

Bellman-Ford Algorithm

- Shortest path from one node to all other nodes.
- It works with negative edge weights, Dijkstra doesn't. Both doesn't work on negative cycles.
- Examine each node in every iteration and update the cost.
- Dijkstra is a greedy algorithm, Bellman-Ford doesn't.
- Time complexity is $O(v \cdot e)$, where v is the number of vertices and e is the number of edges.
- We need $v-1$ iterations to find the result, where v is the number of vertices.
- <https://www.youtube.com/watch?v=obWXjtgOL64>