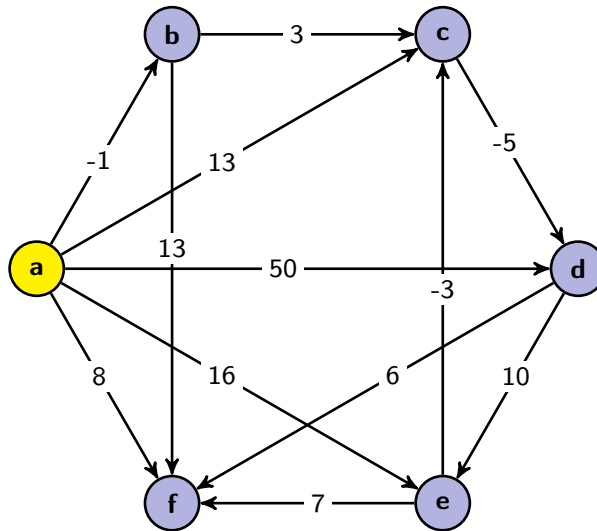# CSE 332: Data Structures and Parallelism

QuickCheck: Dijkstra's Algorithm (due Thursday, March 2)

Name:

0. Velociraptors

Consider the following graph:

Suppose that you are at **a** and you are planning your escape from a bunch of hungry velociraptors (edge weights represent the expected number of velociraptors you will meet on this path, normalized). Run Dijkstra's Algorithm to find the **lengths** of the shortest paths (fewest number of velociraptors met) from **a** to each of the other vertices. You should show the state of your worklist at each step.