Lab assignment solution

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Steps
D> X={v}, A[v]=0, B[v]={}
   POOL = { (v, w), (v, u), (v, x) }
   A[w] = A[v] + w+ (v,w) = 0+3=3
                                           A[u]=1
                                           B[u] = B[v] U {(v, u)}
  A[u] = A[v] + wt(v,u) = 0+1=1 a min
                                               = { (v,u)}
  A[x] = A[v]+ wt(v,x) = 0+2 = 2
D X = {v,u}, A[u] = 1, B[u] = {(v,u)}
  POOL = { (v,x), (v,w), (u,x), (u,w), (u,y)}
                                            A[x] = 2
   (v,x) A[v]+wt(v,x)= 2 E men
                                            B[x] = B[v] U {(v,x)}
   (V,w) ( A[V]+w+ (V,w) = 3
                                                 = { (x,x)}
   (u,x) =) A[u]+wt(u,x)= 1+3=4
   (u,w) & A[u]+wt (u,w)= 1+4=5
   (u, y) & A[u] + w = (u, y) = 1+ 2 = 3
   X = {v,u,x}, A[x]=2, B[x]={(v,x)}
    POOL = { (v, w), (u, w), (u, y), (x, y) }
                                              A[Y] = 3
                                             B[Y] = B[u]+{(u,y)}
   ( V, w) (>> 3
  (U,w) (-> 5
                                                  = { (x,u), (u,r)}
  (414) c> 3 cmin
   (x,x) = A[x]+w=(x,y) = 2+2=4
       Hence the shortest path
     from v to y is {v>u>y}
      and has length of 3.
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Problem 2:

- a. There is no shortest path for a graph with negative weights. But if we are only allowed to traverse an edge once, then the shortest path for the graph shown is $A \to B \to C$.
- b. BFS can find the shortest path in O(n+m), which is faster than Dijkstra's algorithm which takes O(mlogn). But to make each edge of the graph weigh 1, we must add more edges, and vertices. This total number of vertices and edges will increase by W the weight of each edge and making the run time of BFS very slow if W is in the order of $O(n^3)$, for example.

Problem 3:

We can keep a hash table that can help with retrieving the node, based on its value. So, we can use a HashMap with a key equal to the key used in the priority queue, and a value equal to the node itself. Hence when we want to delete a node from the queue, we can find the node to be deleted using its key.

Problem 4:

MST using Kruskal algorithm 1 sorted edges = {(A,B),(C,D),(A,E),(B,D), (E,F), (A,F), (D,F), (B,C), (A,D) } cluster: A B C D E F (a) Using (A,B) A B C P E F 3 Using (C,D) ABCDEF (4) Using (A, E) APOB CD F 3 Using (B,D)