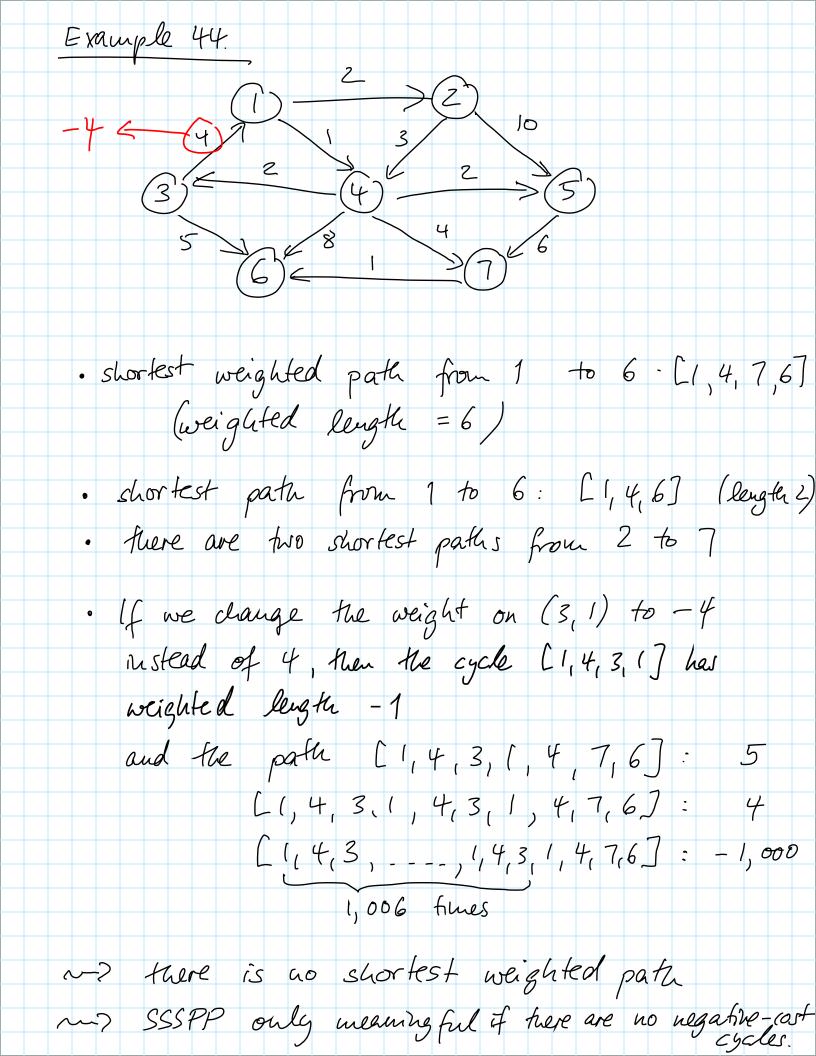
CS 340 - lecture 24 - Nov 02 O(IVI + (EI) muning time (worst - case) topol. sort · getting initial list of in-degrees -> G(|V| + |E|)7 O(1V1+1E1) · "remove" IVI vertices · make IEI many n-degree apolates) 4.3 Shortest-Path Algorithms Depurtion 17. Let G = (V, E) be a weighted graph with cost function c: E-> IR, and let p= [v, v2,..., vn] be a pake in G. The weighted length of p is $CCV_1, V_2) + CCV_2, V_3) + ... + CCV_{n-1}, V_n) = \sum_{i=1}^{n-1} CCV_i, V_{i+1})$ Single - source shortest path problem (SSSPP) weighted unweighted graph G=(V, E) weighted /unweighted given: verlex s ∈ V (source) for each vertex v∈V, find a path from task: s to v m G that has the smallest weighted length / length



Unweighted Shortest Paths 4.3.1 -first determine the [SP for the I set of idea: vertices Vs closest to 5 · then determine the [SP for the] not yet visited vertices closest to those in Vs ~ "Breadth - First Search" BFS BFS allows us to store, for each vertex v, only store the length of the SP from 5 to V, plas the previous vertex on such an SP (we reconstruct the whole path from that information) Quene < Vertex> 9; { v. distance = 00 }; O(IVI) for each Vertex v s. distance = 0; q enqueue (s); while (! q. is Empty ()) Verlex v = q. dequeue(); for each Verlex w with (v, w) E E adjacency list. if (ω distance = = ∞) \(\times \) distance = v. distance + 1;
\(\times \) previous = v;
\(q. \) enquene (w); 0(VI+1E1)

