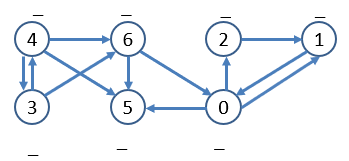
*Section \_\_\_\_\_\_\_\_ Day\_\_\_\_\_\_\_\_\_\_\_ Topological sorting, SCC, BFS, MST (Prim), SPST (Dijkstra)*

*Topological Sorting*

*Strongly Connected Components*

 *Transposed graph*

*Vertexes in order finished(black) by DFS:*

*\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

*SCC(G)*

*\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

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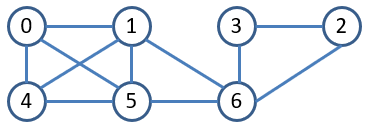
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*BFS-Visit(G,s) // search graph G starting from vertex s.*

* 1. *For each vertex u of G* 
     1. *color[u] = WHITE // undiscovered*
     2. *dist[u] = inf // distance from s to u*
     3. *pred[u] = NIL // predecessor of u on the path from s to u*
  2. *color[s] = GRAY // s is being processed*
  3. *dist[s] = 0*
  4. *pred[s] = NIL*
  5. *Initialize empty queue Q*
  6. *put(Q,s) // s goes to the end of Q*
  7. *While Q is not empty*
     1. *u = get(Q) // removes u from the front of Q*
     2. *For each v adjacent to u //explore edge (u,v) // in increasing order*
        1. *If color[v] == WHITE*
           1. *color[v] = GRAY*
           2. *dist[v] = dist[u]+1*
           3. *pred[v] = u*
           4. *put(Q,v)*
     3. *color[u] = BLACK*

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| --- | --- | --- |
| *Representation* | *BFS time complexity* | *BFS space complexity* |
| *Adj LIST* | *O(\_\_\_\_\_\_)* |  |
| *Adj MATRIX* | *O(\_\_\_\_\_\_)* |  |



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| *Vertex* | *0* | *1* | *2* | *3* | *4* | *5* | *6* |  |
| *d/p* |  |  |  |  |  |  |  |  |

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| *MST\_Prim(G,w,s)* // N = |V|   1. *int d[N], p[N]* 2. *For v =0 -> N-1* 3. *d[v]=inf //min weight of edge connecting v to MST* 4. *p[v]=-1 //MST vertex, s.t. w(p[v],v) =d[v]* 5. *d[s]=0* 6. *Q = PriorityQueue(G.V, d)* 7. *While notEmpty(Q)* 8. *u = removeMin(Q,d)* 9. *for each v adjacent to u* 10. *if v in Q and w(u,v)<d[v]* 11. *p[v]=u* 12. *d[v] = w(u,v);*   *decreasedKeyFix(Q,v,d)* //v is neither index nor key |  |

Finds:

Assuming adjacency list representation for a graph (V,E) give TC: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ SC: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Vertex | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | Vertex added to MST | Edge used |
| d/p/inMST |  |  |  |  |  |  |  |  |  |  |
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MST total weight (show work): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Color or list the edges that are part of the MST: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| *Dijkstra(G,w,s)* // N = |V|,   1. *int d[N], p[N]* 2. *For v =0 -> N-1* 3. *d[v]=inf //total weight from s to v* 4. *p[v]=-1 //v’s predecessor on path s to v* 5. *d[s]=0* 6. *Q = PriorityQueue(d)* 7. *While notEmpty(Q)* 8. *u = removeMin(Q,w)* 9. *for each v adjacent to u* 10. *if v in Q and (d[u]+w(u,v))<d[v]* 11. *p[v]=u* 12. *d[v] = d[u]+w(u,v);*   *decreasedKeyFix(Q,v,d)* |  |

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| Vertex | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | Vertex added to SPST | Edge |
| d/p/inMST |  |  |  |  |  |  |  |  |  |  |  |
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Shortest path from \_\_\_ to \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Color or list the edges that are part of the MST: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_