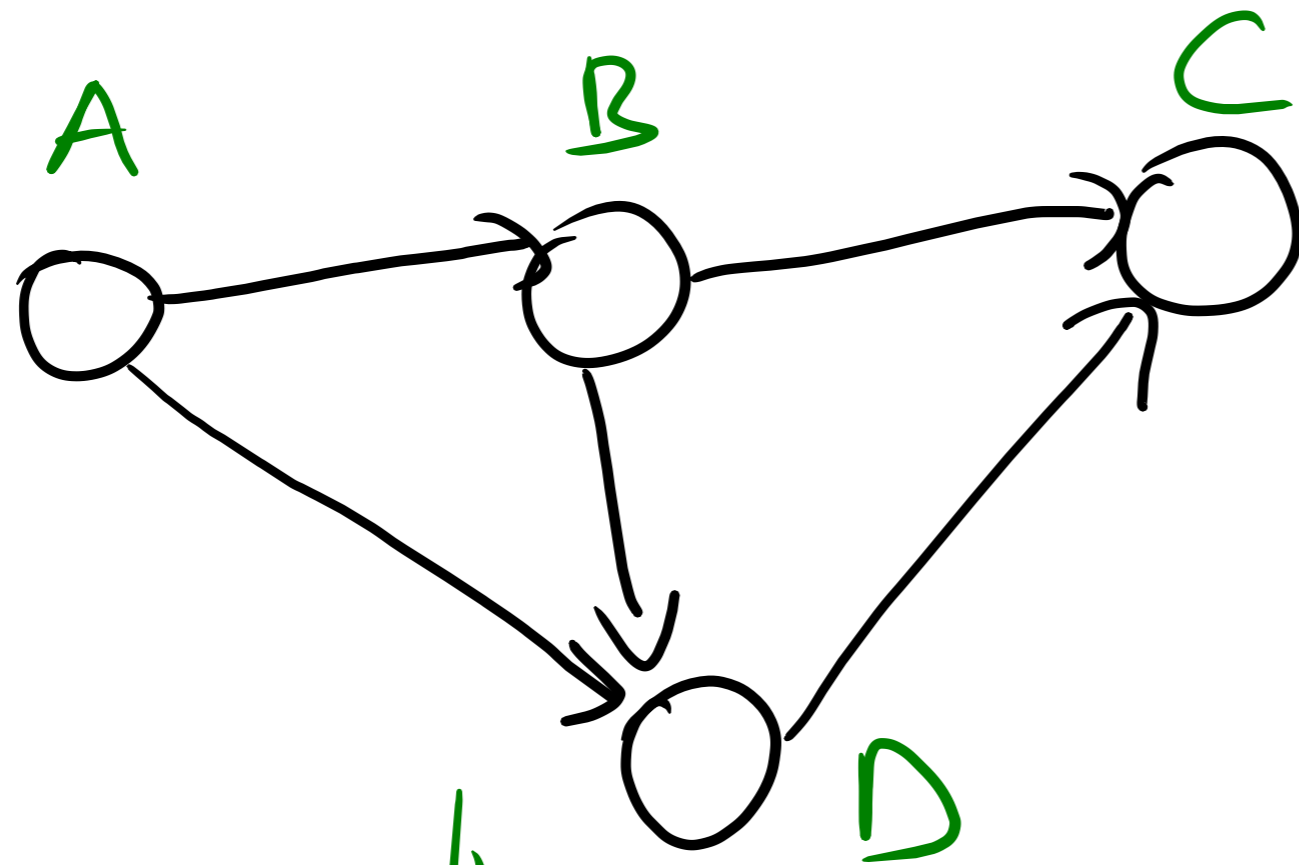
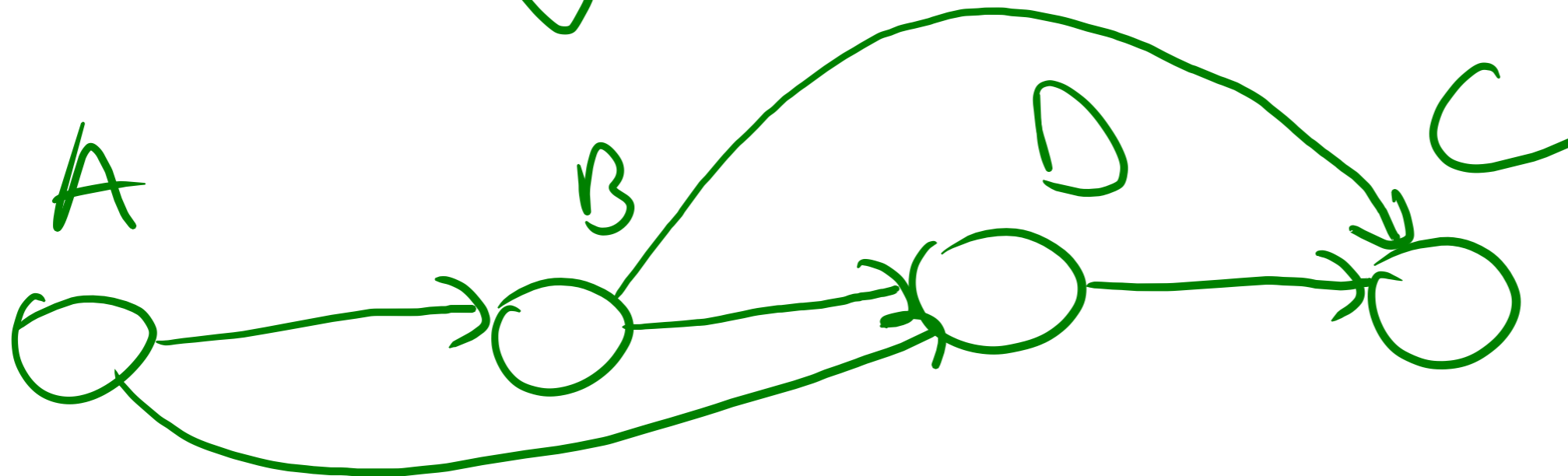


DAG



= B závisí na A



# TOPOLOGICKÉ ŘAZENÍ

11/16

2. TRÉNINKY

12/15

3. KALHOŮ

PAŠEK

6/7 7.

KOŠILE

1/8 6.

KRNATA

2/5 8.

SALVO

3/4 9.

1. 17/18

POMŮCKY

4. 13/14

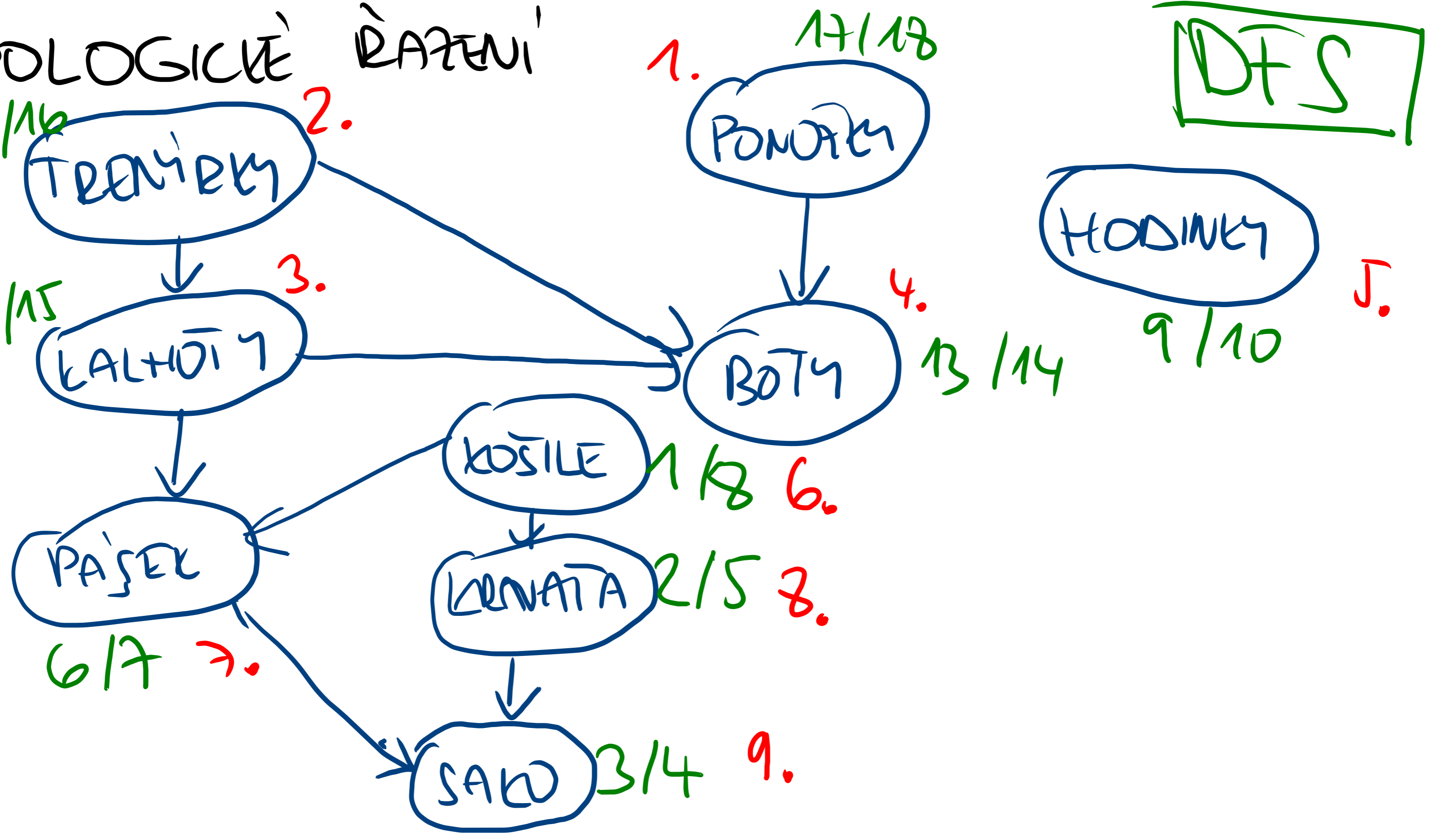
BOŤY

9/10

HODINKY

5.

DFS



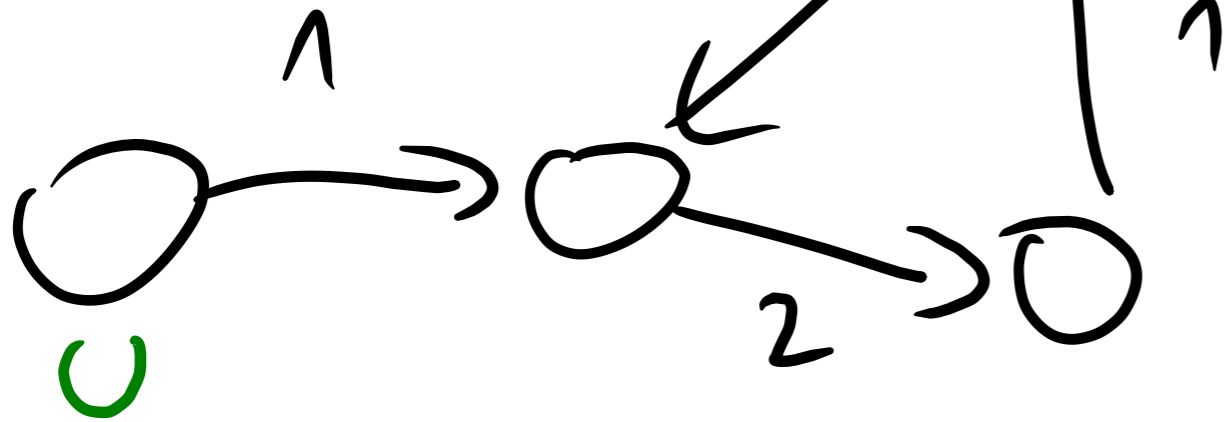
MATICE

VAŽNĚNOSTI

$$\begin{bmatrix} 0 & 2 & \infty \\ \infty & 0 & 3 \\ \infty & 5 & 0 \end{bmatrix}$$

ZAPORMÍ

CYKLUS



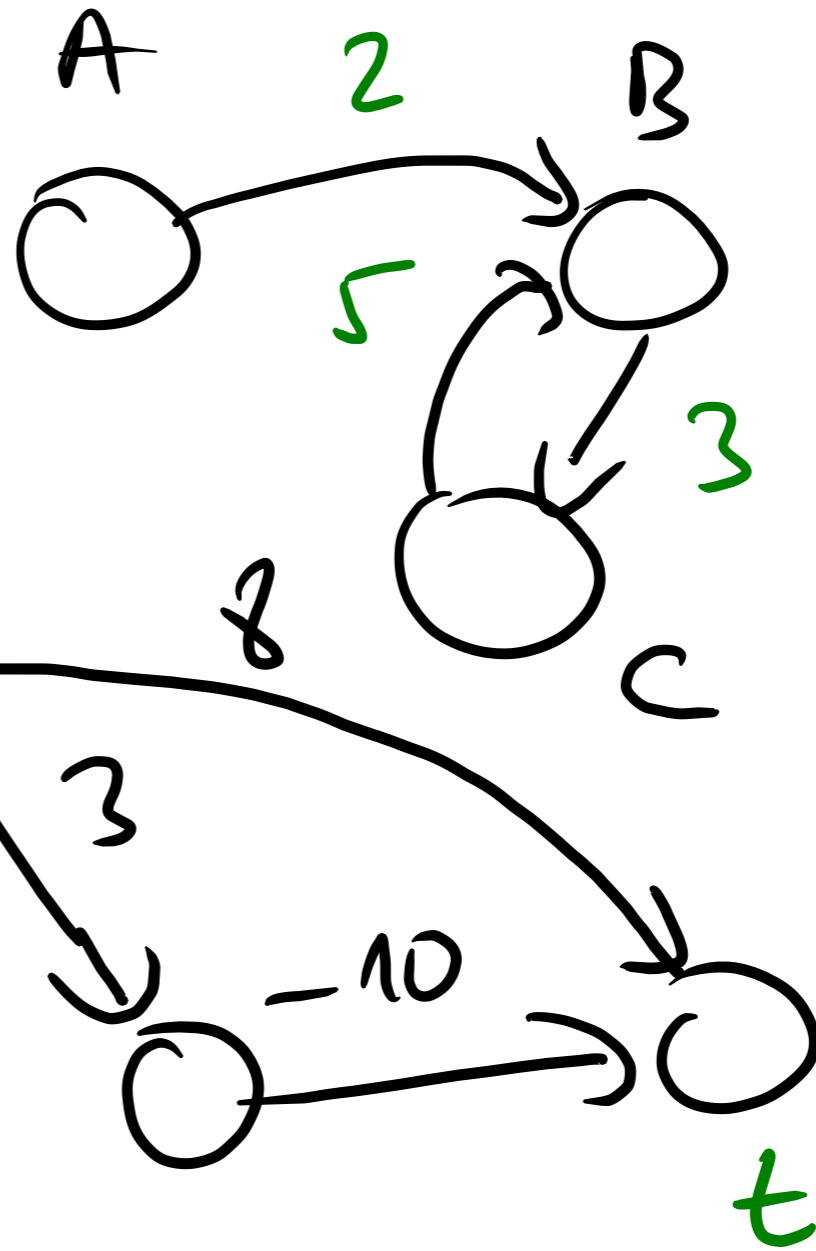
D.Ú.

JAK

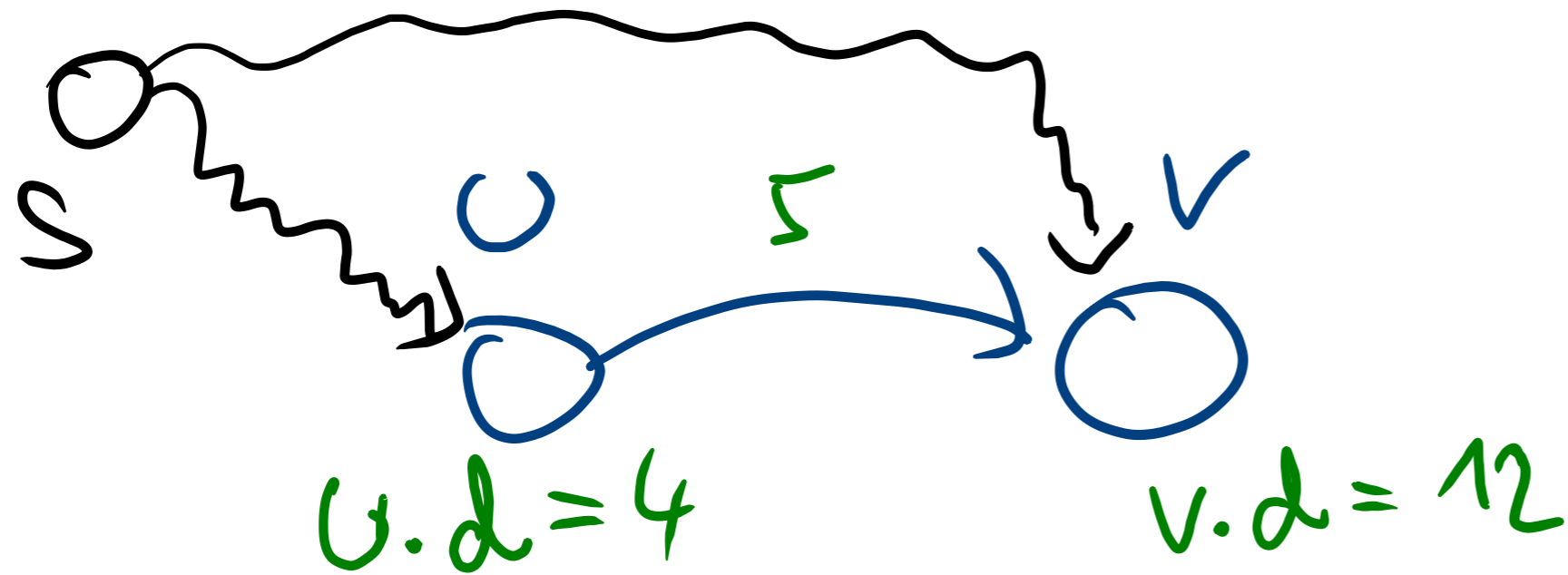
DETERMINATÍ

CYKLUS

V GRAFU ?



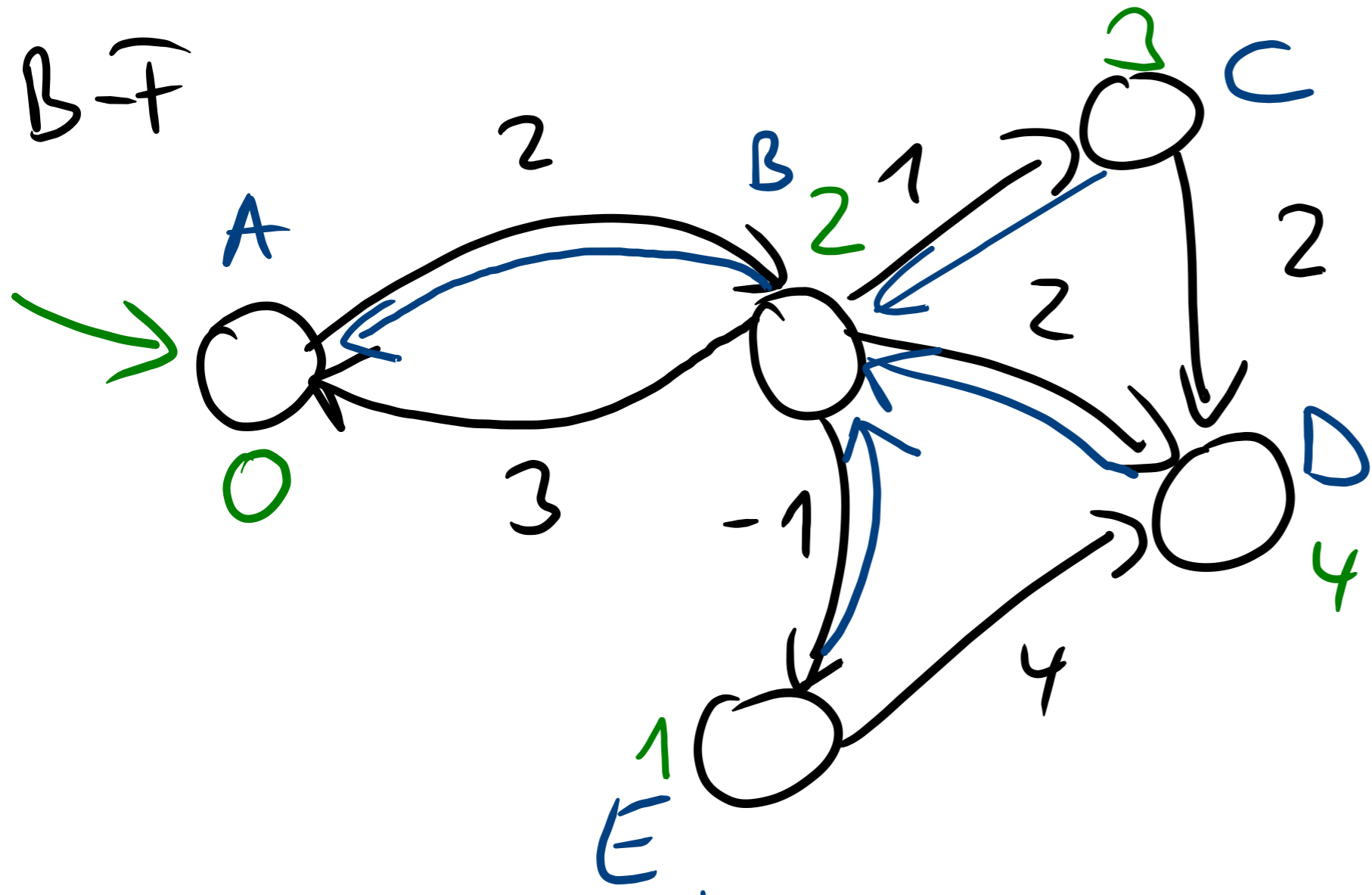
# RELAXACE TRAM



IF  $v.d > u.d + w_e(u, v) :$

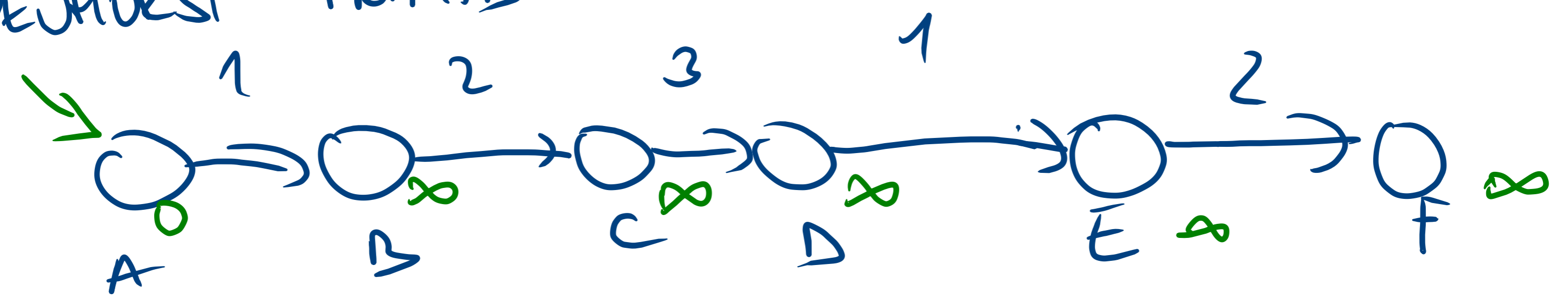
$$v.d = u.d + w_e(u, v)$$

$$v.p = u$$



SLOŽITOST  
 $O(|V| \cdot |E|)$

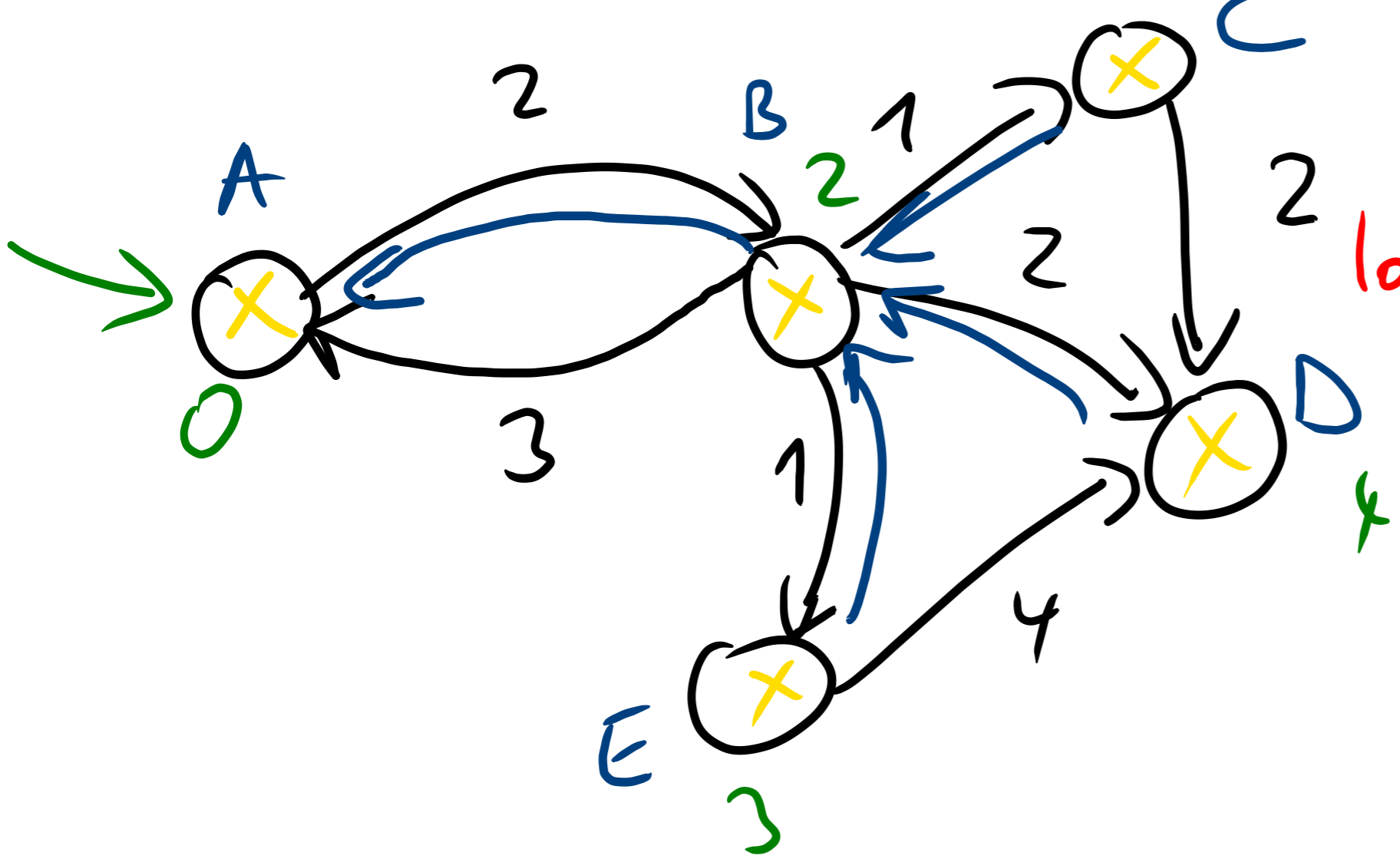
NEUMOŽEŠ!  
 PŘÍPAD



# DIJKSTRA

→ POŽADUJE KLADNÉ OHODNOCENÍ HRAN

složitost:  $O(|V| \log |V| + |E| \cdot \log |V|) = O(|V| \log |V| + |E| \cdot \log |V|)$   
 $O(|V| \log |V| + |E| \cdot \log |V|) = O(|V| \log |V| (|V| + |E|))$



```

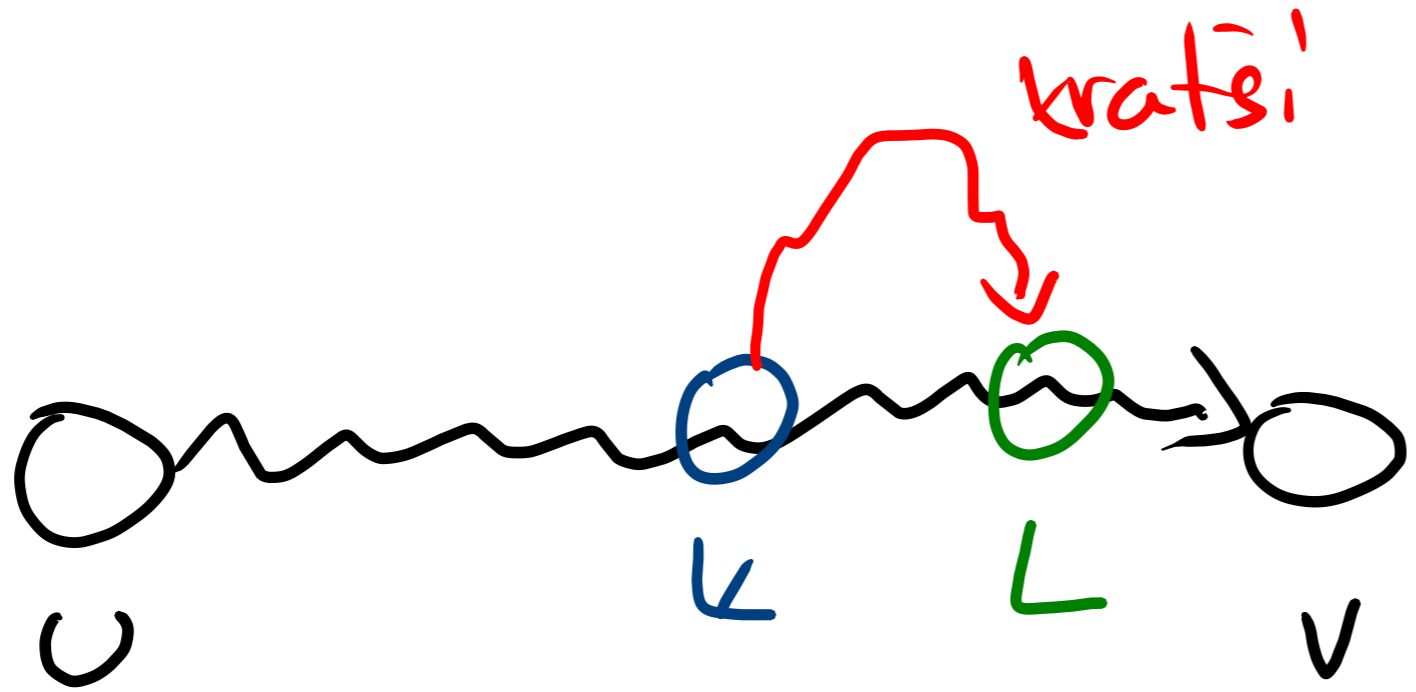
function Dijkstra(G = (V, E, w_e), s) is
    1  ∀v ∈ V : v.d ← ∞
    1  s.d ← 0
    Q ← V
    while Q není prázdná do
        u ← t ∈ Q s minimální t.d
        Odstraň u z Q
        for all v : (u, v) ∈ E do
            if v.d > u.d + w_e(u, v) then
                v.d ← u.d + w_e(u, v)
        fi
    done
done
end
    
```

$|V|$  iterací

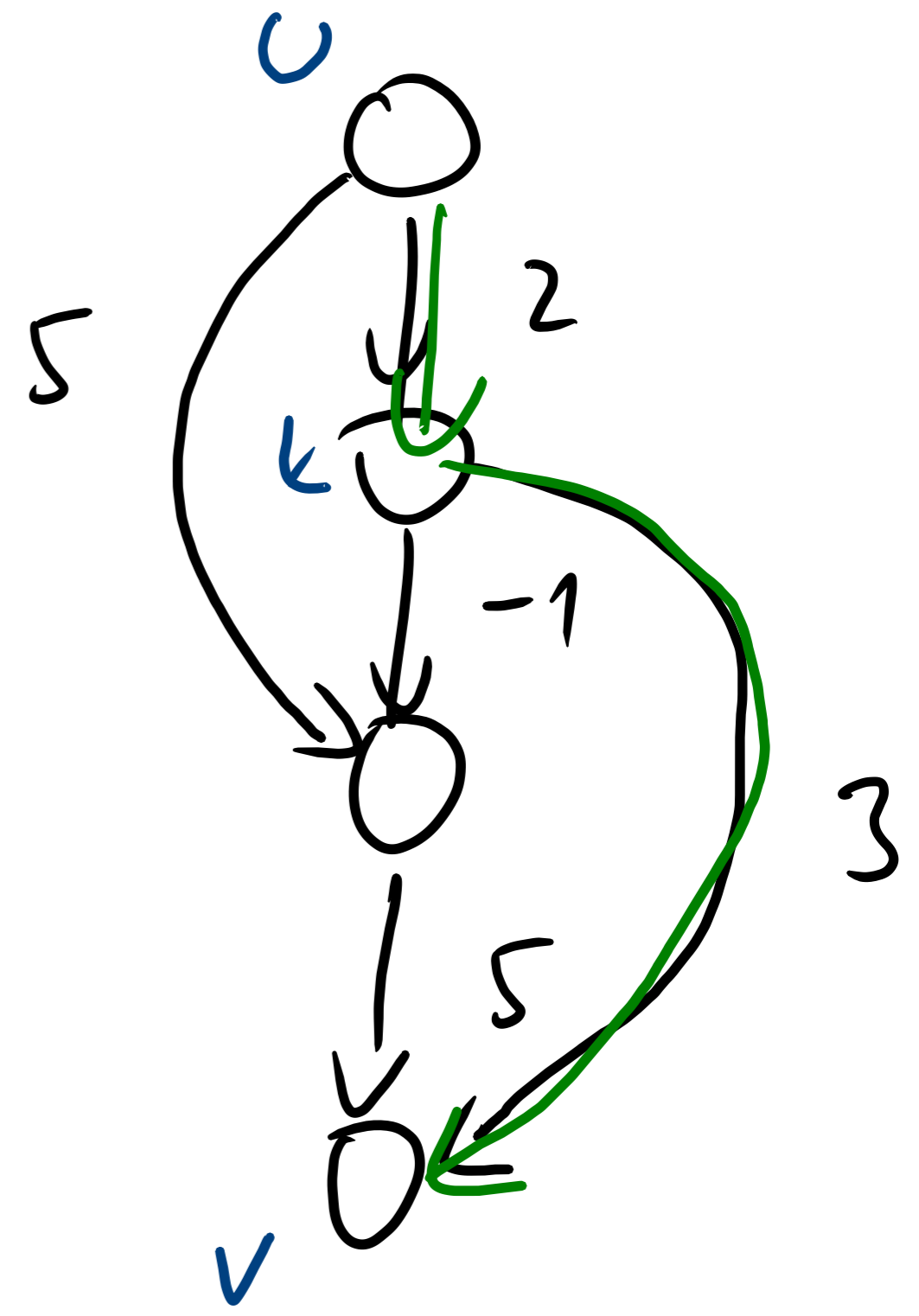
EXTRACT MIN

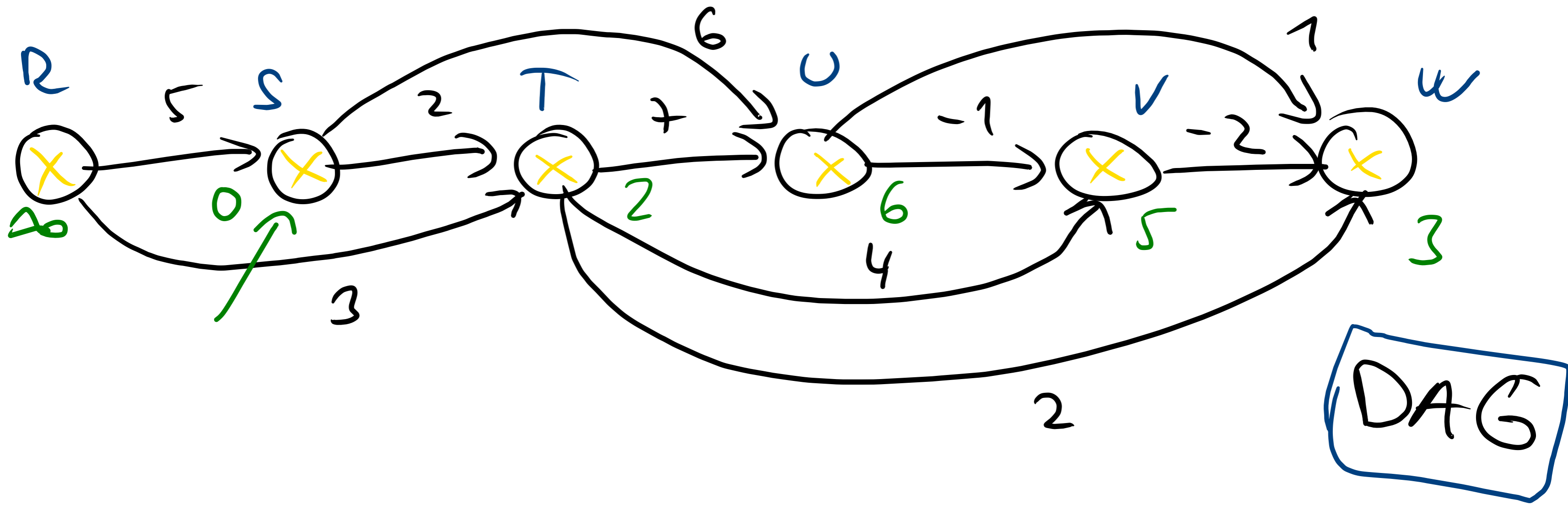
snížení klíče

Q = minimální HALDA (PRIORITNÍ FRONTA)



$u \rightsquigarrow v$  je najkratši put  
 $\rightarrow u \rightsquigarrow k$





SLOTTOST:

$$O(|V| + |E|)$$