

ralls widelization	# ₁ y	in Process	fully Processed	nortial []	sk
TopoSort &F5 (0,0, [], {}, \})	≵= 0	1	fo5	[0]	tome
Togo Sort 479 (0,1,[0], 10], 11)	x=1 y=0	{	fof {0,4}	[0] [0,1]	true
TopoSodAP3 (0,2, [0,1],{0,1], {1})	x=2 y=1	{	to,15 to,1,2f	[0,1] [0,1,2]	true
TopoSoctAP3 (0,3, [0,1,2], [0,1,2], [1]) z=3 y=2	{	f0,1,25 f0,1,2,3f	[0,1,2] [0,1,2,3]	drue
SogoSociAP3 (0,4, [0,12,5], 10,1,2,5), 11) z=+ y=3	{	10,4,2,3) 10,1,2,3,4f	[0,1,2,3] [0,1,2,3,4]	true
TopoSost#P3 (0, 5, [0,12,34], 10,12,3,4], 1)	g = 4	{	f0,1,2,3,4f f0,1,2,3,4,5f	[0,1,2,3,4] [0,1,2,3,4,5]	
TogoSov1493 (0, 5, [0,12,34], 10,12,3,1], 1)	g=4	151		_	

Thighest cost path: from 0 to 4 is [0,1,2,3,4] with rost 13

from 1 to 5 is [1,2,3,4,5] with rost 20

0 20
3 2 /4
(3)
153 7

12	
1	2
ک	3
3	4
4	5
3	2
5	3
4	1
6	¥
6	4
チ	2
¥	5
వ	b
	1 2 3 4 3 5 4 6 6 7 7

ralls	æ, y	introces	fully Processed	wited	sk
civitialization) <u> </u>	15	[]	
Topoc (ort 575 (0,0, E.J., f.f., f.f.)	≵ =0	1 ∫ 4 ∫ 10 j 1 ∫	105	[0]	towe
TopoSoctAP3 (0,1,[0], {0}, {1})	x=1 y=0	{	fos fo.15	[0] [0,1]	drue
TogoSort AP3 (0,2, [6,1],{0,4], {1})	x=2 y=1	{	f0,15 f0,1,2f	[0,1] [0,1,2]	
TopoSort APS (0,5, [0,1,2], \0,1,2],\1)) z=5 y=2	{	10,1,25 {0,1,2,5}	[0,1,2] [0,1,2,5]	drue
JogoSoot AP3 (0,3, [0,125], 19,125], 11) z=3 y=5	{	f0,4,2,5] f0,1,2,5,3f	[0,1,2,5] [0,1,2,5,3]	7 drue
JopoSort AP3 (0,4, [0,1253], 10,12,53], 1)	g = 3	{	10,1,2,5,3f 10,1,2,5,3,4f	[0,1,2,5,3] [0,1,2,5,3,4] ctru e
TopoSoctAP3 (0,6, [0,125,34] , 10,12,5,3,4 {, { } }	x=6 g=4	{	10,1,2,5,3,4 10,1,2,5,3,4,6	[0,1,2,5,3,4 [0,1,2,5,3,] 4,6] <i>Th</i> ue
TogoSod 473 (0, 4, 6,125,34,6] , 10,1,2,5,3,4,6],{ })	x=4 y=6	{	10,1,2,5,3,4,65 10,1,2,5,3,4,6,7		16,7] true
Topological order + em	ysty => E	Graph is a	∆AG	Apological pre	dir

Finding highest cost path

highest nort path is [0,2,5,6] with rost 10

	/	· ·
Hopological	order: [0,1,2,5,3,4,6,7]	
re	edges	max-costs = {}
d	(0,1) (0,2)	0123456+
1	(1,3) (1,4)	02367
٤	(2,5) (2,5)	0235761
5	(5,6) (5,7)	0/2/3/6/7/6/0/8/
3	(3,4)	023686108
6	(4,6)	02368658
7	(0,7)	0/2/3/6/8/6/15/15