

Bellman-Ford Algorithm

Definition:

The **Bellman-Ford Algorithm** is a graph algorithm used to find the **shortest paths** from a **single source node** to all other nodes in a **weighted graph**, even if some edges have **negative weights**.

Key Points

1.Single Source Shortest Path:

Finds shortest distances from one starting node to all others.

2.Handles Negative Weights:

Works correctly even if some edges have negative values, unlike Dijkstra.

3.Detects Negative Cycles:

If a cycle reduces distance endlessly (negative cycle), Bellman-Ford can detect it.

4.Based on Relaxation:

The algorithm repeatedly tries to improve the shortest distance to each node.

5.Time Complexity:

$O(V \times E)$, where V = number of vertices, E = number of edges.

Part 1: What problem does Bellman-Ford solve?

1.Find shortest distance from one node to all others

2.Works for graphs with **negative edge weights**

3.Can **detect negative cycles**

Example:

Road network where some roads give “negative cost” (like discounts) — Bellman-Ford can handle it.

Part 2: Main Idea (Step-by-Step)

1. Start with **distance of source = 0**

2. Set all other distances = **infinity**

3. Repeat **V-1 times** (V = number of vertices):

For every edge ($u \rightarrow v$ with weight w):

If $\text{dist}[u] + w < \text{dist}[v]$:

→ update $\text{dist}[v] = \text{dist}[u] + w$

4. After V-1 iterations, check all edges:

If you can **still relax** any edge → **negative cycle exists**

Part 3: Key Concept

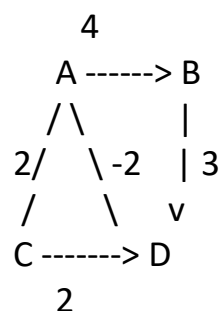
Relaxation: Trying to improve the shortest distance

Why V-1 times?

→ In a graph with V nodes, the longest possible path without a cycle has at most **V-1 edges**

Part 4: Step-by-Step Example

Graph:



Edges with weights:

$$A \rightarrow B = 4$$

$$A \rightarrow C = 2$$

$$C \rightarrow D = 2$$

$$B \rightarrow D = 3$$

$$A \rightarrow D = -2$$

Step 1: Initialize distances

$$\text{dist}[A] = 0$$

$$\text{dist}[B] = \infty$$

$$\text{dist}[C] = \infty$$

$$\text{dist}[D] = \infty$$

Step 2: First Iteration (Relax all edges)

$$A \rightarrow B: 0 + 4 < \infty \rightarrow \text{dist}[B] = 4$$

$$A \rightarrow C: 0 + 2 < \infty \rightarrow \text{dist}[C] = 2$$

$$C \rightarrow D: 2 + 2 < \infty \rightarrow \text{dist}[D] = 4$$

$$B \rightarrow D: 4 + 3 = 7 \rightarrow \text{dist}[D] = \min(4, 7) = 4$$

$$A \rightarrow D: 0 + (-2) < 4 \rightarrow \text{dist}[D] = -2$$

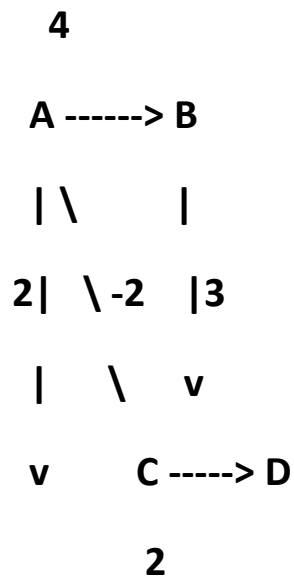
After 1st iteration:

$$A=0, B=4, C=2, D=-2$$

Step 3: 2nd, 3rd... up to V-1 iterations

Distances remain the same \rightarrow no further updates

Part 5: Diagram



Part 6: Pseudocode

function BellmanFord(Graph, source):

for each node v:

dist[v] = ∞

dist[source] = 0

for i = 1 to V-1:

for each edge (u, v) with weight w:

if dist[u] + w < dist[v]:

dist[v] = dist[u] + w

for each edge (u, v) with weight w:

if $\text{dist}[u] + w < \text{dist}[v]$:

print("Graph contains negative weight cycle")

return

print("Shortest distances from source:", dist[])