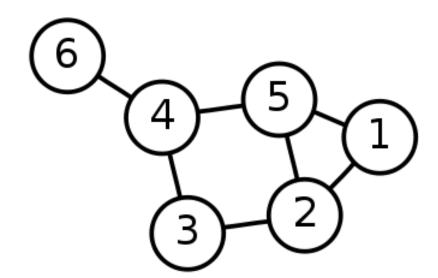
# Graphs

CS223: Data Structures

#### Single-Source Shortest Path Problem

- The problem of finding shortest paths from a source vertex v to all other vertices in the graph.
- Weighted graph G = (E,V)
- Source vertex s ∈ V to all vertices v ∈ V



#### Single-Source Shortest Path Problem

- Common algorithms:
  - Dijkstra's algorithm (Discussed in the previous lecture)
  - Bellman-Ford algorithm

#### **Bellman-Ford algorithm**

**Bellman-Ford algorithm** - is a solution to the single-source shortest path problem in graph theory.

Works on both directed and undirected graphs.

**Approach:** Dynamic Programming

Input: Weighted graph  $G=\{E,V\}$  and source vertex  $v \in V$ .

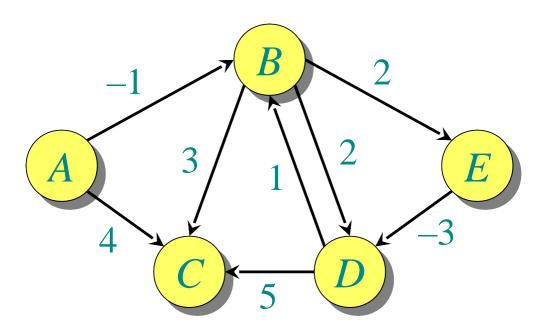
Output: Lengths of shortest paths (or the shortest paths themselves) from a given source vertex  $v \in V$  to all other vertices.

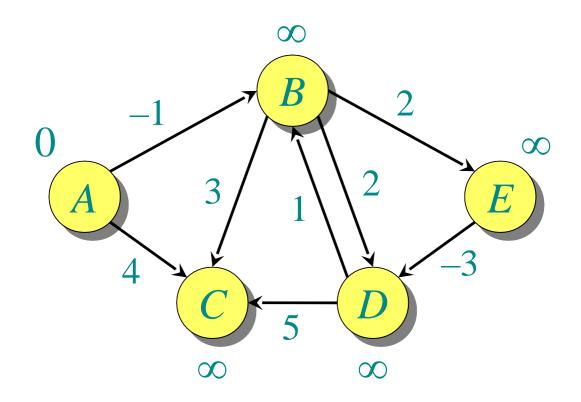
#### Bellman-Ford algorithm - Pseudocode

```
function bellmanFord(G, S)
for each vertex V in G
                  distance[V] <- infinite</pre>
                  previous[V] <- NULL</pre>
distance[S] <- 0
for each vertex V in G
         for each edge (U,V) in G
                  tempDistance <- distance[U] + edge_weight(U, V)</pre>
                  if tempDistance < distance[V]</pre>
                      distance[V] <- tempDistance</pre>
                      previous[V] <- U</pre>
for each edge (U,V) in G
         If distance[U] + edge_weight(U, V) < distance[V}</pre>
                  Error: Negative Cycle Exists
return distance[], previous[]
```

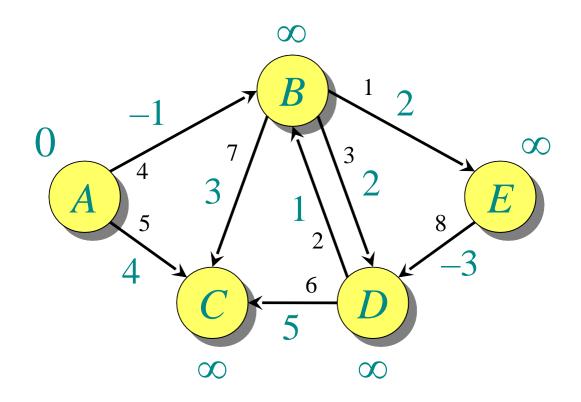
initialization

relaxation step

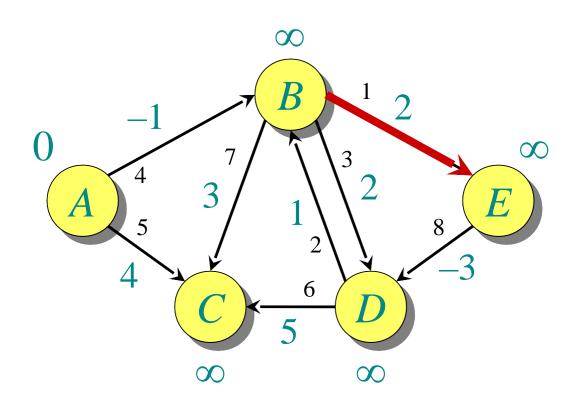


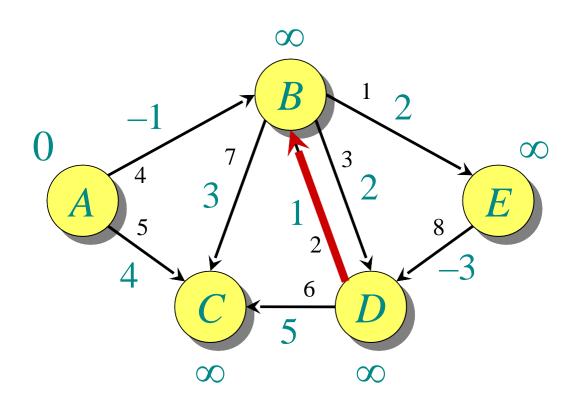


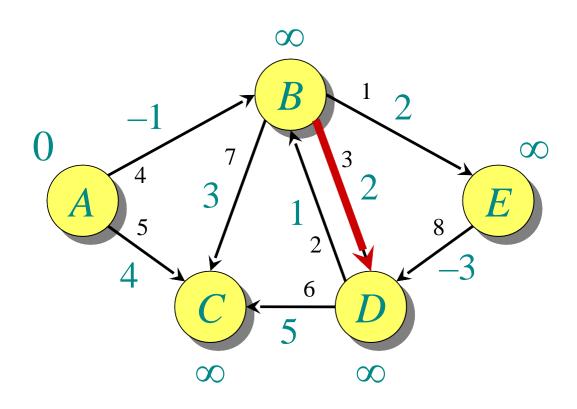
Initialization.

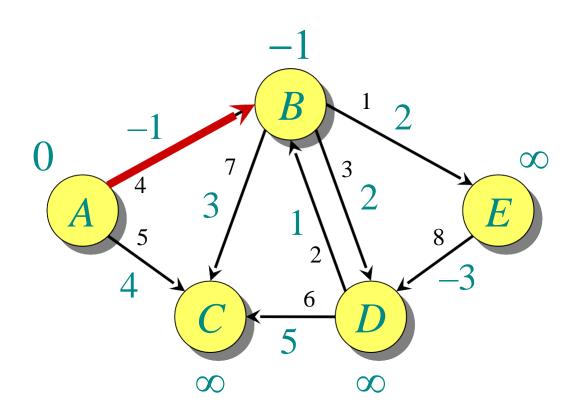


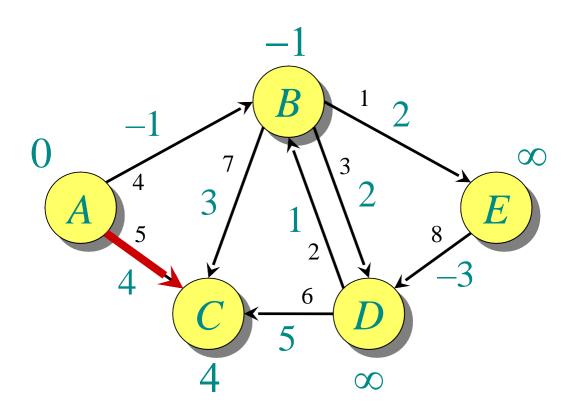
Order of edge relaxation.

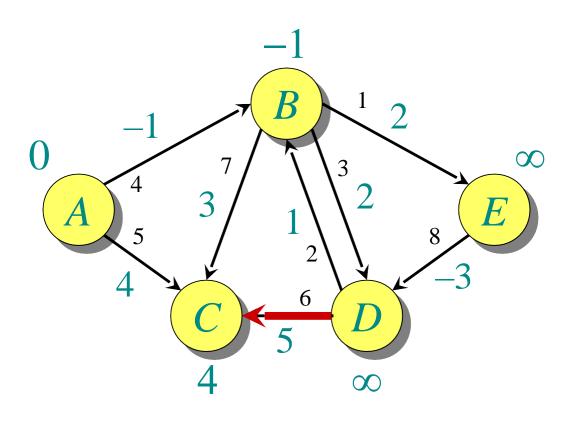


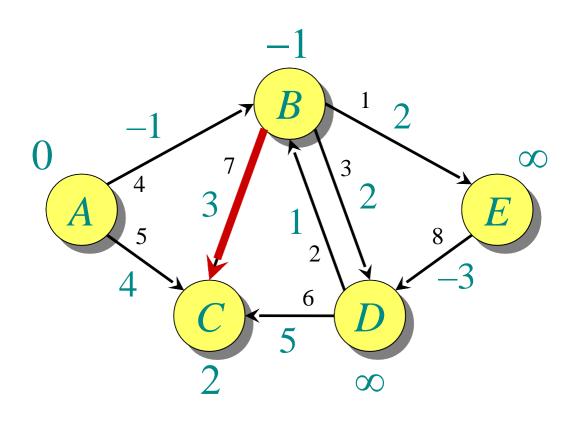


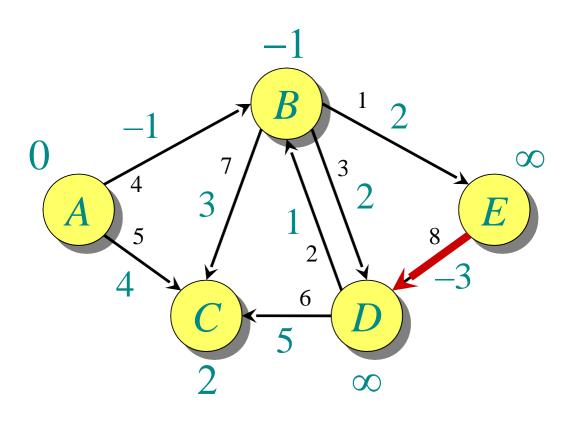


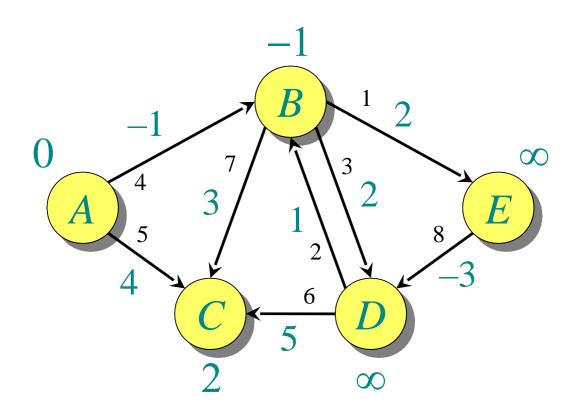




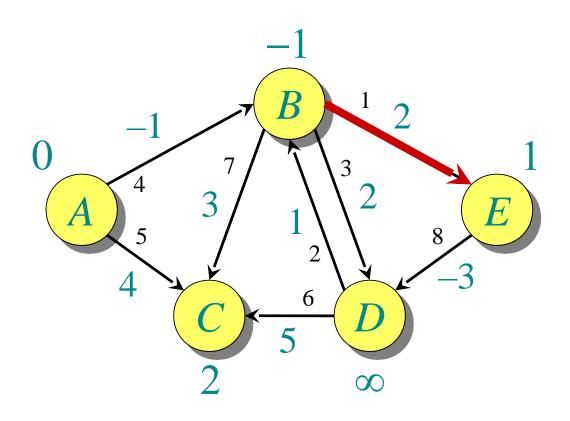


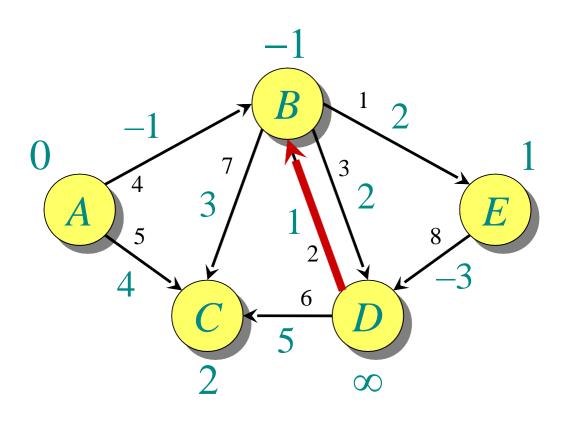


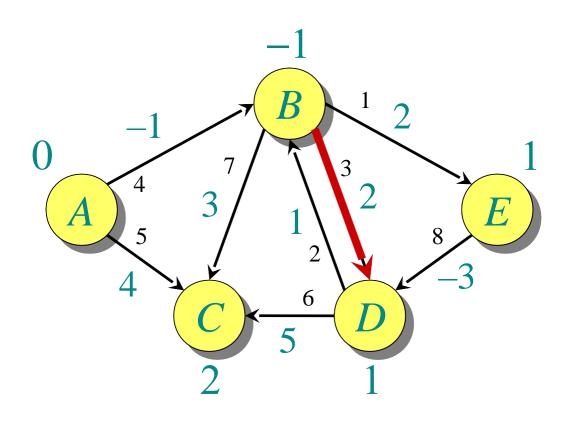


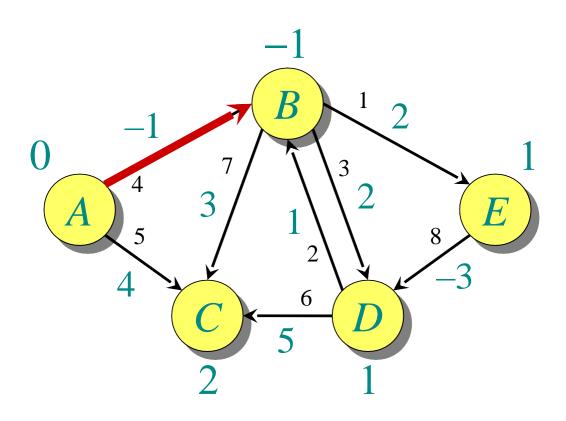


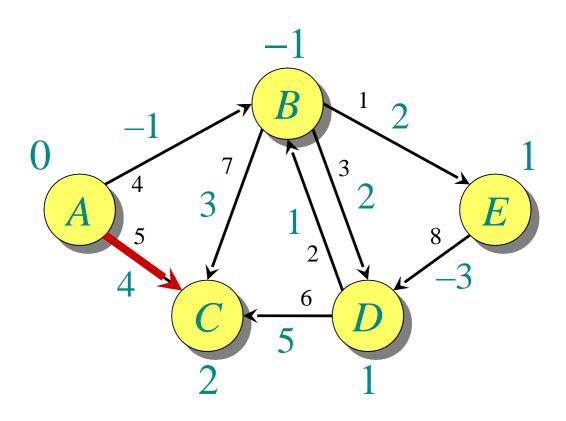
End of pass 1.

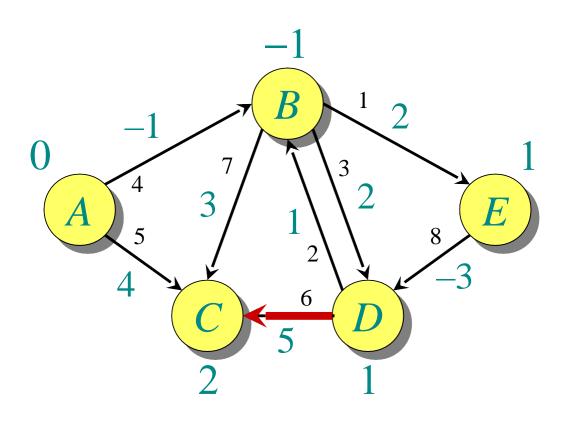


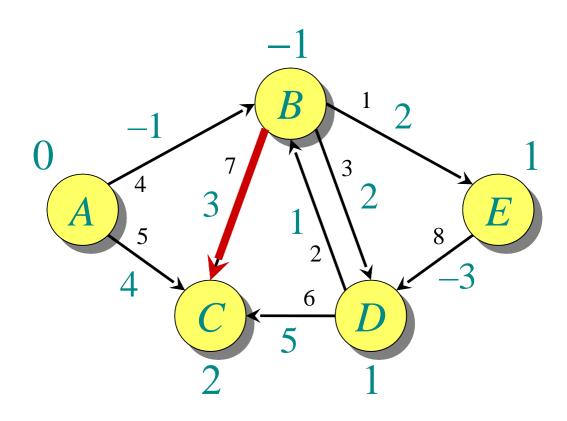


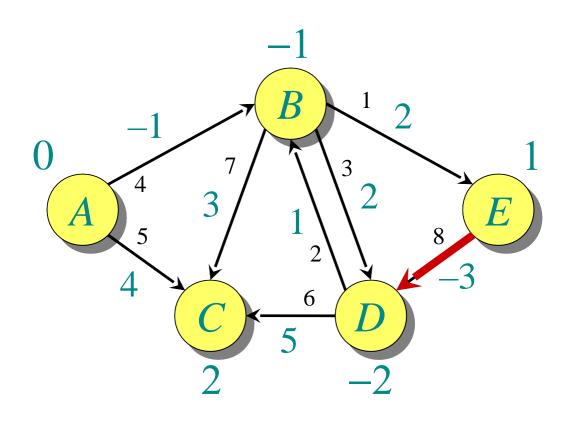


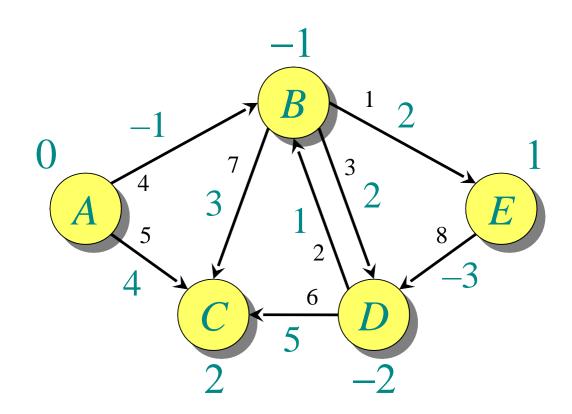




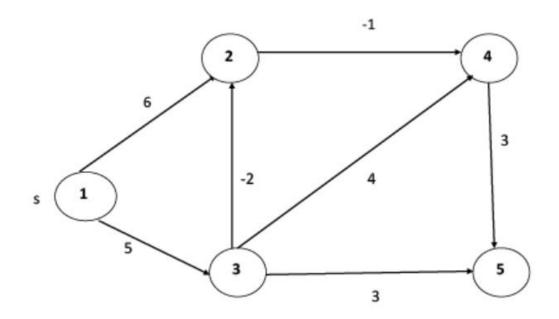


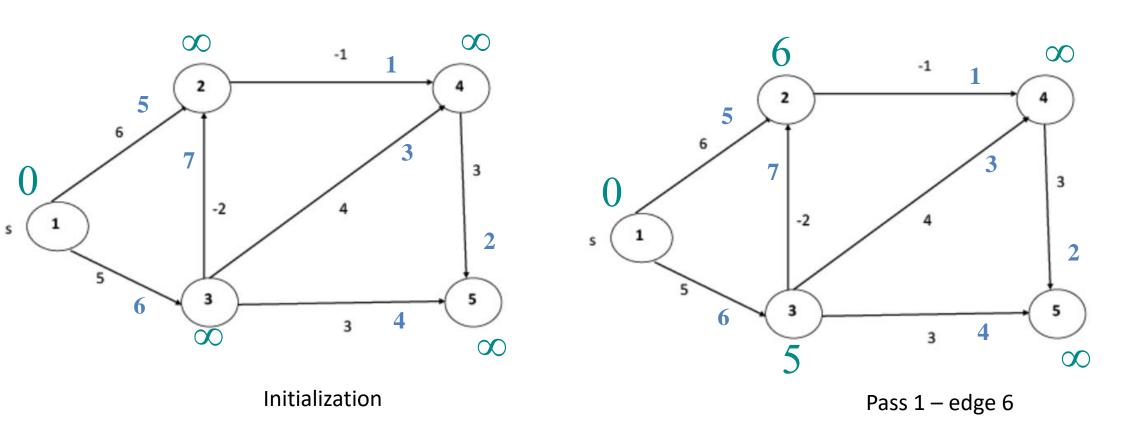


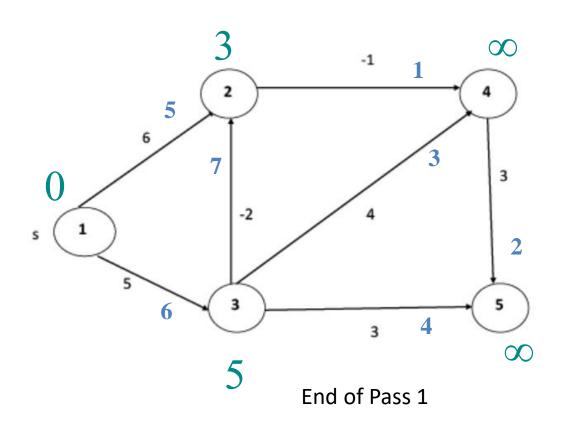


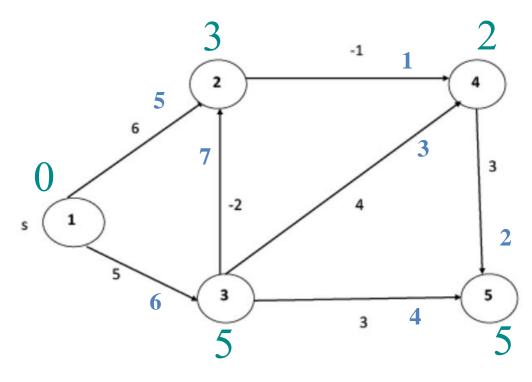


End of pass 2 (and 3 and 4).

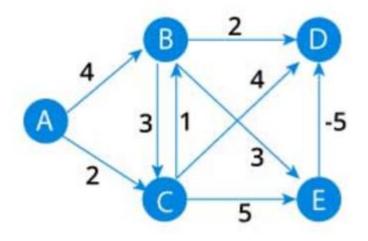


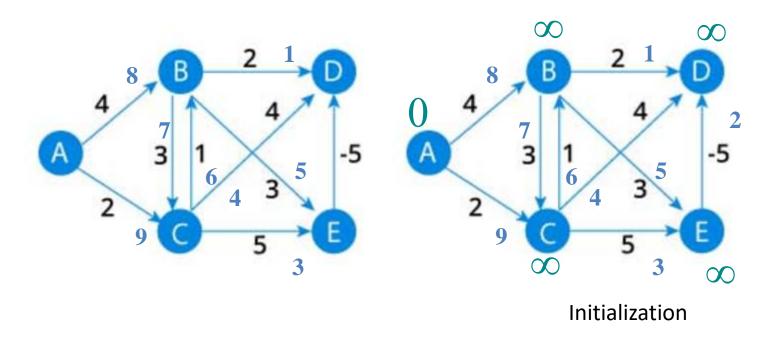


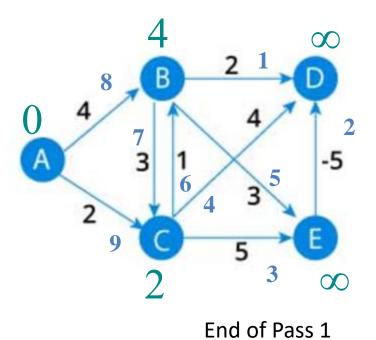


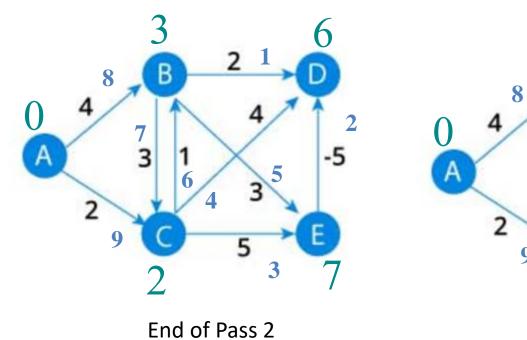


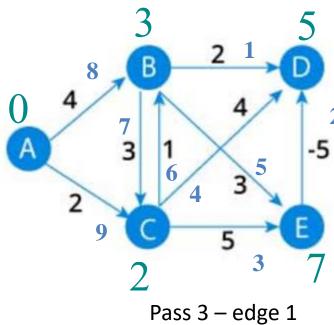
End of Pass 2, 3, and 4

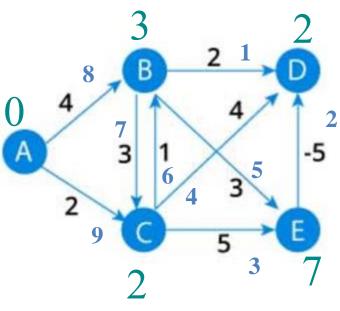












Pass 3 – edge 4

