## Question – WAP Bellman-fort Algorithm python program

## Code

```
def bellman_ford(graph, start):
         distances = {node: float('inf') for node in graph}
         distances[start] = 0
         prev = {} # dictionary to store previous node on shortest path
         for i in range(len(graph) - 1):
             for u in graph:
                 for v, weight in graph[u].items():
                      if distances[u] != float('inf') and distances[u] + weight < <math>distances[v]:
                          distances[v] = distances[u] + weight
                          prev[v] = u # update previous node for v
         for u in graph:
             for v, weight in graph[u].items():
                  if distances[u] != float('inf') and distances[u] + weight < distances[v]:
                      raise ValueError("Negative weight cycle detected")
         return distances, prev
R
    graph = {
        '2': {'5': -1},

'3': {'2': -2, '5': 1},

'4': {'3': -2, '6': -1},

'5': {'7': 3},
```

```
start_node = '1'
distances, prev = bellman_ford(graph, start_node)

# print the shortest path from start_node to all other nodes
for node, dist in distances.items():
    path = []
    curr_node = node
    while curr_node != start_node:
        path.append(curr_node)
            curr_node = prev[curr_node] # use prev dictionary to find previous node
    path.append(start_node)
    path.reverse()
    print(f"Shortest path from {start_node} to {node}: {' -> '.join(path)}, cost: {dist}")
```

## Output-

```
PS C:\Users\aryan\OneDrive - st.niituniversity.in\DAA Assignment\Assignment -9> & C:/Users
Shortest path from 1 to 1: 1, cost: 0
Shortest path from 1 to 2: 1 -> 4 -> 3 -> 2, cost: 1
Shortest path from 1 to 3: 1 -> 4 -> 3, cost: 3
Shortest path from 1 to 4: 1 -> 4, cost: 5
Shortest path from 1 to 5: 1 -> 4 -> 3 -> 2 -> 5, cost: 0
Shortest path from 1 to 6: 1 -> 4 -> 6, cost: 4
Shortest path from 1 to 7: 1 -> 4 -> 3 -> 2 -> 5 -> 7, cost: 3
PS C:\Users\aryan\OneDrive - st.niituniversity.in\DAA Assignment\Assignment -9> []
```

```
Analysis –

#Time complexity:

→Best :- O(V^3) if the graph is complete, or O(V*E) otherwise.

→Average :- O(V*E)

→Worst :- O(E)

#Space Complexity :- O(V)
```

V is no. of vertices, E is no. of edges in the graph