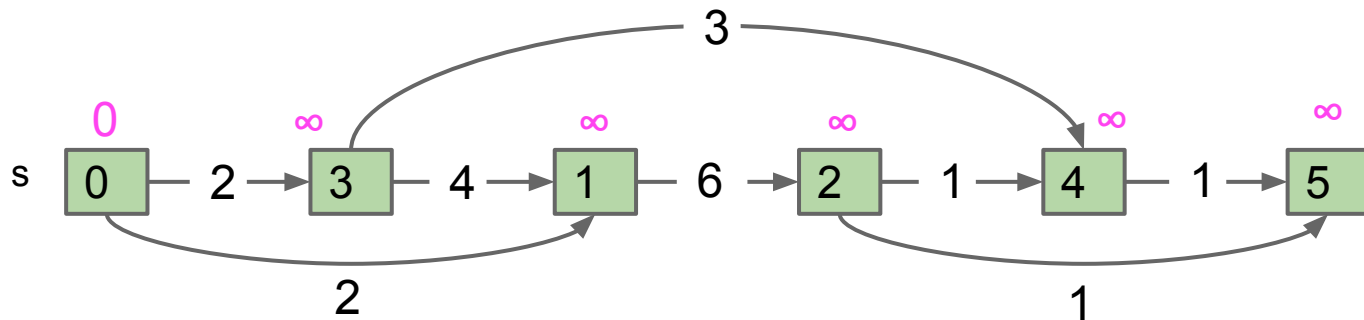


DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	∞	-
2	∞	-
3	∞	-
4	∞	-
5	∞	-



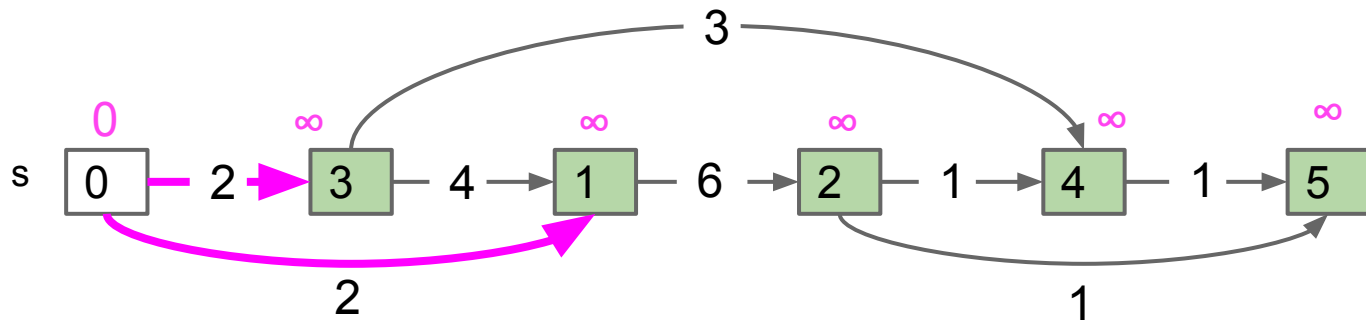
Fringe: [0, 3, 1, 2, 4, 5]

DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	∞	-
2	∞	-
3	∞	-
4	∞	-
5	∞	-



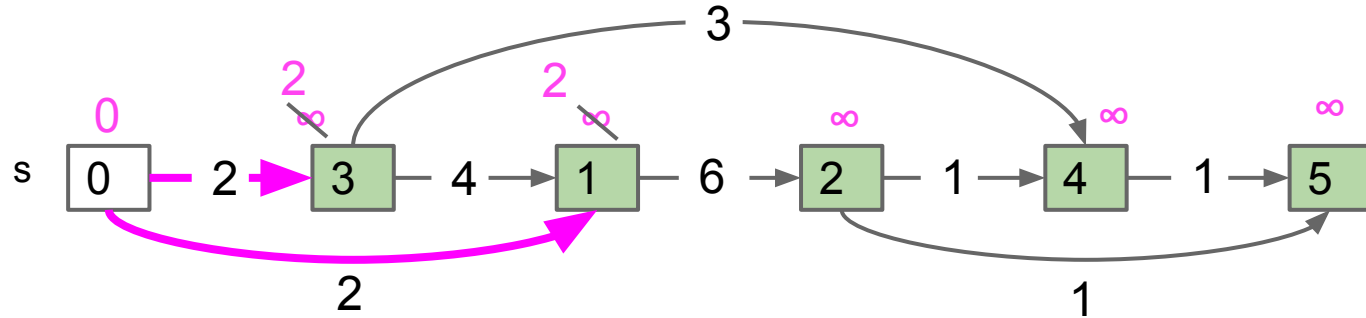
Fringe: [0, 3, 1, 2, 4, 5]

DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	2	0
2	∞	-
3	2	0
4	∞	-
5	∞	-



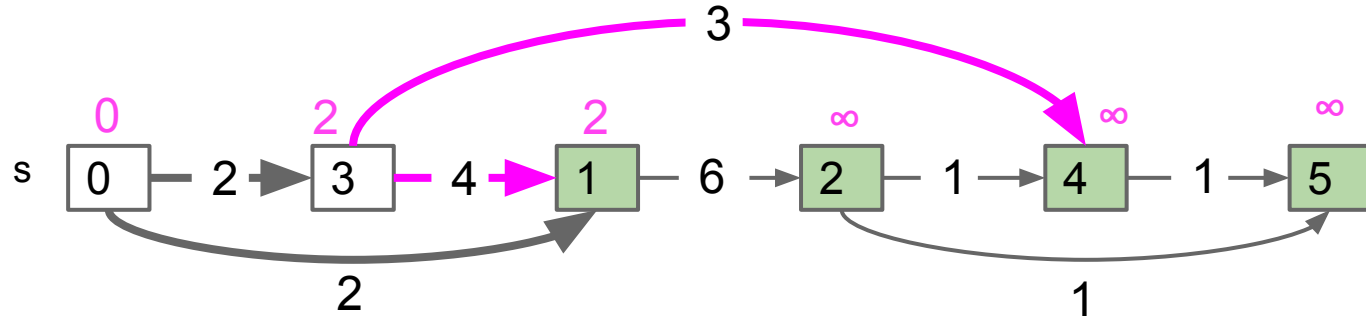
Fringe: [3, 1, 2, 4, 5]

DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	2	0
2	∞	-
3	2	0
4	∞	-
5	∞	-



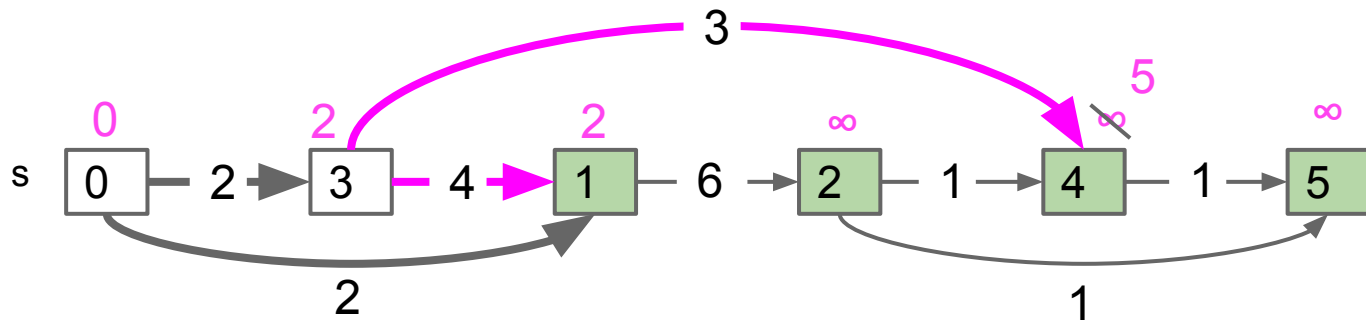
Fringe: [1, 2, 4, 5]

DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	2	0
2	∞	-
3	2	0
4	5	3
5	∞	-



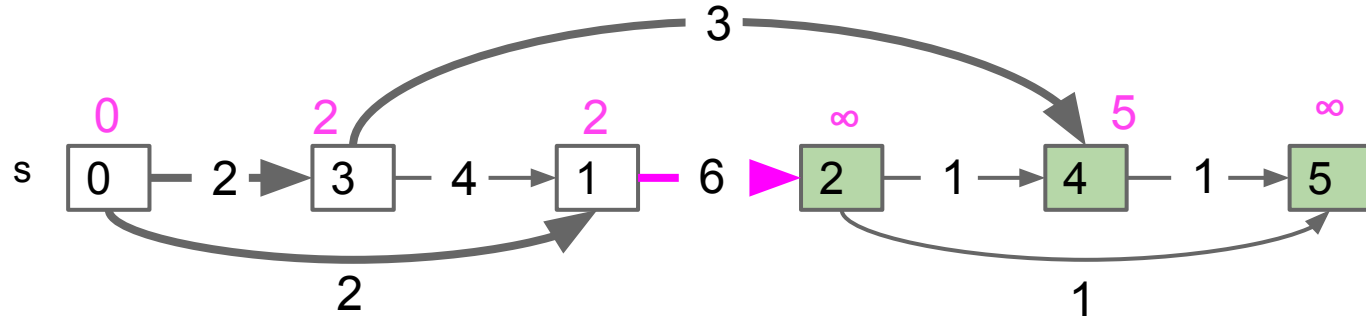
Fringe: [1, 2, 4, 5]

DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	2	0
2	∞	-
3	2	0
4	5	3
5	∞	-



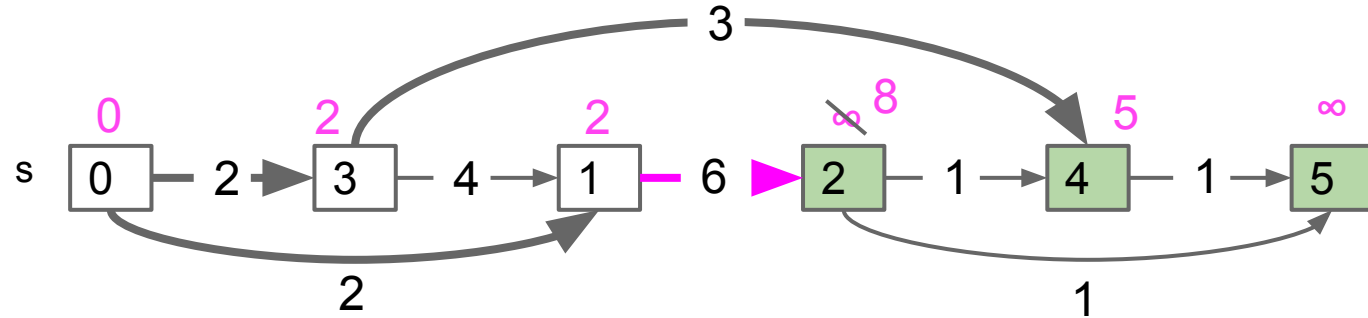
Fringe: [2, 4, 5]

DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	2	0
2	8	1
3	2	0
4	5	3
5	∞	-



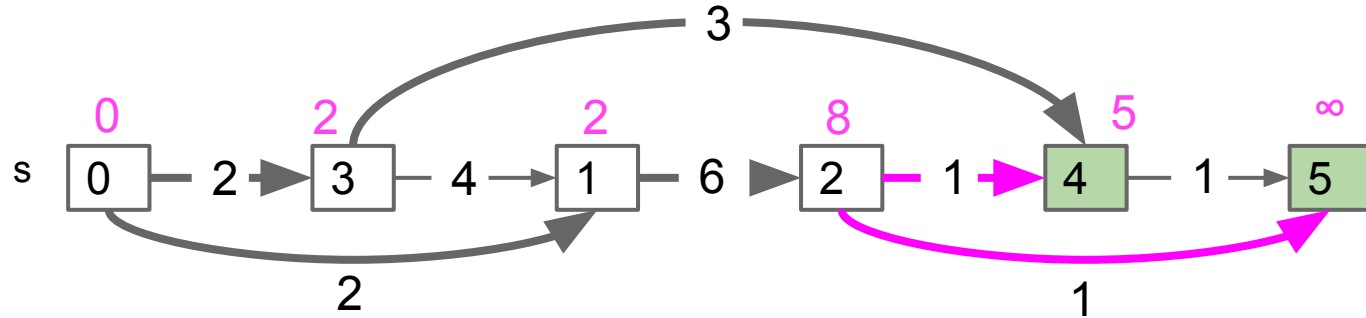
Fringe: [2, 4, 5]

DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	2	0
2	8	1
3	2	0
4	5	3
5	∞	-



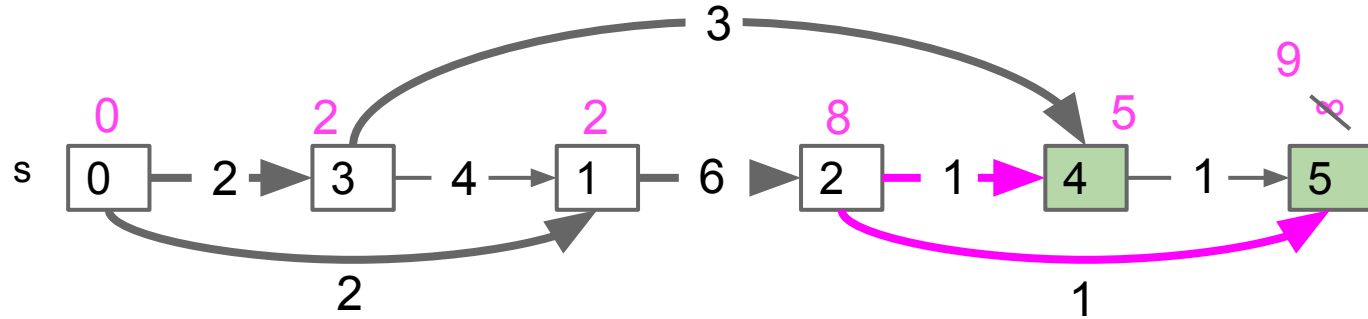
Fringe: [4, 5]

DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	2	0
2	8	1
3	2	0
4	5	3
5	9	2



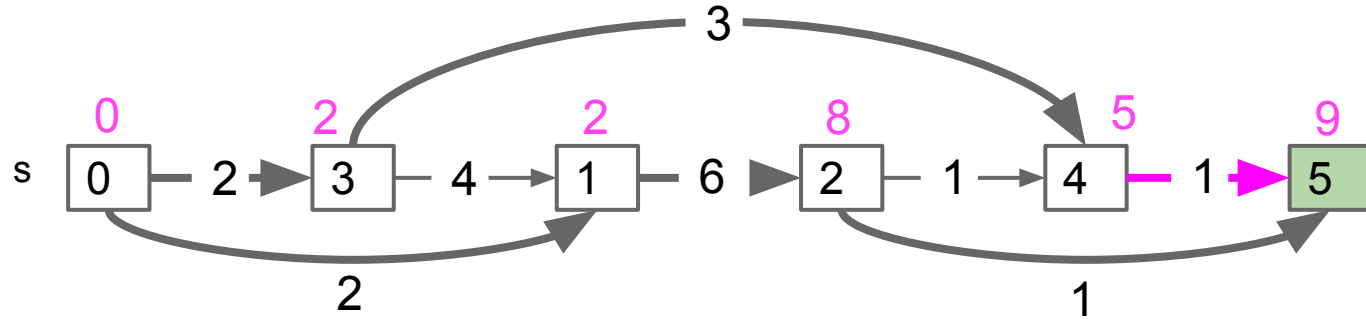
Fringe: [4, 5]

DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	2	0
2	8	1
3	2	0
4	5	3
5	9	2



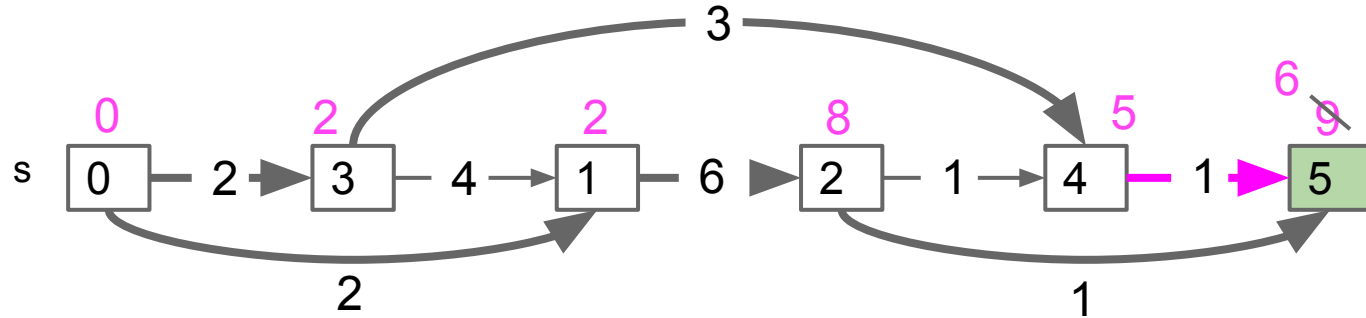
Fringe: [5]

DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	2	0
2	8	1
3	2	0
4	5	3
5	6	4



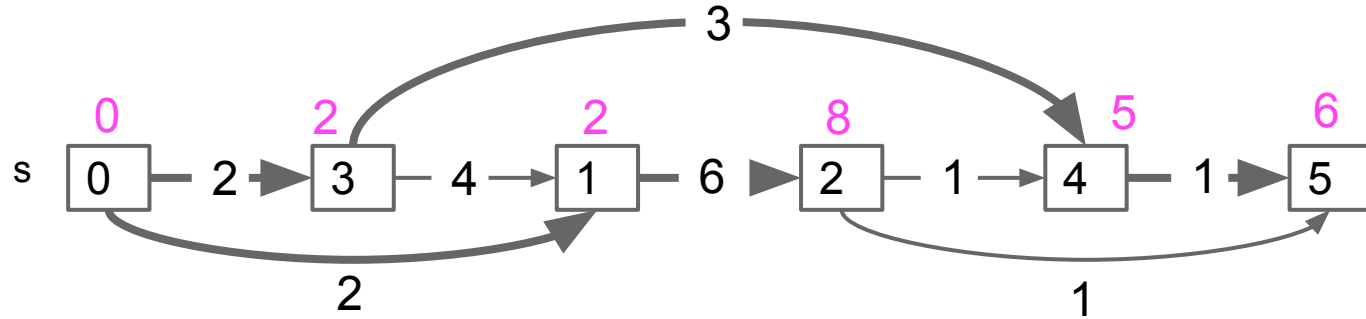
Fringe: [5]

DAG SPT Algorithm

Visit vertices in topological order.

- When we visit a vertex: relax all of its going edges.

#	distTo	edgeTo
0	0	-
1	2	0
2	8	1
3	2	0
4	5	3
5	6	4



Fringe: []