

Dijkstra's v/s Bellman-Ford:

1. Bellman can handle negative weights & can detect negative weight cycles
2. Dijkstra's does edge relaxation once & in Bellman-Ford it is done at most $n-1$ times where n is number of vertices
3. Bellman visits vertices more than once
4. Dijkstra's has better implementation efficiency
5. Both algorithms work towards single source shortest path.
6. Bellman algorithm uses only information only from its neighbors and knowledge of its link costs. Dijkstra's requires that each node must have complete topological information about the network.
7. Bellman works well for distributed systems
8. Dijkstra's is greedy technique and Bellman is dynamic programming technique.