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Exercises: Dijkstra’s algorithm
Exercises: Dijkstra’s algorithm Questions 1 In breadth first search, each vertex has a ‘visited’ field which is set to true before the vertex is put in the queue What happens if BFS instead sets the visited field to true when the vertex is removed from the queue? Does the algorithm still work? Does it …
CSE373 Fall 2013 Example Exam Questions on Dijkstra’s ...
(c) What single edge could be removed from the graph such that Dijkstra’s algorithm would happen to compute correct answers for all vertices in the remaining graph? Solution: (b) Computed path to G is A,B,D,F,G but shortest path is A,C,E,G Computed path to D is A,B,D but shortest path is A,C,E,G,D
Practice Problems on Dijkstra’s Shortest Path Algorithm
of Dijkstra’s algorithm so that the SSSP problem can be solved in O(nW + m) time for a graph with n vertices and m edges 1 Created Date: 10/28/2015 11:19:40 AM
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Lecture 18 Solving Shortest Path Problem: Dijkstra's Algorithm

Lecture 18 Algorithms Solving the Problem • Dijkstra's algorithm • Solves only the problems with nonnegative costs, ie, c ij ≥ 0 for all (i,j) ∈ E • Bellman-Ford algorithm • Applicable to problems with arbitrary costs • Floyd-Warshall algorithm • Applicable to problems with arbitrary costs • Solves a more general all-to-all shortest path problem

10.6 Shortest-Path Problems

Dijkstra's Algorithm Dijkstra's algorithm is a common algorithm used to determine shortest path from a to z in a graph Algorithm dijkstra(G : weighted connected simple graph with all weights positive) fG has vertices a = v 0;v 1;:::;v n = z and lengths w(v i;v j) where w(v i;v j) = 1if fv i;v jgis not an edge in Gg 1: for i = 1 to n do 2

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All Shortest Paths • Questions from exercises and exams

Johnson's Algorithm 0 0 0 0 0 • The algorithm: • Add a dummy vertex, v, and an edge with weight 0 from v to every vertex in the graph • The modified graph has the same negative circles Johnson's Algorithm • Run Bellman-Ford from v to find negative circles, if any • Use the shortest paths from v to define non-negative weights:

27 1 802 6 3 4 19 5 17 8 0 17 13 2 6 - Duke University

Dijkstra's algorithm will run in O (V log) (b) Describ e an algorithm that nds the length of shortest paths from ro ot to all other v ertices in O (V) time Solution: This question is easily answ ered if y ou realize the graph a directed acyclic graph (or dag), since the SSSP problem can be solv ed on dags in (V + E) time using eg the D a g

DDSSAA IINNTTEERRVVIIEEWW QQUUEESSTTIIOONNSS

The below given problems find their solution using greedy algorithm approach − Travelling Salesman Problem Prim's Minimal Spanning Tree Algorithm Kruskal's Minimal Spanning Tree Algorithm Dijkstra's Minimal Spanning Tree Algorithm Graph - Map Coloring Graph - Vertex Cover Knapsack Problem Job Scheduling Problem

CSE 373 Final Exam 3/14/06 Sample Solution

CSE 373 Final Exam 3/14/06 Sample Solution Page 1 of 10 Question 1 (6 points) A priority queue is a data structure that supports storing a set of values, each of which has an associated key Each key-value pair is an entry in the

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CS/ENGRD2110: Final Exam SOLUTION

1 Answer the following questions with either true or false 6 pts Prim's and Kruskal's algorithms will always return the same Minimum Spanning tree (MST) Prim's algorithm for computing the MST only work if the weights are positive An MST for a connected graph has exactly V-1 edges, V being the number of vertices in the graph

15{210: Parallel and Sequential Data Structures and Algorithms

support FastRoute comes to you and asks you to develop an algorithm to nd the path with maximum bandwidth from any source s to any destination t As you would expect, the bandwidth of a path is the minimum of the bandwidths of the edges on that path; the minimum edge is the bottleneck Explain how to modify Dijkstra's algorithm to do this

Algorithm Multiple Choice Questions And Answers

Download Ebook Algorithm Multiple Choice Questions And Answers Objective Questions Question 13 In an unweighted, undirected connected graph, the shortest path from a node S to every other node is computed most efficiently, in terms of time complexity by Select one: a Warshall's algorithm b Dijkstra's algorithm starting