

12/01/23
Bellman Ford algo: Program for distance vector algo for transmission

find suitable path for transmission

#include <stdio.h>

#include <stdlib.h>

int BellmanFord(int G[20][20], int V, int E, int edge[20][20]) {

int i, u, v, k, distance[20], parent[20], s, flag=1;

for (i=0; i < V; i++)

distance[i] = 1000;

parent[i] = -1;

printf("Enter source: ");

scanf("%d", &s);

distance[s] = 0;

for (i=0; i < V-1; i++) {

for (k=0; k < E; k++) {

u = edge[k][0], v = edge[k][1];

if (distance[u] + G[u][v] < distance[v])

distance[v] = distance[u] + G[u][v];

parent[v] = u;

}

for (k=0; k < E; k++) {

u = edge[k][0], v = edge[k][1];

if (distance[u] + G[u][v] < distance[v])

flag = 0;

}

if (flag)

for (i=0; i < V; i++)

printf("Vertex %d",

i+1, distance[i],

parent[i]+1);

return flag;

→ Cost = %d parent = %d/n

```

}
int main() {
    int v, edge[20][2], G[20][20], i, j, k = 0;
    printf("Enter no. of vertices: ");
    scanf("%d", &v);
    printf("Enter graph in matrix form: \n");
    for (i = 0; i < v; i++)
        for (j = 0; j < v; j++) {
            scanf("%d", &G[i][j]);
            if (G[i][j] != 0)
                edge[k][0] = i, edge[k][1] = j;
            k++;
        }
    if (Bellman_ford(G, v, k, edge))
        printf("No negative weight cycle \n");
    else
        printf("Negative weight cycle exists \n");
    return 0;
}

```

Q/P:

Enter no. of vertices : 5

Enter graph in matrix :

Bellman:

O/P: Enter no. of routers (<10): 6

Enter 99 if corresponding router is ^{not} adjacent to router A:

B C D E F

Enter matrix: 4 5 99 99 99

Enter 99 if corresponding router is not adjacent to B:

~~A B~~ C D E F
Enter matrix: 4 11 9 7 99

Enter 99 if corresponding router is not adjacent to C:

A ~~B C~~ D E F
Enter matrix: 5 11 99 3 99

Enter 99 if corresponding router is not adjacent to D:

A B C ~~D~~ E F
Enter matrix: 99 9 99 13 2

Enter 99 if corresponding router is not adjacent to E:

A B C D ~~E~~ F
Enter matrix: 99 7 3 13 2

Enter 99 if corresponding router is not adjacent to F:

A B C D E

Enter matrix: 99 99 99 2 6

Router Table entries for A:

Destination Router: A B C D E F

Outgoing Line: A B C D E F

Hop Count: 0 4 5 99 99 99

Router Table entries for B:

Destination Router: A B C D E F

Outgoing Line: A B C D E F

Hop Count: 4 0 11 9 7 99

Router Table entries for C:

Destination Router: A B C D E F

Outgoing Line: A B C D E F

Hop Count: 5 11 0 99 3 99

Router Table entries for D:

Destination Router: A B C D E F

Outgoing Line: A B C D E F

Hop Count: 99 9 99 0 13 2

Router Table entries for router E:

Destination	Router:	A	B	C	D	E	F
Outgoing	Line	A	B	C	D	E	F
Hop Count		99	7	3	13	0	2

Router Table entries for router F:

Destination	Router	A	B	C	D	E	F
		99	99	99	2	6	0