

Class 97GraphsShortest Path Algorithm

BFS ← Dijkstra Algo

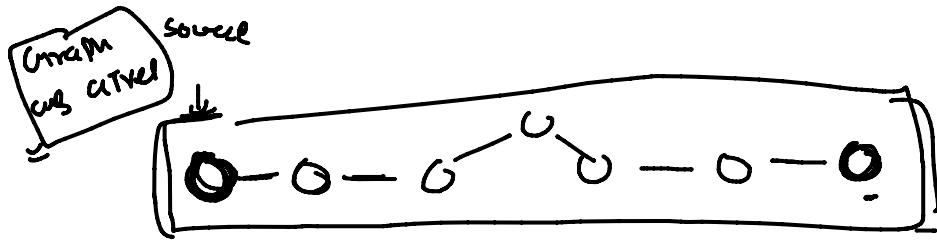
Bellman Ford Algo

Dijkstra

- weighted
- Greedy
- ve weight & edges
- $E \log V$

Bellman Ford

- weighted
- DP
- ve edges
- (V^2)
- ↓ Detect -ve wt cycle

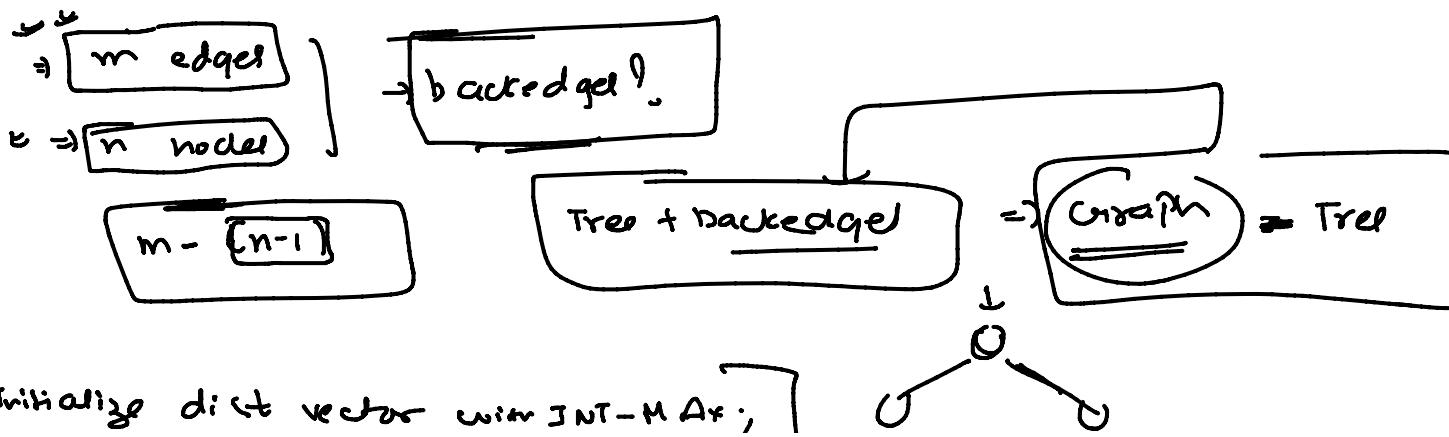


n nodes $\underline{n-1}$

Max No. of edges
in the final shortest
path b/w source and
Node

Tree

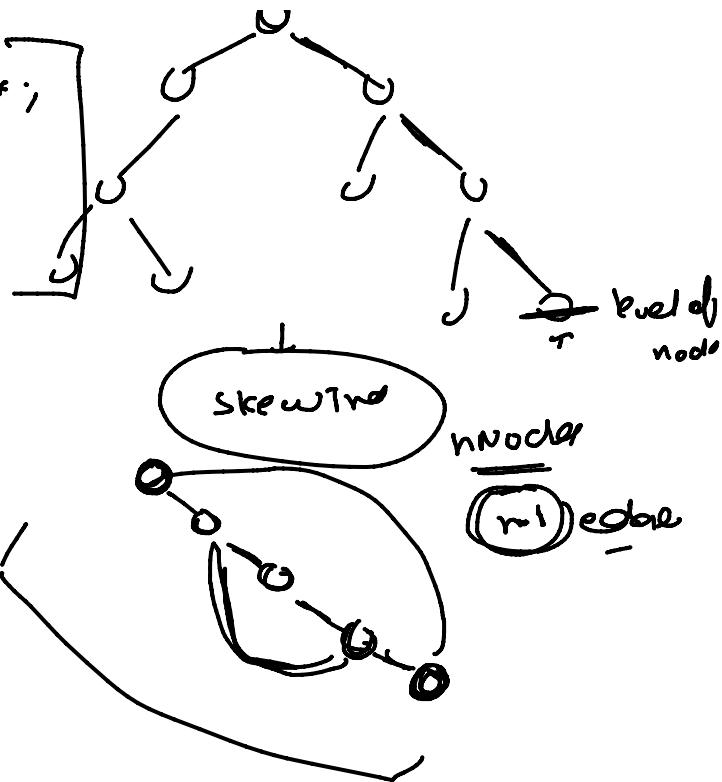
→ edge $\underline{n-1}$



→ Initialize dist vector with INT-MAX;

→ Relax all edges $(N - 1)$ times

Optimizing



vector<vector<int>> edges;

$\text{edge}[i] = \{u, v, wt\}$

vector<int> dist (n+1, INT-MAX);

dist[src] = 0;

for (i=0; i<n-1; i++)

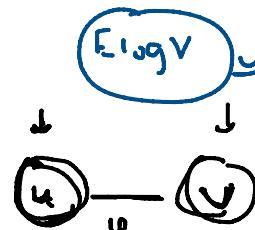
 for (auto edge : edges)

 int u = edge[0];

 int v = edge[1];

 int wt = edge[2];

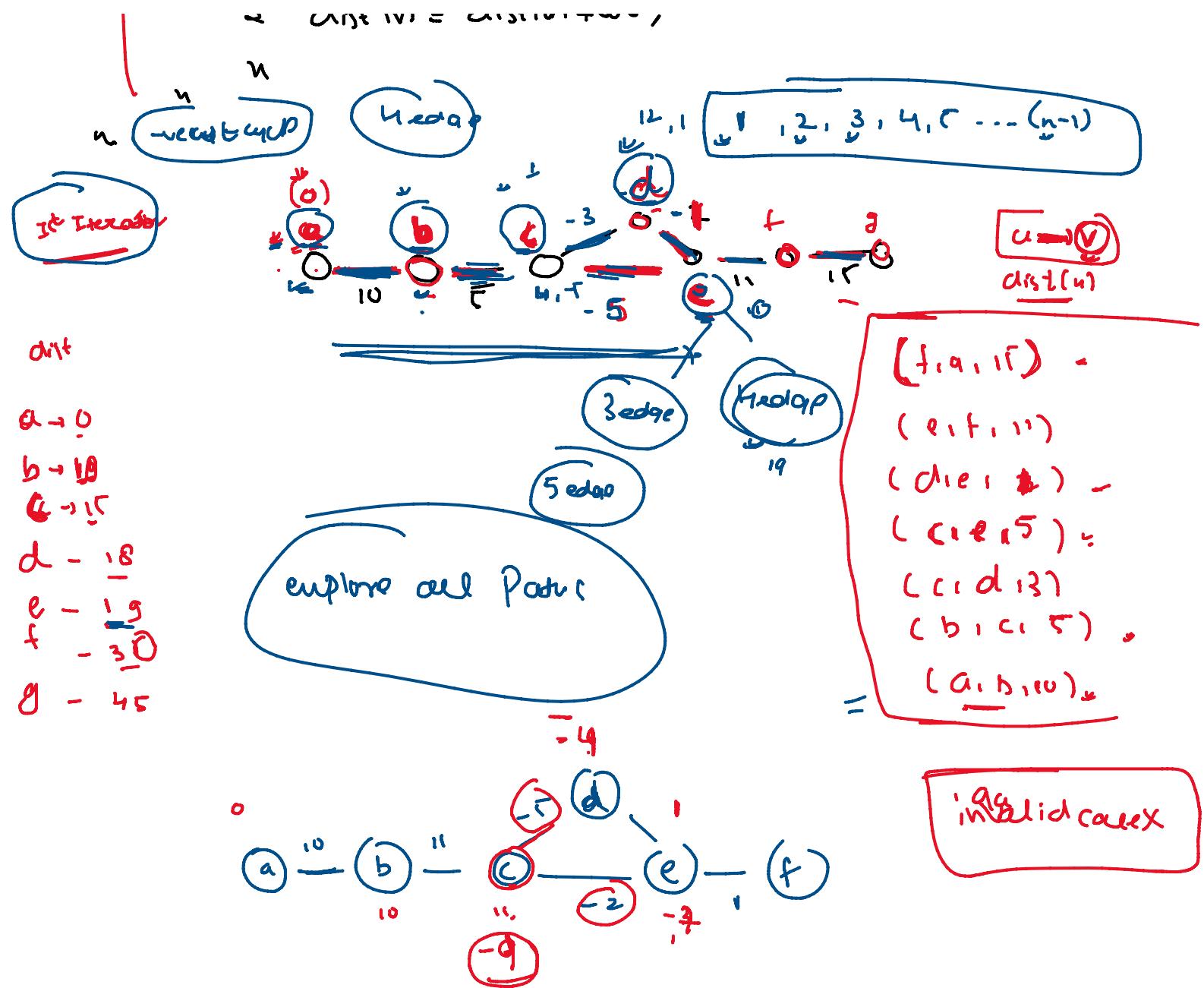
 if (dist[u] == INT-MAX ||



dist[u] + edgewt

 dist[v] = dist[u] + wt;

dist[u] + wt < dist[v]



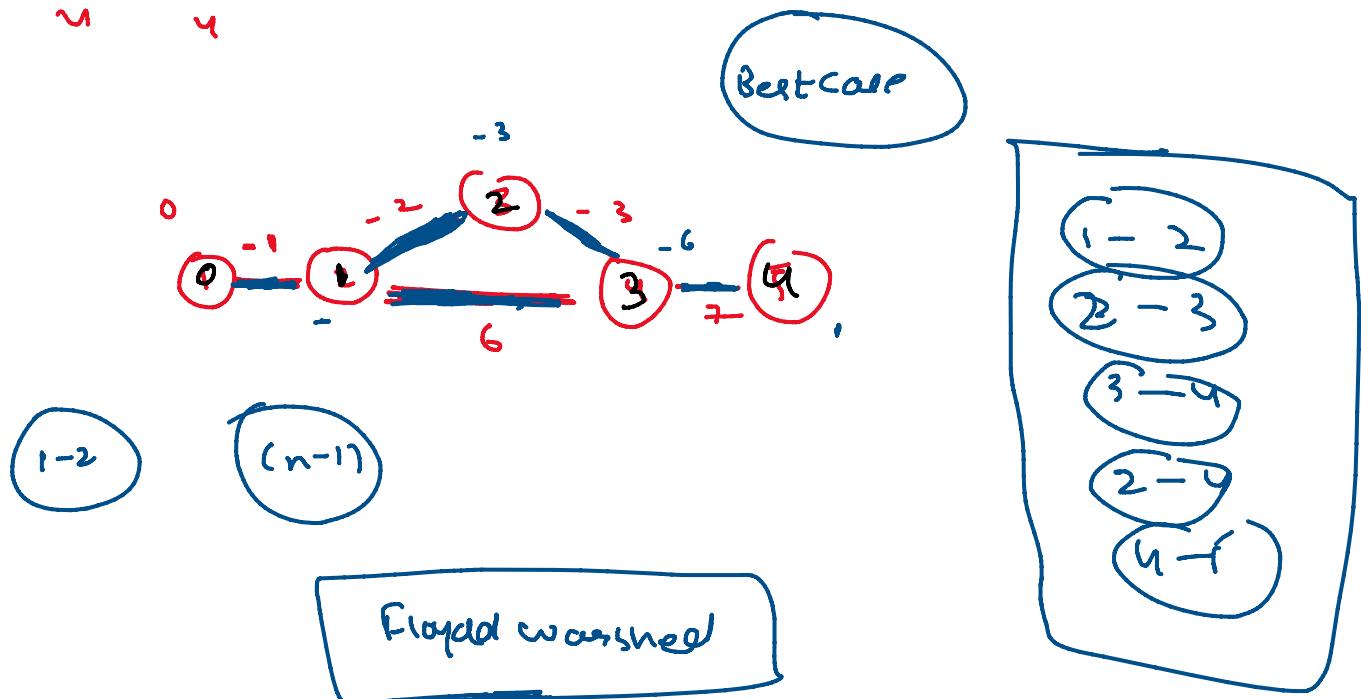
(n-1)

For (auto edge : edges)

```
{
  int u = edge[0];
  int v = edge[1];
  int wt = edge[2];
}
```

if (dist[u] == INT_MAX and dist[u] + wt < dist[v])

~ 5 return "cycle detected";
~ 4



All Pair shortest Path

Dijkstra
Bellman

$$1 \rightarrow 2 \rightarrow 3$$

Intermediate Node

$$(1-2) + (2-3)$$

Adjacency Matrix

1-3
+
3-4

	1	2	3	4	5
1	0	10	0	0	0
2	10	0	10	0	0
3	0	11	0	2	0
4	0	0	2	0	1
5	0	0	0	1	0

1-2
1-3
1-4
1-5
2-3
2-4
2-5
3-4
3-5
4-5

vector<vector<int>> dis(n, vector<int>(n, 0));
dis[1][1] = Bottom v p1(p)

vector<vector<int>> dist(n, vector<int>(n, 0));

 = dis[i][j] = Bottom v pair
 (v³)

Fin Intermediate Node
 For c int k = 0; k < v; k++)

↳ For l c = 0; l < v; l++)

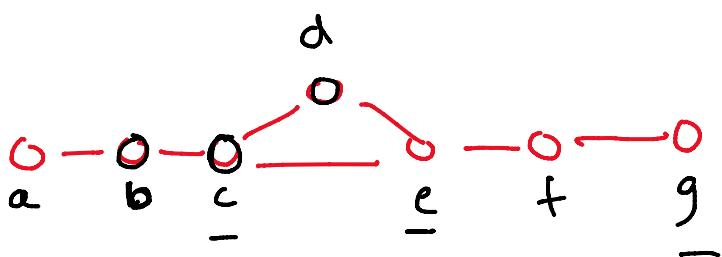
↳ For (j = 0; j < v; j++)

↳ if (dist[i][k] == INT_MAX || dist[k][l] == INT_MAX)

continue;

else if (dist[i][k] + dist[k][j] < dist[i][j])

 dist[i][j] = dist[i][k] + dist[k][j];



C - g
 C - a + a - g

- [a - e]
 (a - b) + (b - e)
 (a - c) + (c - e)
 (a - d) + (d - e)