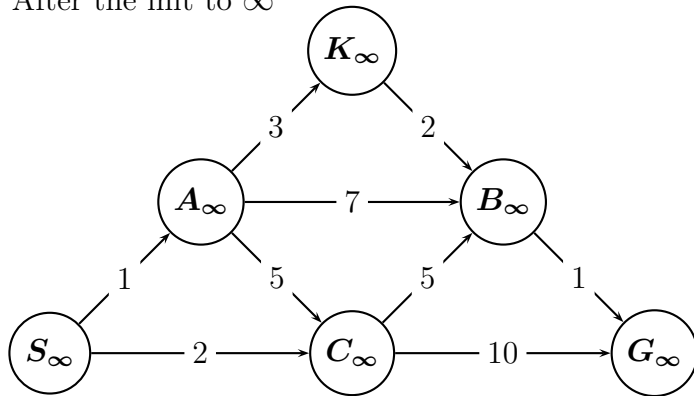


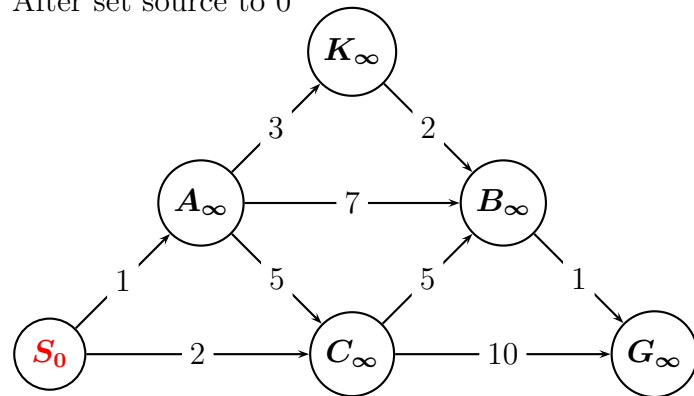
Legend:

- **red** is the current node ( $u$  in pseudo-code). It is the node returned by **argmin**.
- **blue** are the nodes that are updated/relaxed during this iteration ( $v$  in pseudo-code).
- shaded nodes are evaluated nodes – we already have the best distance for them. These nodes do not participate in **argmin**

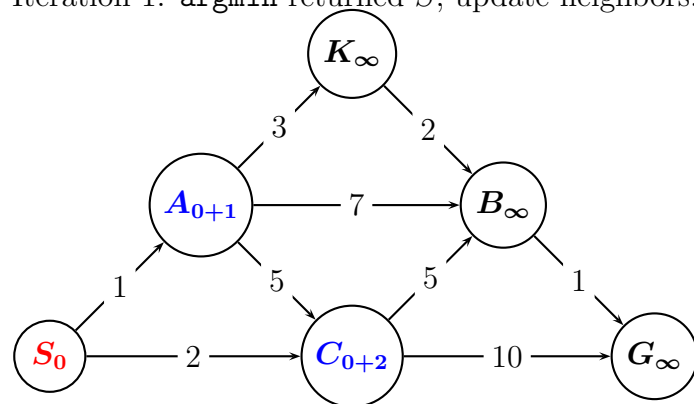
After the init to  $\infty$



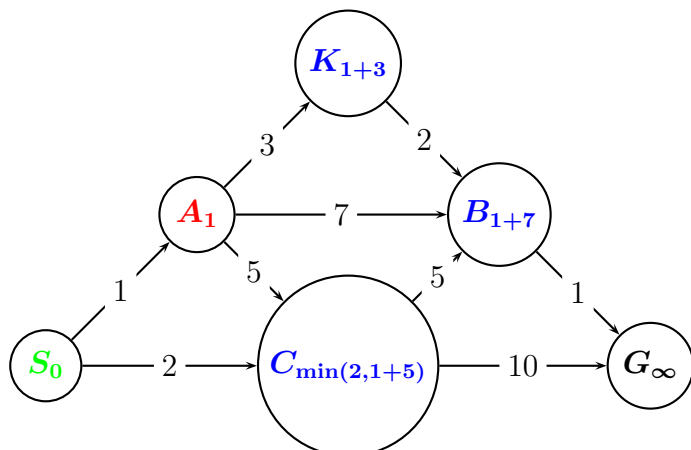
After set source to 0



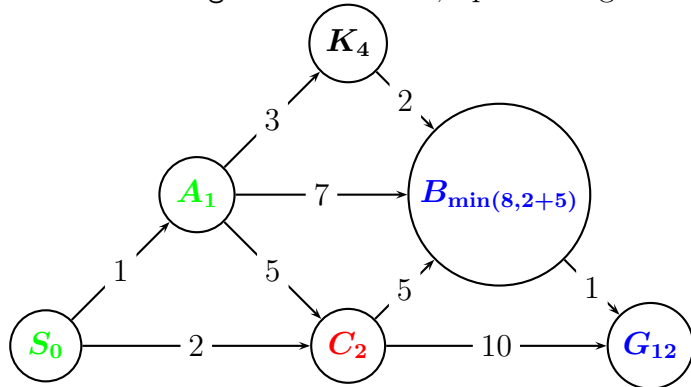
Iteration 1: **argmin** returned  $S$ , update neighbors:  $A$  and  $C$ :



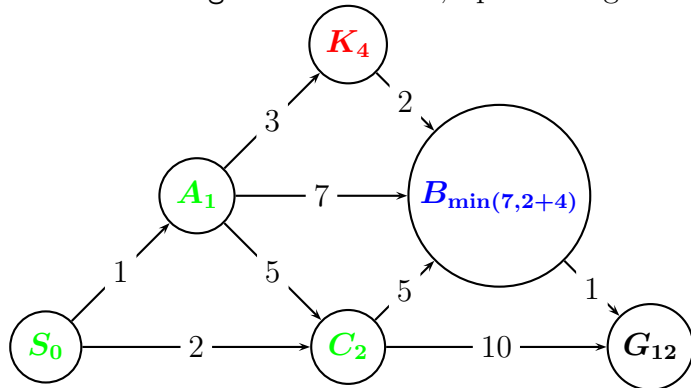
Iteration 2: **argmin** returned  $A$ , update neighbors:  $C$ ,  $K$  and  $B$ :



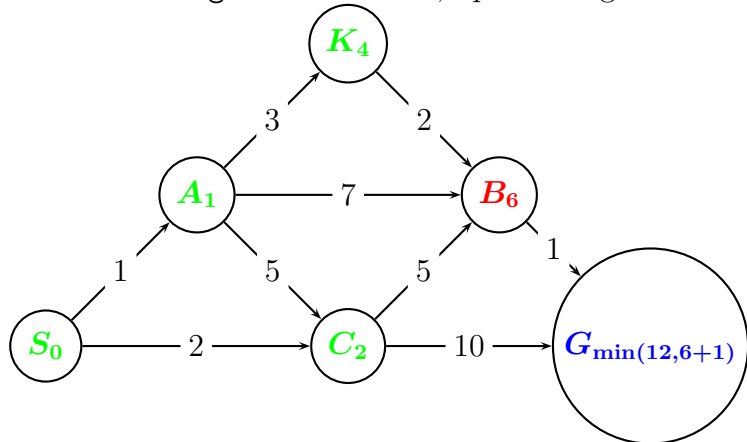
Iteration 3: **argmin** returned  $C$ , update neighbors:  $B$  and  $G$ :



Iteration 4: **argmin** returned  $K$ , update neighbors:  $B$ :



Iteration 5: **argmin** returned  $B$ , update neighbors:  $G$ :



Iteration 6: `argmin` returned  $G$ , update neighbors: none:

