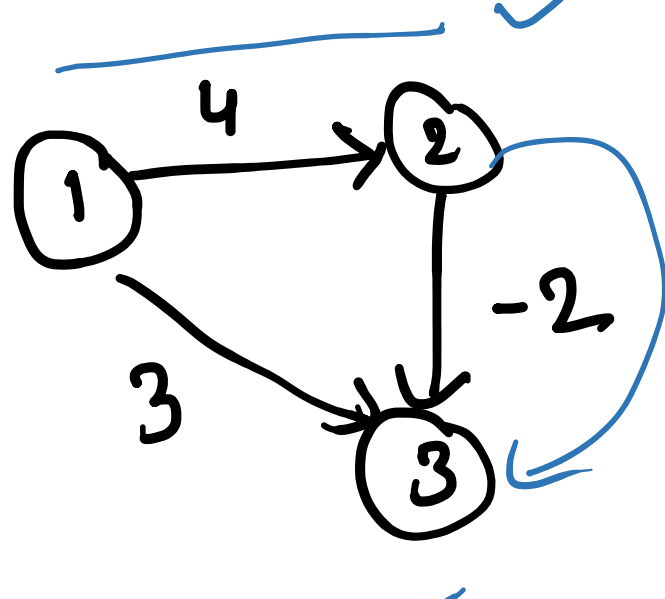


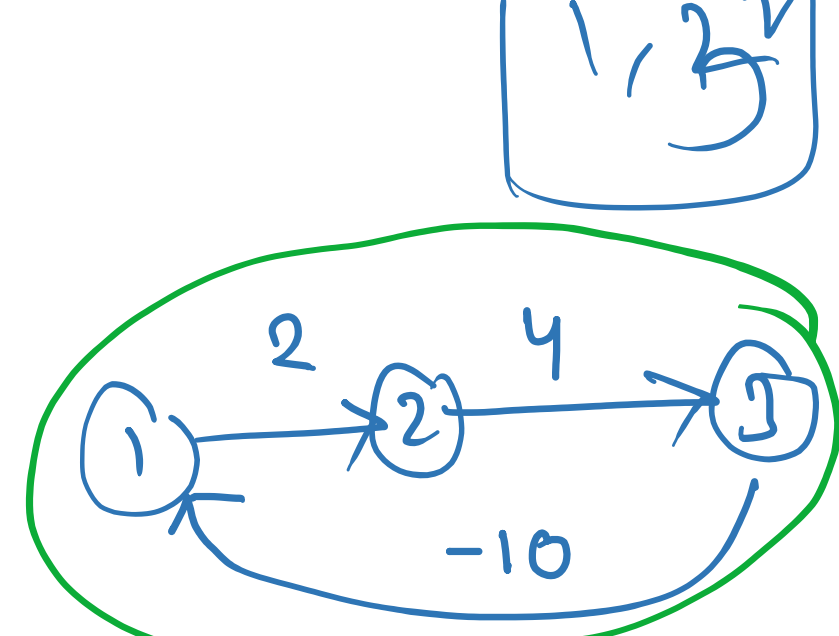
1 1 0 0  
3 13 0 3  
2 12 0 4  
1 2 3 → 2



① cycle 80m ~

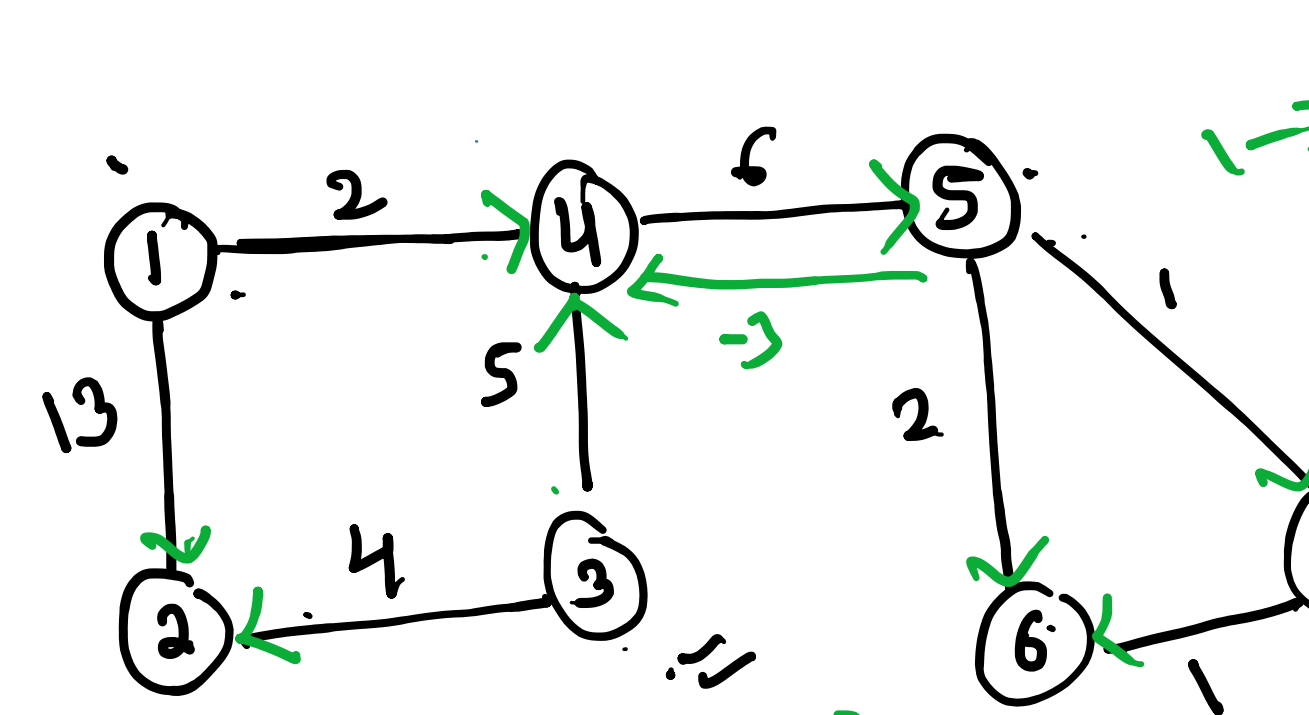
1	1	0
2	12	4
3	13	5

1. remove
2. ignore
3. marked visited
- u. self work
- S. Add node

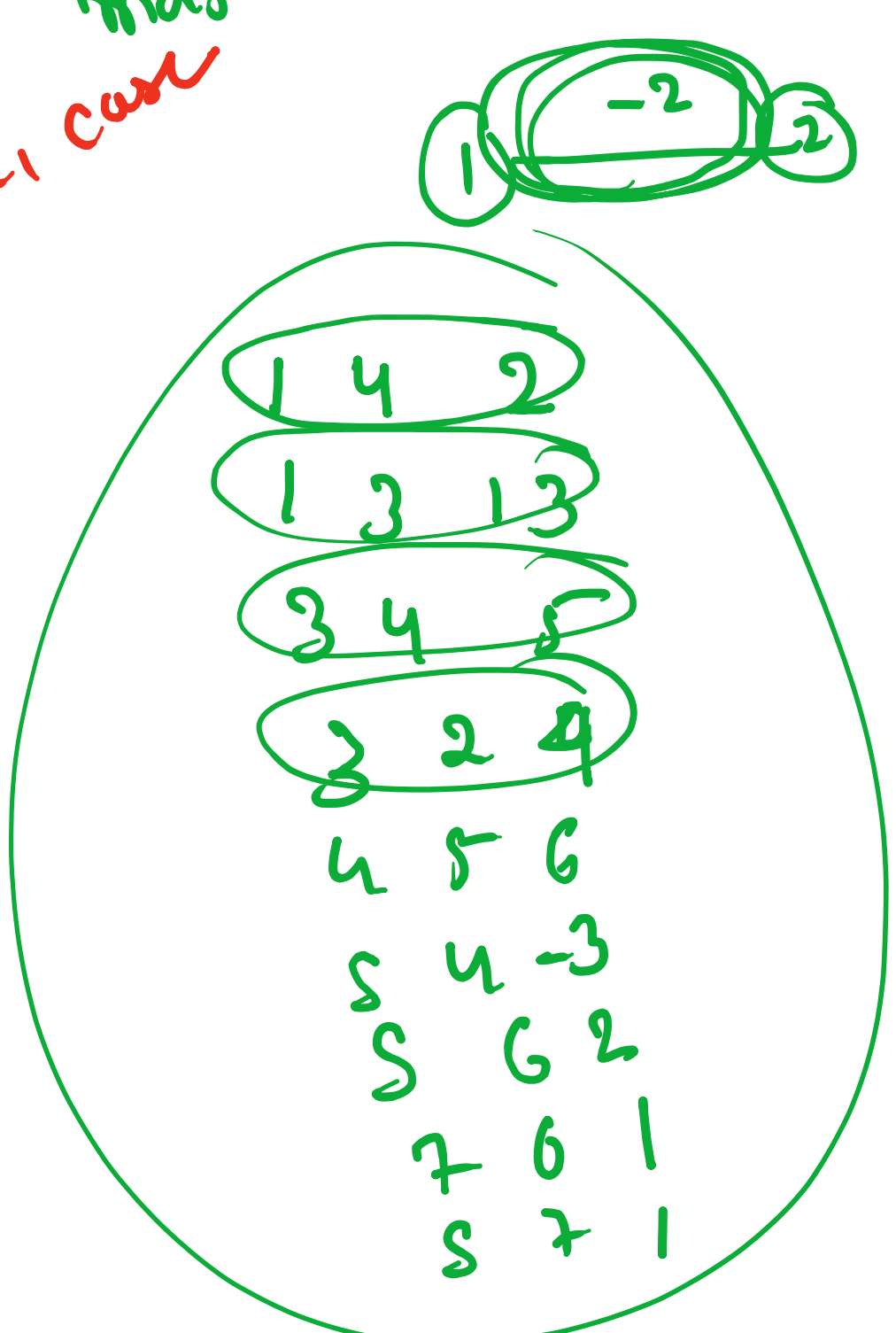


6 - 10 + 6

123 → 6  
123123 → +9  
123123123 → -2

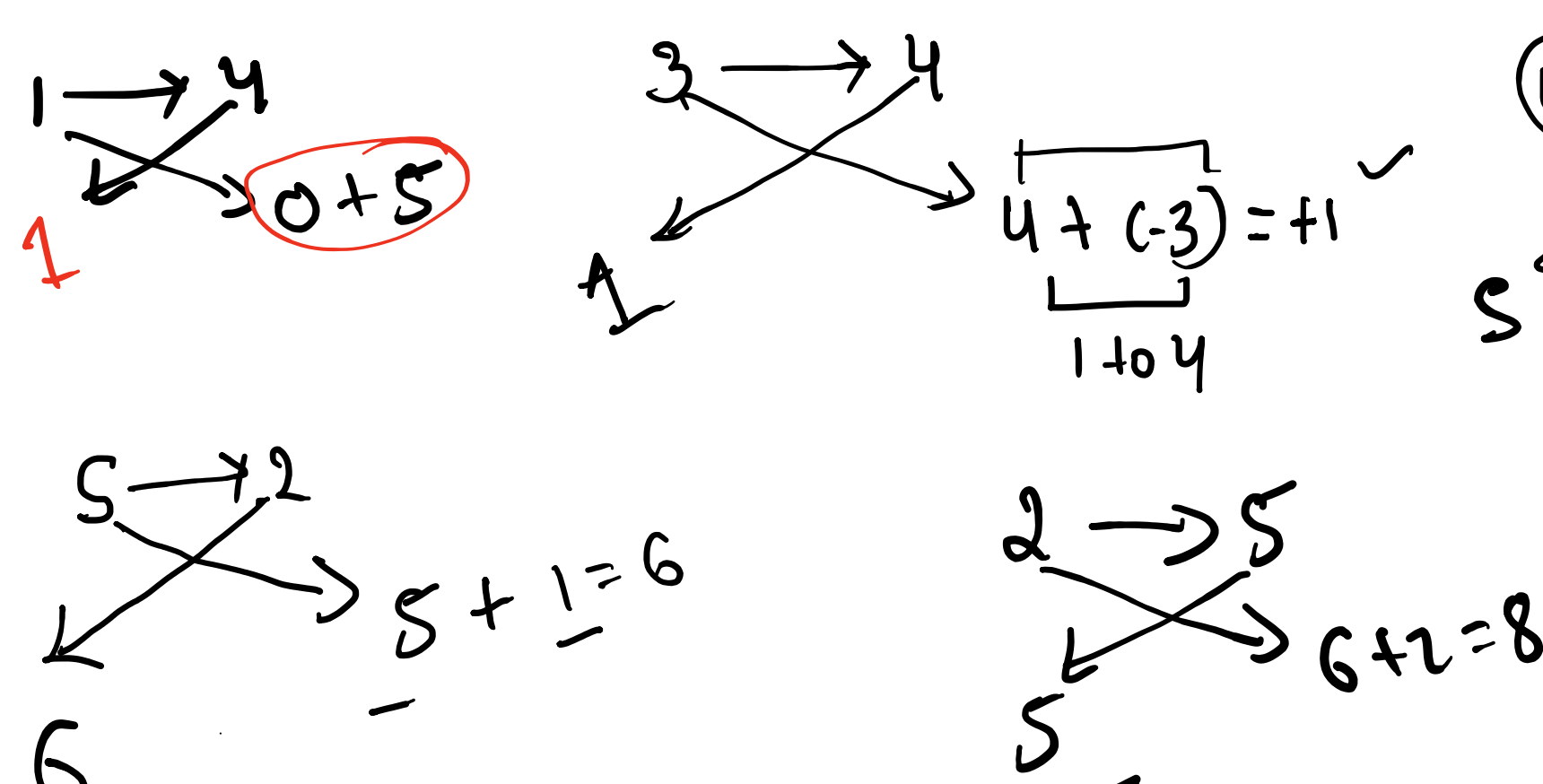


disce(e2) > disce(e1) + e.cost  
disce(e2) = disce(e1) + e.cost  
C1 C2 cost  
C1 C2 cost  
C1 C2 cost  
C1 C2 cost

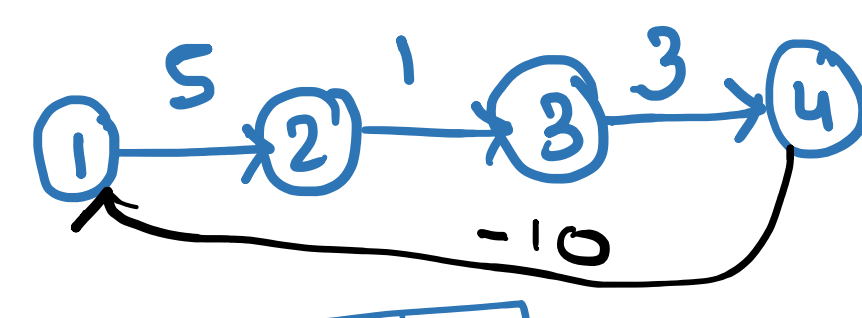


x	0	6	4	1	5
---	---	---	---	---	---

1 2 8  
1 3 4  
1 4 5  
2 4 3  
4 5 4  
[ 5 2 1  
2 5 2 ]

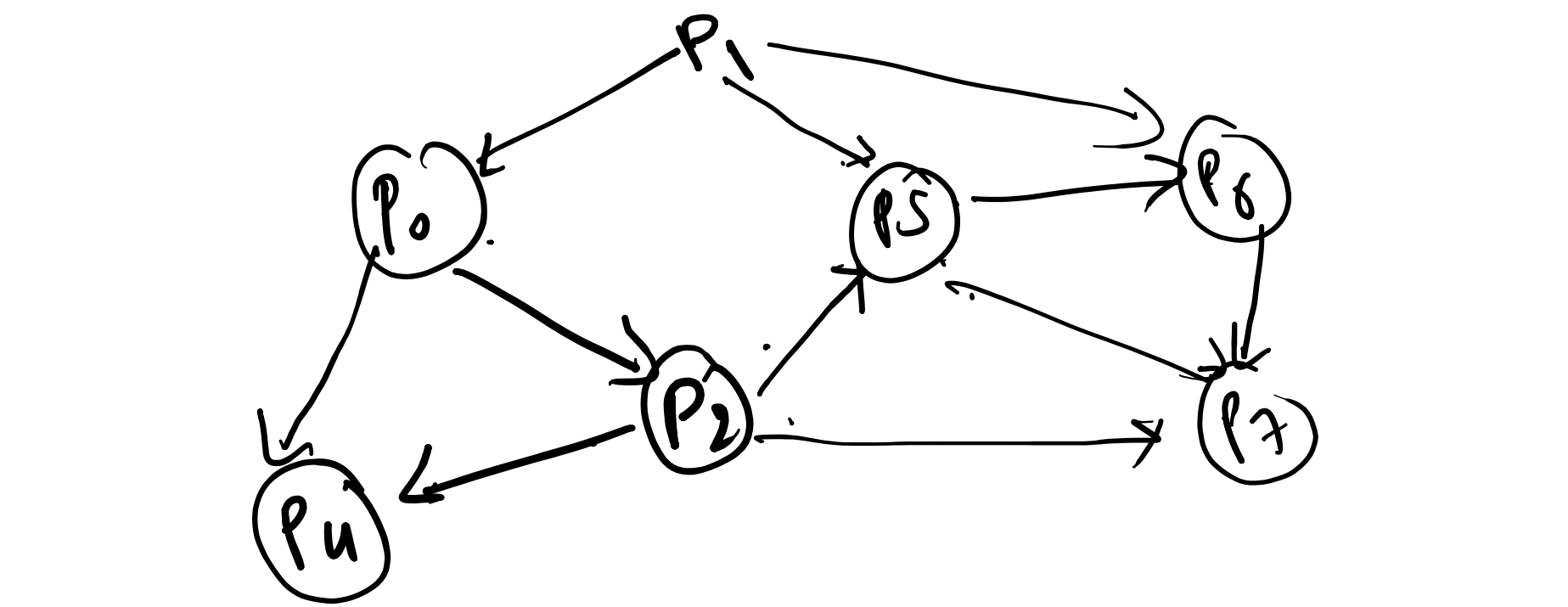
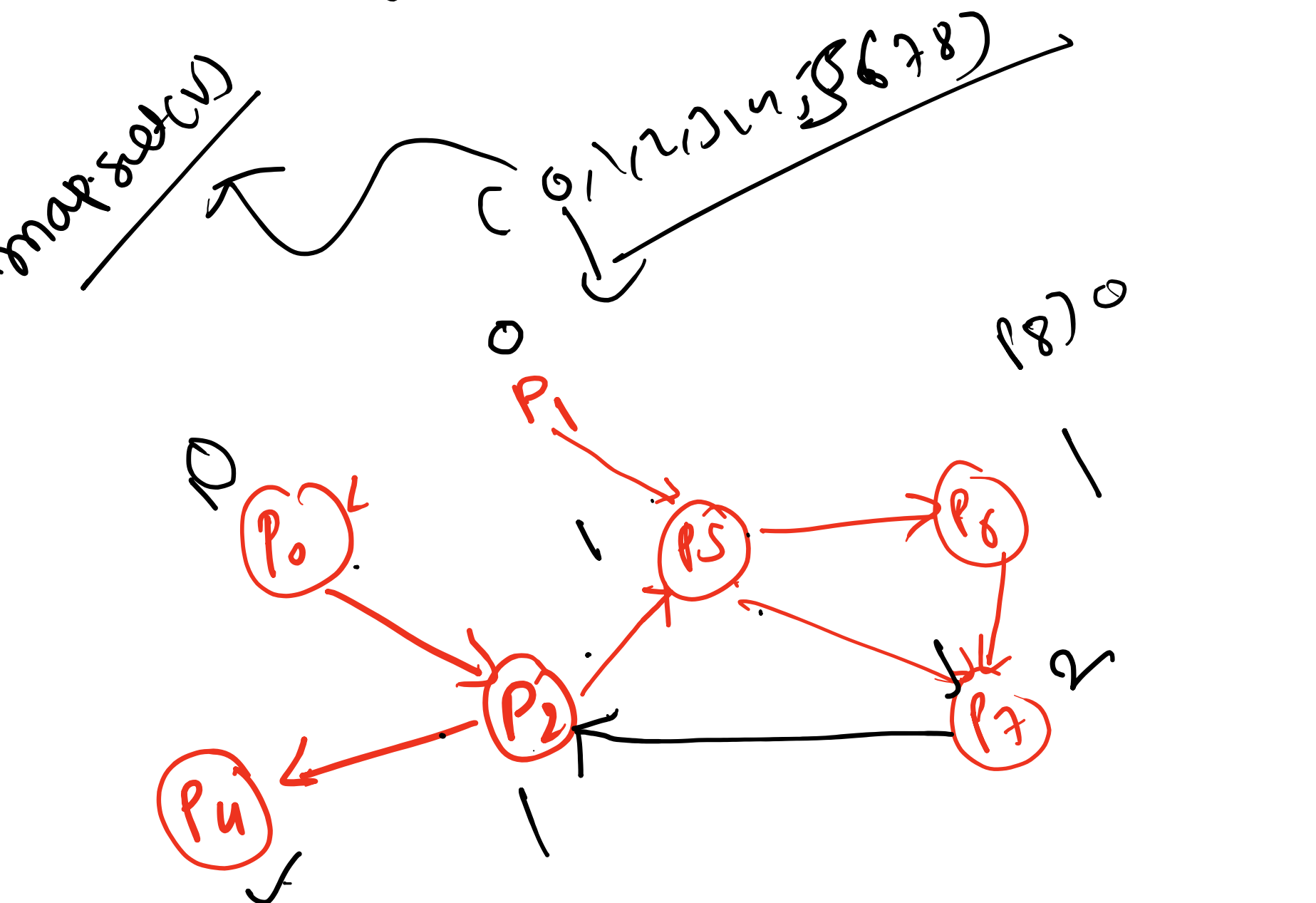
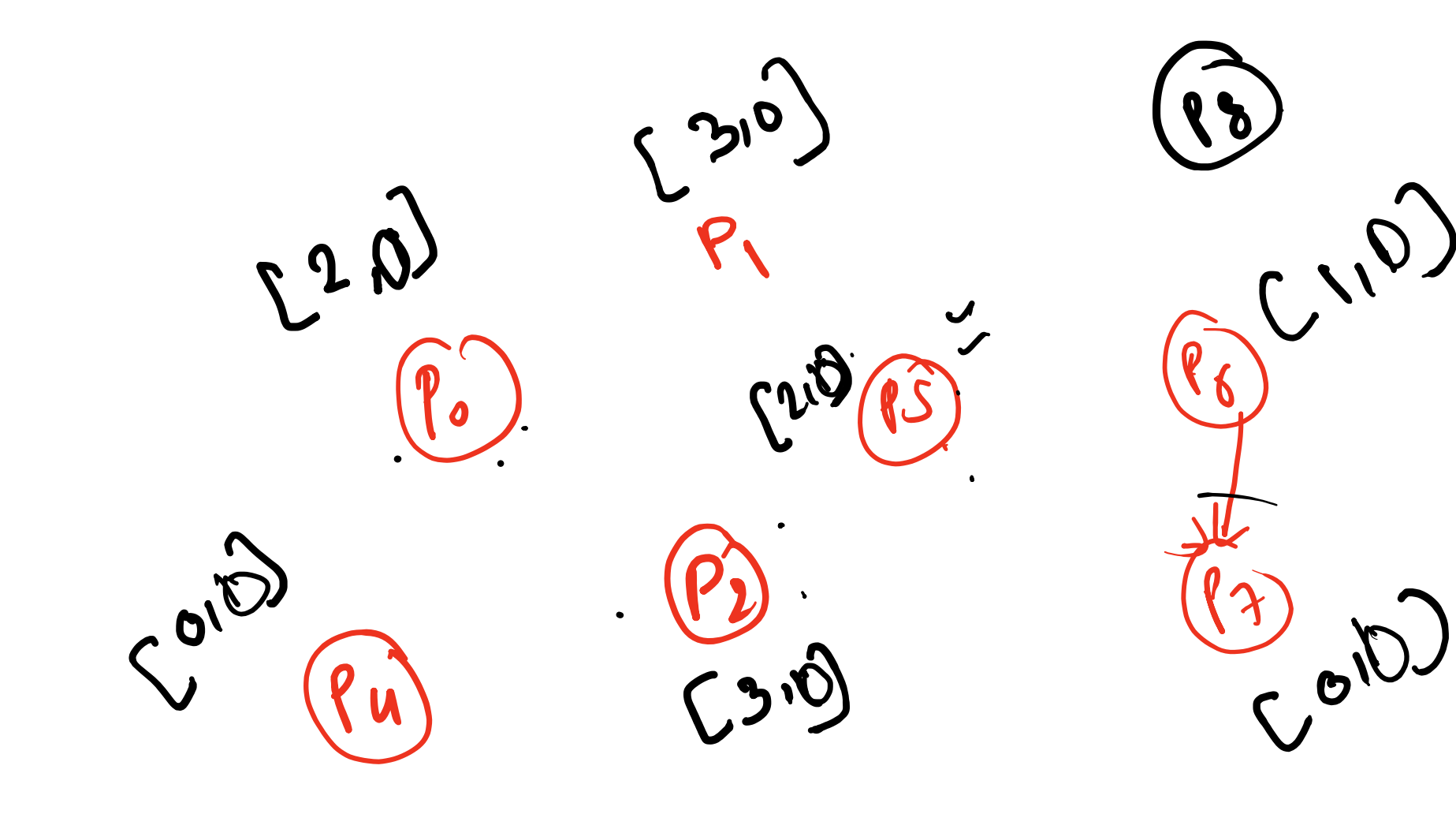
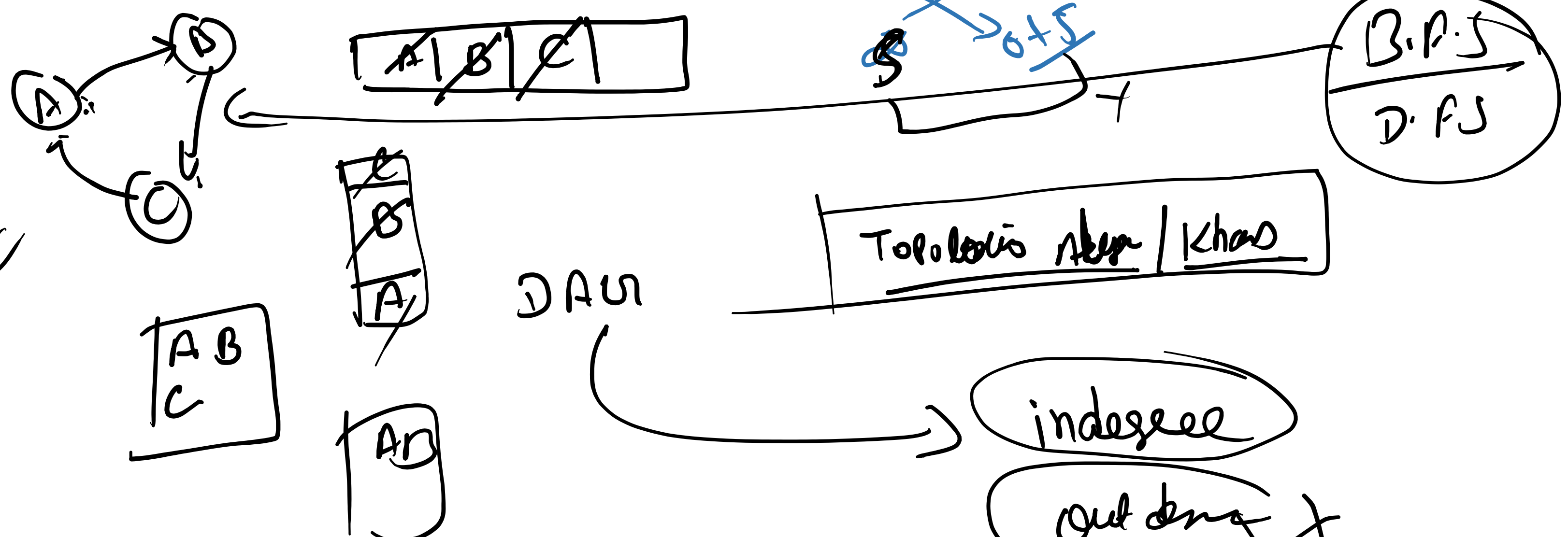
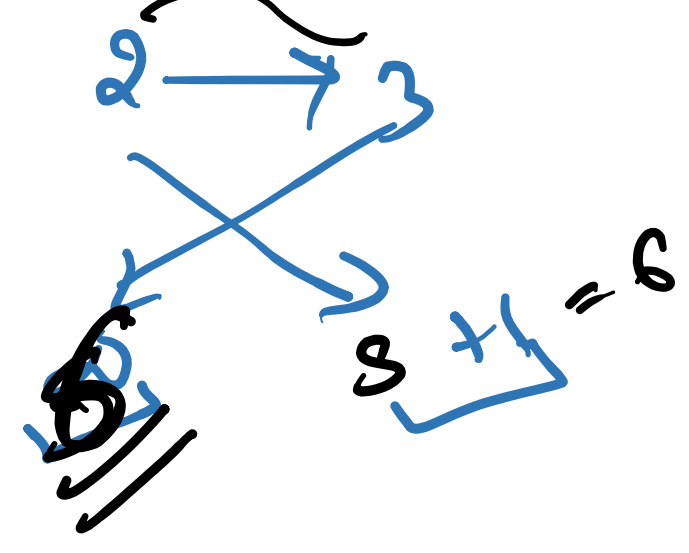
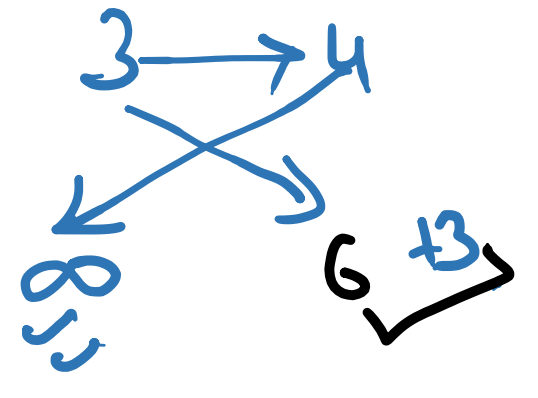


```
public void BellManFord() {
    List<EdgeList> ll = getallEdge();
    int v = map.size();
    int[] dis = new int[v + 1];
    for (int i = 2; i < dis.length; i++) {
        dis[i] = 9999999;
    }
    for (int i = 1; i <= v; i++) {
        for (EdgeList e : ll) {
            if (dis[e.e2] > dis[e.e1] + e.cost) {
                dis[e.e2] = dis[e.e1] + e.cost;
            }
        }
    }
    for (int i = 1; i < dis.length; i++) {
        System.out.println(i + " " + dis[i]);
    }
}
```



1	0	5	6	9
---	---	---	---	---

3 → 4 3  
2 → 3 1  
1 → 2 5



Key  
counting

int[] arr = { 2, 1, 1, 0, 1, 2, 5, 4, 0, 2, 8, 7, 9, 2, 6, 1, 9 };

2	1	1	0	1	2	5	4	0	2	8	7	9	2	6	1	9
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

0	0	1	1	1	1	2	2	2	2	4	5	6	7	8	9	9
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

preq(Ci) = preq(Ci) + preq(Ci-1)