



(a)

	0	1	2	3	4	5
<i>t</i>	0	0	0	0	0	0
<i>a</i>	∞	-3	-3	-4	-6	-6
<i>b</i>	∞	∞	0	-2	-2	-2
<i>c</i>	∞	3	3	3	3	3
<i>d</i>	∞	4	3	3	2	0
<i>e</i>	∞	2	0	0	0	0

(b)

Figure 6.23 For the directed graph in (a), the Shortest-Path Algorithm constructs the dynamic programming table in (b).