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Analogy:

Edges are vopes with length = 10st

Set five to initial vetex

five propagates at unit speed along all edges inicialent to a burnt vertex

Implementation:

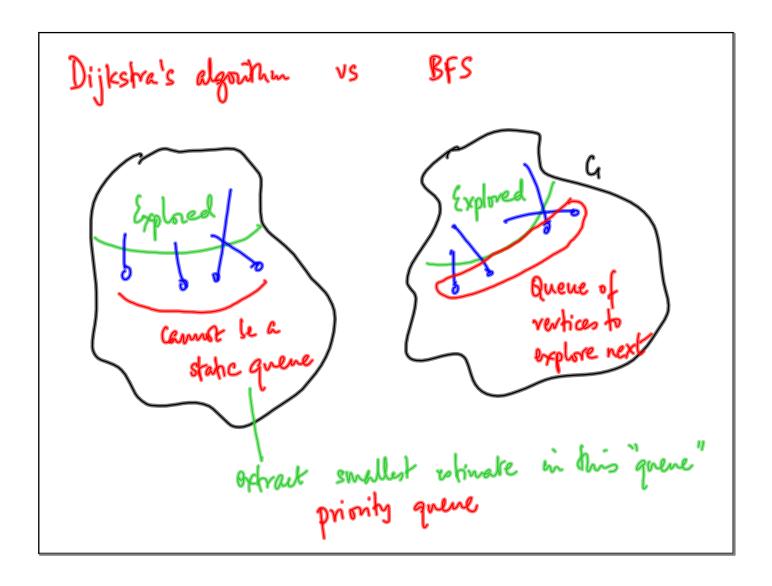
burnt [v] — has v already been visited?

estimate [v] — best estimate of shortest distance to v
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(assume we start at 1)
   fr. lumt[v] = 0
    estimate [1]=0
\forall v \neq 1 \text{ estimate } [v] = \infty  ] O(n)
   estimete (1) = 0
    While there are unbunt vertices
pick v s.c. lurnt[v]==0 & eshwate[v] is min

burnt[v]=1 O(n)

Hw, (v,w) e = update eshwate[w] as
                                min (estimate[w], astimate[v]+
```



Priority queue is an evolving/dynamic set of elements

Add an element with a given priority

lemove the element with "best" priority

Update priority of elements already in queue (extension to standard priority queue)

Implementing provity queue		
	Insert	Delete-best
Sorted list Unsorted hist	0(n)	0(1) 0(n)
Way to go is to leave 1-demensional data structures behind		

