· Shortest Path in Directed Acyclic Graph (Using DFS) , dist {0,2,3,6,1,5} Approach: (1) find Topological Sort using DFS or BFS (2) Then, Pop out the elements from stack and check the distances with dist array assign shortest values.
(3) Atlast return the dist array. NOTE: Adjacency list vector will have 2 yalms i.e. vettex value, weight;?
so for this we have add pair of int, int.

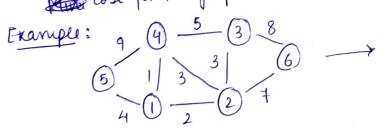
void shortest Dist (V, adj, sxc) { Stack (int > st = getTopological sort (1; - To get the Topological Sort vector <int > dist (W, INT-MAX); dist [src] = 0; while (1 st. empty()) } int node = st. top(); St. pop(); for (auto it: adj (node]) of if (dist (node) + it second < dist (it. first)) of dist [it first] = dist [node] + it second; return dist; Minimum Spanning Trus (MST) I A Graph is said to be MST, only and only if the no. of nodes is 'n' and {NOTE: In MST, There is no cycle } the no. of edges is (n+1).

Protection of a stanger was the project of

A graph has to weighted.

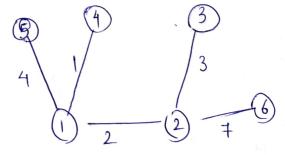
All nodes should be connected directly or indirectly.

Less cost for the graph should be minimum.



G To find the MST, there are 2 algo:

- (i) Prim's Algorithm.
- (ii) Kruskal's Algorithm.



Cost > 17.
This is MST for the given graph.

```
(2,2),(4,1)
                                   (1,2), (5,5), (3,4)
                                3/(2,4), (4,3), (5,1)
  4,580=1
     |-| \rightarrow 0
     1-4 -> 1
      1-5 \rightarrow 5
  Approach: (i) Here instead of using queue, we have to use priority queue (min
               heap) to get the minimum distance at the top of the PO.
    (ii) Pop out the element from the PO and check for the minimum
        distances same as we did in (shortest dist. in undirected graph).
    (iii) If the distance of the adjacent nodes is change minimize, we have to push that nodes in PQ and replat the process until
          turpo is not empty.
void djikstra (src, v, adj) &
     pq; < min_neap (dist, val).
      dist (V/INT-MAX);
                                                         T.C > O((N+E) logN)
     dist (sxc] = 0;
                                                          S \cdot C \to O(N) + O(N)
7 O(N108N)
      pq.push ({0,58c});
     while ({ pq.empty()) 1
                                                                  70(M).
           int wt = pg.top(), front;
           Int node = pq. top(). selond;
           for (auto it: adj[node]) of
                if ( dist [node] + dist (it.])
                     dist (it) = dis(node]+wt;
                           · First
                     pq.push (q dist[it.frist], it.first]);
    return dist;
```

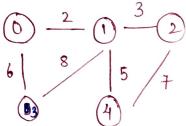
aoj. usi

Dijkstra's

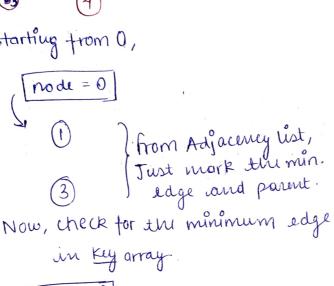
Trivis Augurithm

Pick up an element and takes minimum of the all the adjacent nodes and mark that adjacent nodes as a part of MST.

· Procedure:



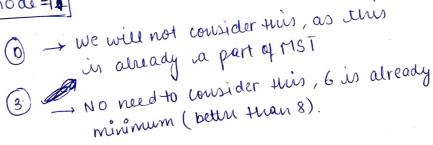
Starting from 0,



key 0	2	3 × 2	6	5
MST _T	T	T	F	F
Parent	0	1	0	4

(node =14

() - we will not consider this, as this



- (1) -No need to consider.
- (4) No need to consider.

After doing turs again k again we will have MST array have value True, which needers MST is created.

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· Implemention of Prim's Algo
  void prims (int n, vector < int > adj[]) {
      vector cints parent (n, -1), mst (n, false), key (n, INT_MAX);
       priority queue pg = min heap,
       pg. push (90,07);
       Key[0]=0;
       for (int c=0; C< N-1; c++) &
                                                      \int T \cdot C \rightarrow O(N \log N) \left( S \cdot C \rightarrow O(N) \right)
            int u = pq.top(1. second;
             pq.pop(1;
            mst [u] = true;
            # for (auto it: ad) (u) of
                   int v = it, first;
                   intwt= It. second;
                   if (odjmst[v] ==false && wt < Key[v]) of
                         kcy[v] = wt; parent[v]=u;
                          pa. push (d Key [V], V]);
      for (int i=1; i<n; i++)
              cout ce parent [i] < e"-" ce i ce end 1;
```