1 Graphs



The following questions use the same graph above unless explicitly specified. Some questions may have additional verbal modifications (without attaching a new graph).

1.1 Dijkstra

- 1. Perform a Dijkstra algorithm from **Vertex 0**. Please indicate the final weight for each vertices and the corresponding path.
- 2. Give one graph and explain why Dijkstra doesn't work with negative edges.
- 3. Change one weight to pegative above and show if the correctness is affected. Why? (Why it is wrong, or whypit remains correct).



Two Pensim

Use don't check if certain vertiles are visited when we relaxing them in Dijkstra. Therefore, if we look at all the adjacent nodes, the source node (aka the parent) will be affacted again, back and forth, which creates an infinit bop.
Even if we court visited in Dijkstra, negative edges will remain troublesome because it would cause incorvect solotion under some situations.



we start with A and Dijkstra will prefer the shorter edges on the right, and determine and writing the distance based on that, while the -500 will actually create a nuch smaller weight.

3. Change any edges would cause incorrect answer if we don't cheek "vilited" while relaxing. (Might update the parent or edgefrom incorrectly).

If we check existence in the PQ (aken not visited), edge G-7 would not hide the correct solution because it's the shortest edge already. Answer is arbitrary,

2 .

1.2 Prim

- 1. Using the original graph (without the modification in 1.1.3), find the minimum spanning tree using Prim Algorithm.
- 2. Using the simple graph you constructed from 1.1.2, find the MST using Prim. Is it affected by negative weights? Why?





For 2,3 since Primonly look at one edge (instead of total distance from origin), and un-visited is required, Primis safe to have negative weights.