

Quiz 23 - DP: Bellman-Ford algorithm

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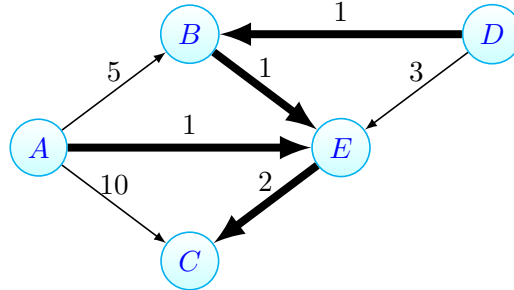
1 Instructions

- The solutions **should be typed**, using proper mathematical notation. We cannot accept hand-written solutions. Here's a short intro to \LaTeX .
- You should submit your work through the **class Canvas page** only. Please submit one PDF file, compiled using this \LaTeX template.
- You may not need a full page for your solutions; pagebreaks are there to help Gradescope automatically find where each problem is. Even if you do not attempt every problem, please submit this document with no fewer pages than the blank template (or Gradescope has issues with it).
- You **may not collaborate with other students. Copying from any source is an Honor Code violation. Furthermore, all submissions must be in your own words and reflect your understanding of the material.** If there is any confusion about this policy, it is your responsibility to clarify before the due date.
- Posting to **any** service including, but not limited to Chegg, Discord, Reddit, StackExchange, etc., for help on an assignment is a violation of the Honor Code.

2 Standard 23 - DP: Bellman-Ford algorithm

Problem 1. Consider the weighted directed graph $G(V, E, w)$ pictured below. Work through the Bellman-Ford algorithm with the destination vertex C .

- Clearly specify the cost $d(v)$ of the current best path from each node $v \in V$ to C as well as the corresponding successor node at each iteration/pass. You may want to make a table to store the costs and successors.
- Give the shortest path tree, i.e., the union of all the shortest paths to C from all other vertices. For your convenience, you may want to modify the “latex code” for the given graph to draw the shortest path tree.



Answer. Initialization:

Vertex	Dist from C	Prev-Vertex
A	∞	NULL
B	∞	NULL
C	0	C
D	∞	NULL
E	∞	NULL

First iteration:

Vertex	Dist from C	Prev-Vertex
A	10	C
B	∞	NULL
C	0	C
D	∞	NULL
E	2	C

Second iteration:

Vertex	Dist from C	Prev-Vertex
A	3	E
B	3	E
C	0	C
D	5	E
E	2	C

Third iteration:

Vertex	Dist from C	Prev-Vertex
A	3	E
B	3	E
C	0	C
D	4	B
E	2	C

Fourth iteration:

Vertex	Dist from C	Prev-Vertex
A	3	E
B	3	E
C	0	C
D	4	B
E	2	C

Iteration stops because no values change anymore.

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