Assignment: Comparison of Prim and Dijkstra's Algorithm

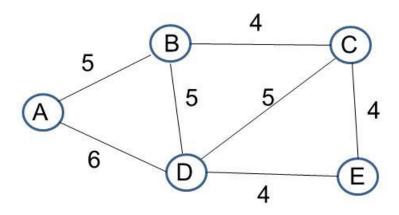
Low level Pseudo code:

```
Algorithm: Prim-MST (G)
Input: Graph G=(V,E) with edge-weights.
   // Initialize priorities and place in priority
queue.
1. priority[i] = infinity for each vertex i
    Insert vertices and priorities into
priorityQueue;
  // Set the priority of vertex 0 to 0.
3. priorityQueue.decreaseKey (0, 0) //
// Process vertices one by one in order of priority
    while priorityQueue.notEmpty()
        // Get "best" vertex out of queue.
5.
        v = priorityOueue.extractMin()
6.
        Add v to MST;
               // Explore edges from v.
7.
        for each edge e=(v, u) in adjList[v]
             w = weight of edge e=(v, u);
8.
// If it's shorter to get to MST via v, then update.
             if priority[u] > w
10.
                  priorityQueue.decreaseKey (u, w)
11.
                predecessor[u] = v
12.
            endif
13.
        endfor
14. endwhile
15. Build MST;
16. return MST
Output: A minimum spanning tree of the graph G.
Source: pseudo code modified by tjk
http://www.seas.gwu.edu/~simhaweb/alg/lectures/module8/module8.
html
```

Low level Pseudo code:

```
Algorithm: Dijkstra-SPT (G, s)
Input: Graph G=(V,E) with non-negative edge weights
and designated source vertex s.
   // Initialize priorities and place in priority
queue.
1. priority[i] = infinity for each vertex i;
2. Insert vertices and priorities into priorityQueue;
   // Source s has priority 0
3. priorityQueue.decreaseKey (s, 0)
// Process vertices one by one in order of priority
4. while priorityQueue.notEmpty()
      // Get "best" vertex out of queue.
5.
      v = priorityQueue.extractMin()
    Add v to SPT;
          // Explore edges from v.
7. for each edge e=(v, u) in adjList[v]
       w = weight of edge e=(v, u);
8.
// If it's shorter to get to u from s via v, update.
9.
       if priority[u] > priority[v] + w
10.
            priorityQueue.decreaseKey (u,
priority[v]+w)
11.
            predecessor[u] = v
12.
          endif
13.
      endfor
14. endwhile
15. Build SPT;
16. return SPT
Output: Shortest Path Tree (SPT) rooted at s.
```

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PRIM'S ALGORITHM	(prev, dist)	DIJKSTRA'S ALGORITHM	(prev, dist)	
MST	A B C D E	MST A	В С	D E
INIT	(,)(,)(,)(,)	INIT (,)) (,) (,) (,) (,)
Α	(,)(,)(,)(,)	Α (,,) (,) (,) (,) (,)
	(,)(,)(,)(,)	(,)) (,) (,) (,) (,)
	(,)(,)(,)(,)	(,)) (,) (,) (,) (,)
	(,)(,)(,)(,)	(,)) (,) (,) (,) (,)
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