

Bellmann Ford Algorithm

Aim: Find suitable path for transmission using Bellmann ford algorithm.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
int Bellman Ford (int G[20][20], int v, int E, int edge[20][20]) {
```

```
int i, u, v, k, distance [20], parent [20], s, flag=1;
```

```
for (i=0; i<v; i++) {
```

```
    distance[i] = 1000;
```

```
    parent[i] = -1; }
```

```
    printf ("Enter size ");
```

```
    scanf ("%d", &s);
```

```
    distance[s-1] = 0;
```

```
    for (i=0; i<v-1; i++) {
```

```
        for (k=0; k<E; k++) {
```

```
            u=edge[k][0];
```

```
            v=edge[k][1];
```

```
            if (distance[u] + G[u][v] < distance[v])
```

```
                distance[v] = distance[u] + G[u][v];
```

```
                parent[v] = u;
```

```
            }
```

```
        }
```

```
for (k=0; k < E; k++) {
```

```
    u = edge[k][0]
```

```
    v = edge[k][1]
```

```
    if (distance[u] + G[u][v] < distance[v])
```

```
        flag = 0
```

```
    }
```

```
    if (flag)
```

```
        for (i=0; i < v; i++)
```

```
            printf ("Vector %d → Cost = %d parent = %d\n",
```

```
                i+1, distance[i], parent[i]+1);
```

```
        return flag;
```

```
    }
```

```
int main() {
```

```
    int v, edge[20][2], G[20][20], i, j, k = 0;
```

```
    printf ("Enter no. of vertices ");
```

```
    scanf ("%d", &v);
```

```
    printf ("Enter graph in matrix form: \n");
```

```
    for (i=0; i < v; i++)
```

```
        for (j=0; j < v; j++) {
```

```
            scanf ("%d", &G[i][j]);
```

```
            if (G[i][j] != 0)
```

```
                edge[k][0] = i;
```

```
                edge[k+1][0] = j;
```

```
        }
```



```

if (Bellman-ford( $G, V, k, \text{edge}$ ))
    printf (" \n No negative weight cycle \n ");
else
    printf (" \n Negative weight cycle exists \n ");
    return 0;
}

```

Output

Enter no. of vertices: 5

Enter graph in matrix:

0 6 0 7 0

0 0 5 8 -4

0 -2 0 0 0

0 0 -3