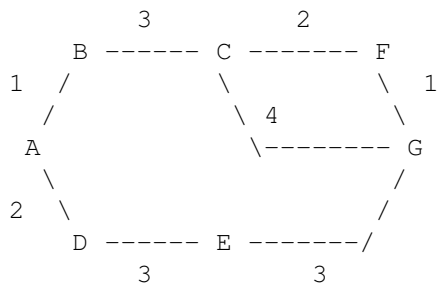


1 Dijkstra's Algorithm

For the graph below, let $g(u, v)$ be the weight of the edge between any nodes u and v . Let $h(u, v)$ be the value returned by the heuristic for any nodes u and v .



Edge weights:	Heuristics:
$g(A, B) = 1$	$h(A, G) = 8$
$g(B, C) = 3$	$h(B, G) = 6$
$g(C, F) = 4$	$h(C, G) = 5$
$g(C, G) = 4$	$h(F, G) = 1$
$g(F, G) = 1$	$h(D, G) = 6$
$g(A, D) = 2$	$h(E, G) = 3$
$g(D, E) = 3$	
$g(E, G) = 3$	

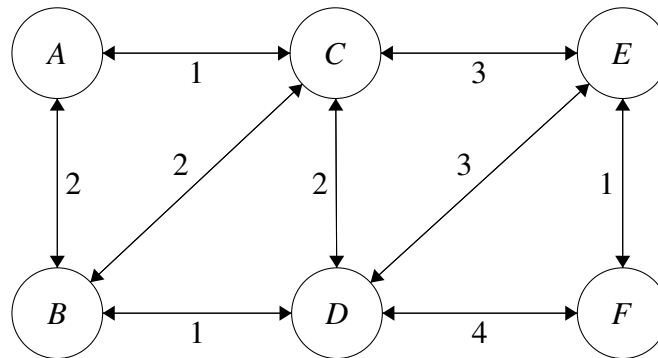
- a) Run Dijkstra's Algorithm to find the shortest paths from A to every other vertex. You may find it helpful to keep track of the priority queue and make a table of current distances.

2 Extra for Experts

- a) Given the weights and heuristic values for the graph below, what path would A* search return, starting from A and with G as a goal?

- b) Is the heuristic admissible? Why or why not?

3 Minimum Spanning Trees



- a) Perform Prim's algorithm to find the minimum spanning tree of the following graph. Pick A as the initial node. Whenever there are more than one node with the same cost, process them in alphabetical order.
- b) Use Kruskal's algorithm to find a minimum spanning tree.
- c) There are quite a few MSTs here. How many can you find?

