6. VAJE

NALOGA 1: Brovi BFS algoritam.

BFS = Breadth first sarch

DFS = Depth first search

2 50 04...02 2 fn 2+2

BFS algoritem:

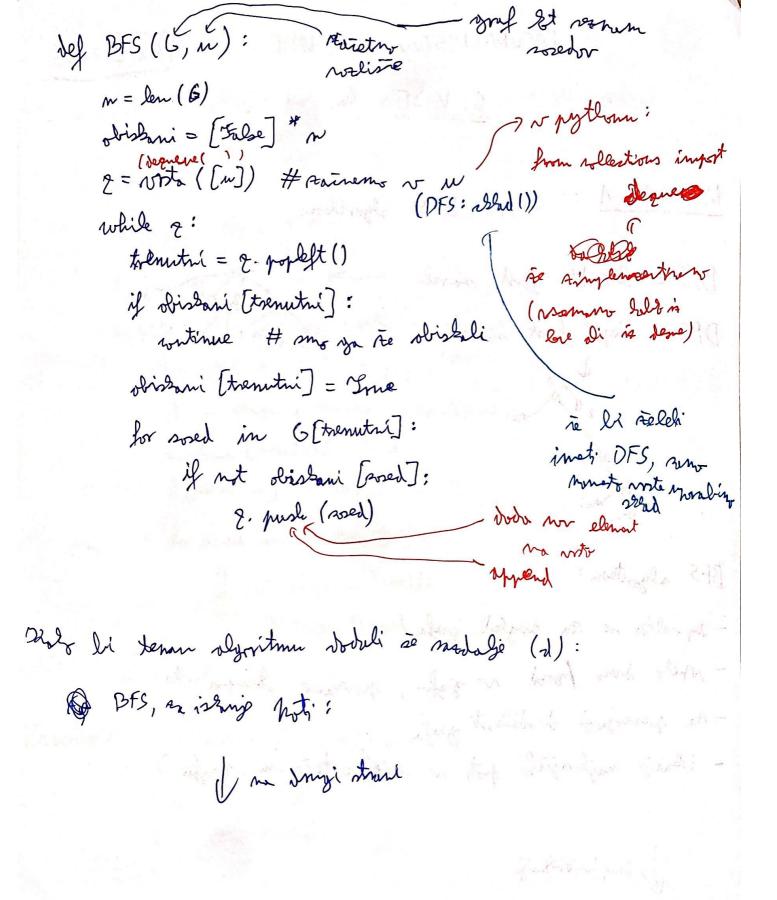
- upulto se ta pogled grufa

- wheto hero booth or grafu, portante bruponente

- Aa pererjanje drodelnost znefa

- islanje nejsnajšíh pot v sek (neutesenem zneju)

I implementarija



lef BFS (G, w): III Vine mijsnijse poti od su do sseh ostalile soslisi" m = len (6) J = [0] * W obisbani = [Talse] " n 9 = vrsta ([(w,0)]) while q: # bisler vista ni prostra trenutni, o medulja = 2. poplett () if obisband [trenutni]: rontime obistani [trenutni] = True d [trenutni] = modalja for sosed in 6 (trenutal): if not obishini [assed]: 2. push ((sored, rashalja +1)

returns of

CASOVVA ZAHTEVVOST: O(m+m)

M... st. rozlisi

M... st. povezov

Te bi Æleli ispirati mejsnijer pot, bi morali ar most boliti se en parameter, si predstavlja stavira tremetrega noelisia. Tak si Asponisma ja sije smo prisili dos tremetrega noelisia: 3 2= norta ([(u,0,u]))

the (among total) and P(A) is

MALOGA	21	Floyd -	Warshallov	algoritem

FW obsitem:

VHOD: graf G, uteren (negatione uteri dovoljene)

17HOD: D dimensije m x m (m st. nosliši)

(4) Dig renn migenigie pot: med i-tim in j-time vorlision

IDEJA:

 $D_{ij}(k) = mint D_{ij}, D_{ik} D_{ij}$ min $\{D_{ij}(k-1), D_{ik}(k-1) + D_{ij}(k-1)\}$ it at D_{ij} and,

hand toming along the rejection their alles, it is

is on promote to properly it is no transfer well in any one

between in its war friend in them. They will be in

da uponlisamo vodista

of 1 100 by &

ROBMI POGOSI:

Dii (1) =0

Dri (1) = Wri (nter poverove)

(Buchall Far = 4)

CASOVMA ZAHTEVPOST:

J (m3)

stoker in when to hominmo pot:

Tom, Dong, Amm raje

NALOGA 5:

Deate Di , FW oderili, re v grafu obstrjujo negativni visli?
Det, de li perenli diagonalne elemente v bonini matrili.
Te je seleri od vojih negativen, potem ima graf negativni visles.