

Algorithms: Design and Analysis, Part II

# The Bellman-Ford Algorithm

The Basic Algorithm

#### The Recurrence

Notation: Let Li, v = minimum length with & i edges. ot a s-v path - with cycles allowed - defined as + co if no s-v paths with fecurence: For every vell, ? ES/2,3, ..., ) Liedges Lin = min { (con) ex { Lan, w + con}}

Corrections: brux-tarce search from the only (Isin-degras) candidates (by the optimal substructive lemma).

# If No Negative Cycles

Now: suppose inpit graph G has no regative cycles.

=> Shortest paths do not have cycles

[removing a cycle only decreases length]

=> have & (n-1) edges

Point: if 6 has no regative cycle, only need to solve subproblems up to i= n-1.

Subproblems: compte Liv for all itsolizion 11-13 and all veV.

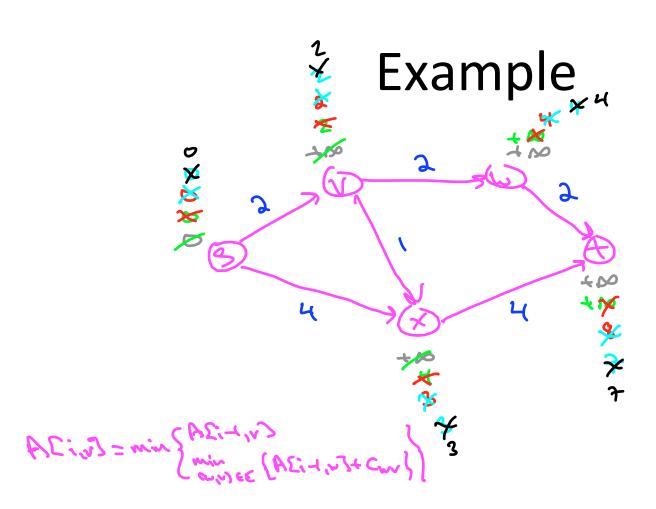
## The Bellman-Ford Algorithm

Let A=2-D array (indexed by i and v) Bax cax: A[0,5)=0; A[0,v]=+00 for all v + 5 for 1=1,2,3,---,x-1: For each UEV!

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As discussed: if G has no negative cycle, then algorithm
is correct [with final answers = A[n-1,v]'s]



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#### Quiz

arestion: What is the running time of the Bellman-Ford algorithm? [Pick the strongest true statement.] [m= #& edges, N= # of vertices]

(B) O(n2) # of subpositions, but might do

(B) O(mn) ware for one subposition

(C) O(n3) Peason:

(Total walk is O(n. Zin-degor))

(D) O(n2)

(m2)

(max) ware done in ma thremon

## **Stopping Early**

Note: Suppose for some j < N-1,

A (j, v) = A (j-1, v) for all vertices v.

The all v, all feture A (i, v)'s will be the some

The can safely balt (since A (n-1, v)'s = correct shatest
pundistances)