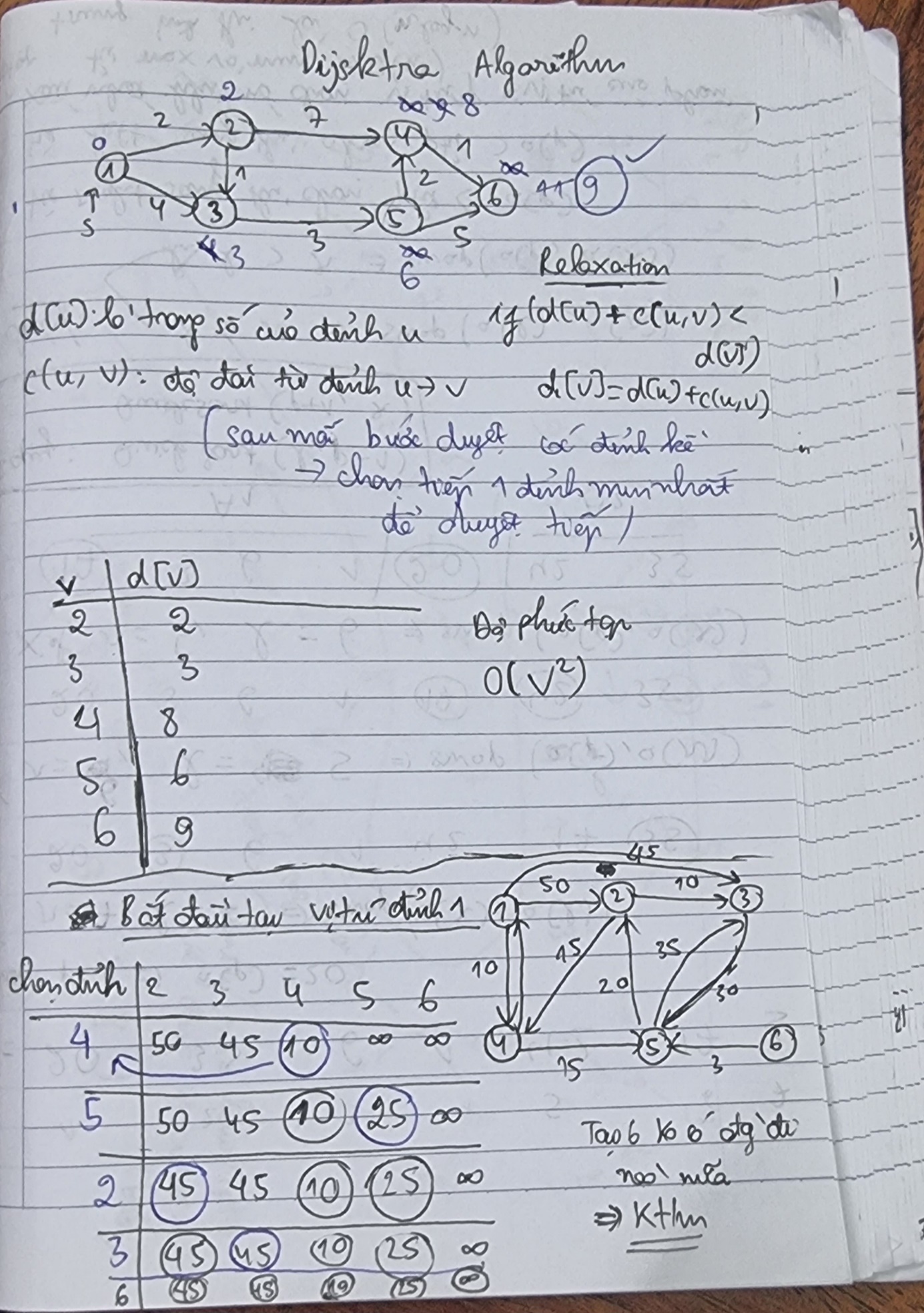
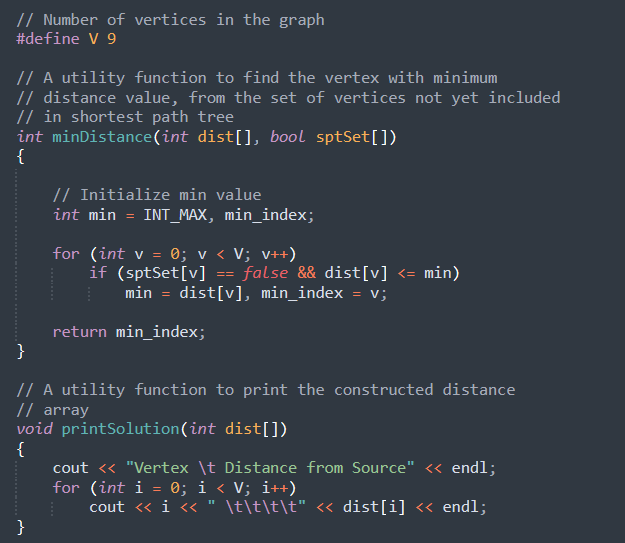
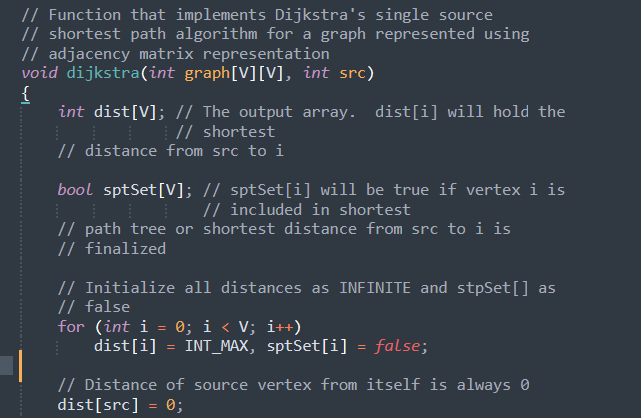
**1, Thuật toán Dijkstra**

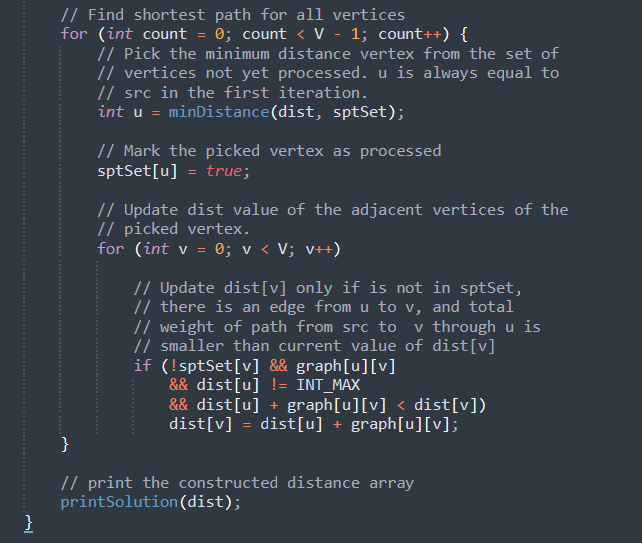


**Code:**

**1, Với ma trận kề**

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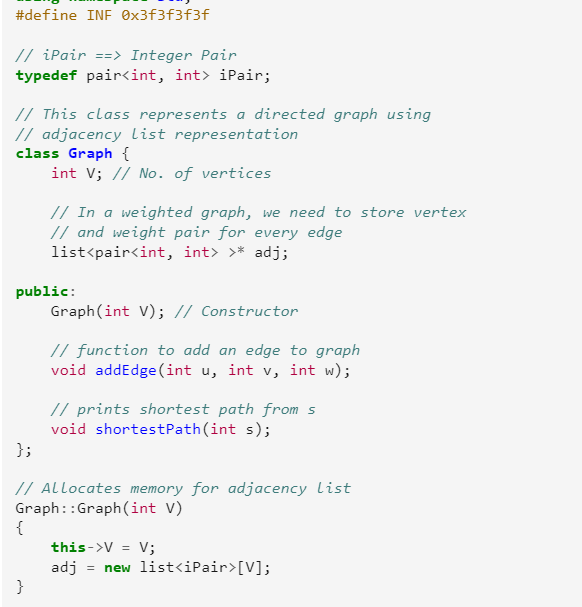
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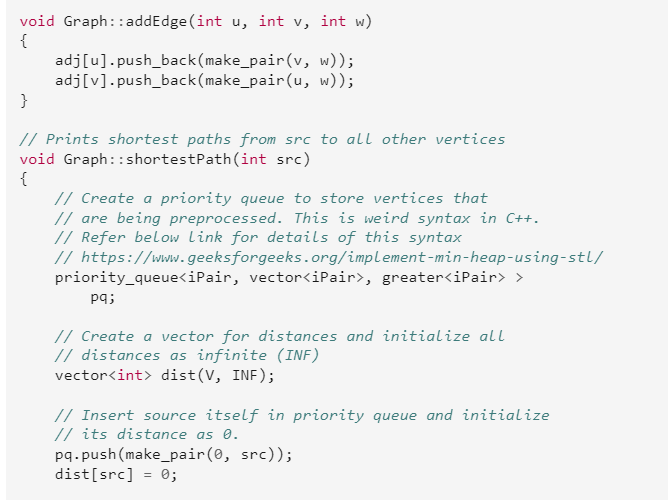
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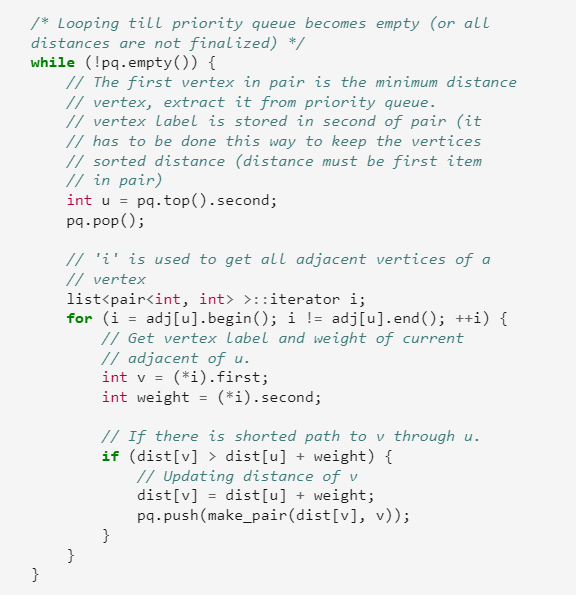
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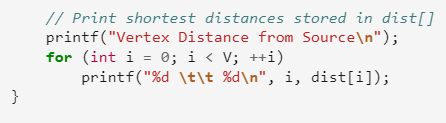
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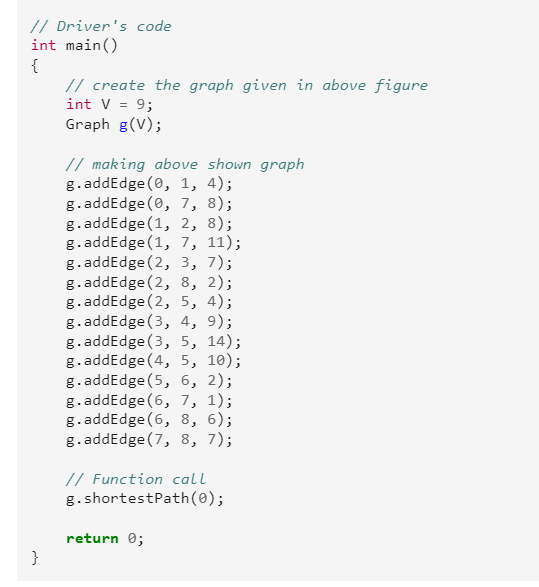
**2, Với danh sách kề**

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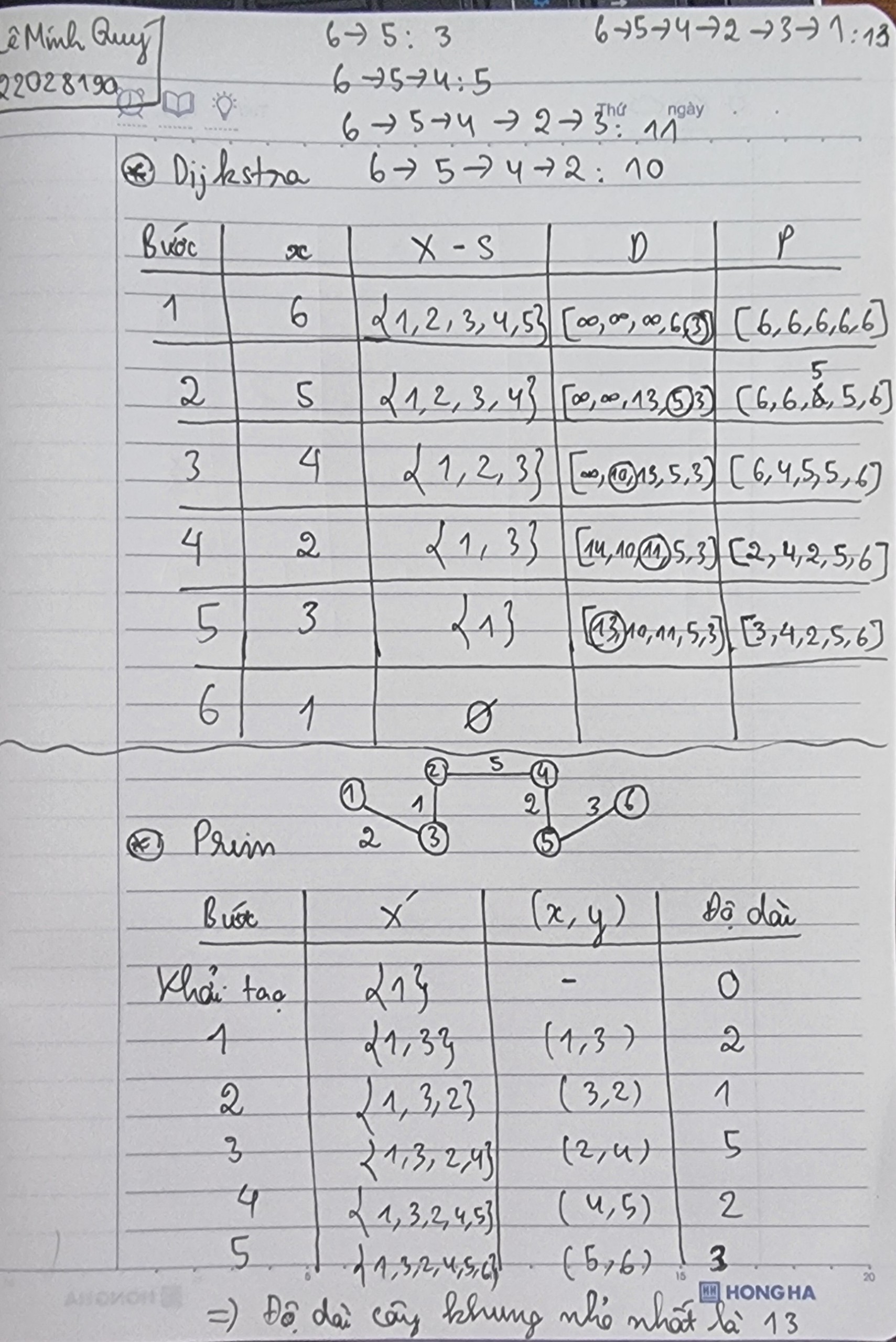
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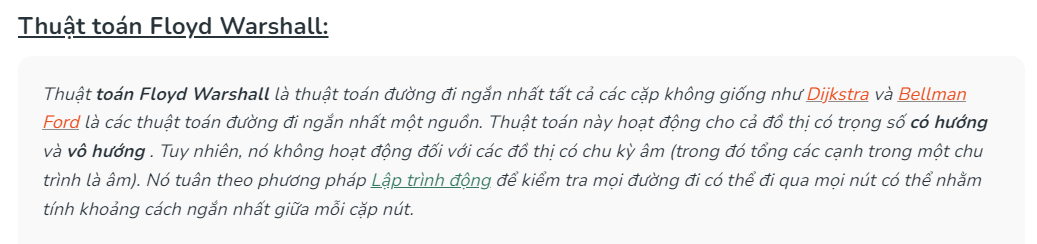
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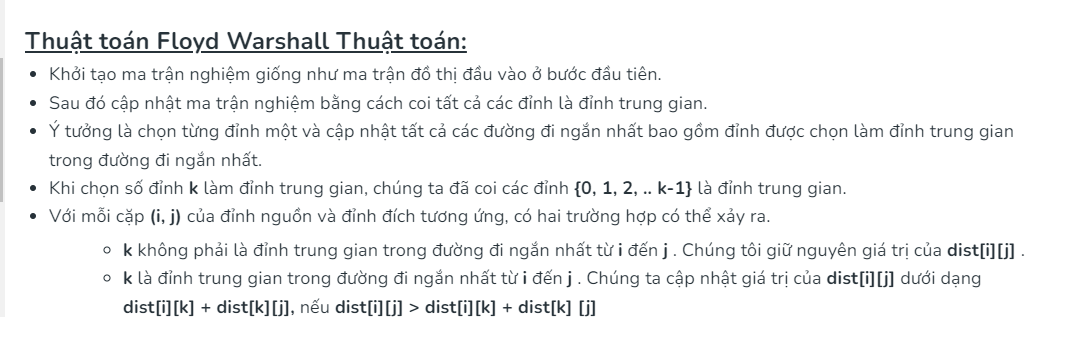
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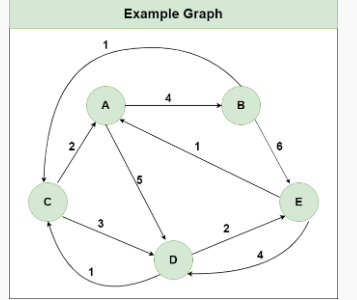
**Trình bày hoàn chỉnh bài toán Dijsktra và Prim**

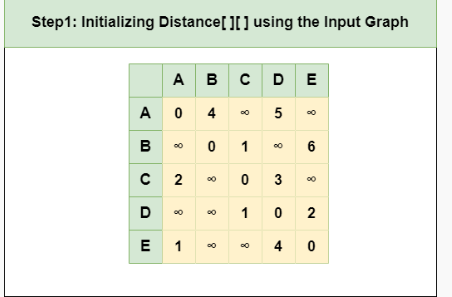
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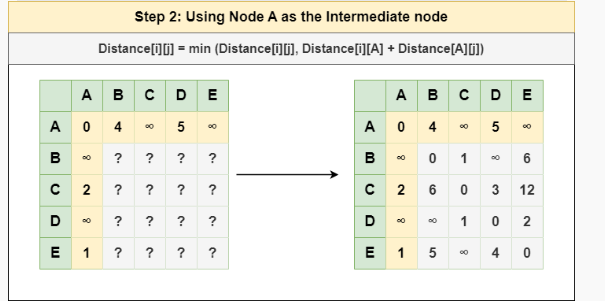
**Thuật toán Floyd**

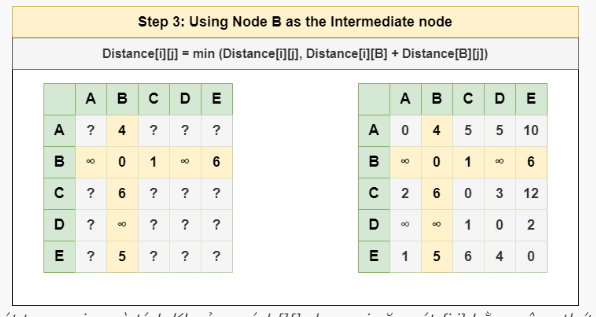
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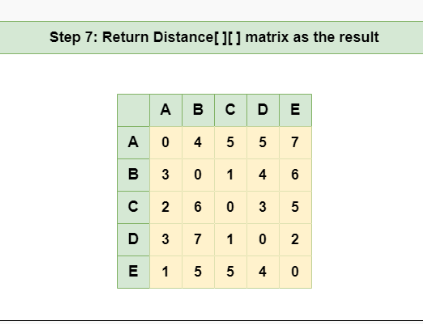
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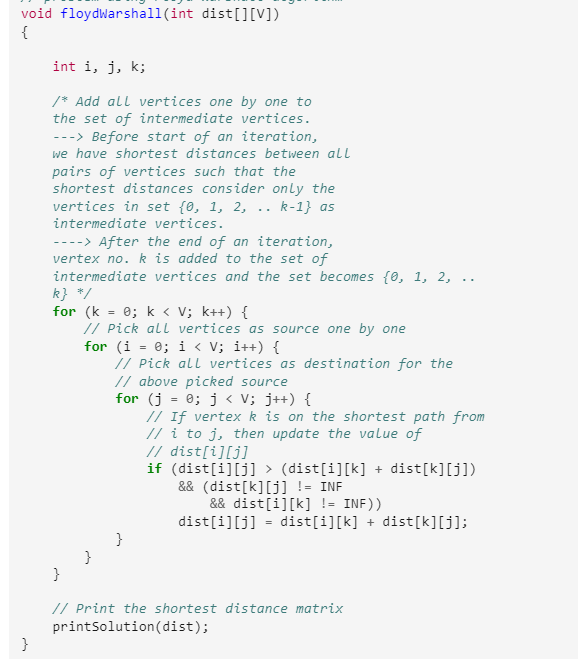
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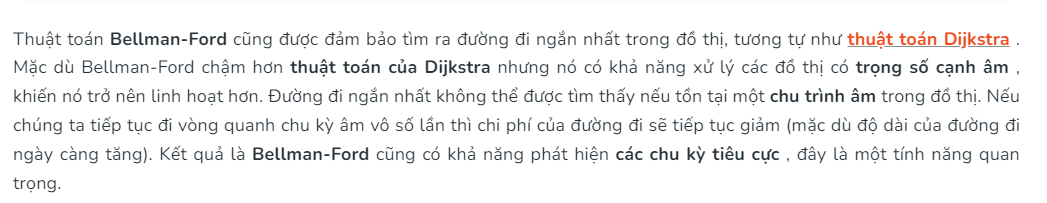
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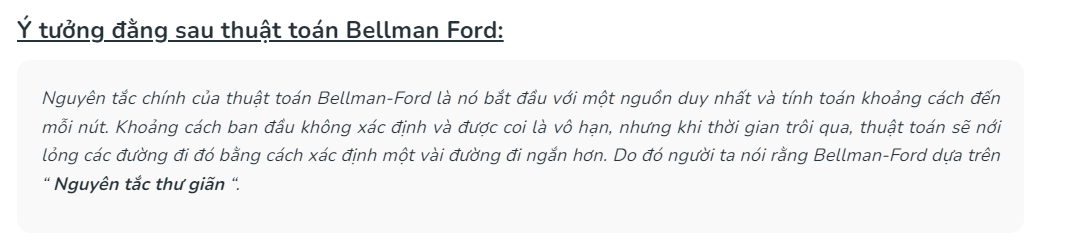
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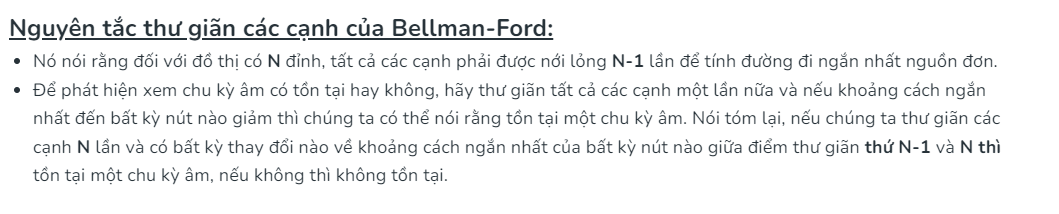
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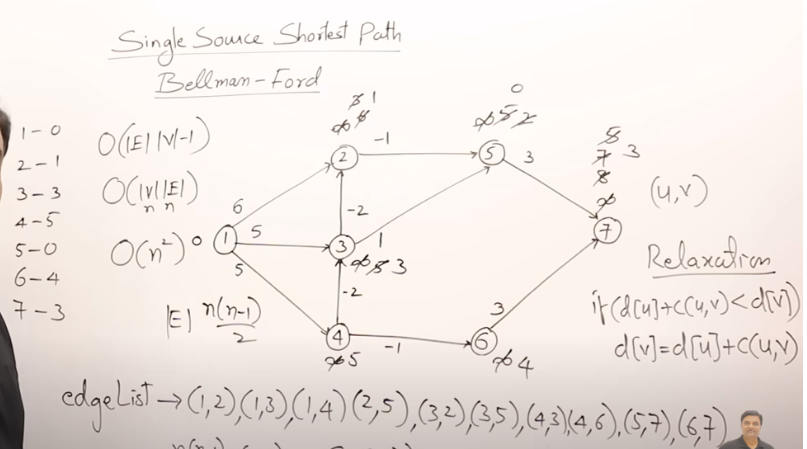
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**Thuật toán Bellman-Ford**





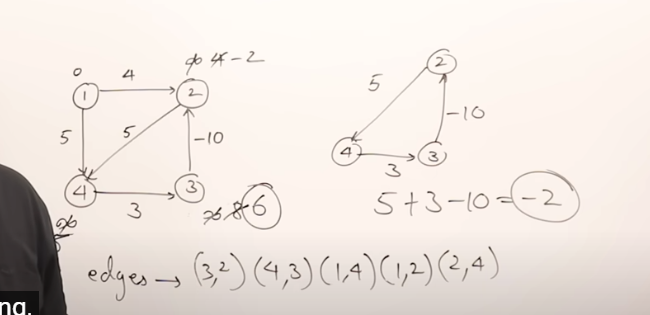




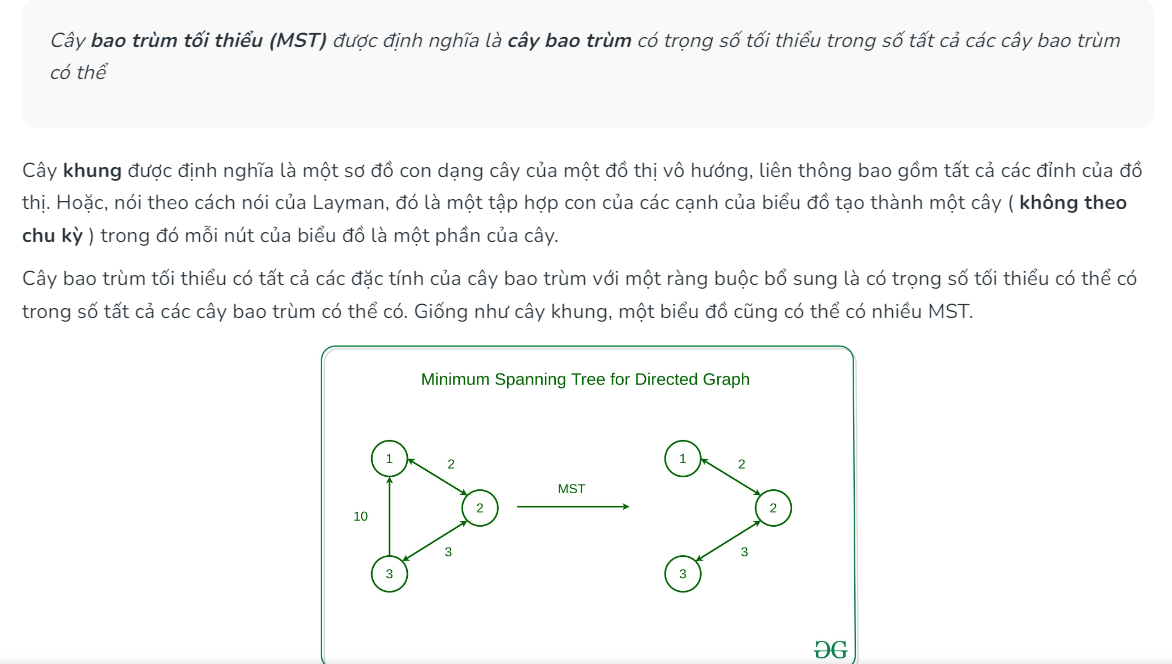
Đồ thị có 7 đỉnh => lặp lại bước duyệt qua tất cả các cạnh của đồ thì (7 – 1) lần và cập nhật theo trọng số mới

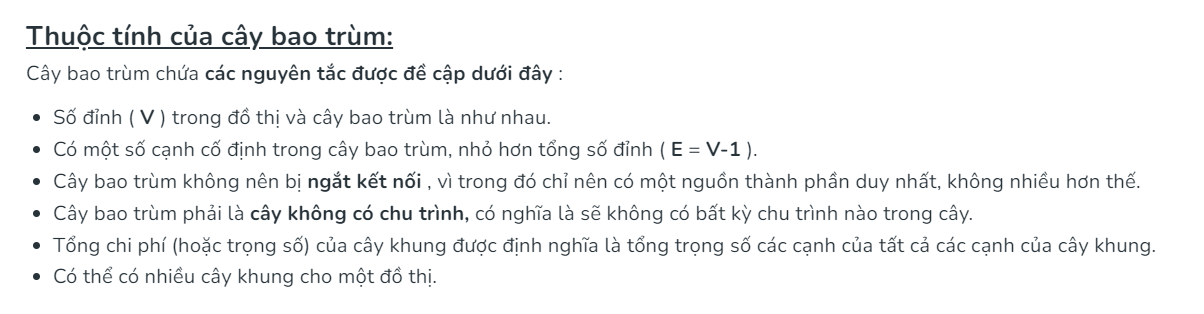
**Chú ý: Nếu đồ thị có trọng số âm và có chu trình thì Bellman-Ford không giải quyết được**

**Thử bằng cách khi duyệt qua N-1 lần rồi đến lần thứ N mà nó vẫn thay đổi thì nghĩa là đồ thị có chu trình.**

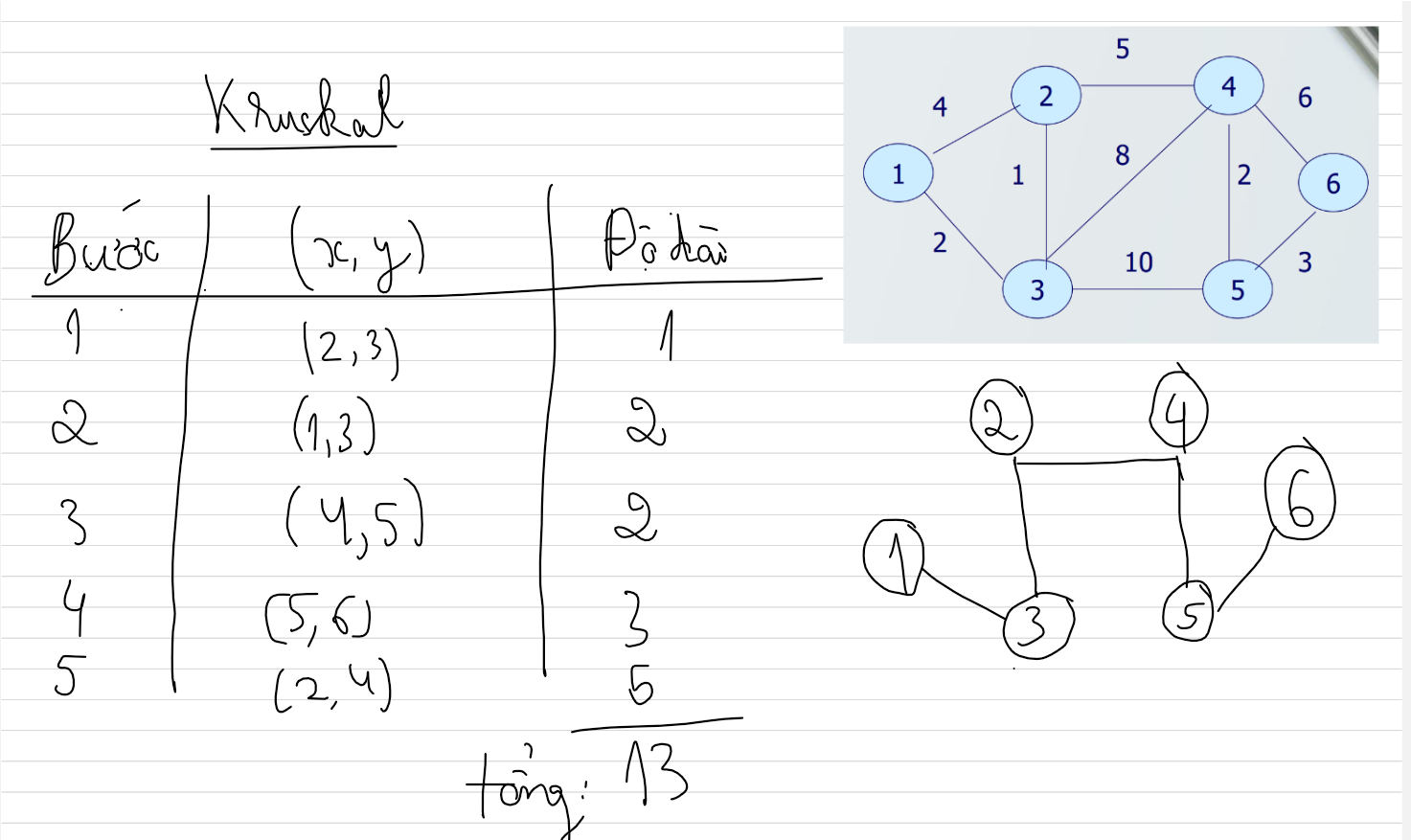


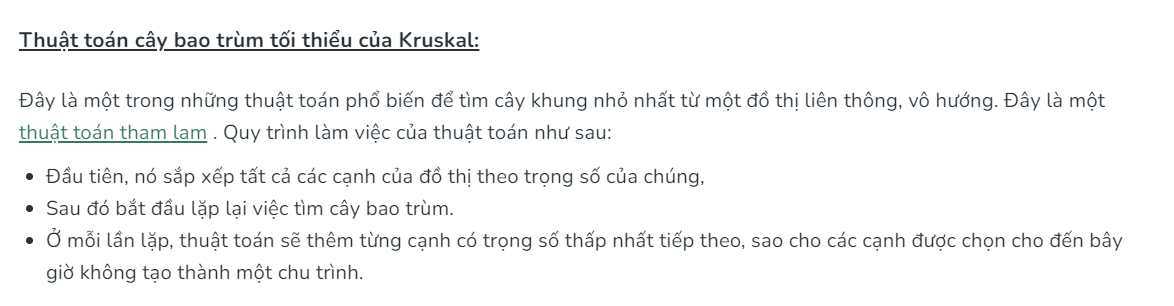
**Minimum spanning tree**

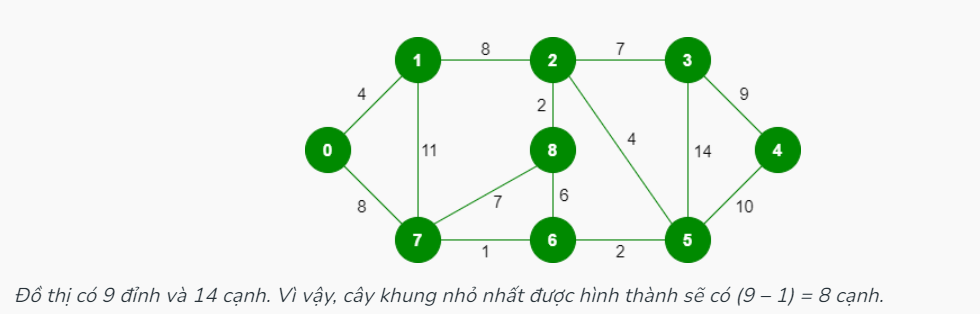
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**1, Thuật toán Kruskal**

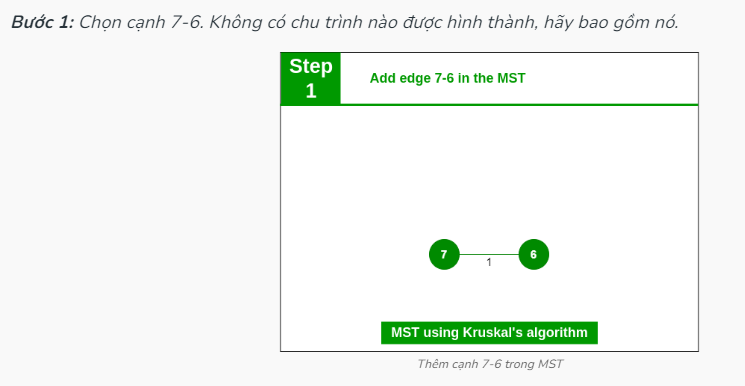
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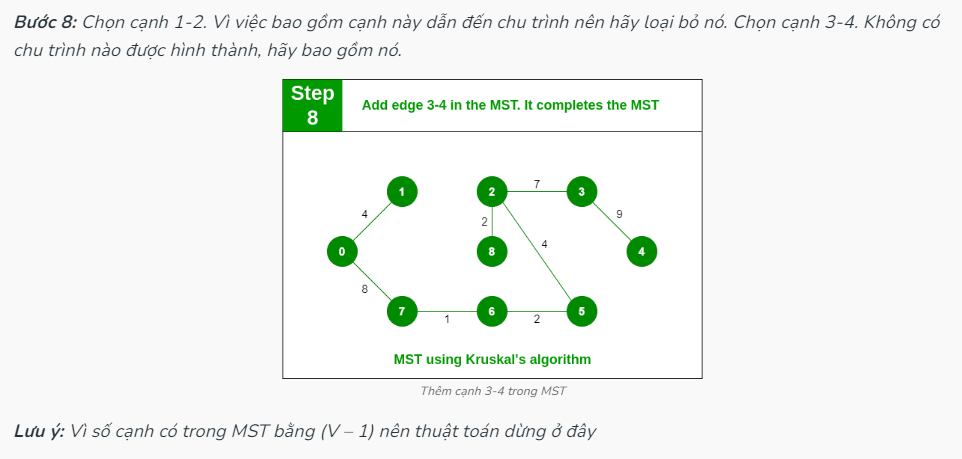
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**Sắp xếp weight của các cạnh theo thứ tự tăng dần để tiến hành lựa chọn, chọn các cạnh theo thứ tự và làm sao để nó không được hình thành chu trình và đủ số cạnh là thỏa mãn.**

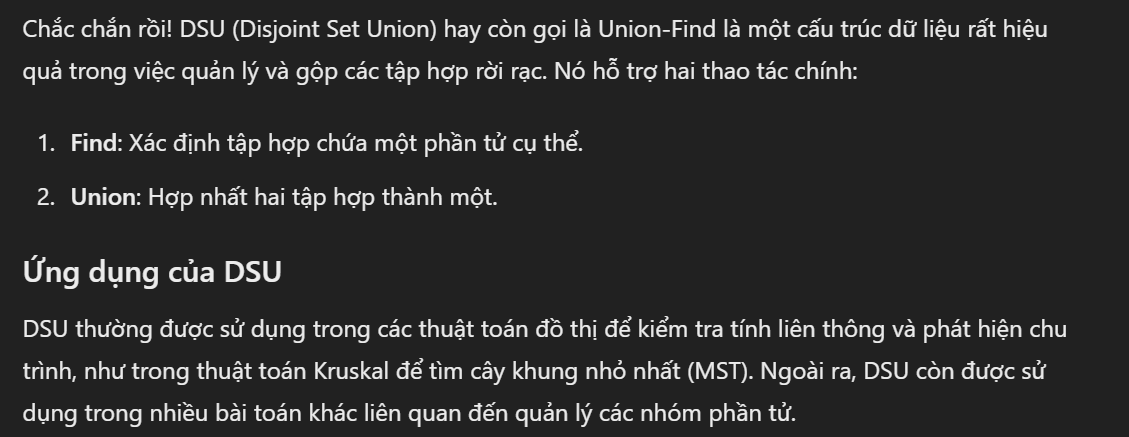
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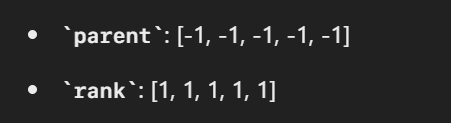
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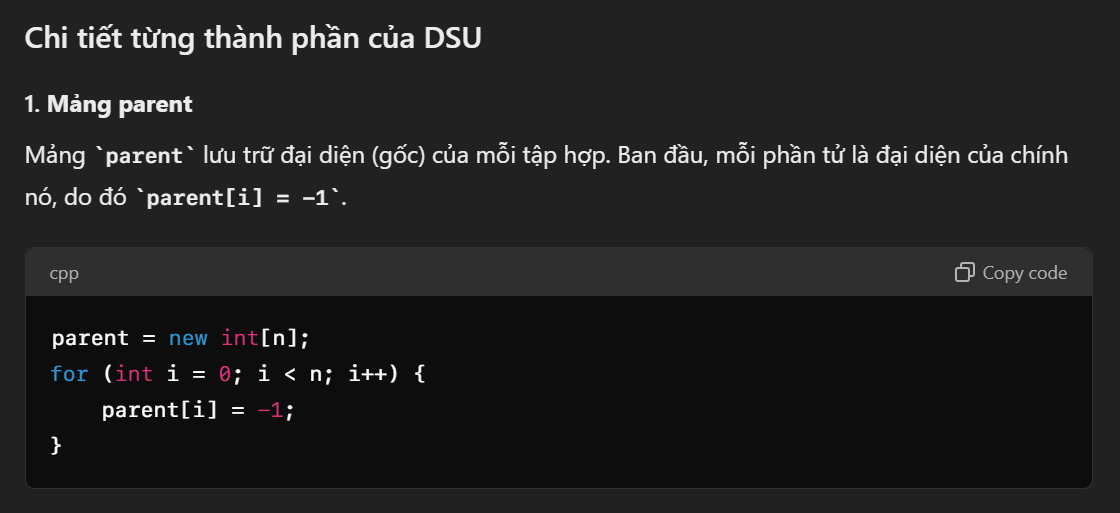
**…**

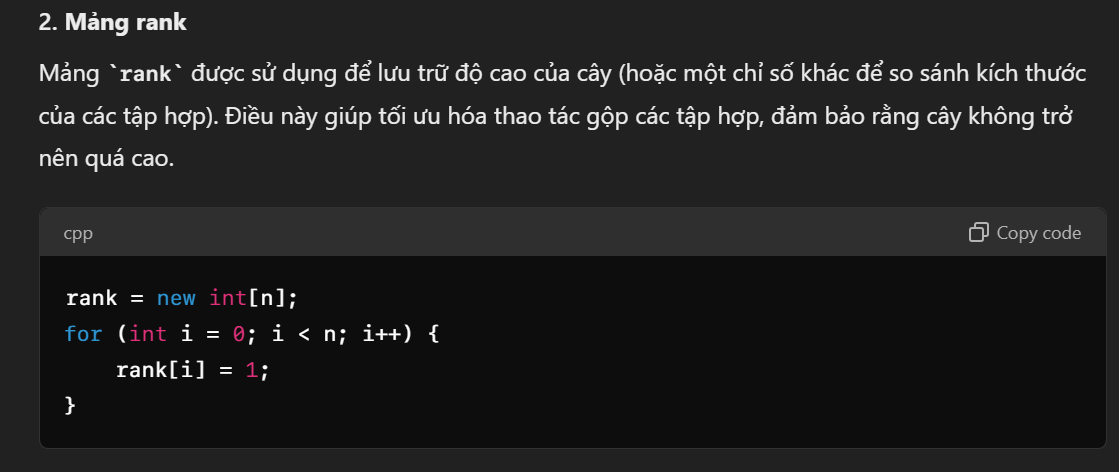
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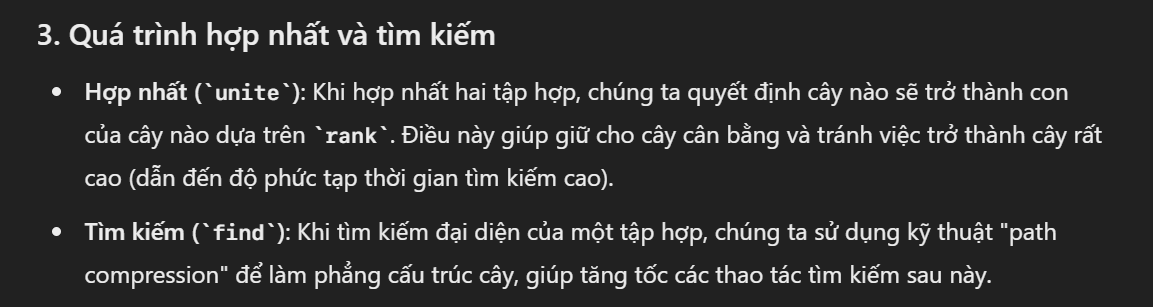
**Thuật toán Union-Find (Disjoint Set) để phát hiện chu trình**

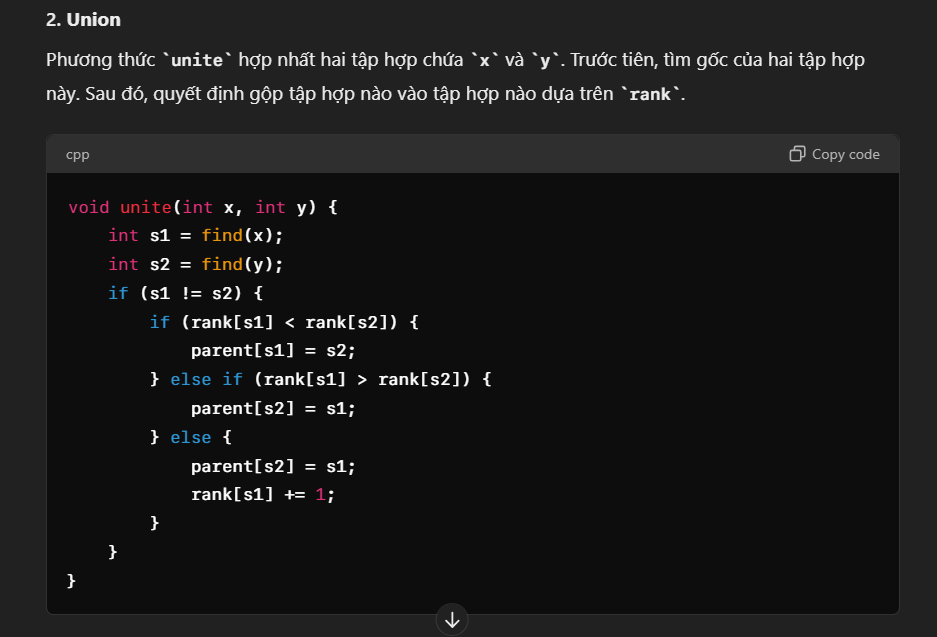
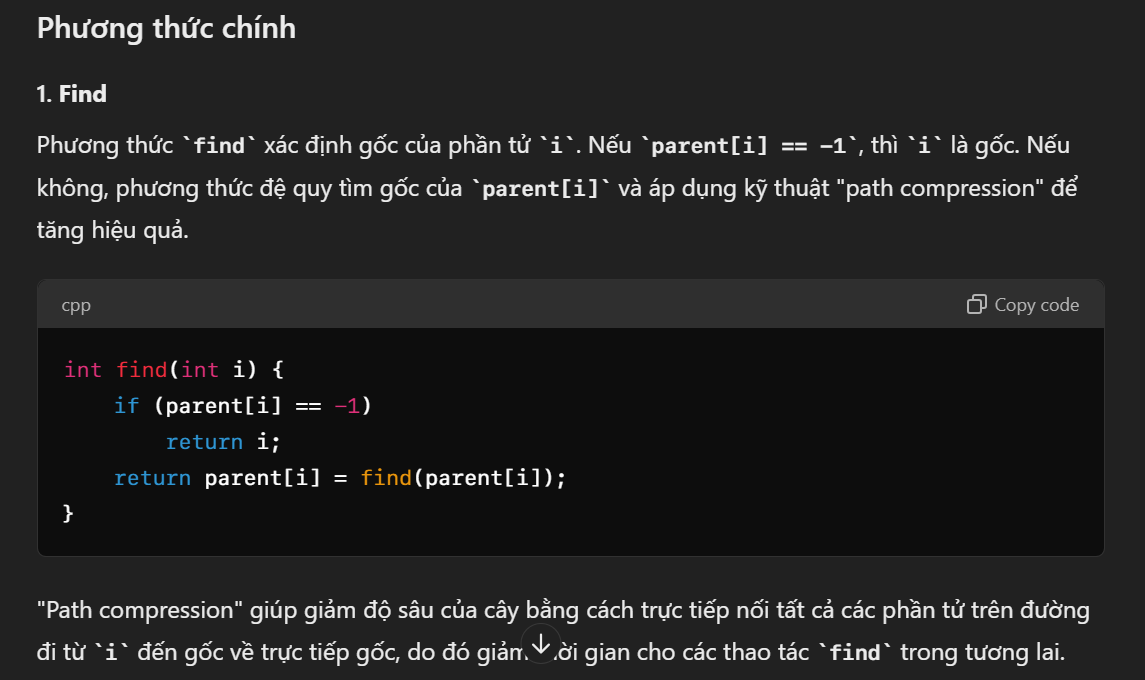
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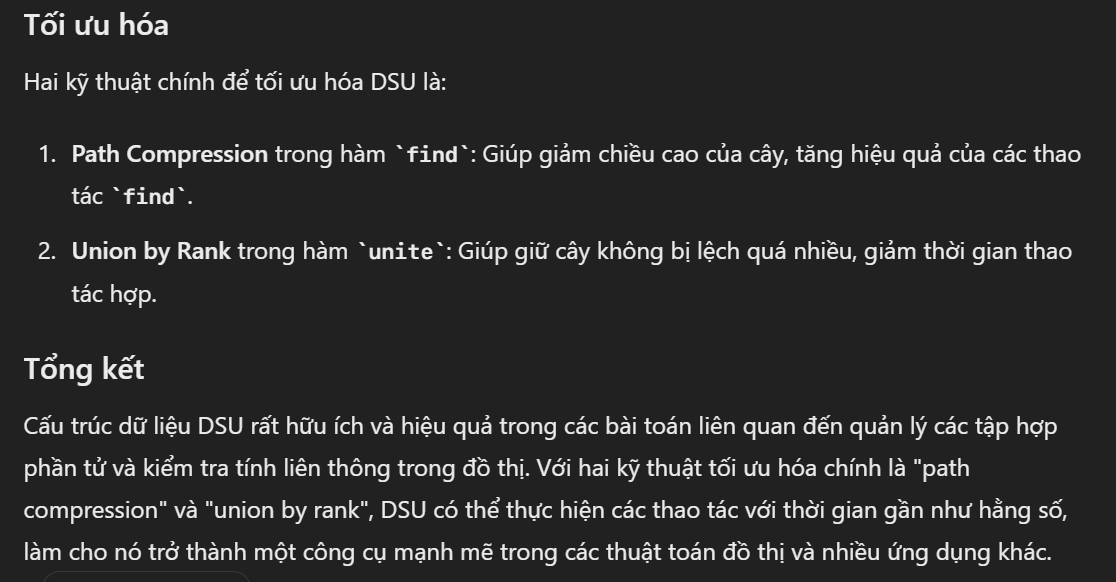
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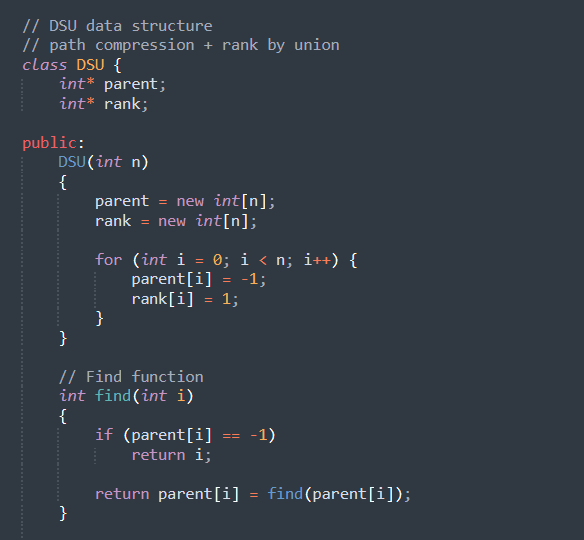
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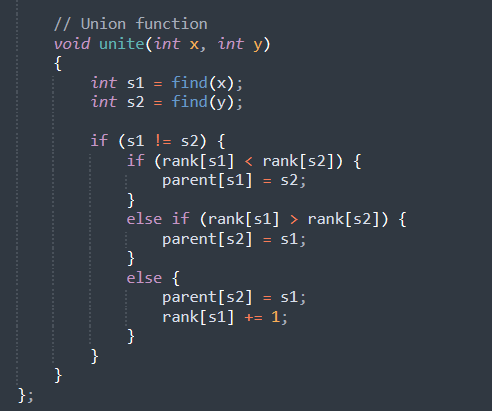
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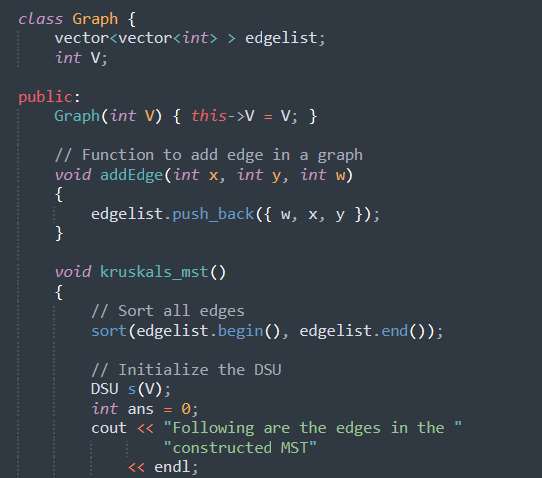
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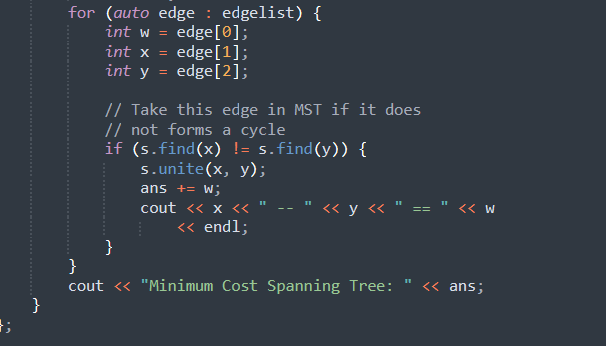
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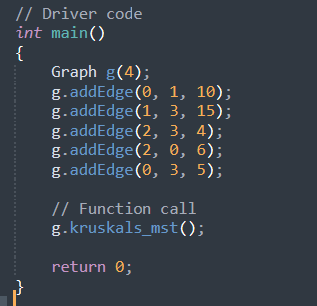
**Code:**

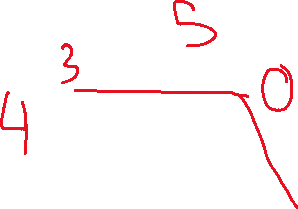
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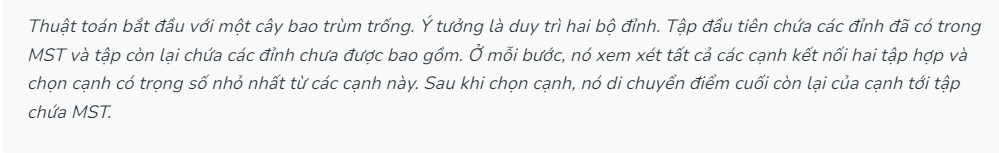
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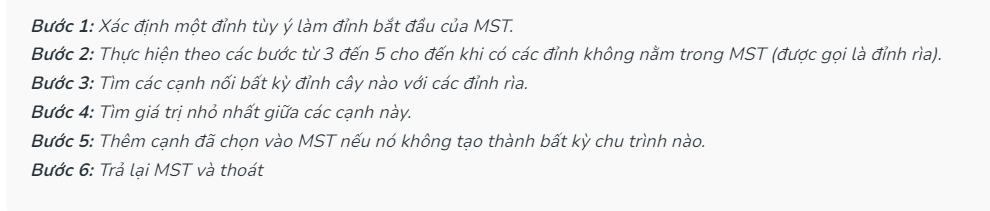
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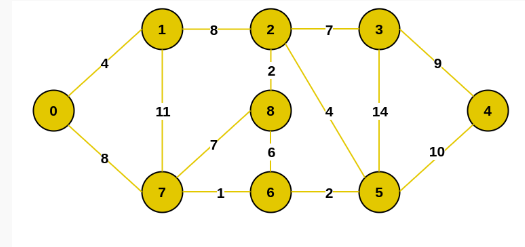


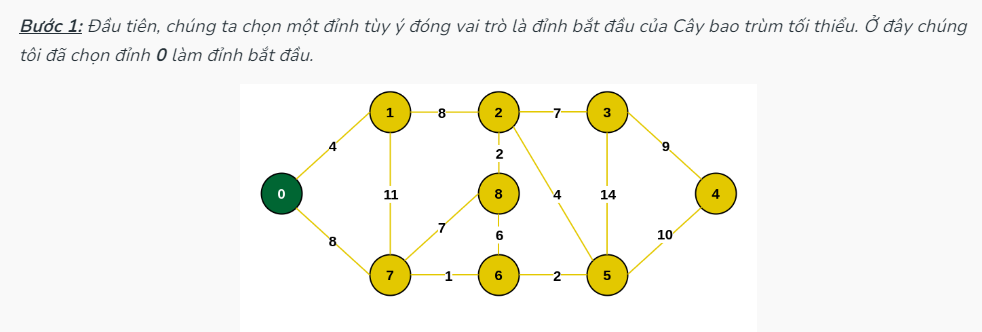
**2, Thuật toán Prim**

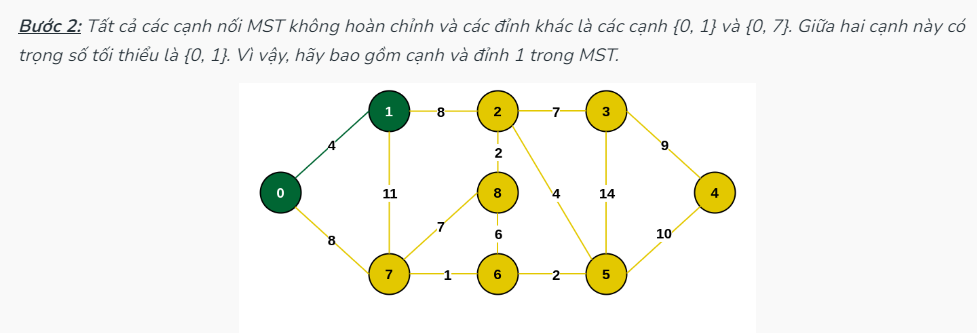


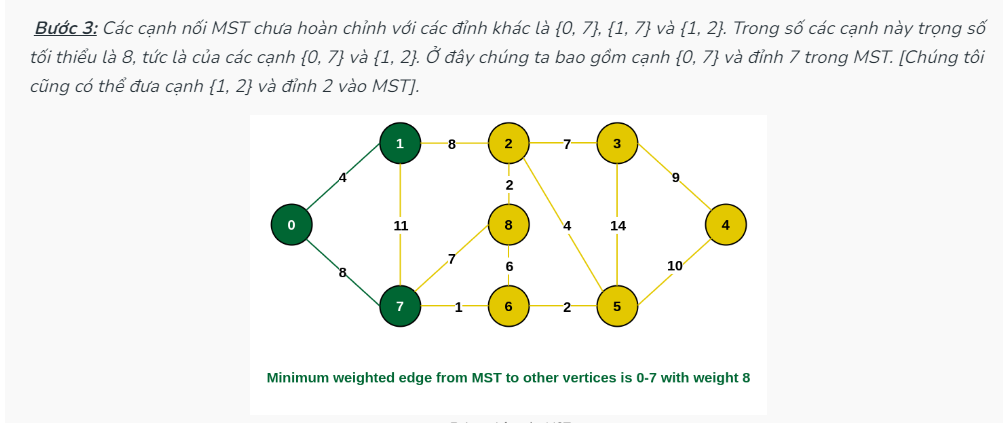
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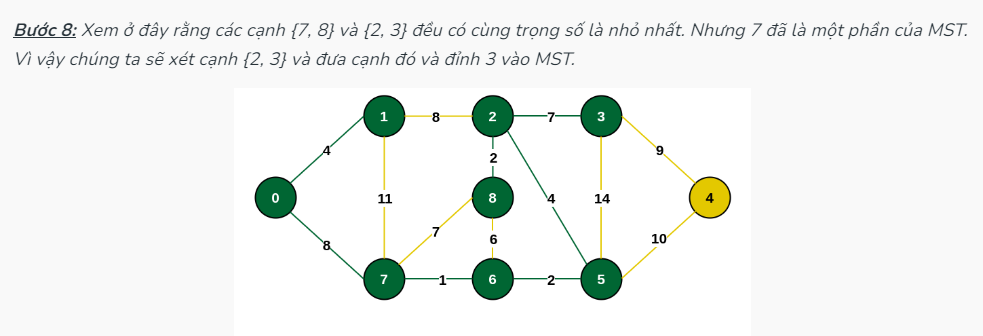
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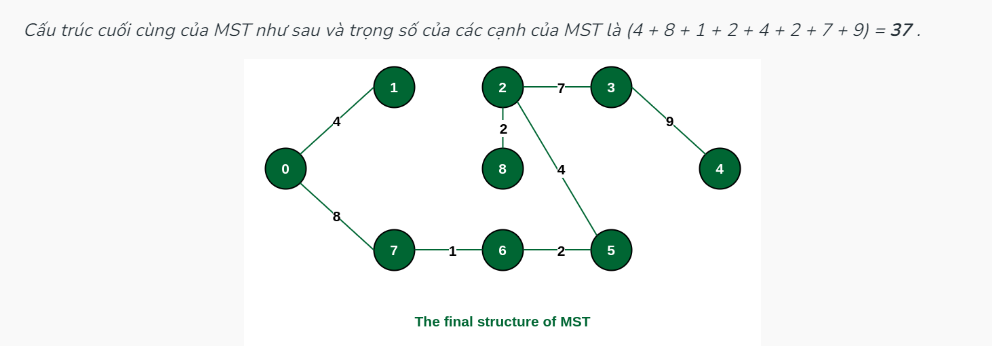
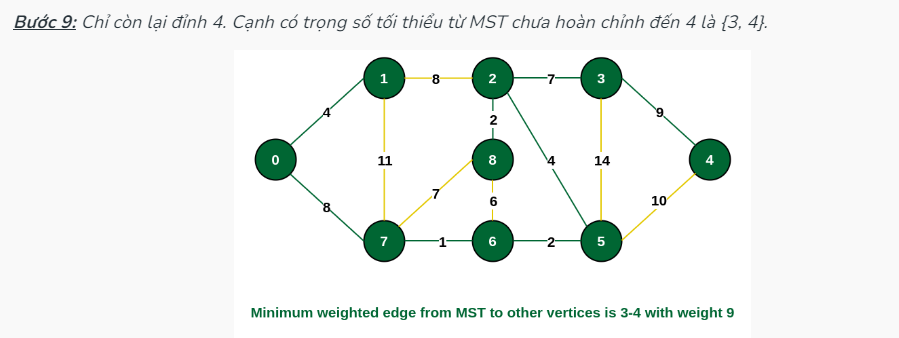
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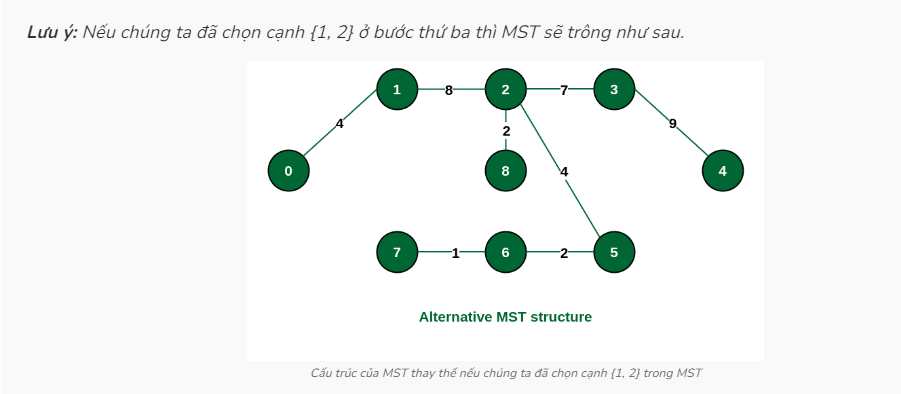
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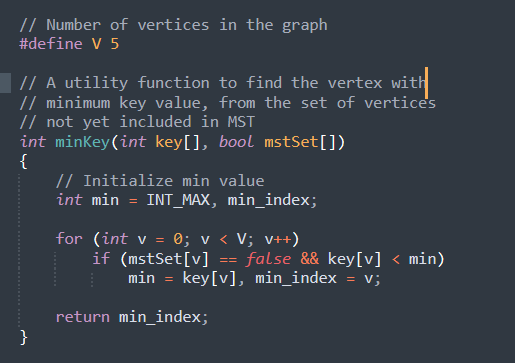
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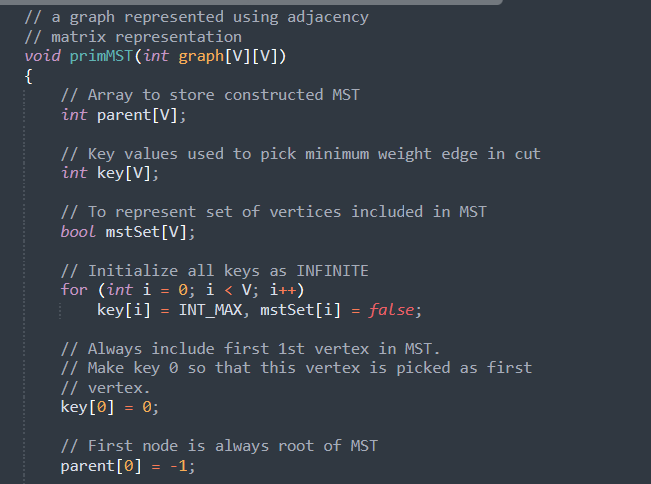
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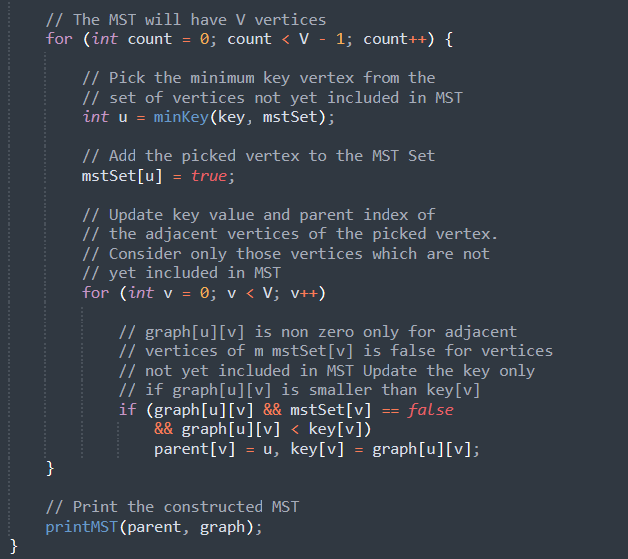
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**Code:**

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