

Apricació Dijkstra, [N=e]

Hermió inicial

Vertex initial

T= { 0} Conjust Sent

dist = 000000 inicialifacció

```
Primera Heració
 T=50]
 V= {a,b,c,d,e}
                      marte T # V
 U= e ; R agafo min
 T= { e} F afegixo min a T
      dist [a] = minim (dist[a], dist[e] + aut (e,a))
      dist [5] = minim (dist [5], dist [e] + cost (e,5))
      dist [c] = minim (dist [c], dist [e] + cost (e, c))
      dist [d]= winin (dist[d], dist[e]+ out(e,d))
      dit [a] = minim ( 00, 0+6) => dist [a] = 6
      dist [6] = minim (00, 0+00) => dist [6] = 00
      dist [c]= uninim (oo, 0+3) => dist [c]=3
     dut [d]= minin (0,0+1) => dist [d]=1
         dist = 6
                                    0
```

## Segon Heració T= {e} V= {a,b,c,d,e}

```
Teren Ituació
                     dist [a] = win (dist (a), dist [c] + cost (c,a))
                    dist [b] = min (dist[5], dist[c]+cost(c,5))
  T= {e, d}
                    (dicie & t)
  U={a,b,c,d,e}
                     dit[a]= win (6, 2+0) = 6
JM= CF
                        dist [6] = unin (4, 2+1) = 3
  T= {e, d, c}
                     dist = 6 3
 Quarker itemisó
                      dit[a] = min (dist[a], dist[5]+cost(5A))
  T= {e,d,c}
  U= {a, b, c, d, e}
                      (b, c, d, e ∈ T)
                         dist[4]= min (6, 3+2) = $ 5
>u= b €
  T= < e, d, c, 5)
                         dist = 5
 Conqueron i terris
                          Ja hom acabat (T=V)
  T= {c,d,c,5}
                             (quins minims)
   1= {a,b, c, d, e}
  M= a
                            e-c: e-d-c
      T= { c, d, 4, 5, a}
                             e-b : e-d-c-b
                            e-a: e-d-c-5-a
```