

Batch 3Distance Vector Algorithm

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class Graph:
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```
    def __init__(self, vertices):
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```
        self.v = vertices
```

```
        self.graph = []
```

```
    def add_edge(self, s, d, w):
        self.graph.append((s, d, w))
```

```
    def print_solution(self, dist, src, next_hop):
        print("Routing table for ", src)
        print("Dist it cost it next hop")
        for i in range(self.v):
            print("{0} | {1} | {2} |".format(i, dist[i], next_hop[i]))
```

```
    def bellman_ford(self, src):
        dist = [99] * self.v
        dist[src] = 0
        next_hop = {src: src}
        for _ in range(self.v - 1):
            for s, d, w in self.graph:
```

if  $\text{dist}[s] \neq 9$  and  $\text{dist}[s] + w < \text{dist}[d]$ :

$\text{dist}[d] = \text{dist}[s] + w$

if  $s = \text{src}$ :

$\text{next\_hop}[d] = d$

elif  $s$  in  $\text{next\_hop}$ :

$\text{next\_hop}[d] = \text{next\_hop}[s]$

for  $s, d, w$  in  $\text{self.graph}$ :

if  $\text{dist}[s] \neq 99$  and  $\text{dist}[s] + w < \text{dist}[d]$ :

print("Graph contains negative weight cycle")  
return

def main():

matrix = []

print("Enter the no of routers:")

$n = \text{int}(\text{input}())$

print("Enter the adjacency matrix: Enter 99 for initially")

for  $i$  in  $\text{range}(0, n)$ :

$a = \text{list}(\text{map}(\text{int}, \text{input().split}()))$

matrix.append(a)

$g = \text{Graph}(n)$

for  $i$  in  $\text{range}(0, n)$ :

for  $j$  in  $\text{range}(0, n)$ :

$g.add\_edge(i, j, \text{matrix}[i][j])$

for  $k$  in  $\text{range}(0, n)$ :

$g.bellman\_ford(k)$

main()

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