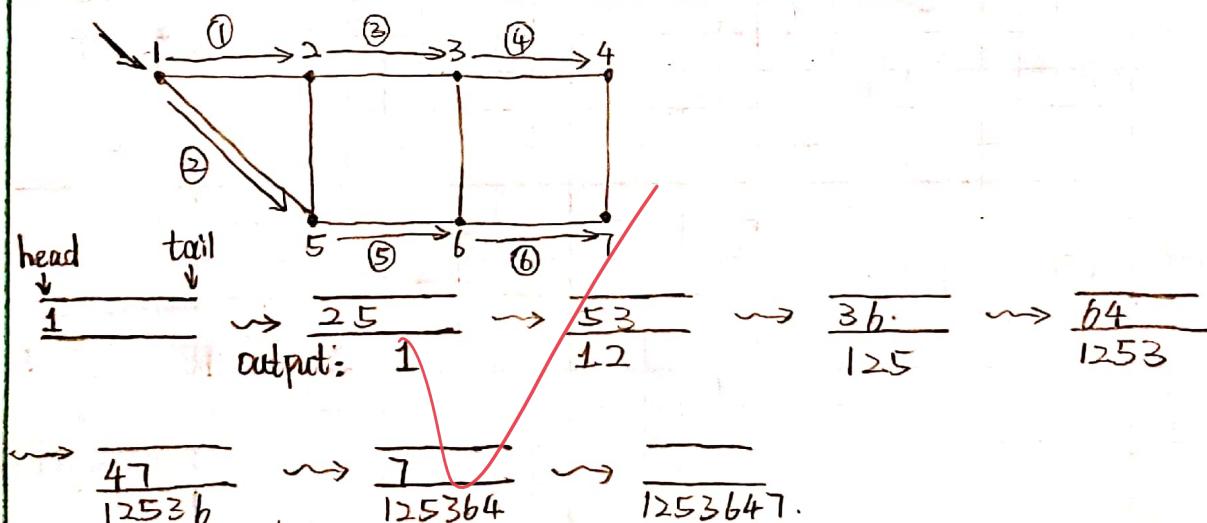
2. Depth-First Search:

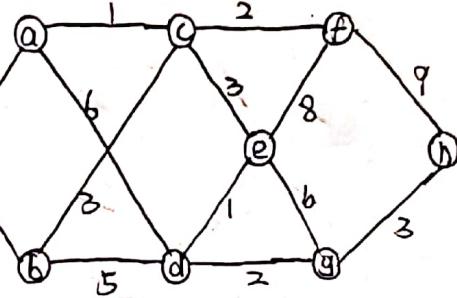
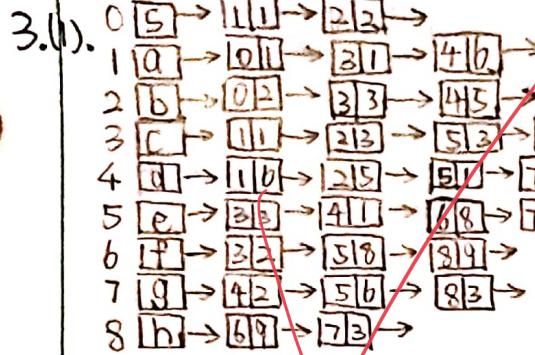


Output:



Breadth-First Search



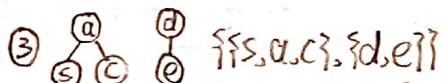
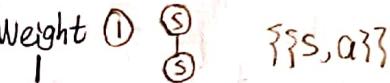


(2). Kruskal's algorithm:

Edge	Weight
s-a	1
s-b	2
b-c	3
a-b	6
a-c	1
b-d	5
c-f	2
c-e	3
e-f	8
d-e	1
e-g	6
d-g	2
f-h	9
g-h	3

Sort

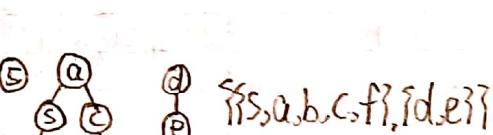
Edge	Weight
s-a	1
a-c	1
s-b	2
c-f	2
d-e	2
s-b	2
b-d	2
c-e	3
a-b	3
d-g	3
g-h	3
b-c	3
e-f	3
x-b-c	3
x-d-g	3
x-a-b	5
x-e-g	6
x-f-h	6
x-g-h	8
x-d-e	9



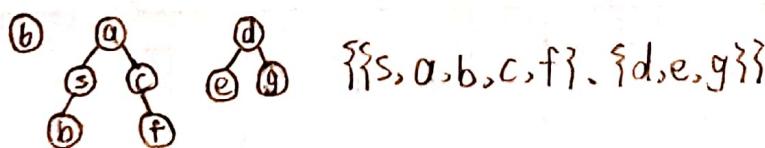
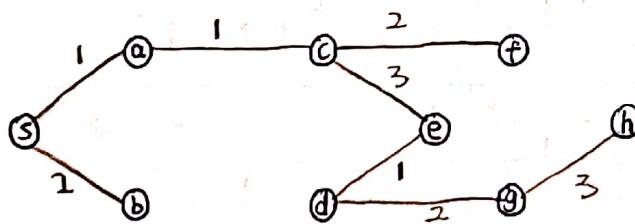
Union
④



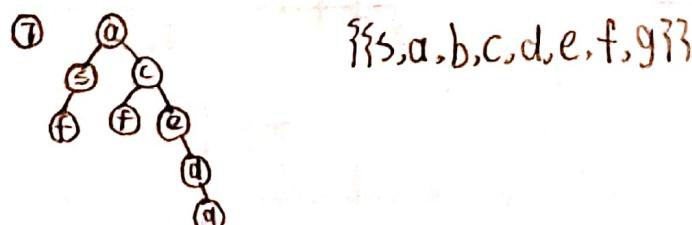
Union
⑤



Union
⑥



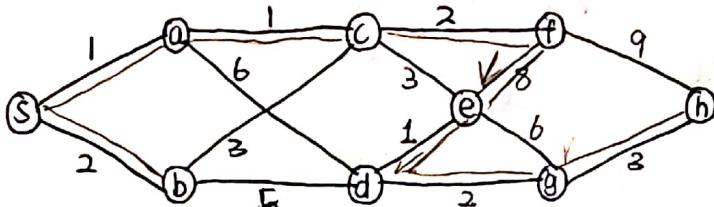
Union
⑦



Union
⑧



3.3 Prim's Algorithm:



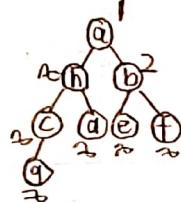
- ① node s a b c d e f g h
min 1 2
Pre s s
-
- ② node s a b c d e f g h
min - 2 1 6
Pre s s a a
-
- ③ node s a b c d e f g h
min - 2 - 6 3 2
Pre s s a a c c
-
- ④ node s a b c d e f g h
min - - - 6 3 2
Pre s s a b c c
-
- ⑤ node s a b c d e f g h
min - - - 6 3 - 9
Pre s s a b f c f
-
- ⑥ node s a b c d e f g h
min - - - - 1 - - 6 9
Pre s s a e f c e f
-
- ⑦ node s a b c d e f g h
min - - - - - 2 9
Pre s s a e f c d f
-
- ⑧ node s a b c d e f g h
min - - - - - - 3
Pre s s a e f c d g
-

See next page for heap & in-heap

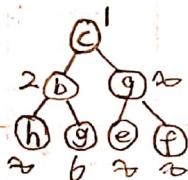


3B).

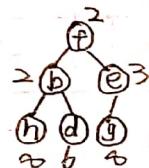
s a b c d e f g h
Inheap 1 1 1 1 1 1 1 1 1
key 0 2 2 2 2 2 2 2 2
Pred - - - - - - - -
Index 1 2 3 4 5 6 7 8 9



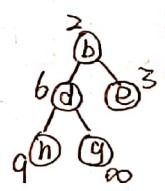
① s a b c d e f g h
Inheap 0 1 1 1 1 1 1 1 1
key 1 2 2 2 2 2 2 2 2
Pred - - - - - - - -
Index - 1 3 4 5 6 7 8 2



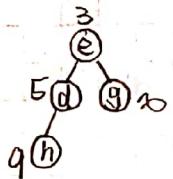
② s a b c d e f g h
Inheap 0 0 1 1 1 1 1 1 1
key 0 1 2 1 6 3 2 2 2
Pred - - - - - - - -
Index - - 2 1 5 6 7 3 4



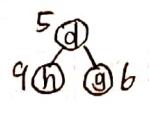
④ s a b c d e f g h
Inheap 0 0 1 0 1 1 0 1 1
key 0 1 2 1 6 3 2 2 9
Pred - - - - - - - -
Index - - 1 - 2 3 - 5 4



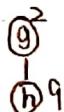
⑤ s a b c d e f g h
Inheap 0 0 0 0 1 1 0 1 1
key 0 1 2 1 5 3 2 2 9
Pred - - - - - - - -
Index - - - - 2 1 - 3 4



⑥ s a b c d e f g h
Inheap 0 0 0 0 1 0 0 1 1
key 0 1 2 1 5 3 2 6 9
Pred - - - - - - - -
Index - - - - 1 - - 3 2



⑦ s a b c d e f g h
Inheap 0 0 0 0 0 0 0 1 1
key 0 1 2 1 5 3 2 2 9
Pred - - - - - - - -
Index - - - - - - 1 2

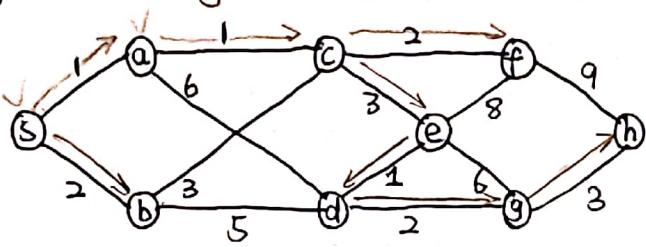


⑧ Inheap S a b c d e f g h
0 0 0 0 0 0 0 0 1
key 0 1 2 1 5 3 2 2 3
Pred - s s a b c c d g
Index - - - - - - - - 1

⑨³



3.(B). Dijkstra's Algorithm to find Shortest paths.



Find Shortest Path from S to h

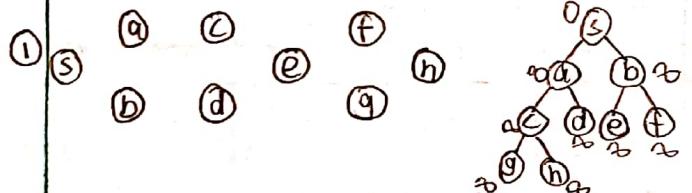
	A	B	C	D	e	f	g	h
Predecessor	S	S	a	e	c	c	d	g

Priority Queue:

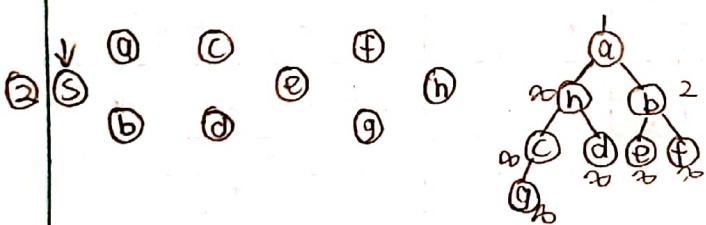
[a, 1]	[b, 2]	[c, 2]	[f, 4]	[c, 5]	[e, 5]	[d, 6]	[d, 7]	[d, 7]	[e, 8]	[g, 9]	[e, 12]	[h, 12]
--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	--------	---------	---------

[f, 13]	[h, 13]	[g, 14]	[e, 15]
---------	---------	---------	---------

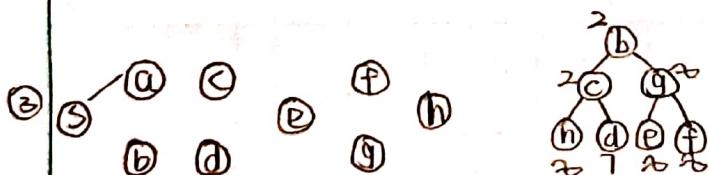
[a, 1]	[b, 2]	[c, 2]	[f, 4]	[e, 5]	[d, 6]	[g, 9]	[h, 12]
--------	--------	--------	--------	--------	--------	--------	---------



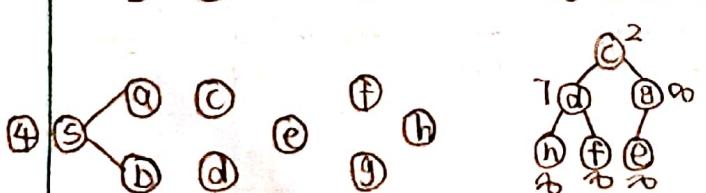
Inheap	s	a	b	c	d	e	f	g	h
key	1	1	1	1	1	1	1	1	1
Pred	∅	∅	∅	∅	∅	∅	∅	∅	∅
Index	1	2	3	4	5	6	7	8	9



Inheap	s	a	b	c	d	e	f	g	h
key	0	1	1	1	1	1	1	1	1
Pred	∅	s	∅	∅	∅	∅	∅	∅	∅
Index	1	2	3	2	3	2	3	2	3

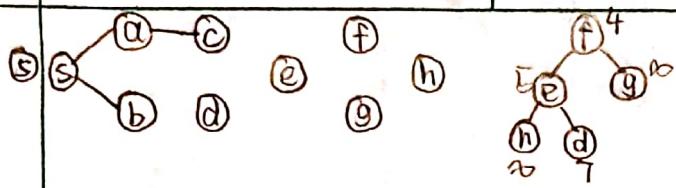


Inheap	s	a	b	c	d	e	f	g	h
key	0	0	1	1	1	1	1	1	1
Pred	∅	∅	s	∅	∅	∅	∅	∅	∅
Index	1	2	3	2	3	2	3	2	3

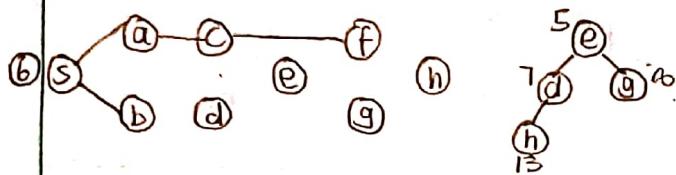


Inheap	s	a	b	c	d	e	f	g	h
key	0	0	0	1	1	1	1	1	1
Pred	∅	∅	∅	s	∅	∅	∅	∅	∅
Index	1	2	3	2	3	2	3	2	3

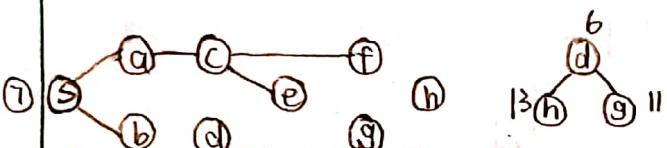




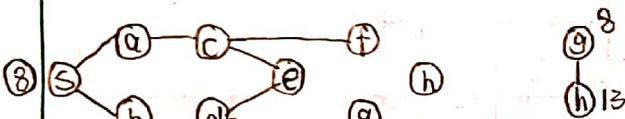
	s	a	b	c	d	e	f	g	h
Inheap	0	0	0	0	1	1	1	1	1
key	0	1	2	2	7	5	4	2	3
Pred	∅	s	s	a	a	c	c	∅	∅
Index	∅	∅	∅	∅	5	2	1	3	4



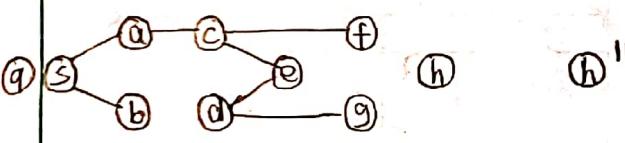
	s	a	b	c	d	e	f	g	h
Inheap	0	0	0	0	1	1	0	1	1
key	0	1	2	2	7	5	4	2	3
Pred	∅	s	s	a	a	c	c	∅	f
Index	∅	∅	∅	∅	2	1	∅	3	4



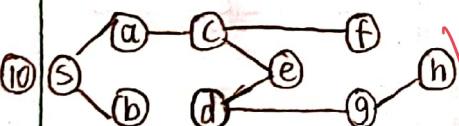
	s	a	b	c	d	e	f	g	h
Inheap	0	0	0	1	0	0	1	1	1
key	0	1	2	2	6	5	4	1	13
Pred	∅	s	s	a	c	c	e	∅	∅
Index	∅	∅	∅	∅	1	∅	3	2	1



	s	a	b	c	d	e	f	g	h
Inheap	0	0	0	0	0	0	1	1	1
key	0	1	2	2	6	5	4	8	13
Pred	∅	s	s	a	e	c	c	d	f
Index	∅	∅	∅	∅	∅	∅	1	2	1



	s	a	b	c	d	e	f	g	h
Inheap	0	0	0	0	0	0	0	0	1
key	0	1	2	2	6	5	4	8	13
Pred	∅	s	s	a	e	c	c	d	g
Index	∅	∅	∅	∅	∅	∅	1	2	1

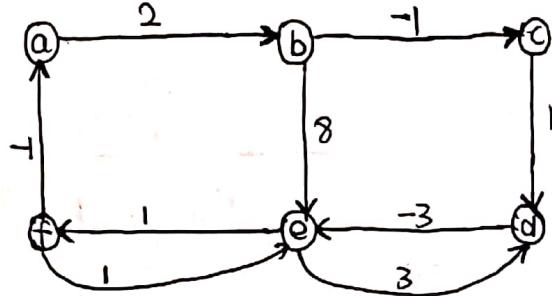


h¹¹

h¹¹



4.



Bellman-Ford:

1st iteration:

ab	a 2
bc	b 1
cd	c 2
de	d -1
ef	e 0
fa	f -1
fe	—
ed	—
be	—

2nd iteration:

ab	a 1
bc	b 0
cd	c 1
de	d -2
ef	e -1
fa	f -2
fe	—
ed	—
be	—

3rd iteration:

ab	a 0
bc	b -1
cd	c 0
de	d -3
ef	e -2
fa	f -3
fe	—
ed	—
be	—

4th iteration:

ab	a -1
bc	b -2
cd	c -1
de	d -4
ef	e -3
fa	f -4
fe	—
ed	—
be	—

5th iteration:

a-2
b-3
c-2
d-5
e-4
f-5
—
—
—

6th iteration:

a-3
b-4
c-3
d-6
e-5
f-6
—
—
—

This graph has a negative cycle because the number of the iterations is greater than $N-1$.

