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Q.) Explain Bellmann ford Algorithm.

Ans.

- ~ Bellmanford algorithm is used to find the shortest distance between points in & iv on a graph.
- Even though dijkstrais Algorithm does the same it will fail in a graph with nigative weights.
- · Steps in the algorithm:
 - Step 1: Selecta vorley 21 and mark it as having cost = 0 => d[u] = 0
 - Step 2: In the same breath mark nest of the voilèces as or. d[vi] = 0
 - Stop 3: To decide which is the cheapest adjacent vertex: if (d[u] + c(u, v) < d[u])£ d[v] = d[u] + c(u, v)

where d[u] or d[v] implies the convent wight upon u & v.

And ((u, v) is the cost of travelling from u to v.

Stop 4: Now if the graph contains n vertices repeat the above step for n-1 times.

Stop 5: Stop if any iteration gives the same result.

Given graph: G (E,V)

Pass: I ABCDE

Pass 2:

Pass 3: A B C D E

0 \$\omega \times \infty \infty \infty
0 -1 \$\omega \infty \infty
0 -1 2 \$\omega \infty
0 -1 2 | 1

0 -1 2 -2 |

0 -1 2 -2 1

 $V = \{A, B, C, D, E\}$ $E = \{AB, AC, BC, BD, BE,$ $DB, DC, ED\}$

$$d(c) = 4$$

$$d(c) = 4$$

$$d(c) = 4$$

$$d(c) = d(A) + c(ABC) < d(C)$$

$$d(c) = d(A) + c(ABC)$$

$$= 2$$

0-12-21 repitition hence stop iteration.

Sine in a graph Mure tanke m-vertices and n-edges then total/max nood ileration (induding sub) = mxn

Flomplexity = O(mxn) -> polynomial time.