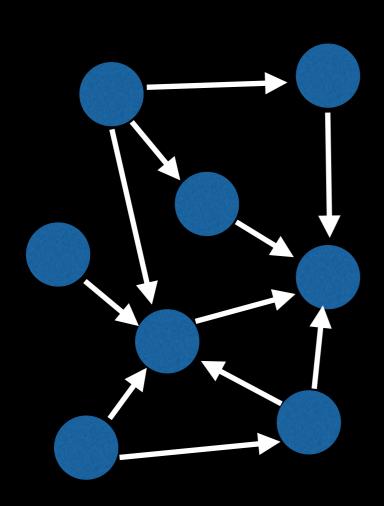
Shortest and longest paths on DAGs

William Fiset

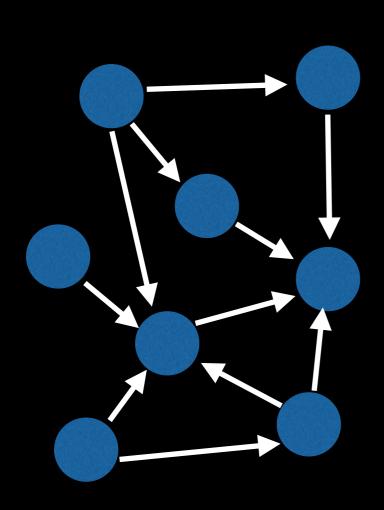
Recall that a **Directed Acyclic Graph (DAG)** is a graph with directed edges and no cycles. By definition this means all **trees** are automatically DAGs since they do not contain cycles.

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Q: Is this graph a DAG?

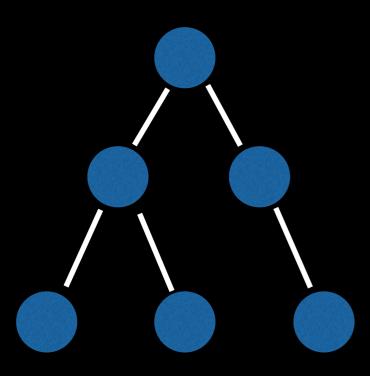
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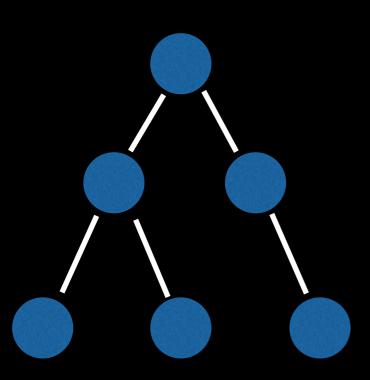
A: Yes!

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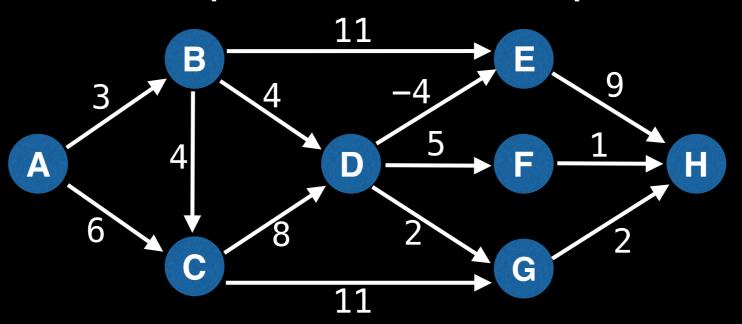


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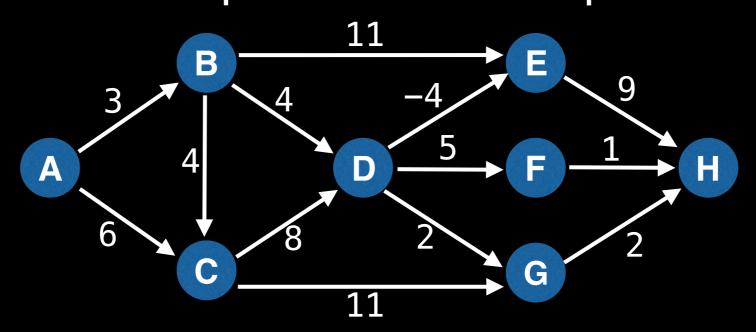
A: No, the structure may be a tree, but it does not have directed edges.

The **Single Source Shortest Path (SSSP)** problem can be solved efficiently on a DAG in **O(V+E)** time. This is due to the fact that the nodes can be ordered in a **topological ordering** via topsort and processed sequentially.

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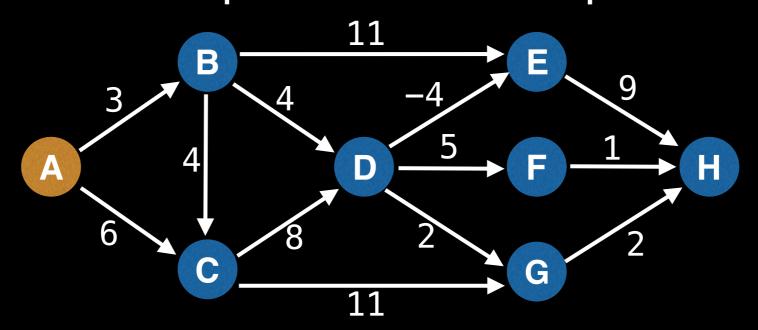


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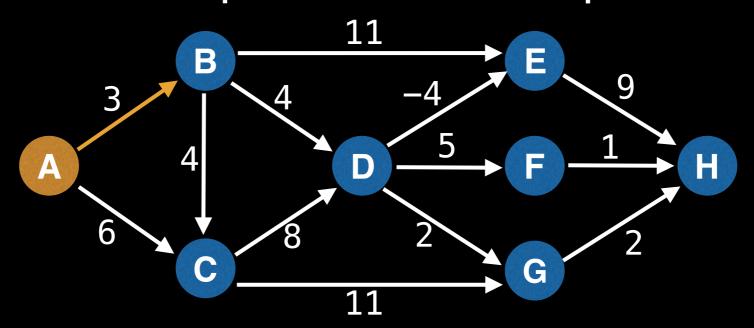
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A	В	С	D	Е	F	G	Н

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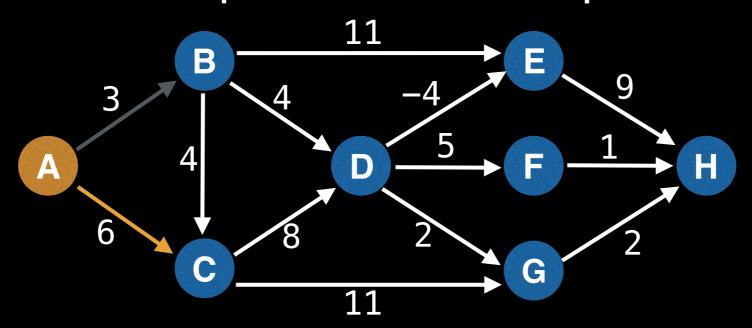
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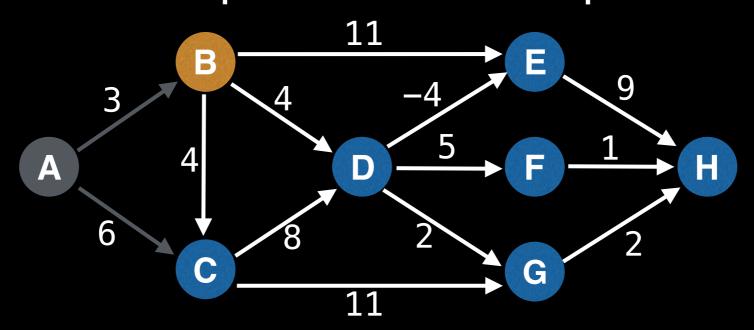
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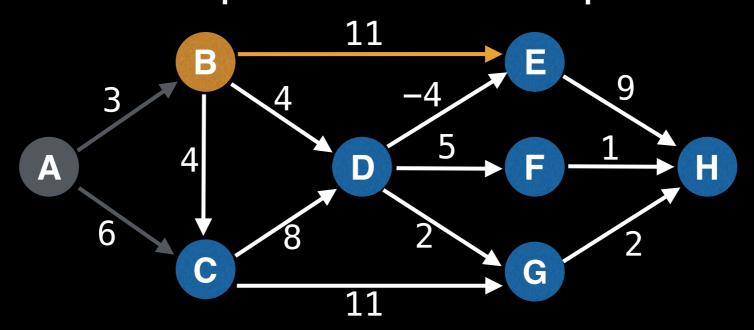
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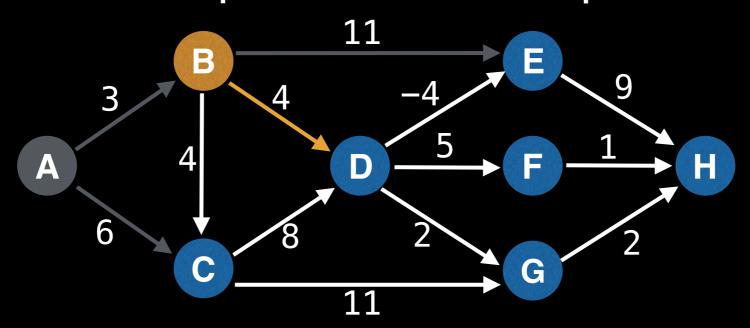
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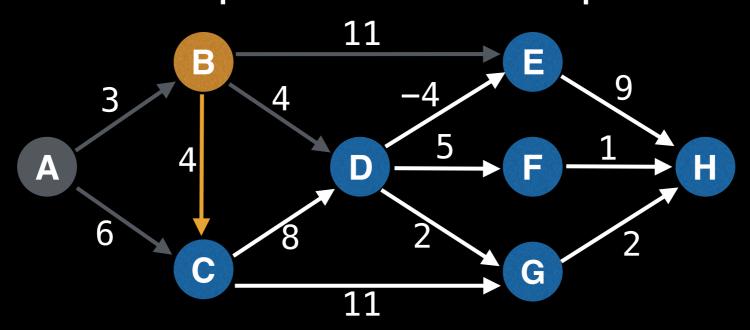
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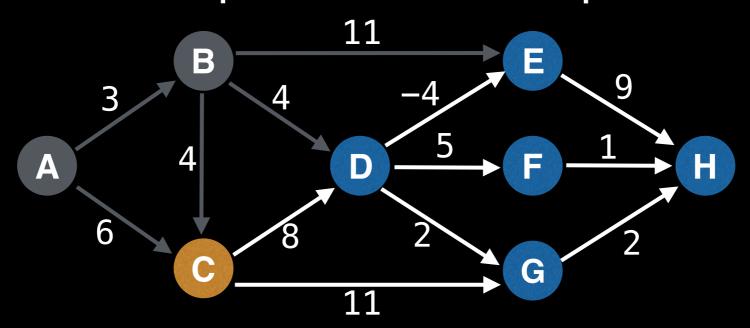
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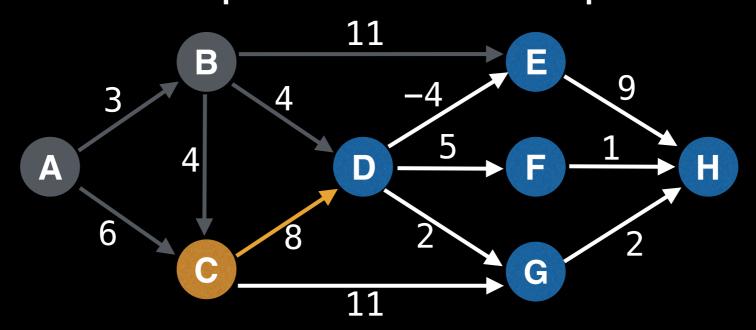
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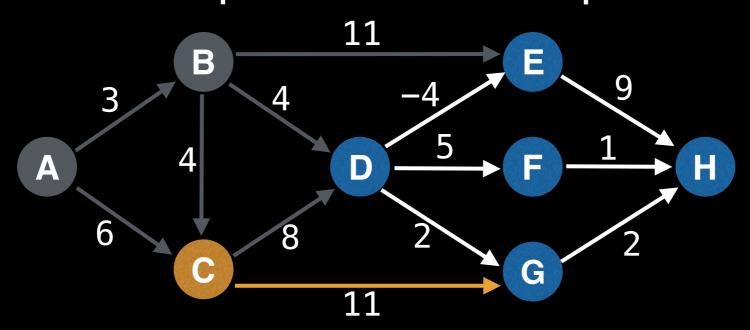
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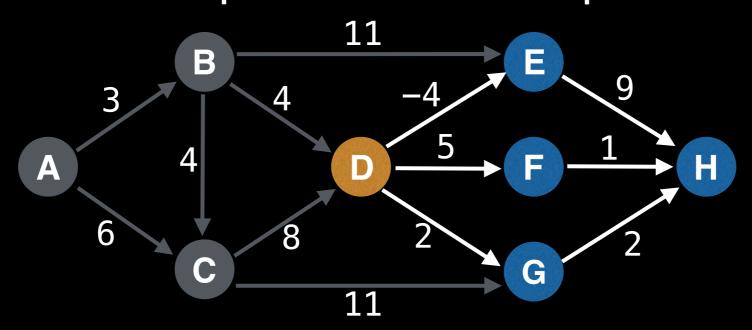
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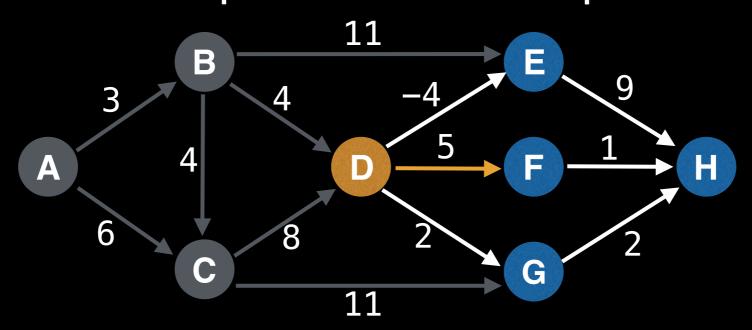
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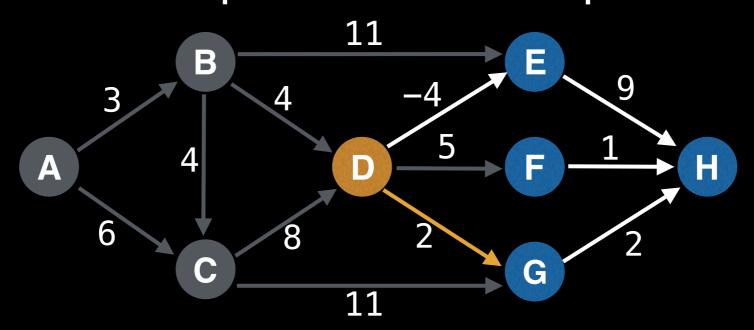
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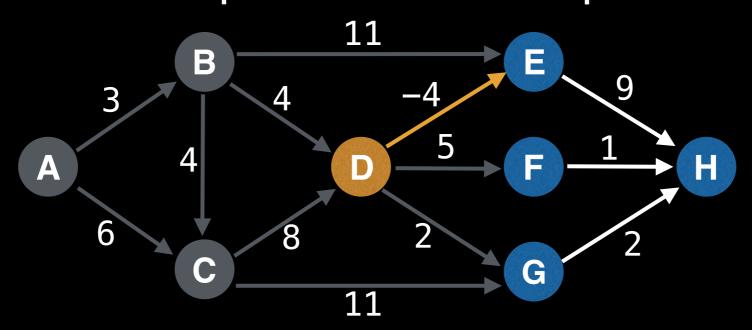
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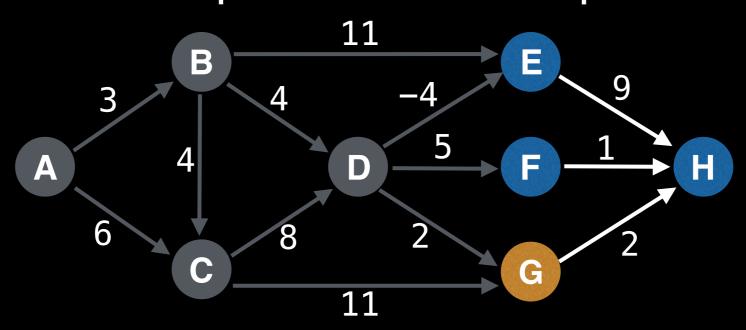
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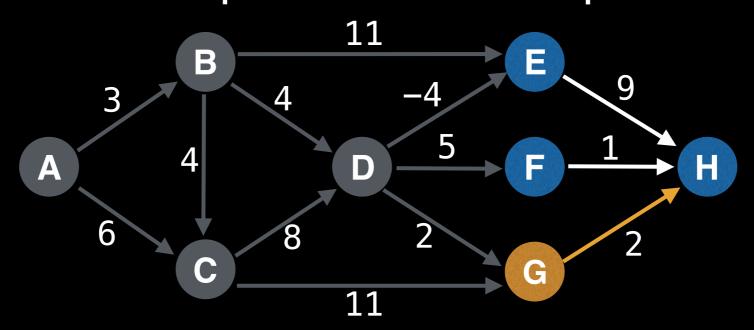
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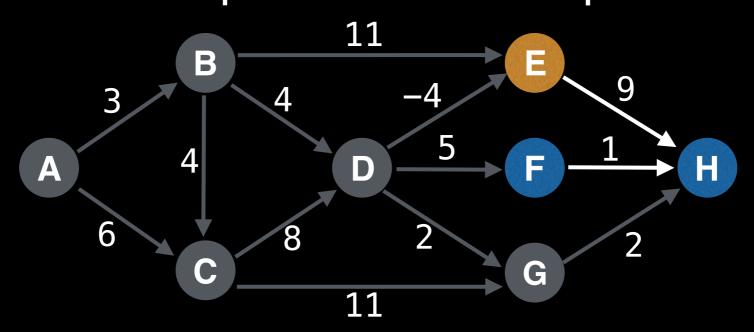
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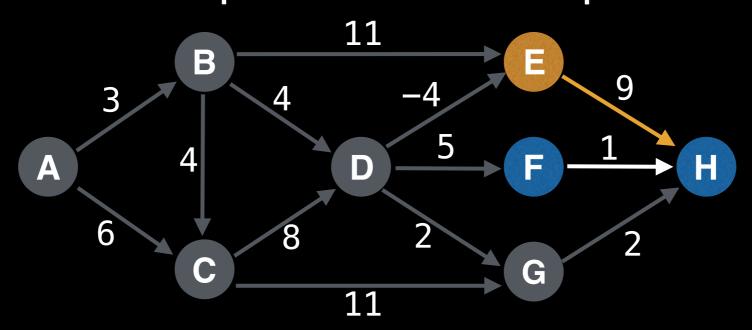
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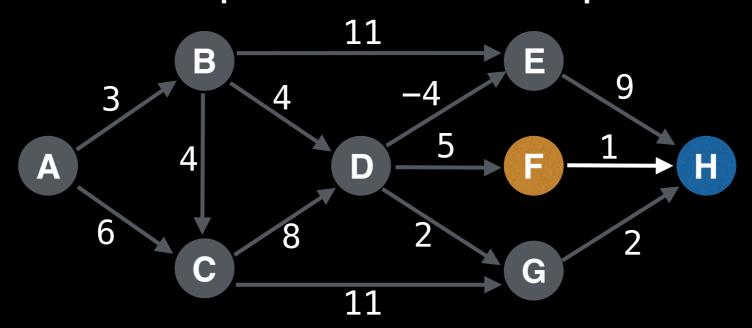
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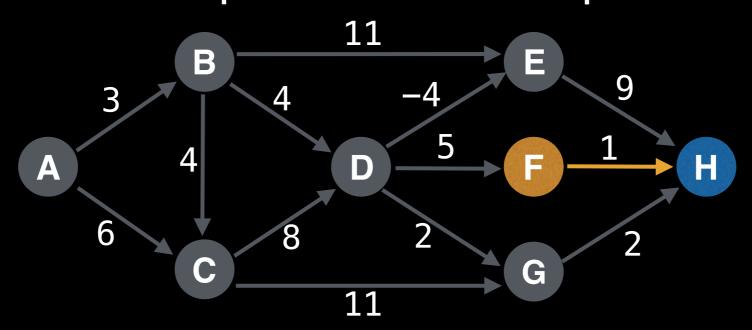
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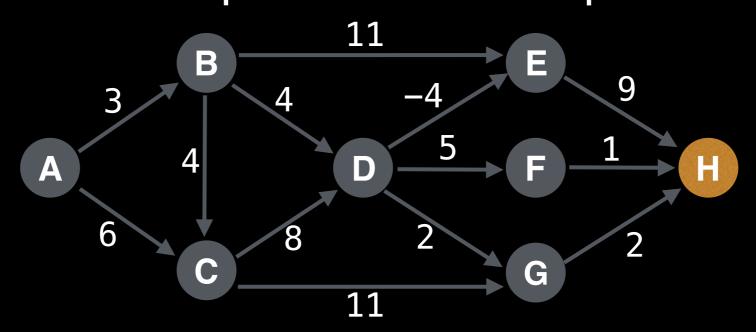
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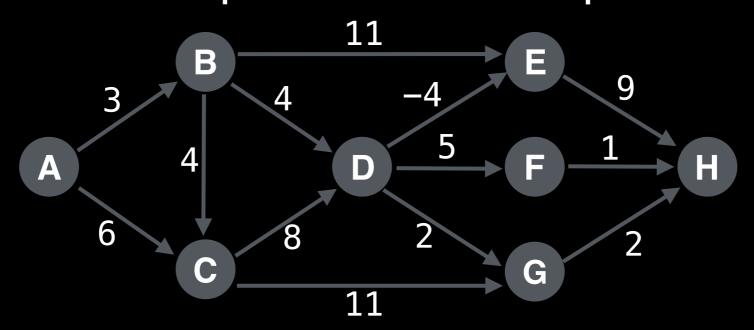
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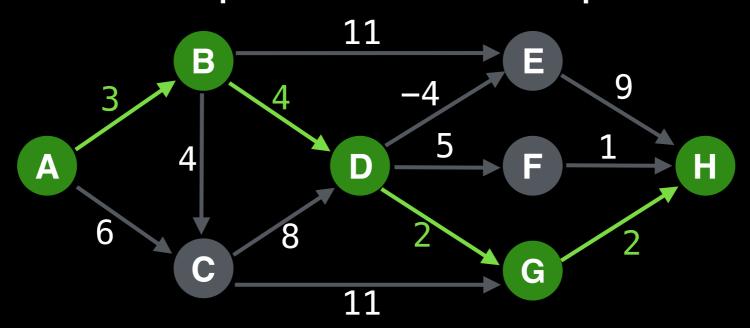
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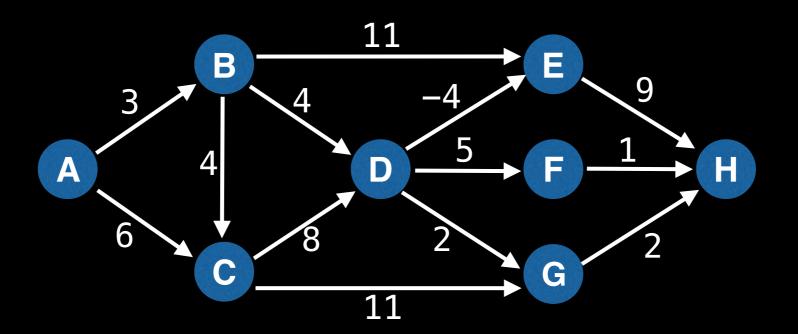


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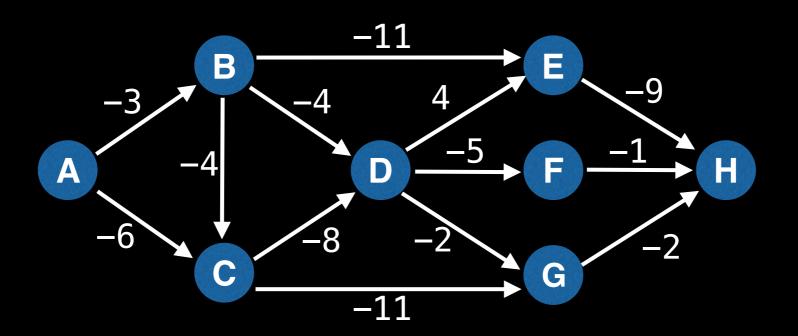
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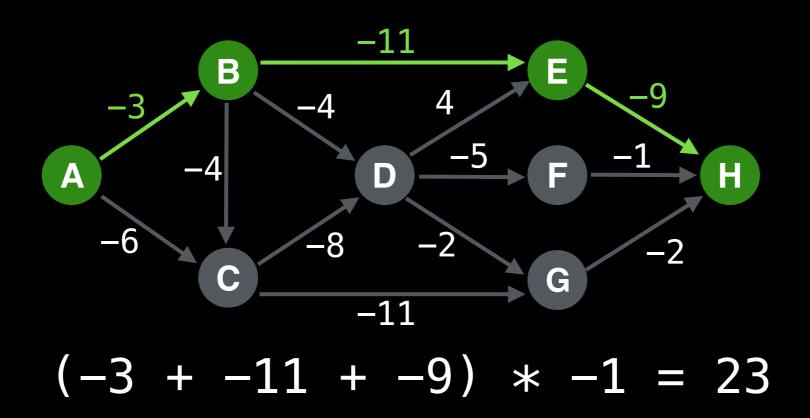
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Source Code Link

Implementation source code can be found at the following link:

github.com/williamfiset/algorithms

Link in the description:

