


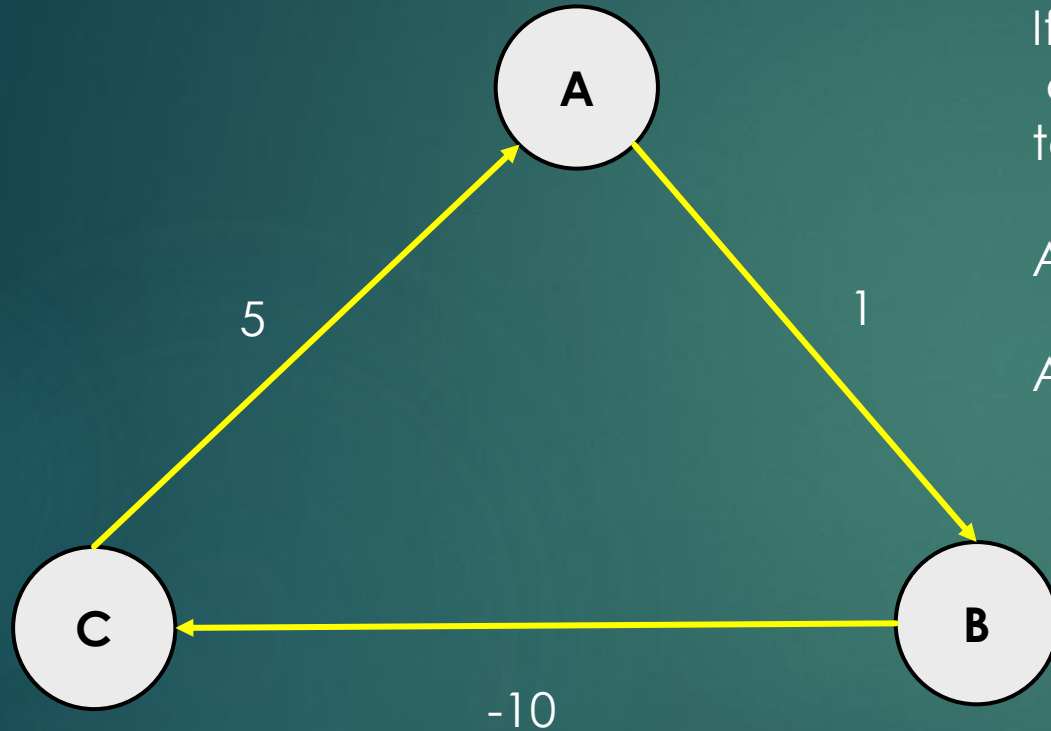


# SHORTEST PATH

BELLMAN-FORD ALGORITHM

- 
- ▶ Invented in 1958 by Bellman and Ford independently
  - ▶ Slower than Dijkstra's but more robust: it can handle negative edge weights too
  - ▶ Dijkstra algorithm choose the edge greedely, with the lowest cost: Bellman-Ford relaxes all edges at the same time for  $V-1$  iteration
  - ▶ Running time is  $O(V \cdot E)$
  - ▶ Does  $V-1$  iteration + 1 to detect cycles: if cost decreases in the  $V$ -th iteration, than there is a negative cycle, because all the paths are traversen up to the  $V-1$  iteration !!!

## Negative cycle:



What is the problem?

If we would like to find a path with the minimum cost we have to go  $A \rightarrow B \rightarrow C \rightarrow A$  to decrease the overall cost

And a next cycle: decrease the cost again

And again ...

Real life scenarios: no negative cycles at all ... but sometimes we transform a problem into a graph with positive / negative edge weights and looking for some negative cycles !!!

# Bellman-Ford: pseudocode

```
function BellmanFordAlgorithm(vertices, edges, source)
```

```
    distance[source] = 0
```

```
    for v in Graph
```

```
        distance[v] = inf
```

```
        predecessor[v] = undefined // previous node in the shortest path
```

```
    for i=1...num_vertexes-1
```

```
        for each edge (u,v) with weight w in edges
```

```
            tempDist = distance[u] + w
```

```
            if tempDist < distance[v]
```

```
                distance[v] = tempDist
```

```
                predecessor[v] = u
```

```
    for each edge (u,v) with weight w in edges
```

```
        if distance[u] + w < distance[v]
```

```
            error: „Negative cycle detected”
```

# Bellman-Ford: pseudocode

function BellmanFordAlgorithm(vertices, edges, source)

**distance[source] = 0**

**for v in Graph**

**distance[v] = inf**

**predecessor[v] = undefined** // previous node in the shortest path

for i=1...num\_vertexes-1

for each edge (u,v) with weight w in edges

tempDist = distance[u] + w

if tempDist < distance[v]

distance[v] = tempDist

predecessor[v] = u

for each edge (u,v) with weight w in edges

if distance[u] + w < distance[v]

error: „Negative cycle detected”

# Bellman-Ford: pseudocode

function BellmanFordAlgorithm(vertices, edges, source)

    distance[source] = 0

    for v in Graph

        distance[v] = inf

        predecessor[v] = undefined // previous node in the shortest path

**for i=1...num\_vertexes-1**

**for each edge (u,v) with weight w in edges**

**tempDist = distance[u] + w**

**if tempDist < distance[v]**

**distance[v] = tempDist**

**predecessor[v] = u**

    for each edge (u,v) with weight w in edges

        if distance[u] + w < distance[v]

            error: „Negative cycle detected”

*For all edges, if the distance to the destination can be shortened by taking the edge, the distance is updated to the new lower value*

*V-1 times → we make relaxation*

# Bellman-Ford: pseudocode

function BellmanFordAlgorithm(vertices, edges, source)

    distance[source] = 0

    for v in Graph

        distance[v] = inf

        predecessor[v] = undefined // previous node in the shortest path

    for i=1...num\_vertexes-1

        for each edge (u,v) with weight w in edges

            tempDist = distance[u] + w

            if tempDist < distance[v]

                distance[v] = tempDist

                predecessor[v] = u

**for each edge (u,v) with weight w in edges**

**if distance[u] + w < distance[v]**

**error: „Negative cycle detected”**

*Since the longest possible path without a cycle can be V-1 edges, the edges must be scanned V-1 times to ensure the shortest path has been found for all nodes*



# Bellman-Ford: pseudocode

function BellmanFordAlgorithm(vertices, edges, source)

    distance[source] = 0

    for v in Graph

        distance[v] = inf

        predecessor[v] = undefined // previous node in the shortest path

    for i=1...num\_vertexes-1

        for each edge (u,v) with weight w in edges

            tempDist = distance[u] + w

            if tempDist < distance[v]

                distance[v] = tempDist

                predecessor[v] = u

**for each edge (u,v) with weight w in edges**

**if distance[u] + w < distance[v]**

**error: „Negative cycle detected”**

A final scan of all the edges is performed and if any distance is updated → means *there is a negative cycle !!!*



# 1970: Yen optimization

- ▶ Yen algorithm: it is the Bellman-Ford algorithm with some optimization.
- ▶ We can terminate the algorithm if there is no change in the distances between two iterations !!!
- ▶ (we use the same technique in bubble sort)

# Applications

- ▶ Cycle detection can prove to be very important
- ▶ Negative cycles as well → we have to run the Bellman-Ford algorithm that can handle negative edge weights by default
- ▶ On the FOREX market it can detect arbitrage situations !!!