

For Monday

- Chapter 9, section 4
- Homework:
 - Chapter 8, exercises 1-2

Research Paper

- Any questions?

Program 3

- Any questions?

Graph Applications

- ???

Graph Applications

- Parallel computing
- Scheduling
- Games
- Problem solving
- Mapquest
- Networks (of wires, pipes, etc.)
- Knowledge representation

Topological Sorting

Shortest Path Problem

- Single source
- Two points
- All shortest paths

Unweighted Graphs

- Breadth-first search

Weighted Graphs

- Dijkstra's algorithm
- A **greedy** algorithm
- A form of best-first search

Negative Weights Problem