	HW-10	
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1)	we have a graph to and ISP = jeth shorted	
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	ISP (graph G /e, x, y)	Language of milestrative property to describe interest interest.
	list path = & y	
9/3	while path. length > K & E path) {	
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1	3 defurn. path.	

2.	two bugs B1 and B2
out.	1) as here a graph to and TEP . He should
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	Pallow! by a sellow edge.
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	3 (4) had 3 3 x c explored while butter) &
	Step 9: Make agn FA MM and M2 for B1 cel B2. Suspectively that accepts a malk from them two arts.
1000	step to that week walk from them two sat!
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alot ,	step 2: obtain the carterian prochet me ad m2 = m3. when m3 is a FA that accept all path is to that
	when my ha FA Hot accept and path is to the
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	reed olge.
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	stes: they we stood sugar shortest path algorithm
	steps: ther we stoom should path algorithm on graph m3 to obtain the path with the
	on grap
	North God Ruligu

4. Similar steps are taken as if the walk were increasing weight, but this time, the shortest path method is changed to accommodate multiplication. To make this work, we must utilize the log property and swap out the weight "a" with log(a): log(x * y) = log(x) + log(y). When the current node is x, meaning will use log(x), and when the current node is y, meaning will use log(y). The shortest path algorithm can be used with this modification to find the shortest path.