15.082J & 6.855J & ESD.78J

Radix Heap Animation
An Example from AMO (with a small change)

- Initialize distance labels
- Initialize buckets and their ranges.
- Insert nodes into buckets.
Find Min Non-Empty Bucket

If the bucket has width 1 or a single element then select a node of the bucket.
Scan arcs out of node 1.

Update the distance labels and buckets.
Find Min Non-Empty Bucket

If the bucket has width 1 or a single element then select a node of the bucket.
Scan arcs out of node 3 and update distances and buckets.
Find Min Non-Empty Bucket

If the bucket has width 1 or a single element then select a node of the bucket. Else, redistribute the range of the bucket.
Find Min Non-Empty Bucket

If the bucket has width 1 or a single element then select a node of the bucket.
Scan arcs out of node 5 and update distances and buckets.
Find Min Non-Empty Bucket

If the bucket has width 1 or a single element then select a node of the bucket. Else, redistribute the range of the bucket.
Find Min Non-Empty Bucket

If the bucket has width 1 or a single element then select a node of the bucket.
Scan arcs out of node 5 and update distances and buckets.
Find Min Non-Empty Bucket

If the bucket has width 1 or a single element then select a node of the bucket.
Scan arcs out of node 4 and update distances and buckets.
Find Min Non-Empty Bucket

If the bucket has width 1 or a single element then select a node of the bucket.
Scan arcs out of node 4 and update distances and buckets.
All nodes are permanently labeled. The algorithm terminates.