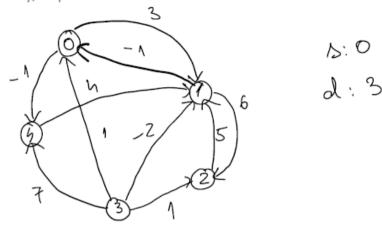
Bellman Ford's Algorithm execution2

Thursday, 8 April 2021 15:48



	changed 1	edge (x, y)	dist list	prev lint
Initilization	1 time		10/2/2/2	
iteration 1	false true true true true true true true tru	(0,1) (0,1) (1,0) (1,2) (2,1) (3,1) (3,2) (3,1) (3,1)	0 1 2 3 4 10 31 4 4 -1 10 31 4 4 -1 10 31 3 60 -1 10 31 2 6 -1 10 3 2 6 -1 10 3 2 6 -1	0 1 2 3 4 0 0 0 0 0 0 0 0 0 0

iteration 2	folk folk folk folk folk	(0,1) (0,1) (1,0) (1,0) (2,1) (3,1) (3,1) (4,1)	0 1 2 3 4 0 3 2 8 -1 0 3 2 8 -1	0 1 2 3 4 0 1 0 1 0 0 1 0 0 0 1 0
=> X40 0	1	•	•	

>> 840 b

Because dist[3] = v => there is not walk from o to 3.

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