

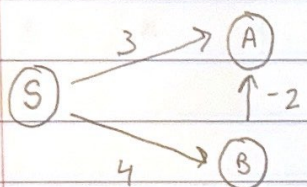
## Bellman-Ford Algorithm Theory

Shortest path from one node to all other nodes.

Bellman-Ford works on negative edge weights, while Dijkstra's does not. (No negative cycle though)

Dijkstra = greedy Algorithm

Bellman-Ford  $\neq$  greedy

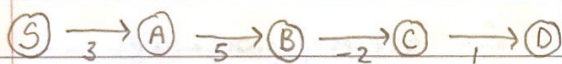


Shortest with Dijkstra's from

S to A, will be 3.

But, with Bellman-Ford we can do

S to B, then B to A for a total of 2 ( $4 - 2 = 2$ ).



# of vertices = 5

$$|V| - 1 = 4$$

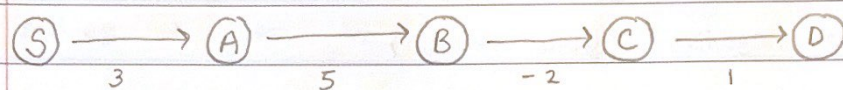
At most,  $|V| - 1$  edges in one of our paths.

$|V|$  = # of vertices



$|V|$  or more edges in a path  $\rightarrow$  repeated vertex  $\rightarrow$  cycle

Simple path = no repeated edges



# of vertices = 5

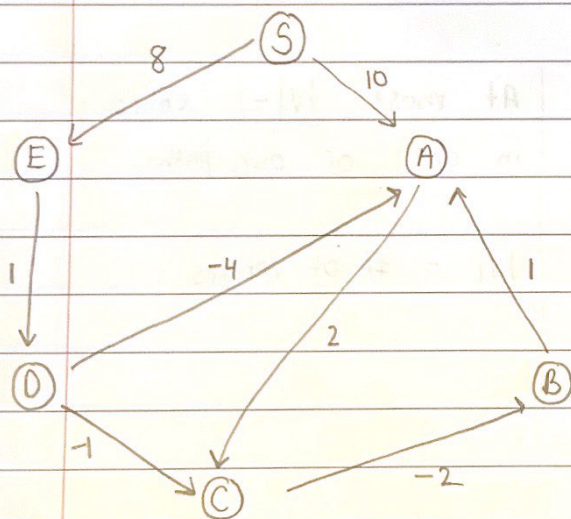
$$|V| - 1 = 4$$

Time Complexity :  $O(|V| \cdot |E|)$

$|V|$  = # of vertices

$|E|$  = # of edges

Bellman-Ford Algorithm Example



6 vertices, so we  
need to do 5 iterations



# 1st Iteration:

Start: 0  $\infty$   $\infty$   $\infty$   $\infty$   $\infty$   
S A B C D E

1st 0 10  $\infty$   $\infty$   $\infty$  8  
S A B C D E

2nd 0 10  $\infty$  12  $\infty$  8  
S A B C D E

3rd 0 10 10 12 9 8  
S A B C D E

## 2nd Iteration

Start: 0 10 10 12 9 8  
S A B C D E

(B  $\rightarrow$  E  $\rightarrow$  D  $\rightarrow$  A) (J  $\rightarrow$  E  $\rightarrow$  D  $\rightarrow$  C)  
0 5 10 8 9 8  
S A B C D E

3rd: 0 5 10 8 9 8  
S A B C D E  
0 5 5 7 9 8  
S A B C D E

We continue you these iterations for #4 & #5  
they don't necessarily keep having to change. But, since  
there is no change from iteration #3 to #4, we stop  
after #4 to make the algorithm more efficient.

Time complexity:  $O(|V| \cdot |E|)$