

CS062

DATA STRUCTURES AND ADVANCED PROGRAMMING

40-41: Shortest Paths II



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LECTURES



Mark Kampe
LABS

Lecture 40-41: Shortest Paths II

- ▶ Belman-Ford Algorithm

Framework for shortest-paths algorithm

- ▶ Generic algorithm to compute a SPT from s
 - ▶ $\text{distTo}[v] = \infty$ for each vertex v .
 - ▶ $\text{edgeTo}[v] = \text{null}$ for each vertex v .
 - ▶ $\text{distTo}[s] = 0$.
 - ▶ Repeat until done:
 - ▶ Relax any edge.
- ▶ $\text{distTo}[v]$ is the length of a simple path from s to v .
- ▶ $\text{distTo}[v]$ does not increase.

Bellman-Ford algorithm

- ▶ $\text{distTo}[v] = \infty$ for each vertex v .
- ▶ $\text{edgeTo}[v] = \text{null}$ for each vertex v .
- ▶ $\text{distTo}[s] = 0$.
- ▶ Repeat $|V|-1$ times:
 - ▶ Relax all edges.

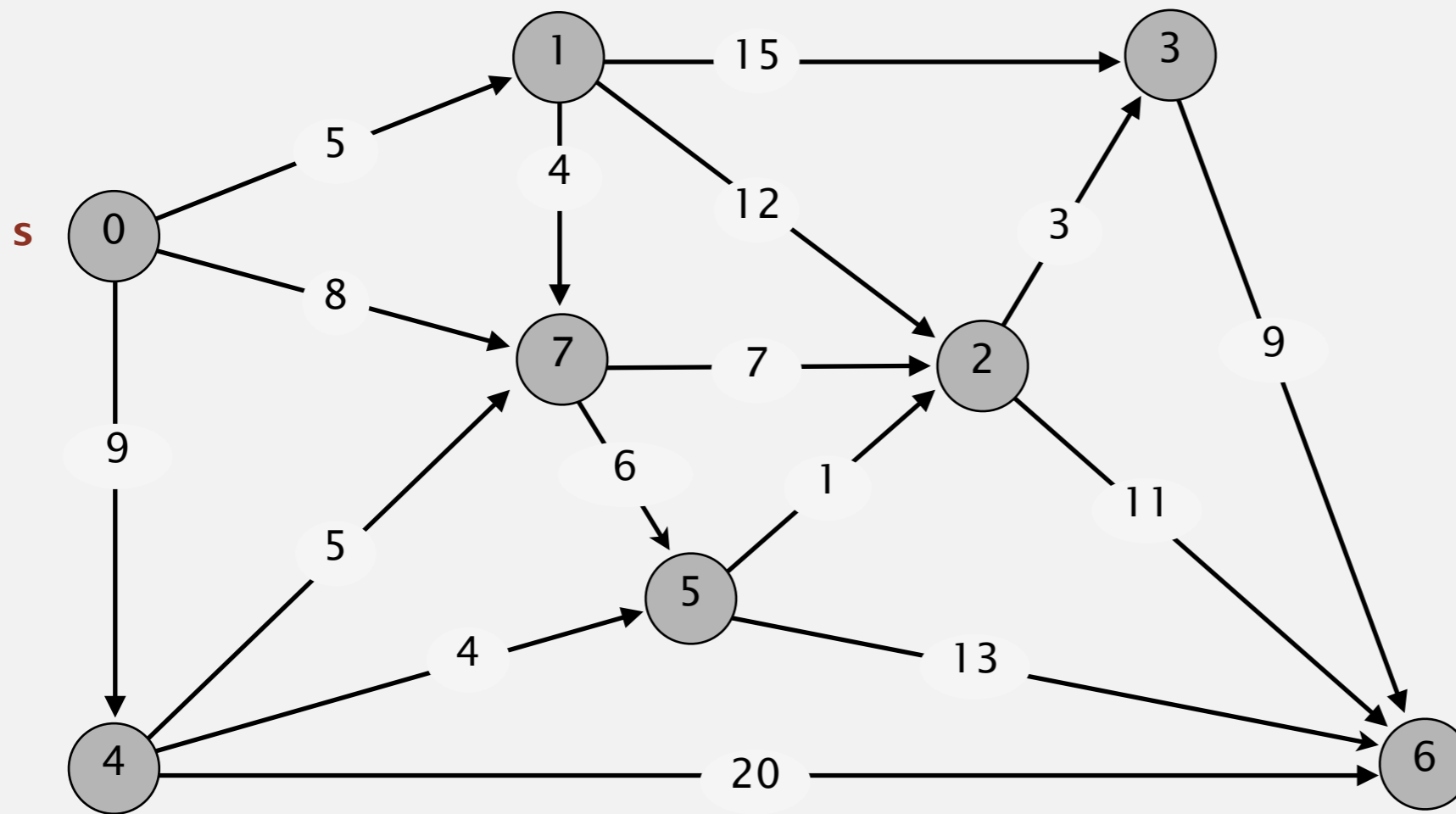
BELLMAN-FORD DEMO



<http://algs4.cs.princeton.edu>

Bellman-Ford algorithm demo

Repeat V times: relax all E edges.

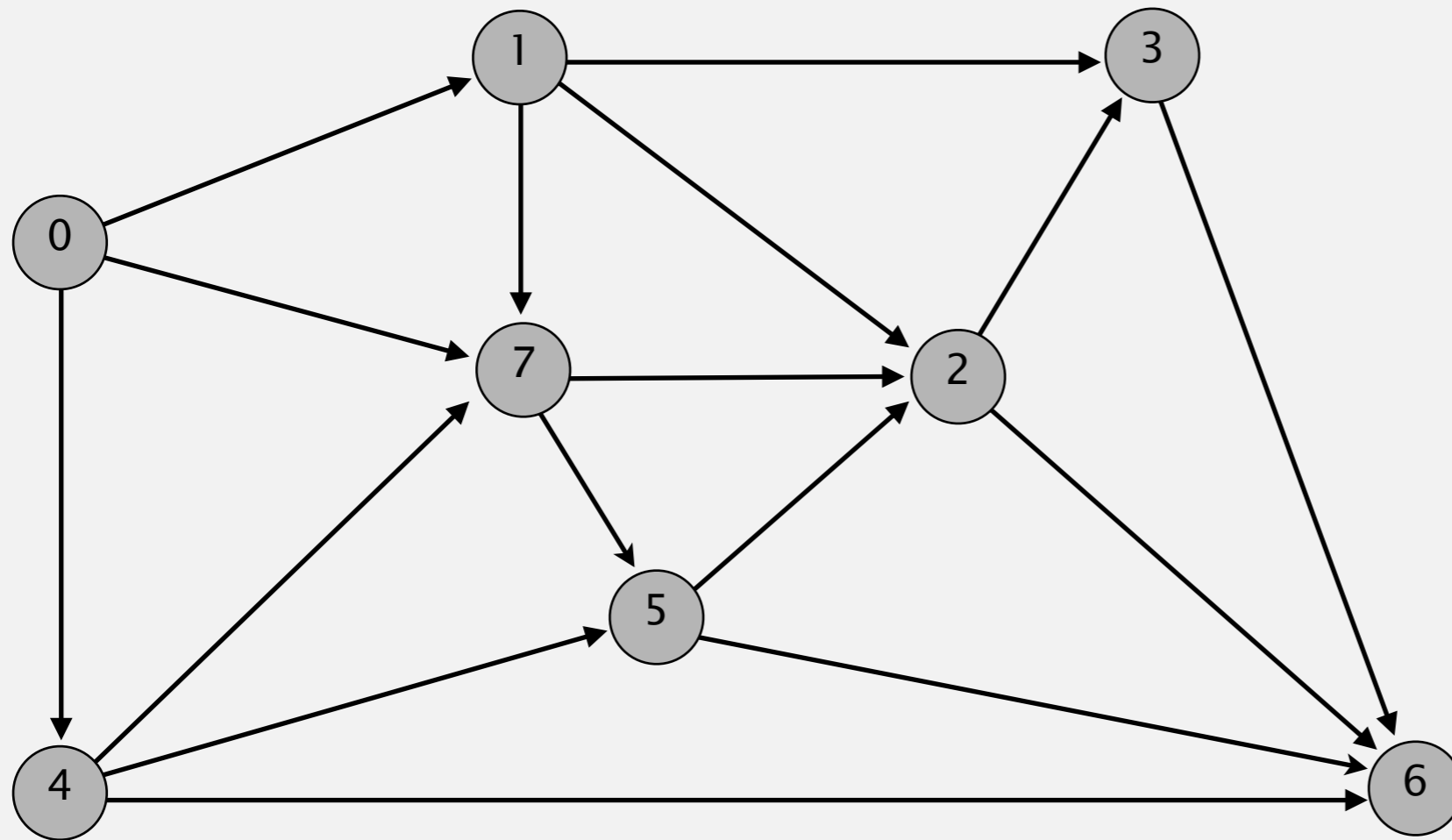


0→1	5.0
0→4	9.0
0→7	8.0
1→2	12.0
1→3	15.0
1→7	4.0
2→3	3.0
2→6	11.0
3→6	9.0
4→5	4.0
4→6	20.0
4→7	5.0
5→2	1.0
5→6	13.0
7→5	6.0
7→2	7.0

an edge-weighted digraph

Bellman-Ford algorithm demo

Repeat V times: relax all E edges.

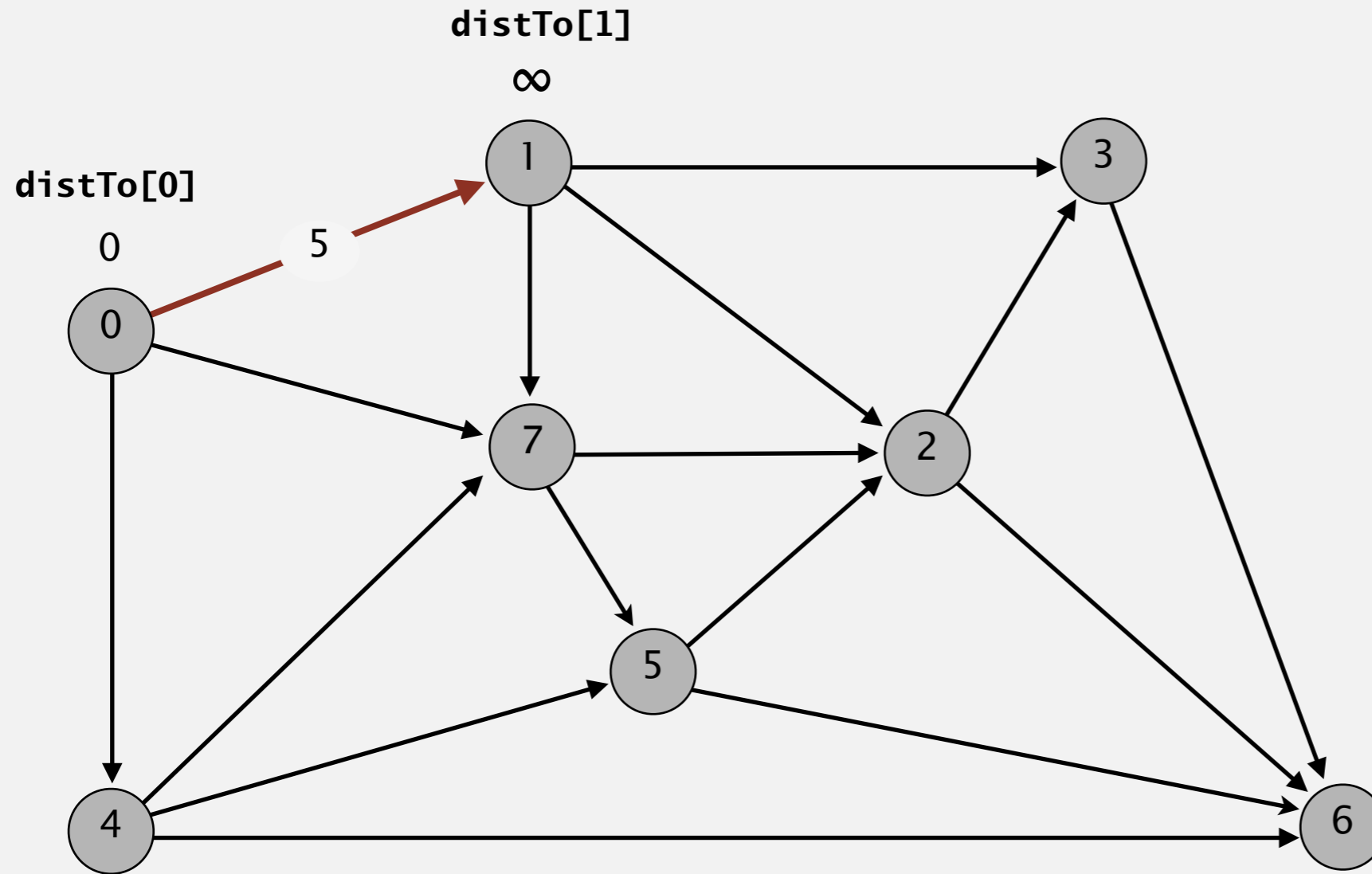


v	distTo[]	edgeTo[]
0	0.0	-
1		
2		
3		
4		
5		
6		
7		

initialize

Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	$\text{distTo}[]$	$\text{edgeTo}[]$
0	0.0	-
1		
2		
3		
4		
5		
6		
7		

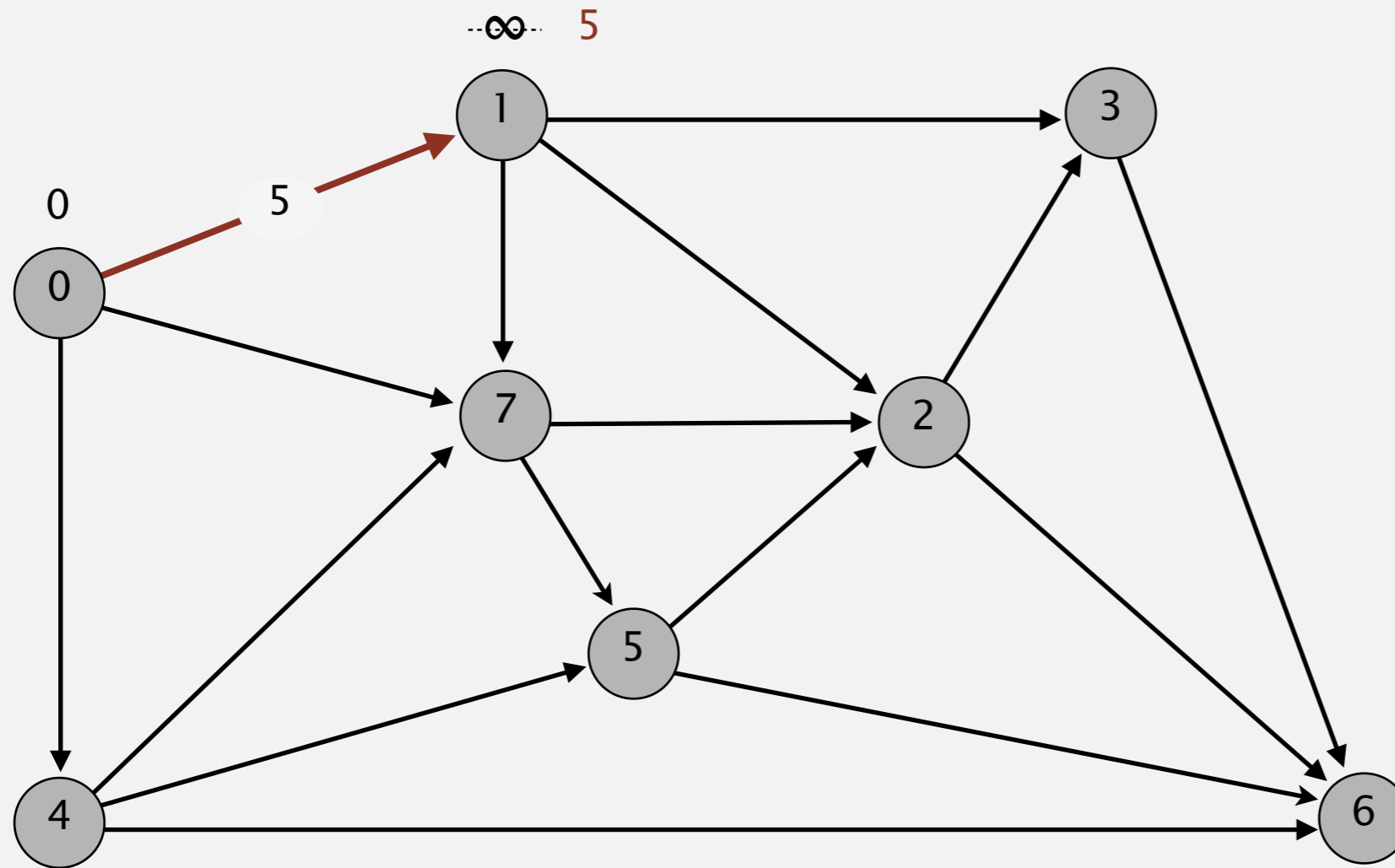
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2		
3		
4		
5		
6		
7		

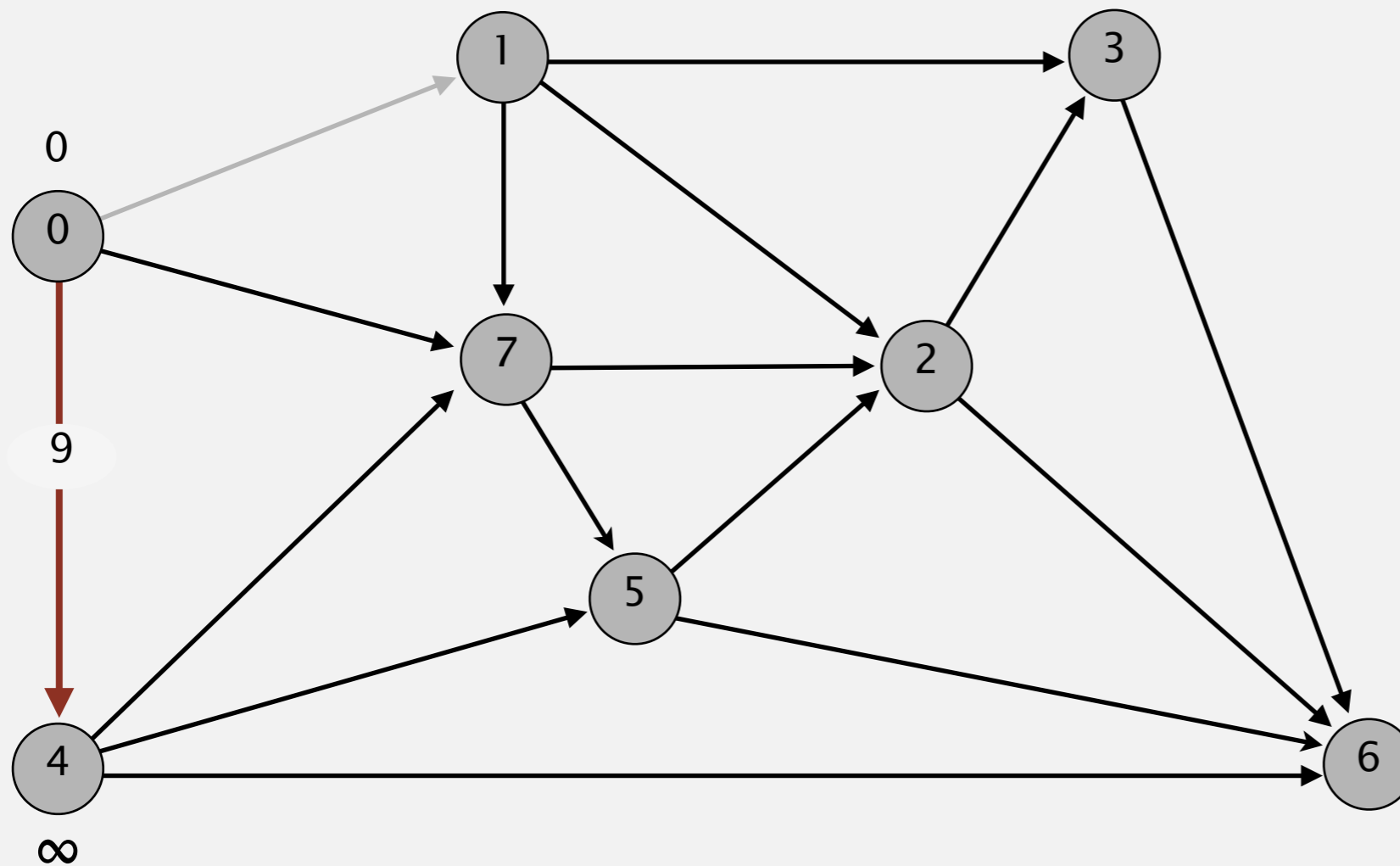
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



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1	5.0	0→1
2		
3		
4		
5		
6		
7		

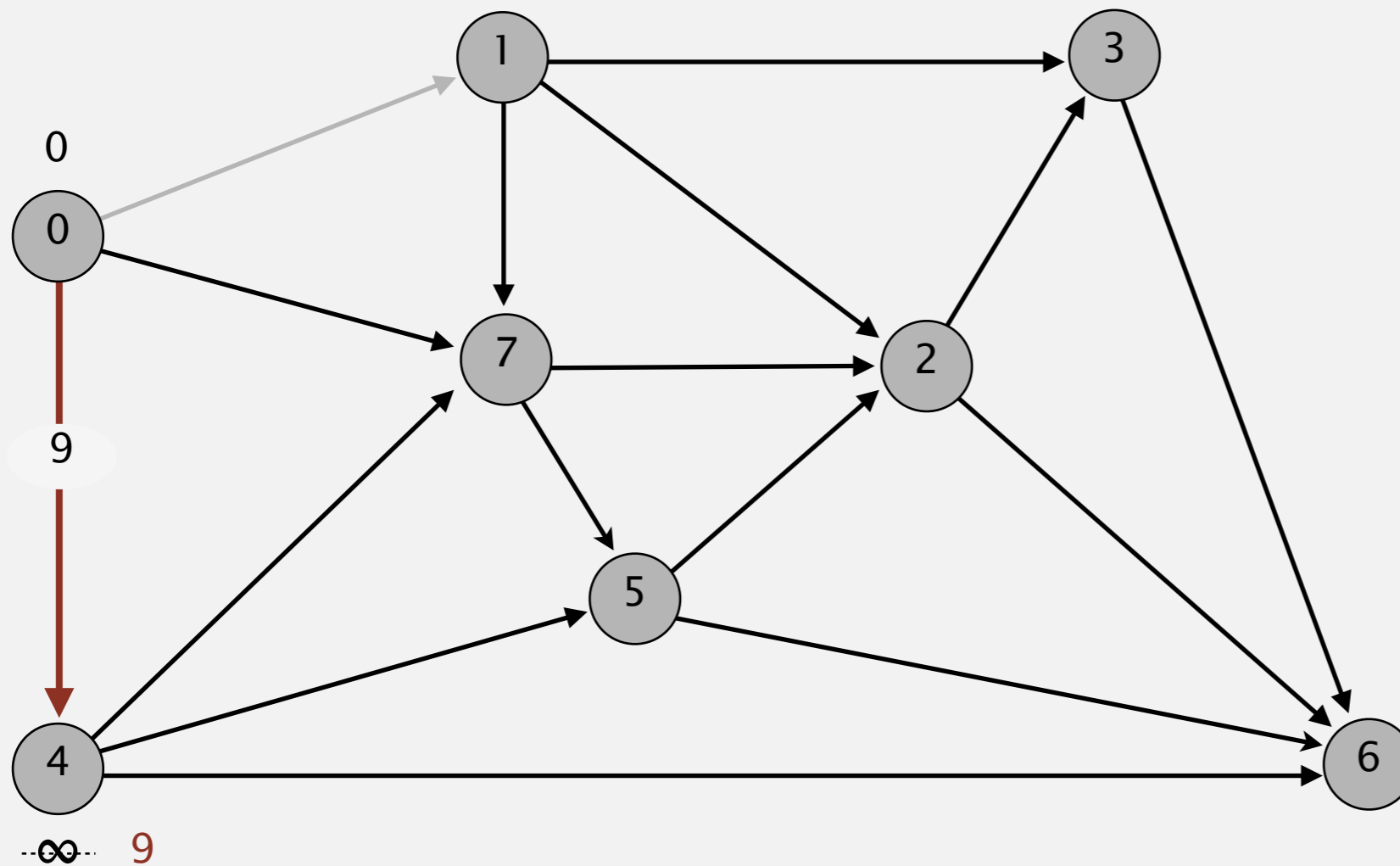
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2		
3		
4	9.0	0→4
5		
6		
7		

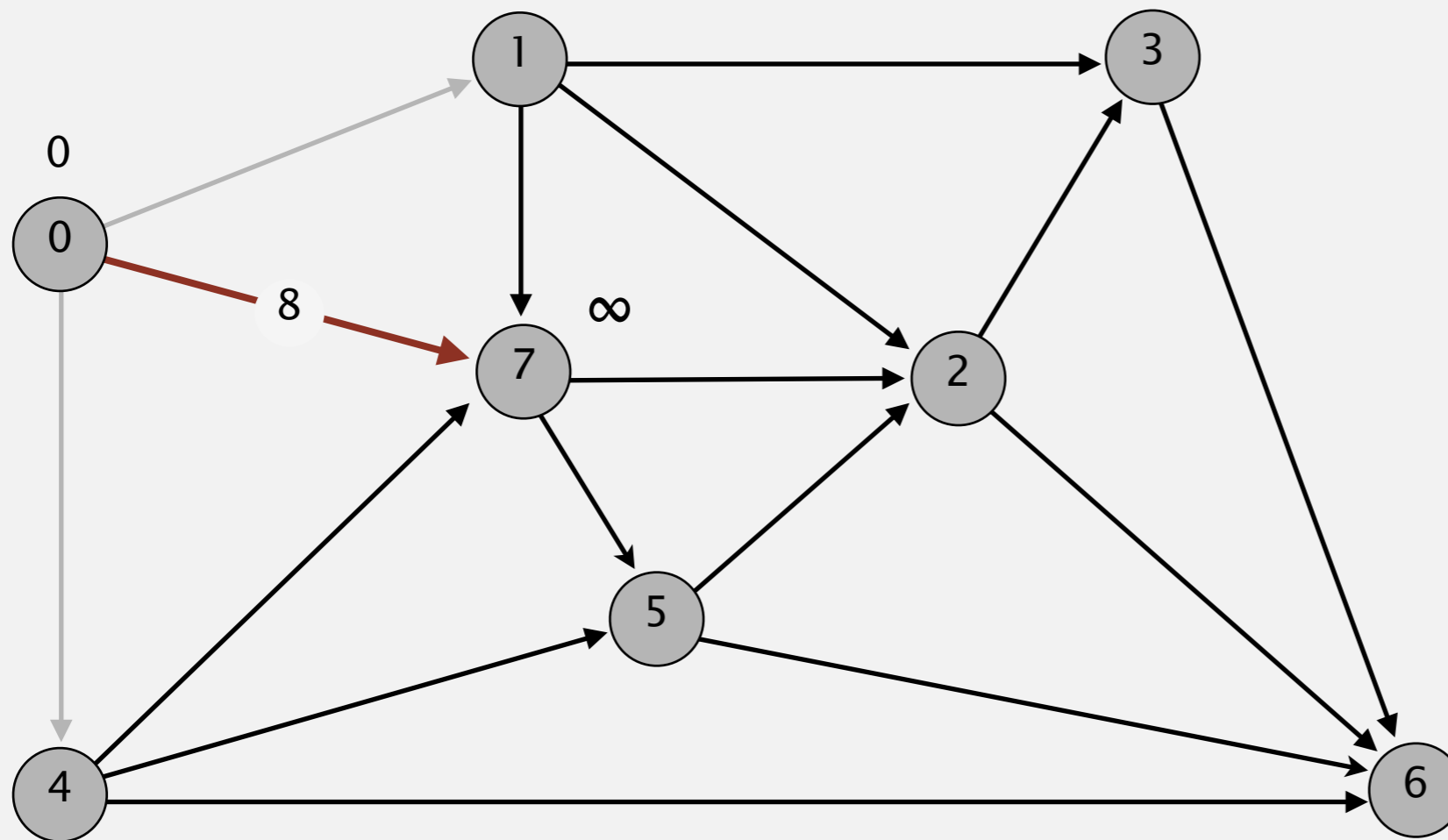
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

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6		
7		

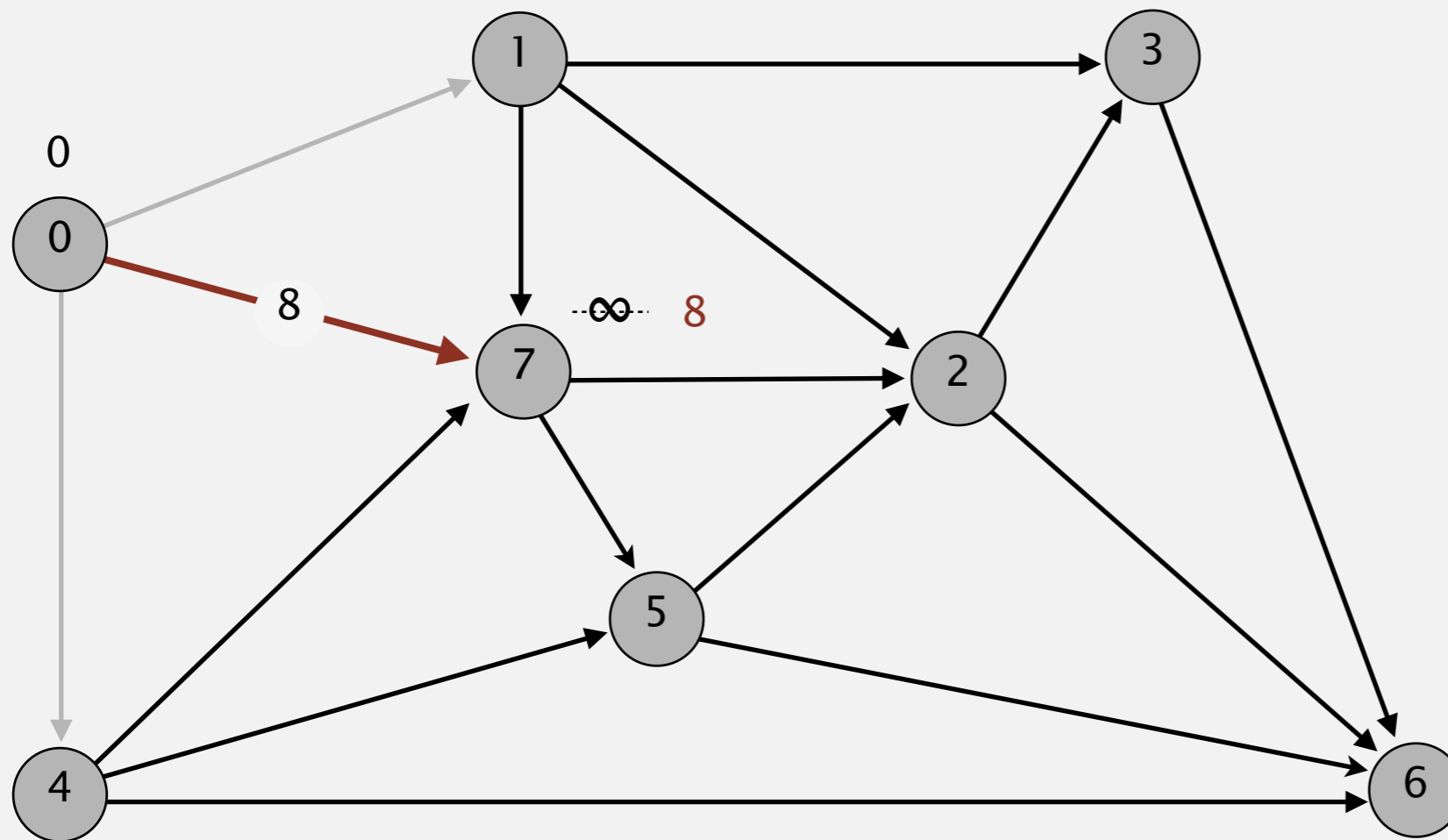
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
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3		
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5		
6		
7	8.0	0→7

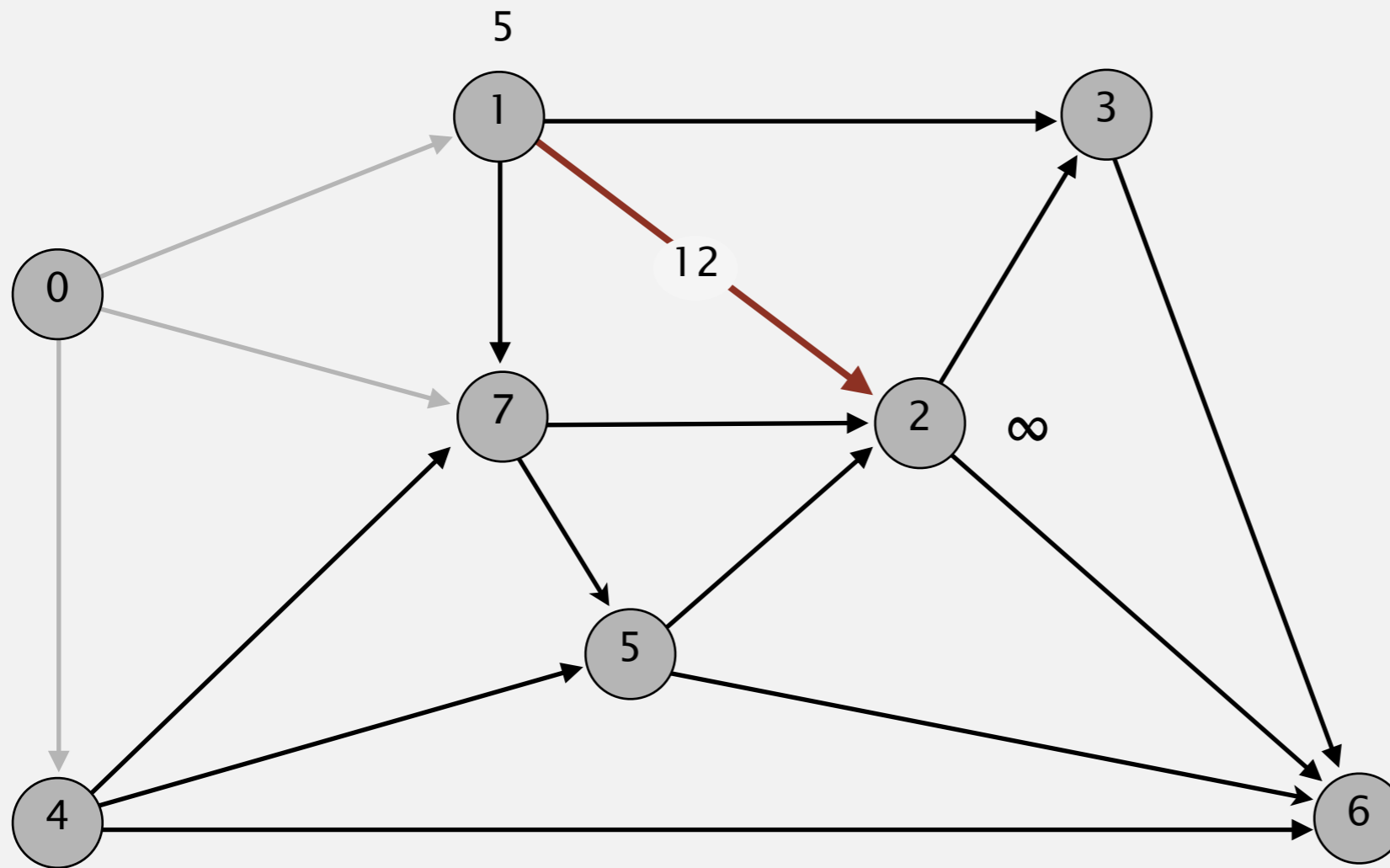
pass 0

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5		
6		
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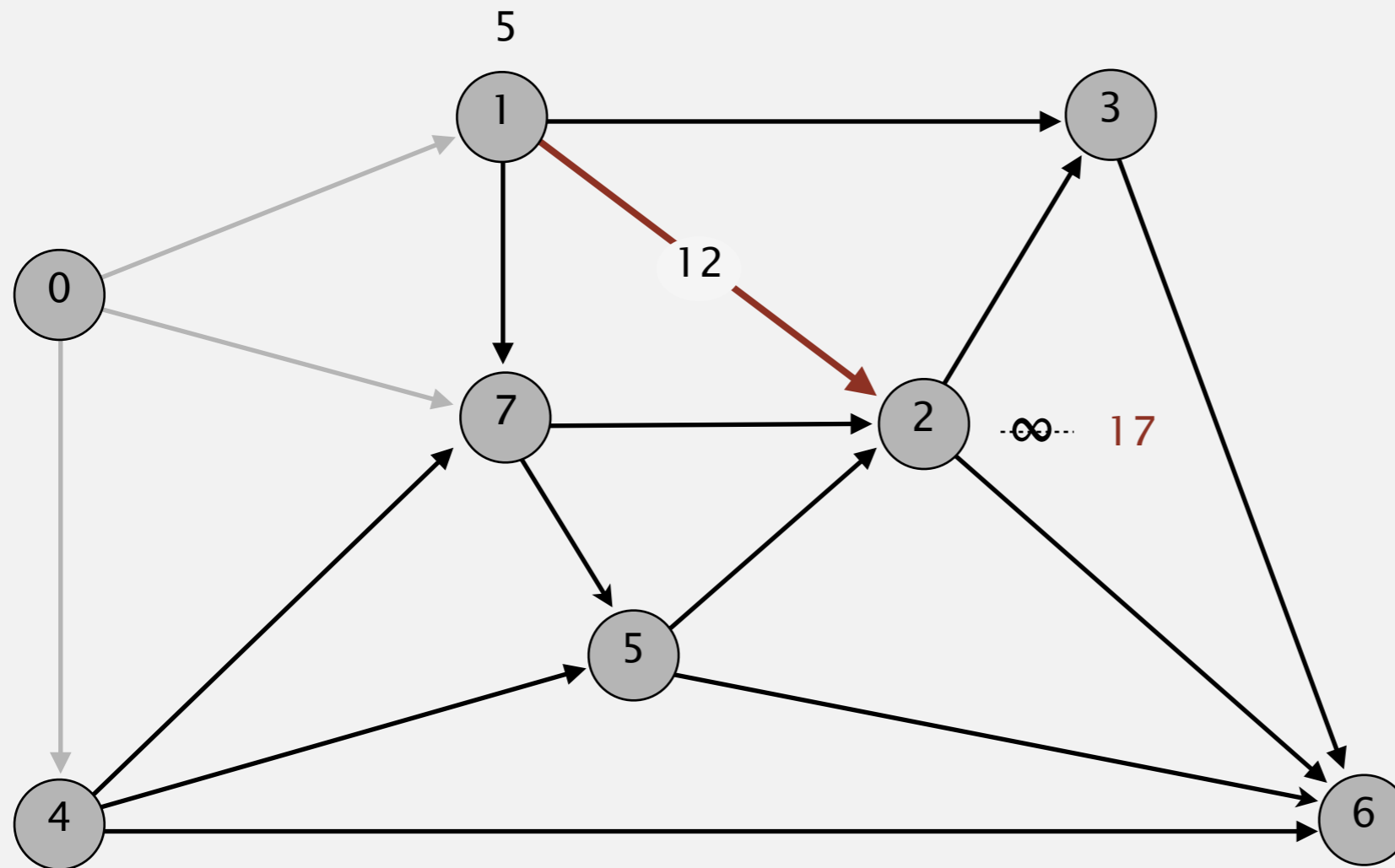
pass 0

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Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



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1	5.0	0→1
2	17.0	1→2
3		
4	9.0	0→4
5		
6		
7	8.0	0→7

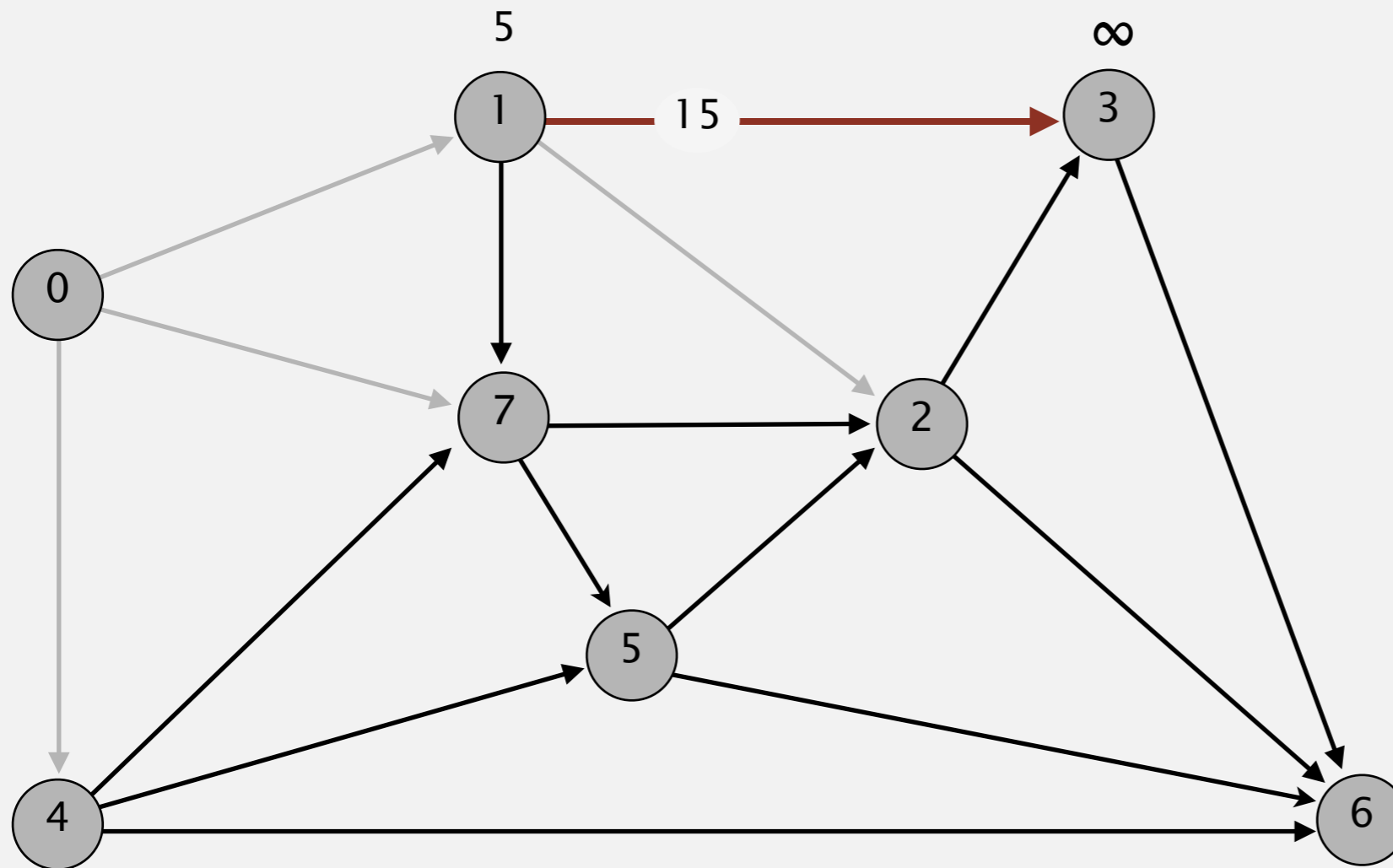
pass 0

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Bellman-Ford algorithm demo

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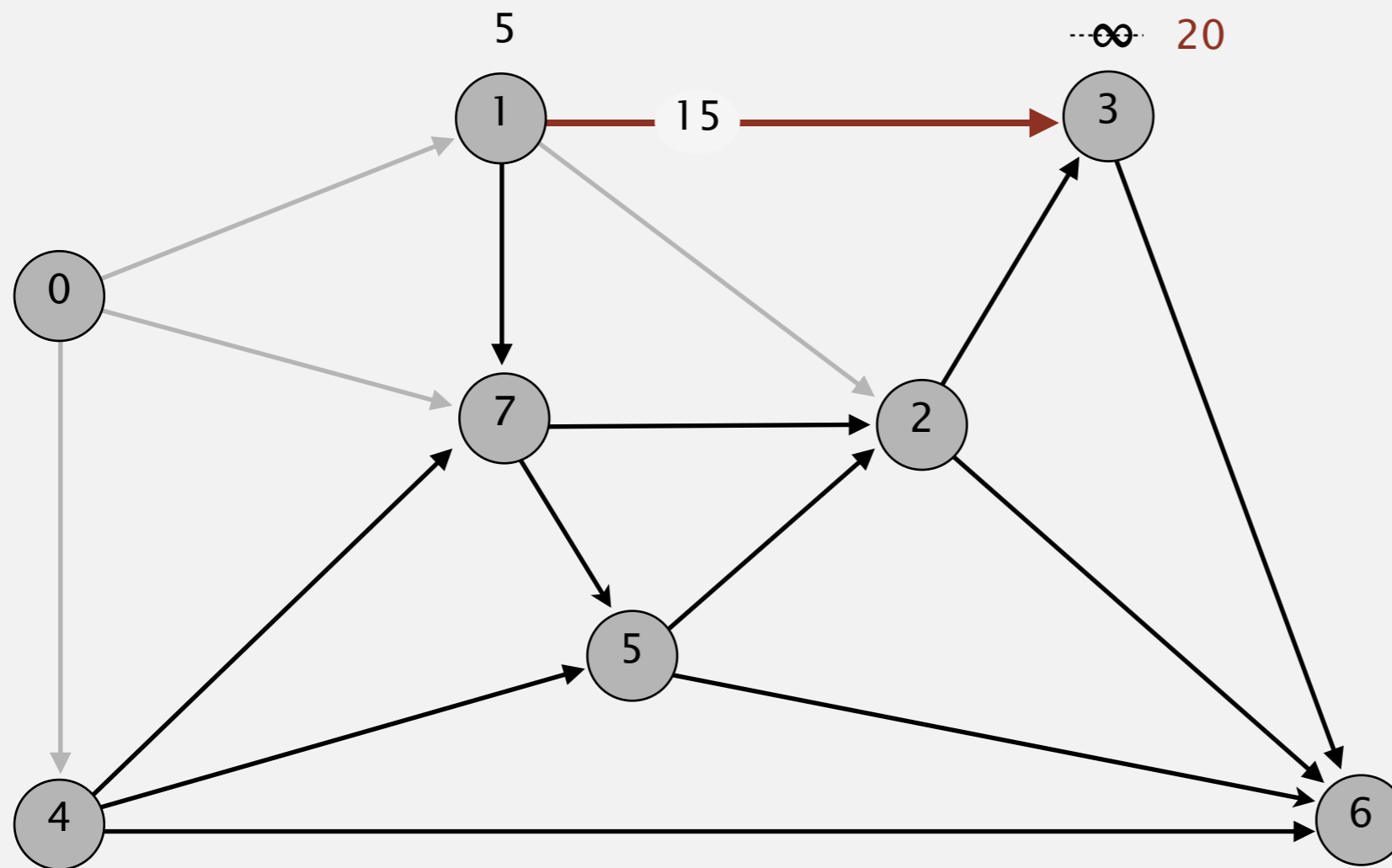
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



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0	0.0	-
1	5.0	0→1
2	17.0	1→2
3	20.0	1→3
4	9.0	0→4
5		
6		
7	8.0	0→7

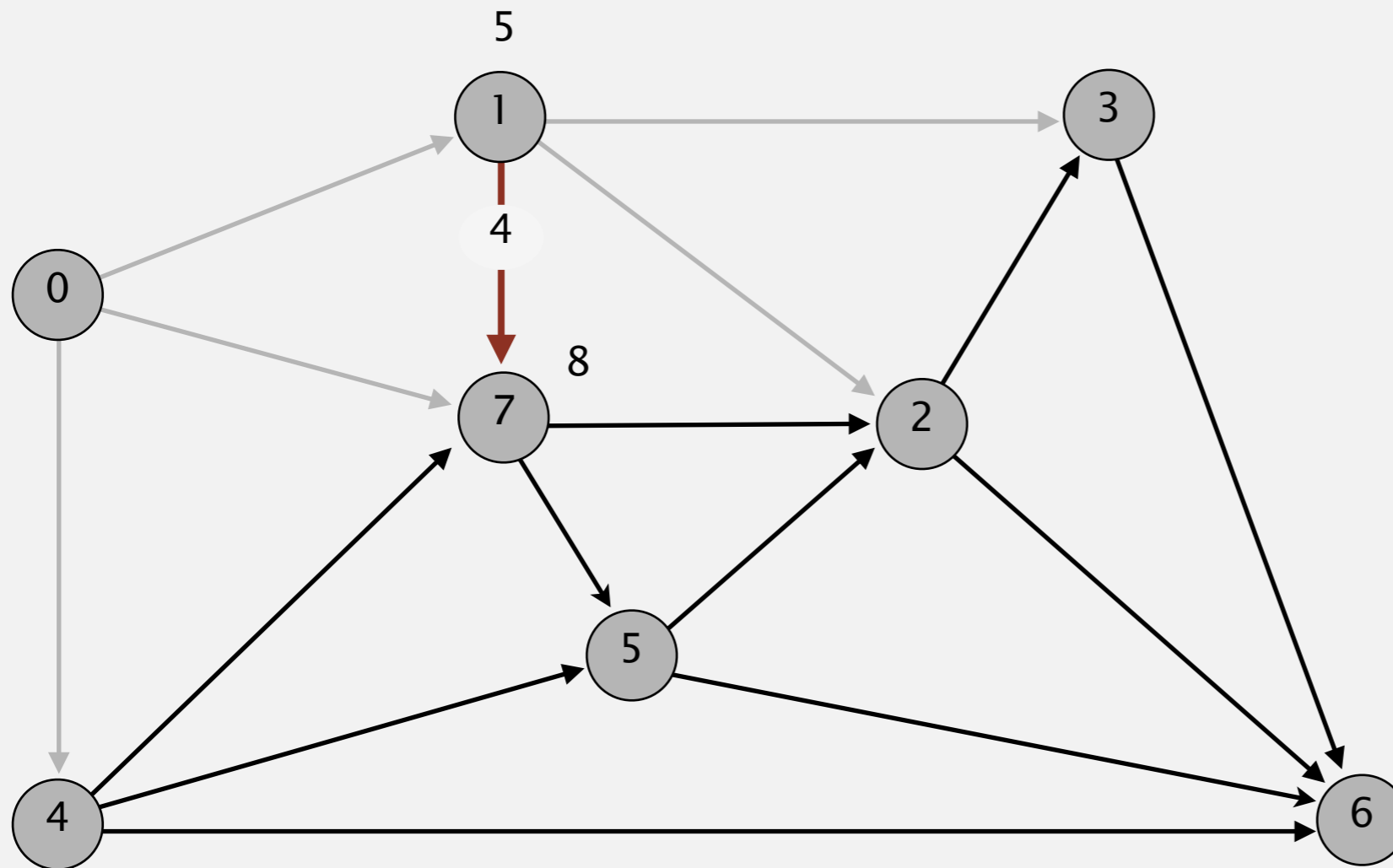
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

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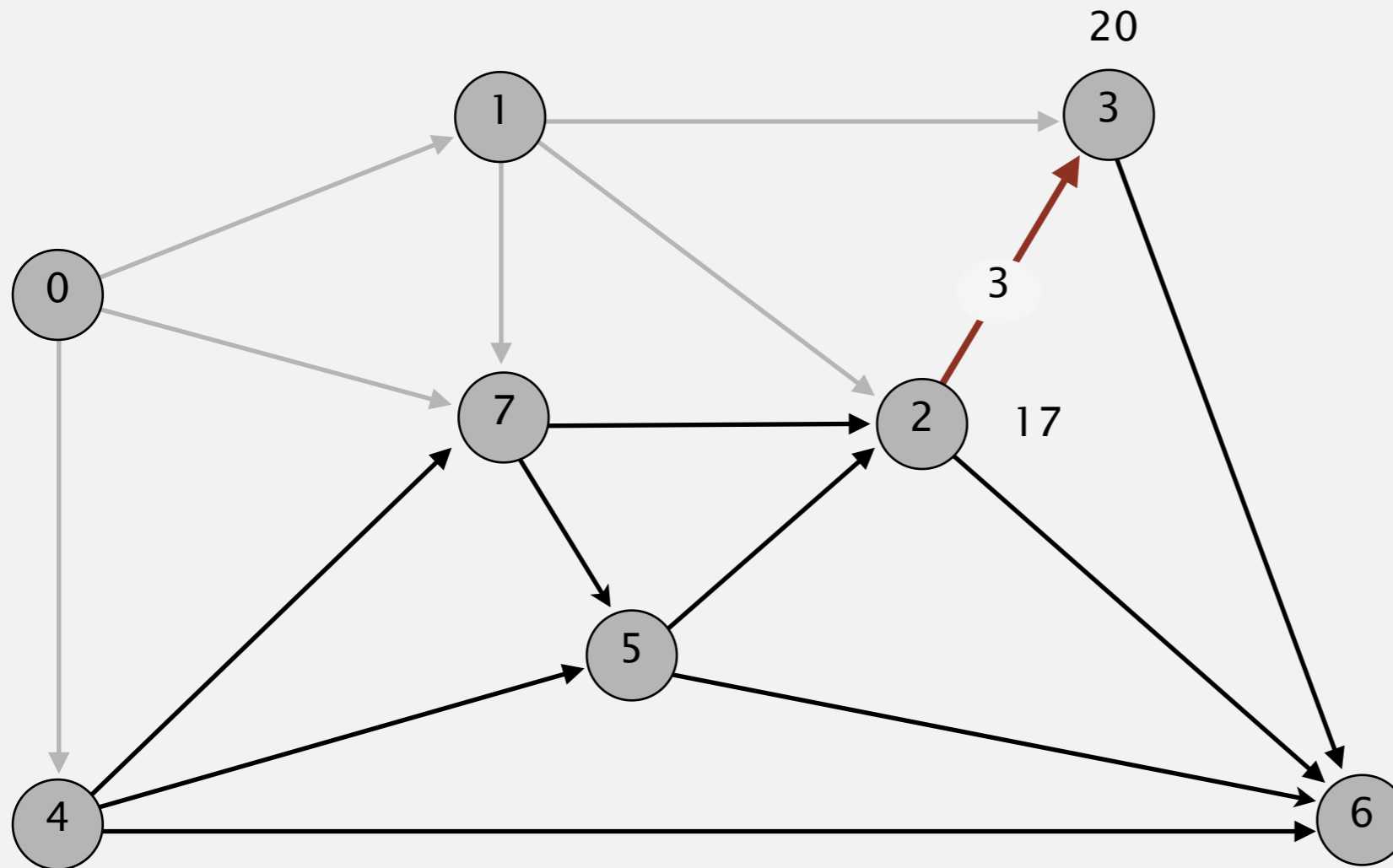
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

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6		
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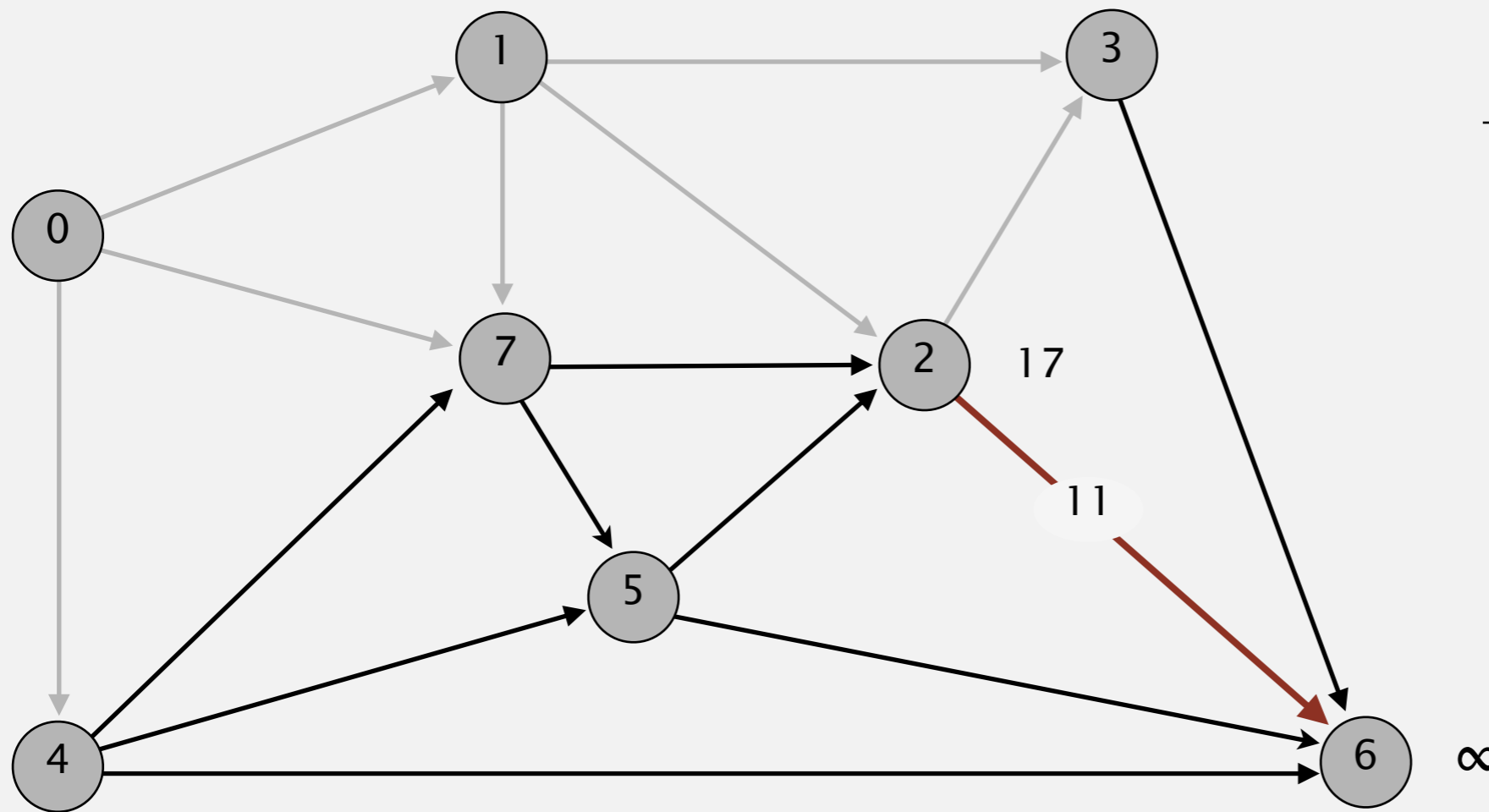
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



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5		
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∞

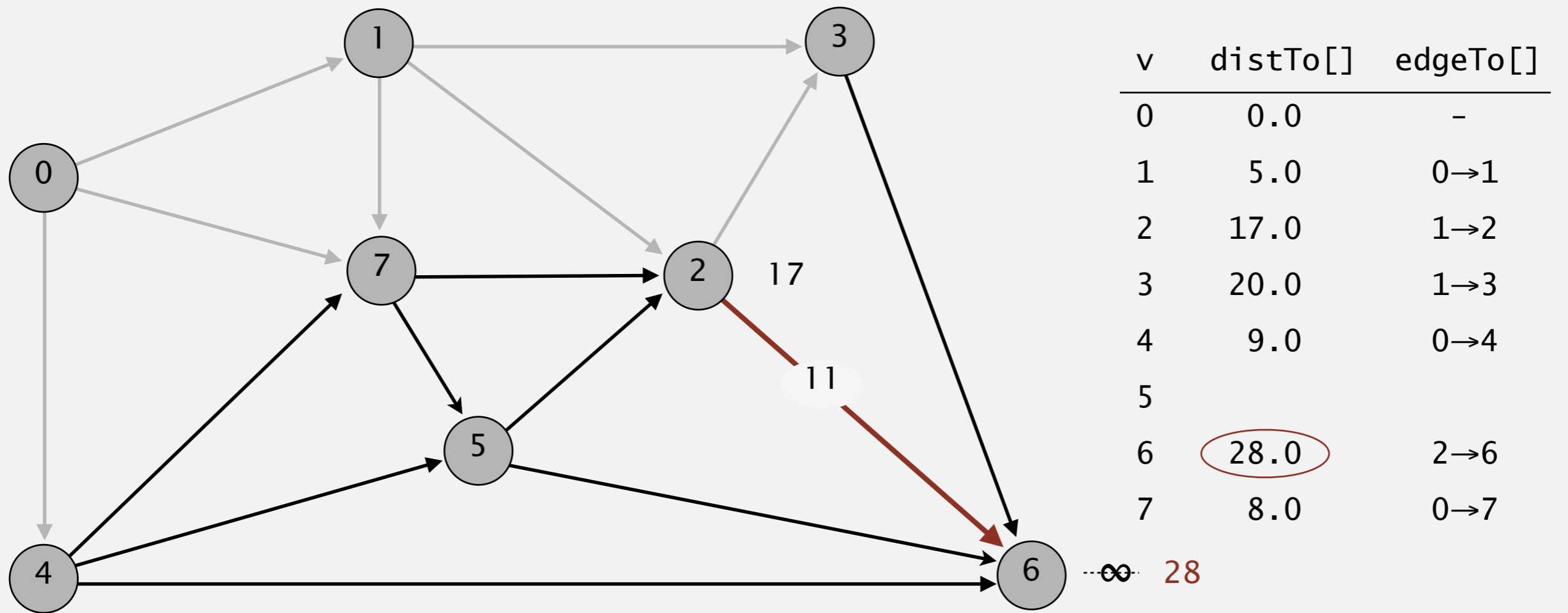
pass 0

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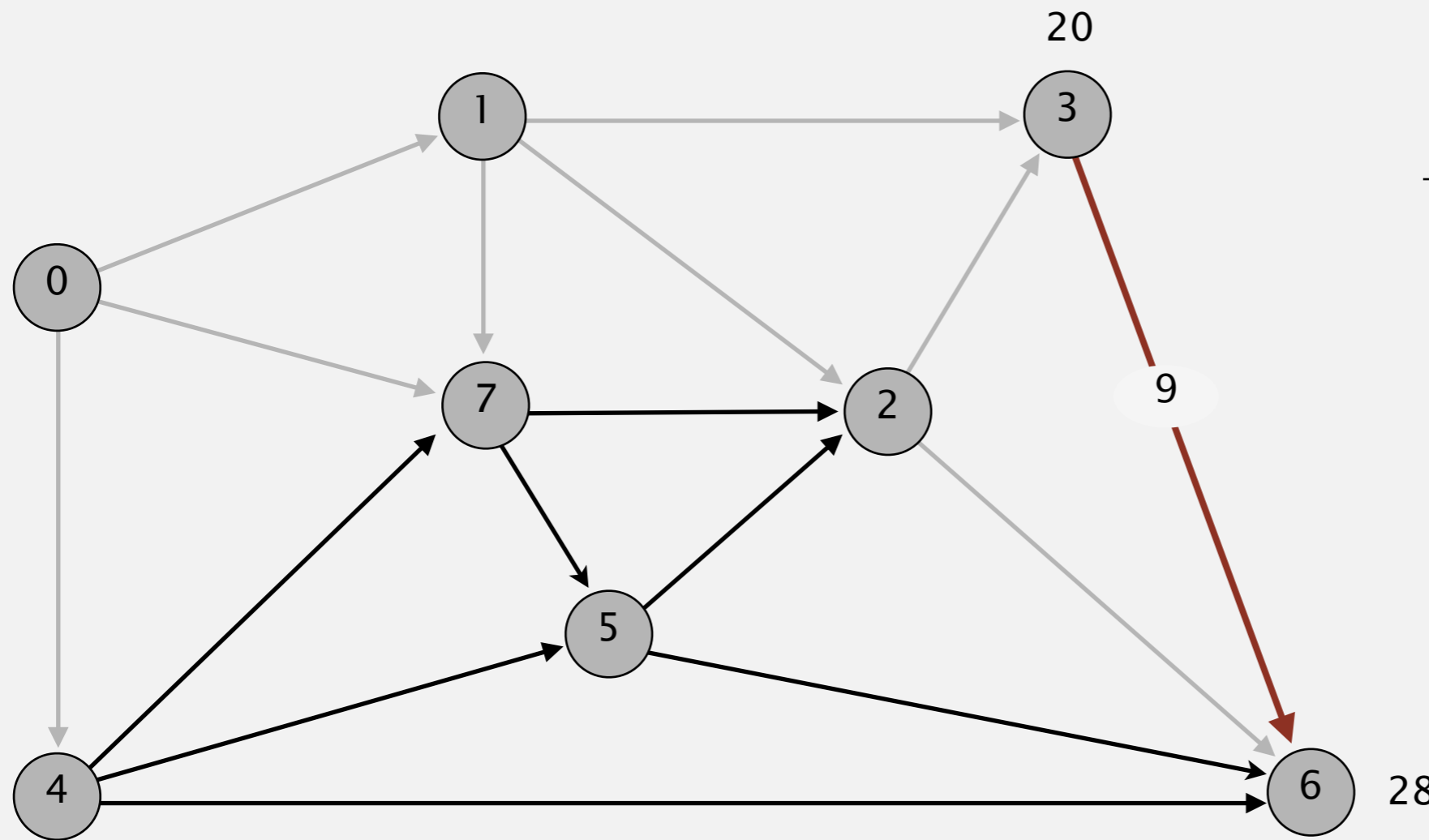
pass 0

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0	0.0	-
1	5.0	0→1
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3	20.0	1→3
4	9.0	0→4
5		
6	28.0	2→6
7	8.0	0→7

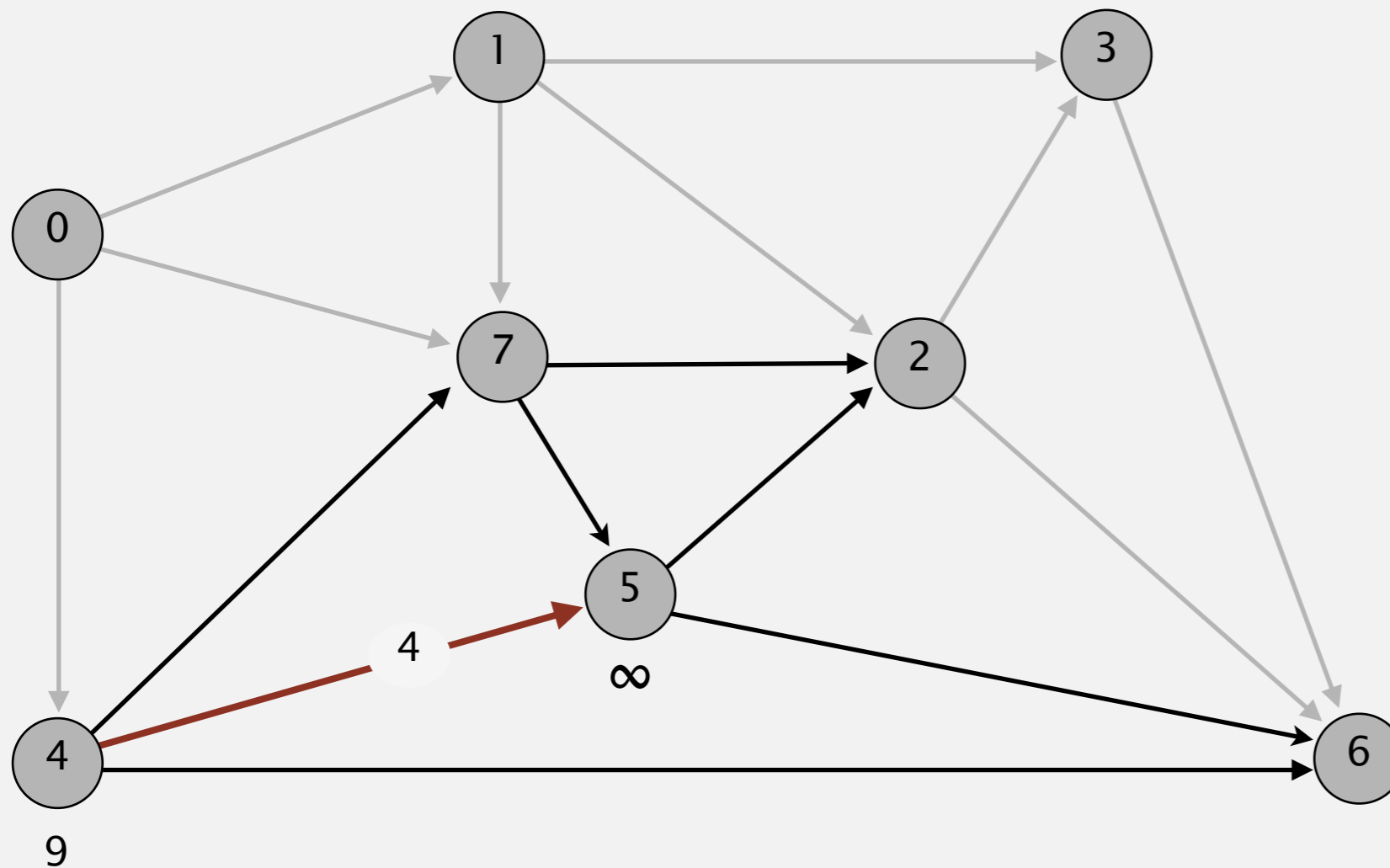
pass 0

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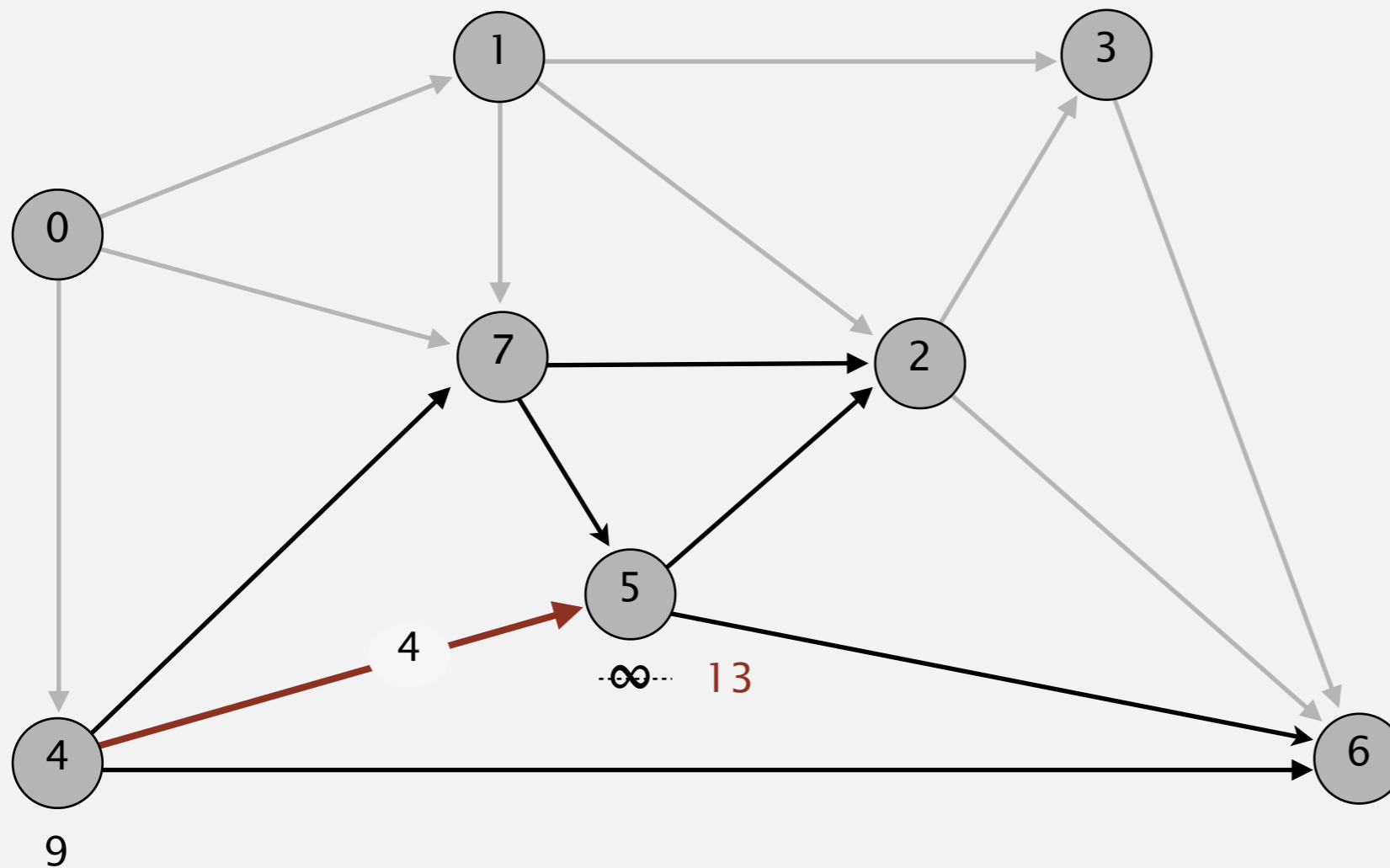
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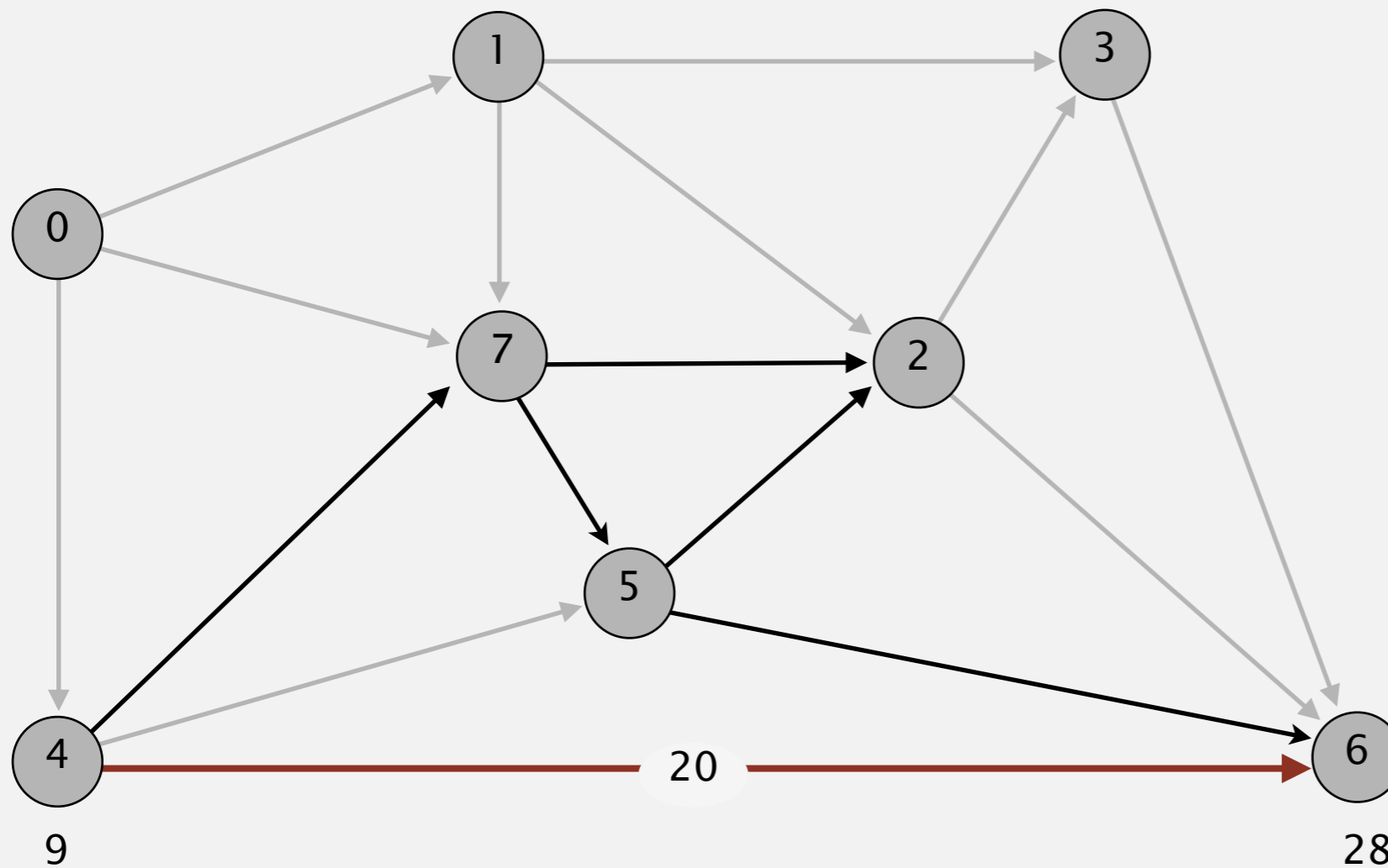
pass 0

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7	8.0	0→7

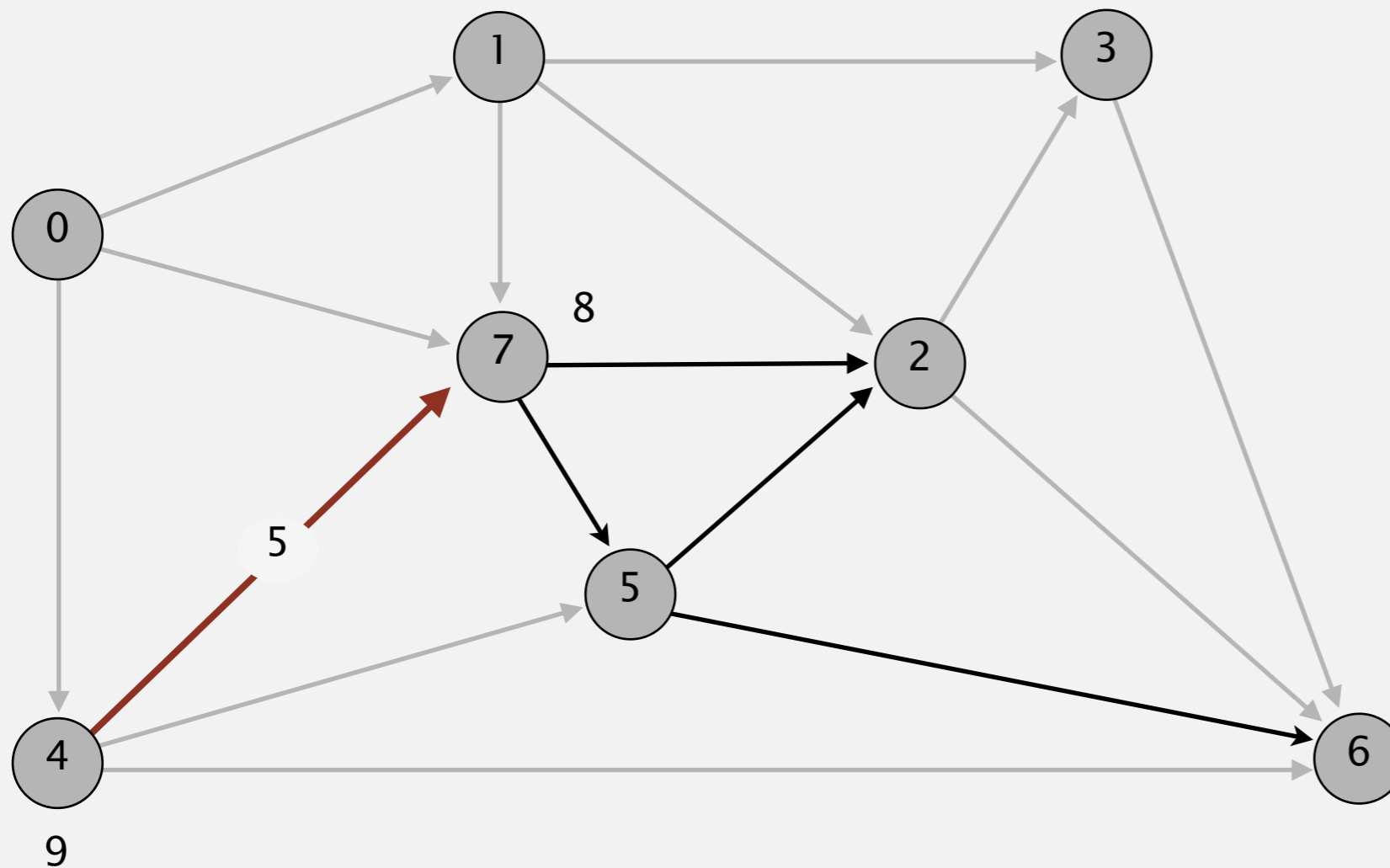
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



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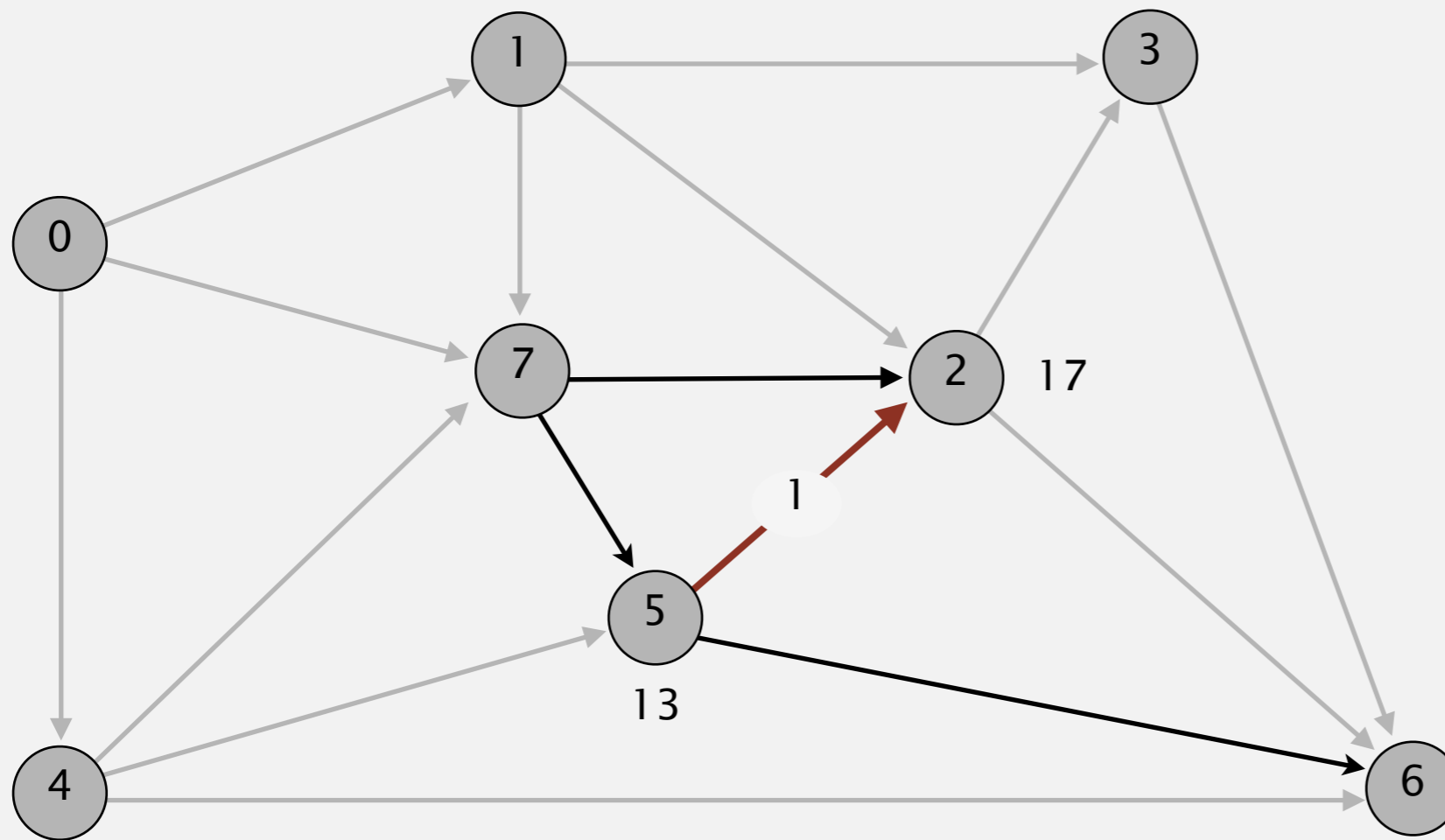
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

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3	20.0	1→3
4	9.0	0→4
5	13.0	4→5
6	28.0	2→6
7	8.0	0→7

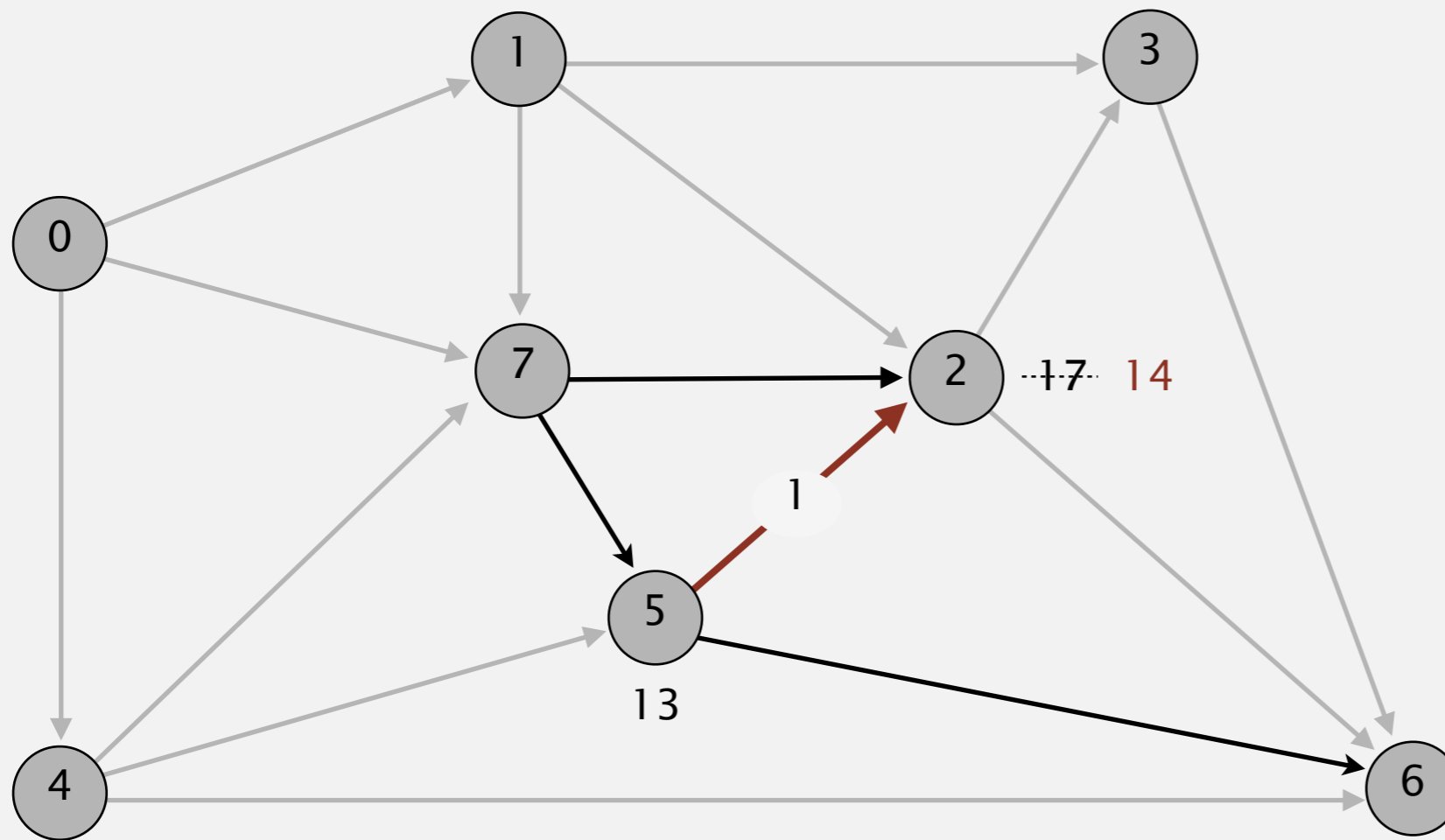
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

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0	0.0	-
1	5.0	0→1
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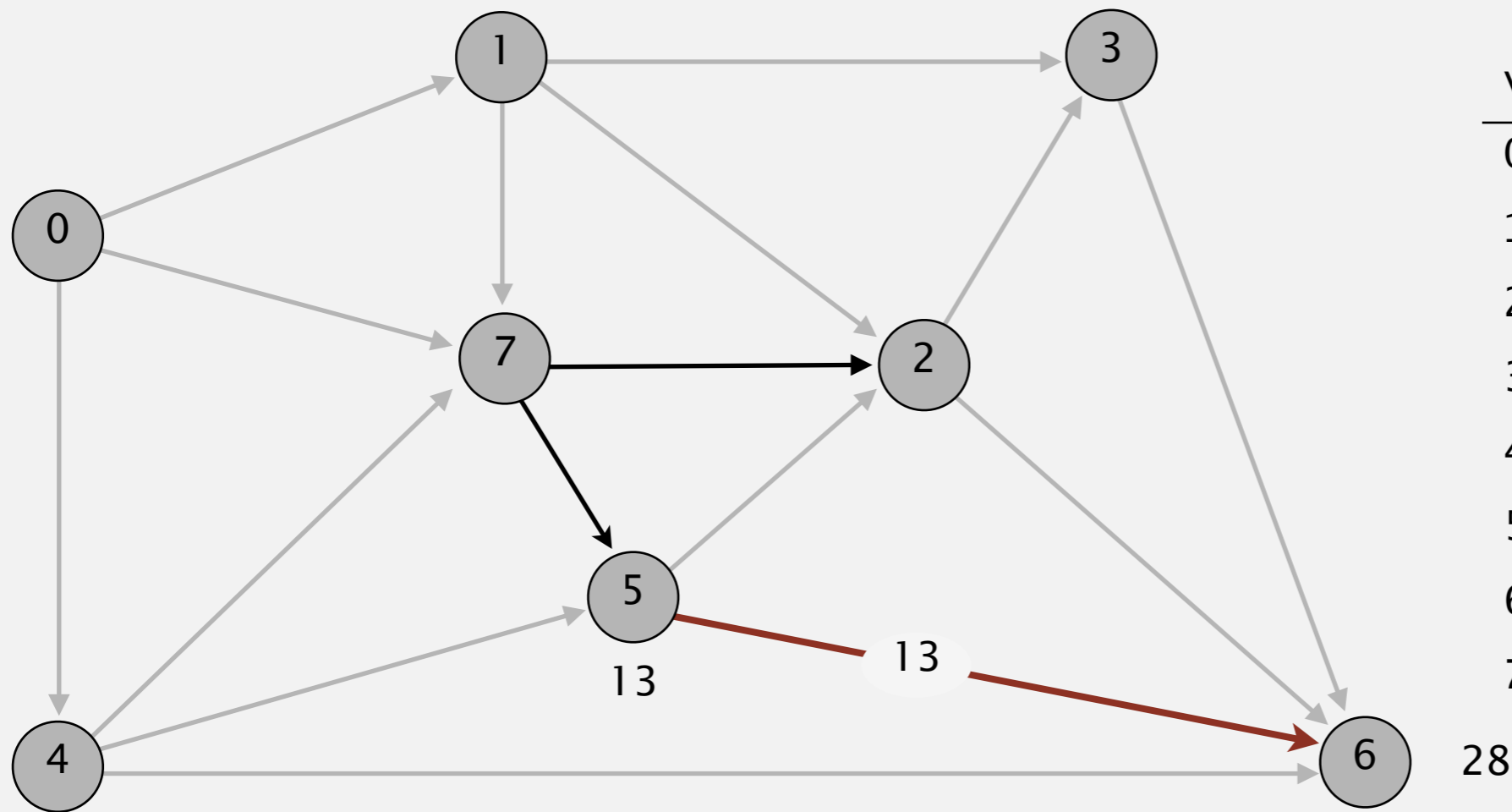
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

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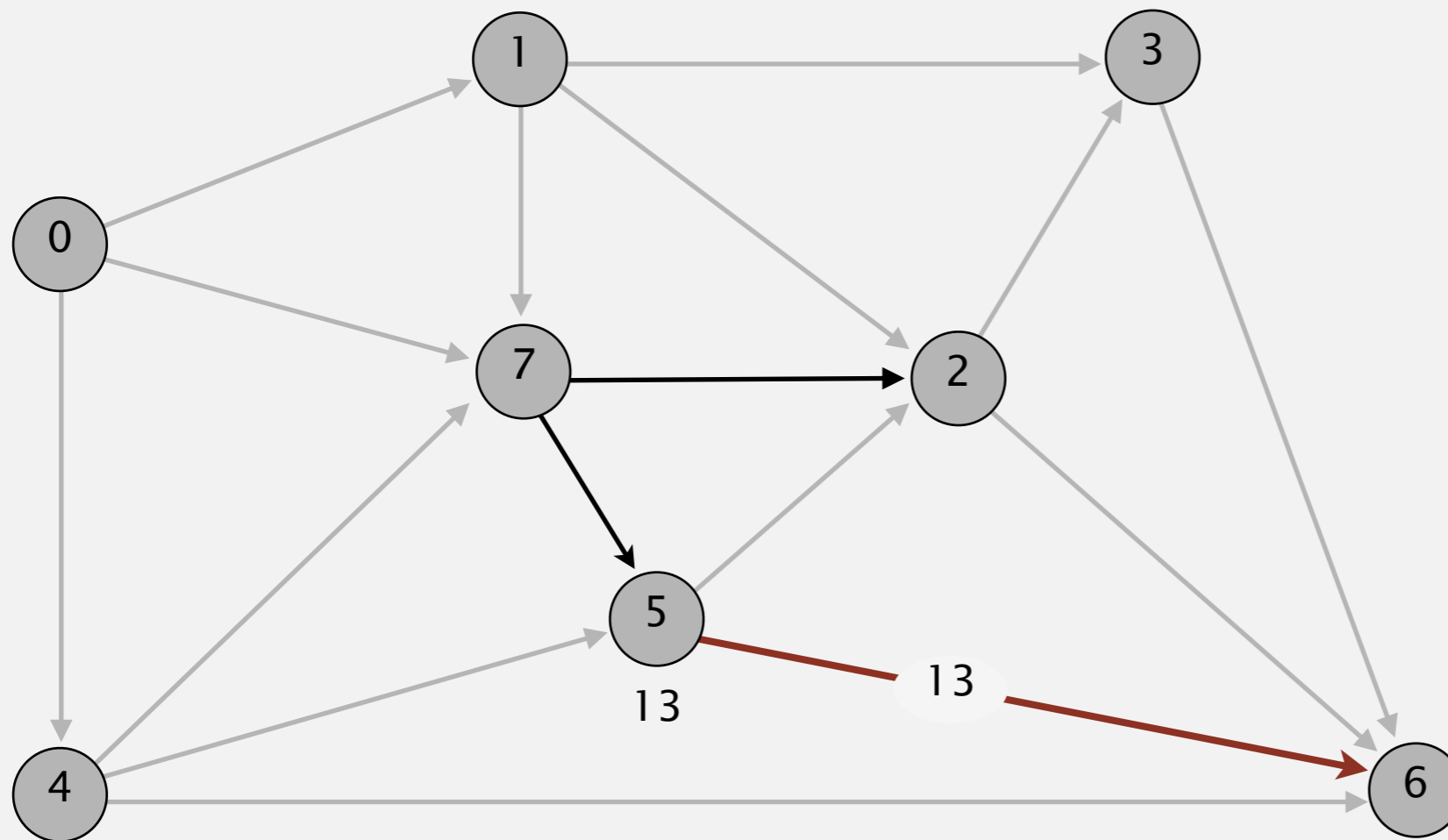
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

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0	0.0	-
1	5.0	0→1
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4	9.0	0→4
5	13.0	4→5
6	26.0	5→6
7	8.0	0→7

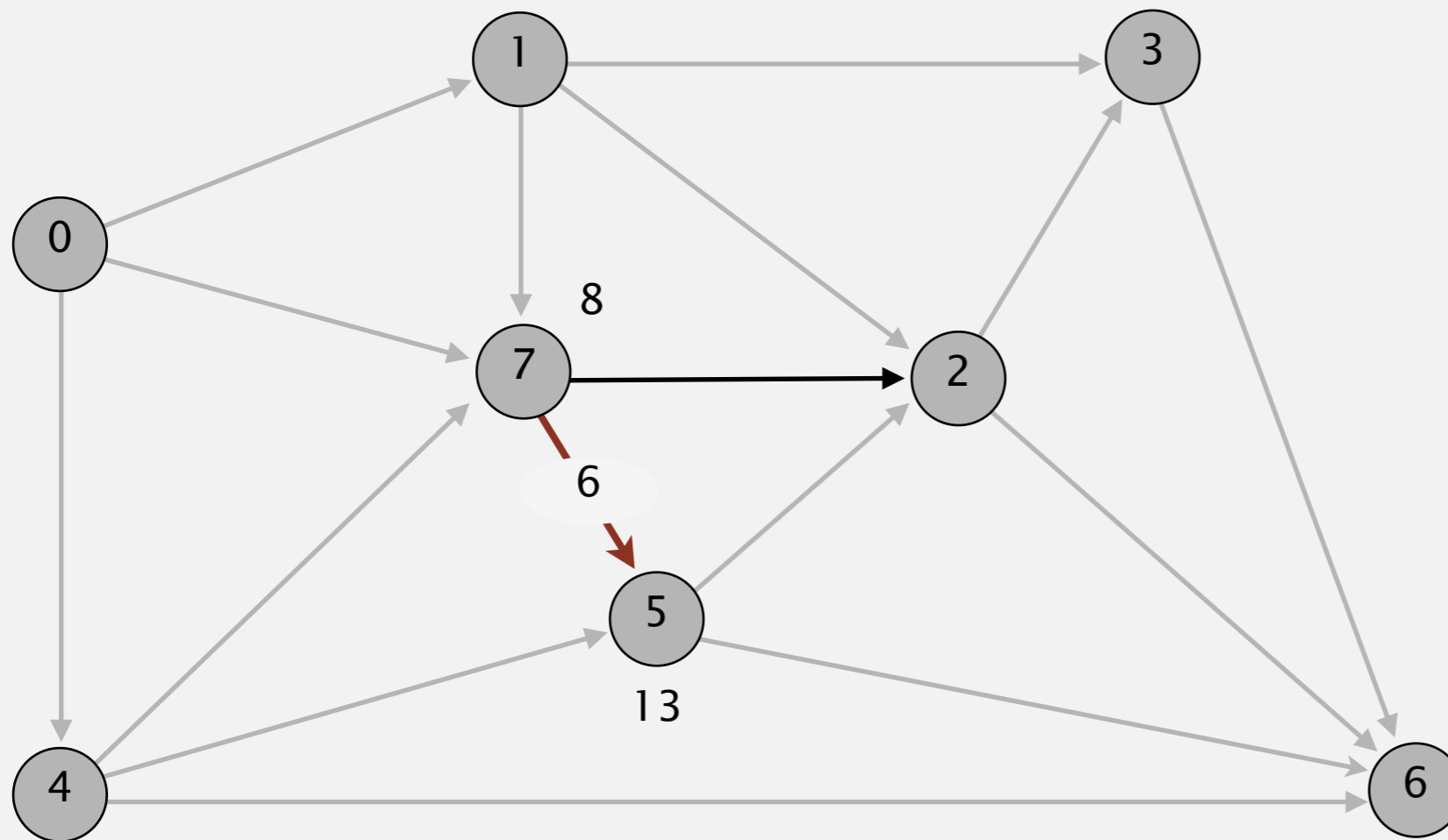
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

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6	26.0	5→6
7	8.0	0→7

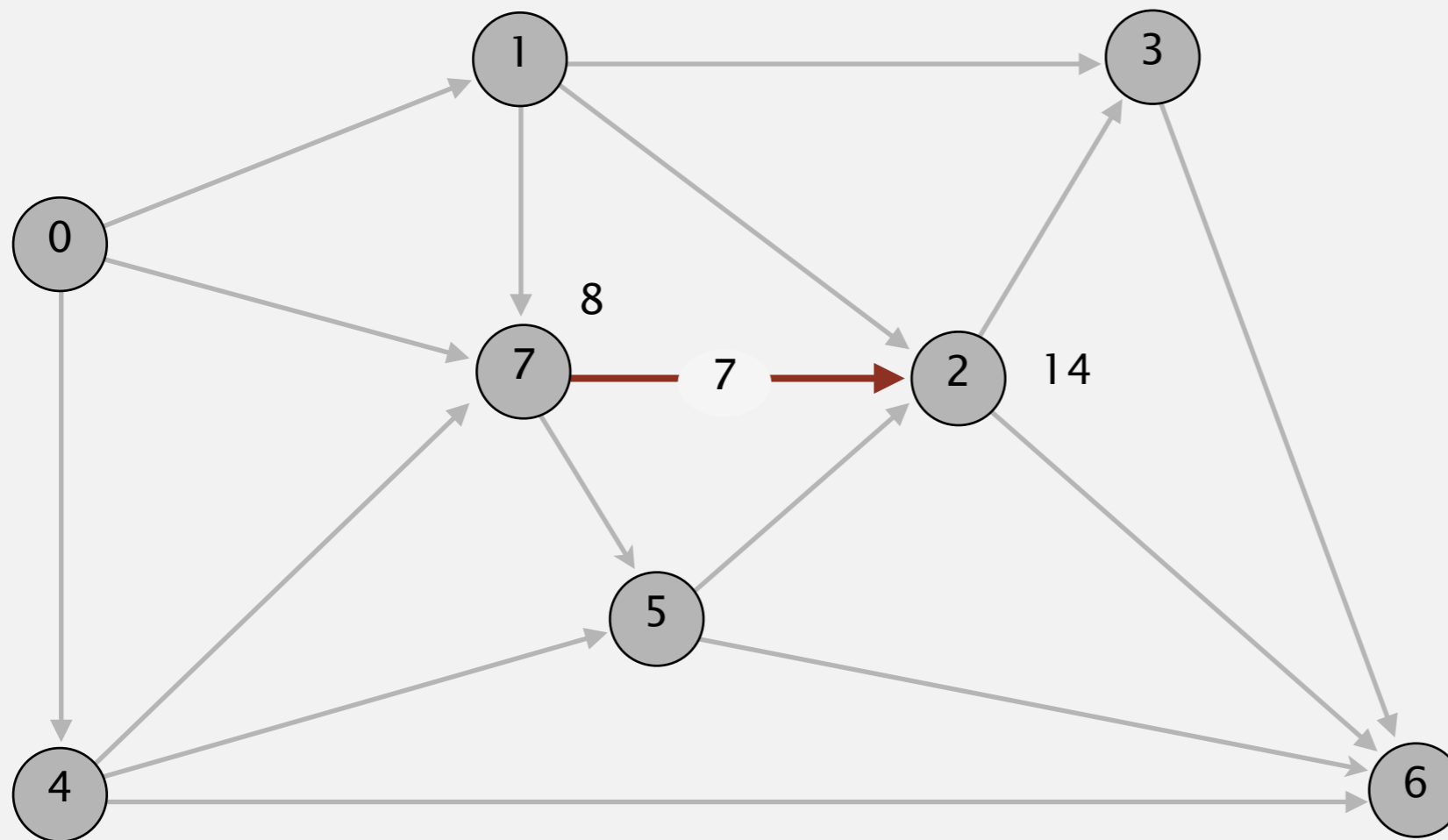
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



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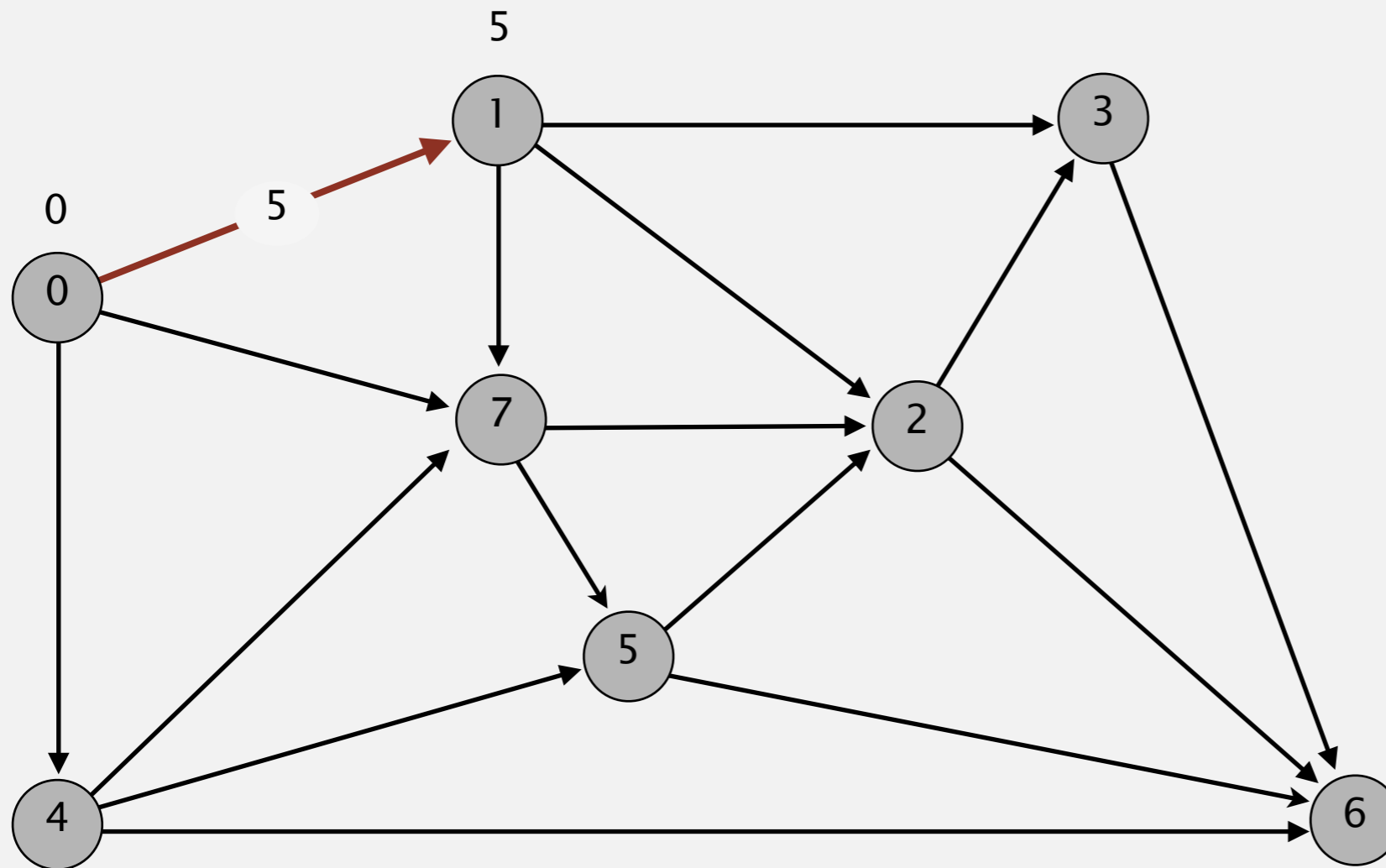
pass 0

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

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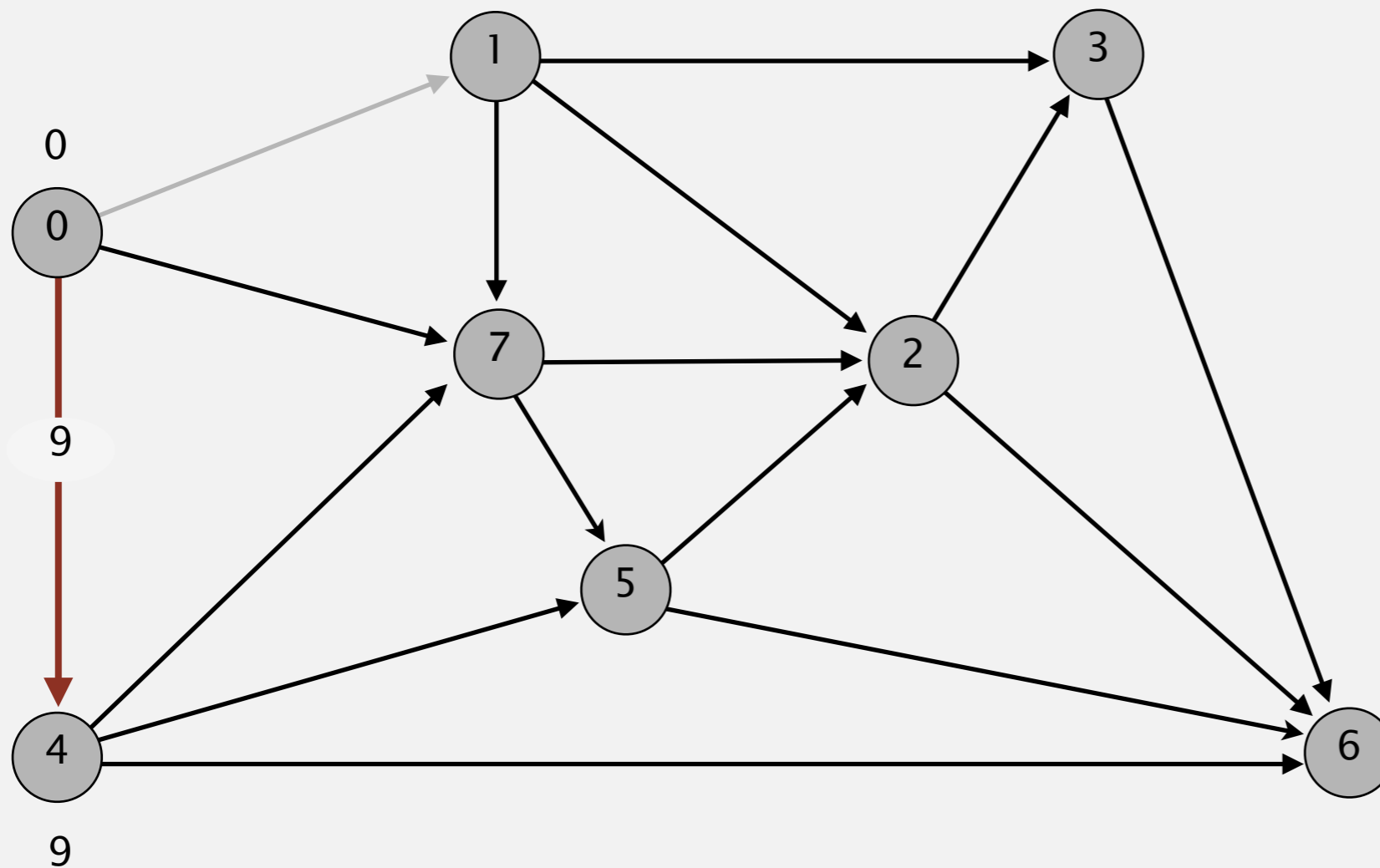
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
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5	13.0	4→5
6	26.0	5→6
7	8.0	0→7

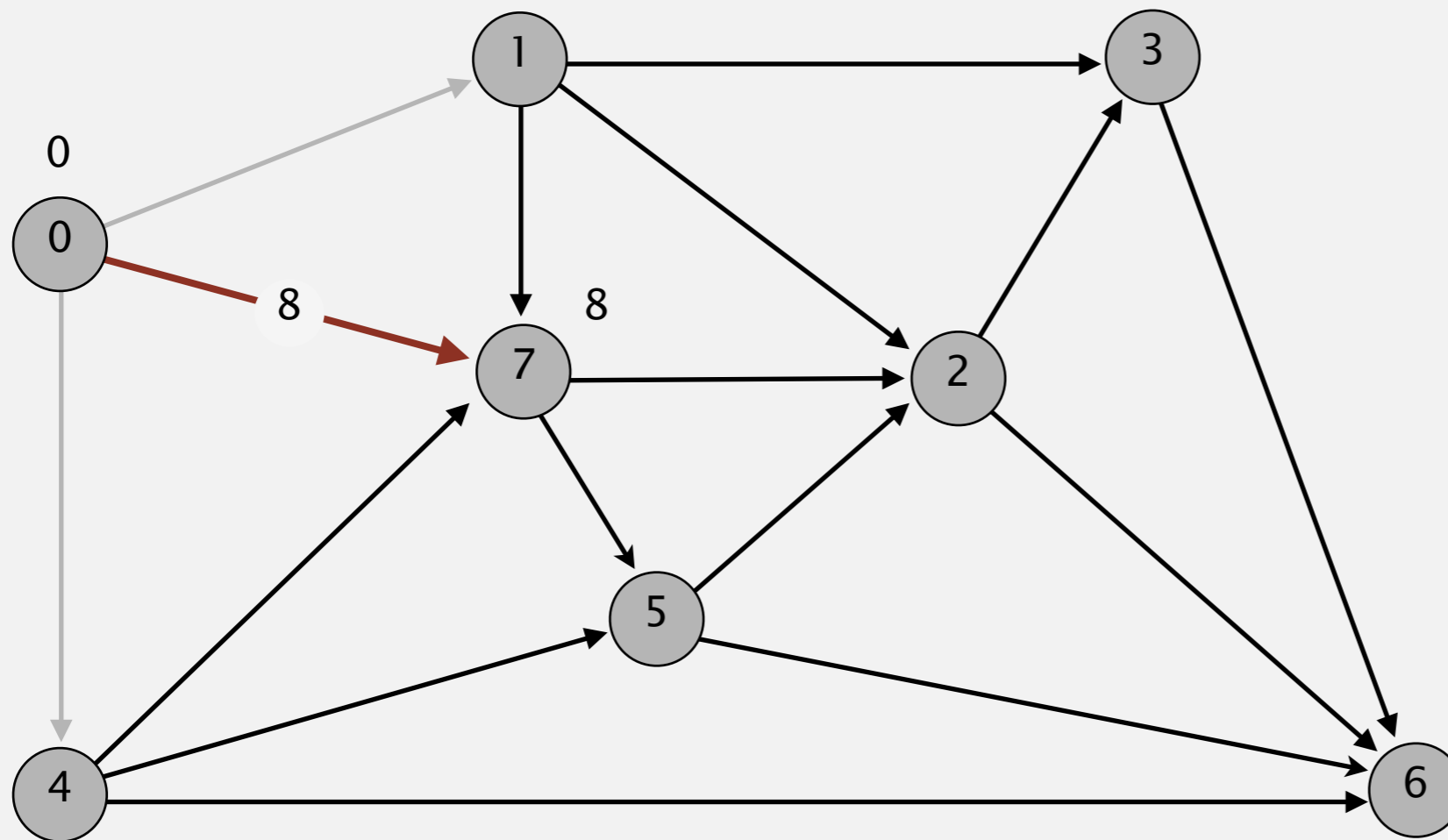
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



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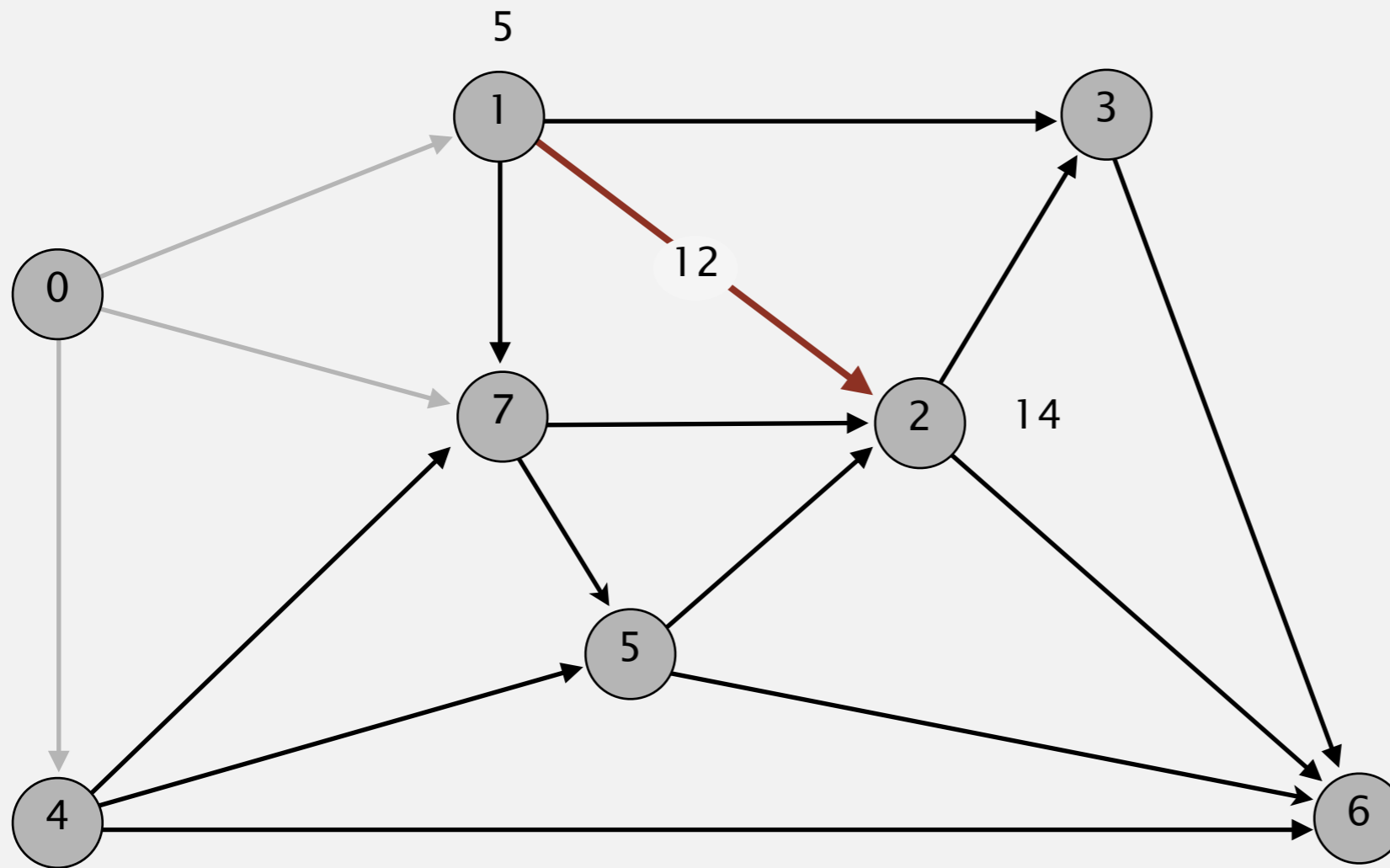
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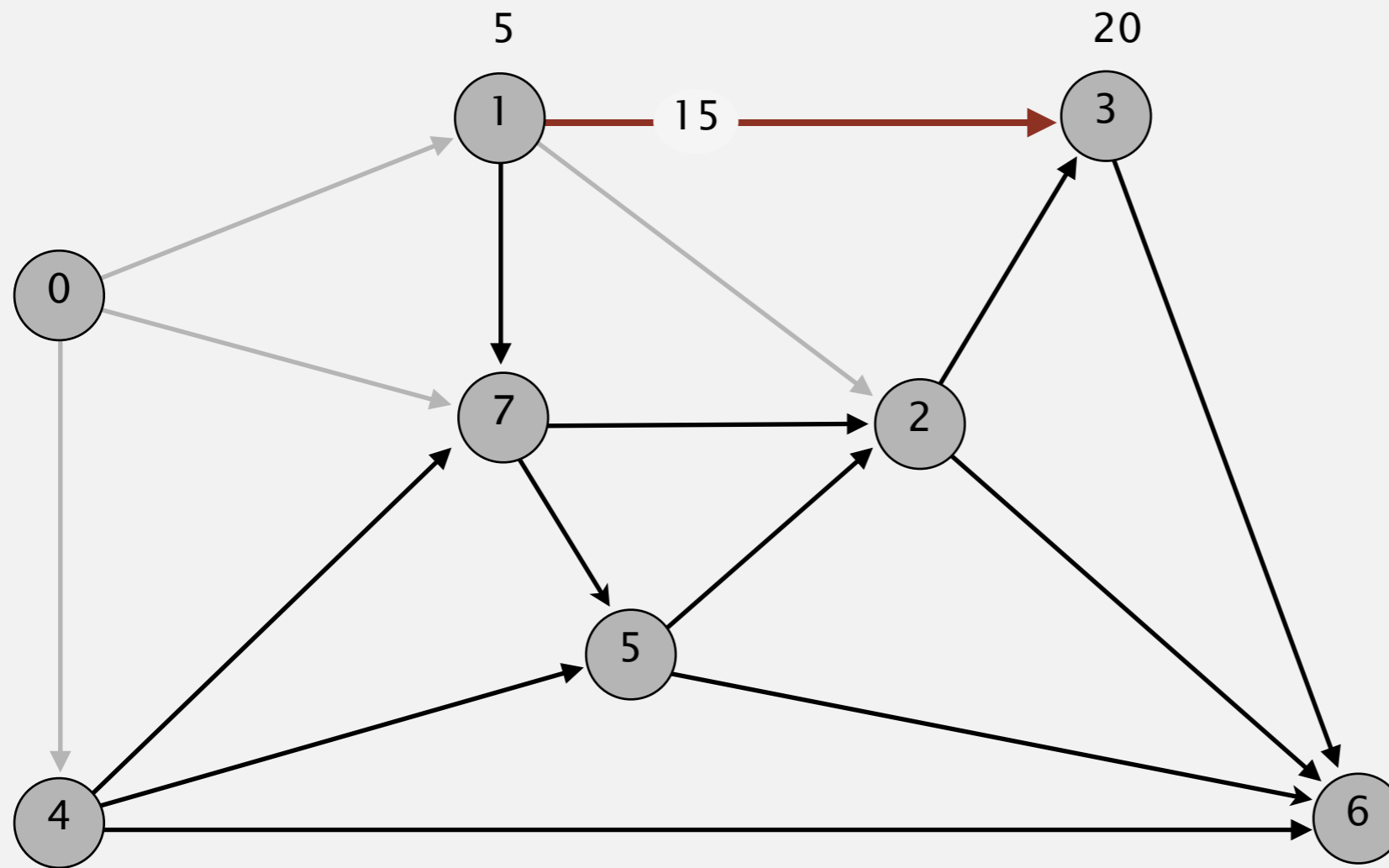
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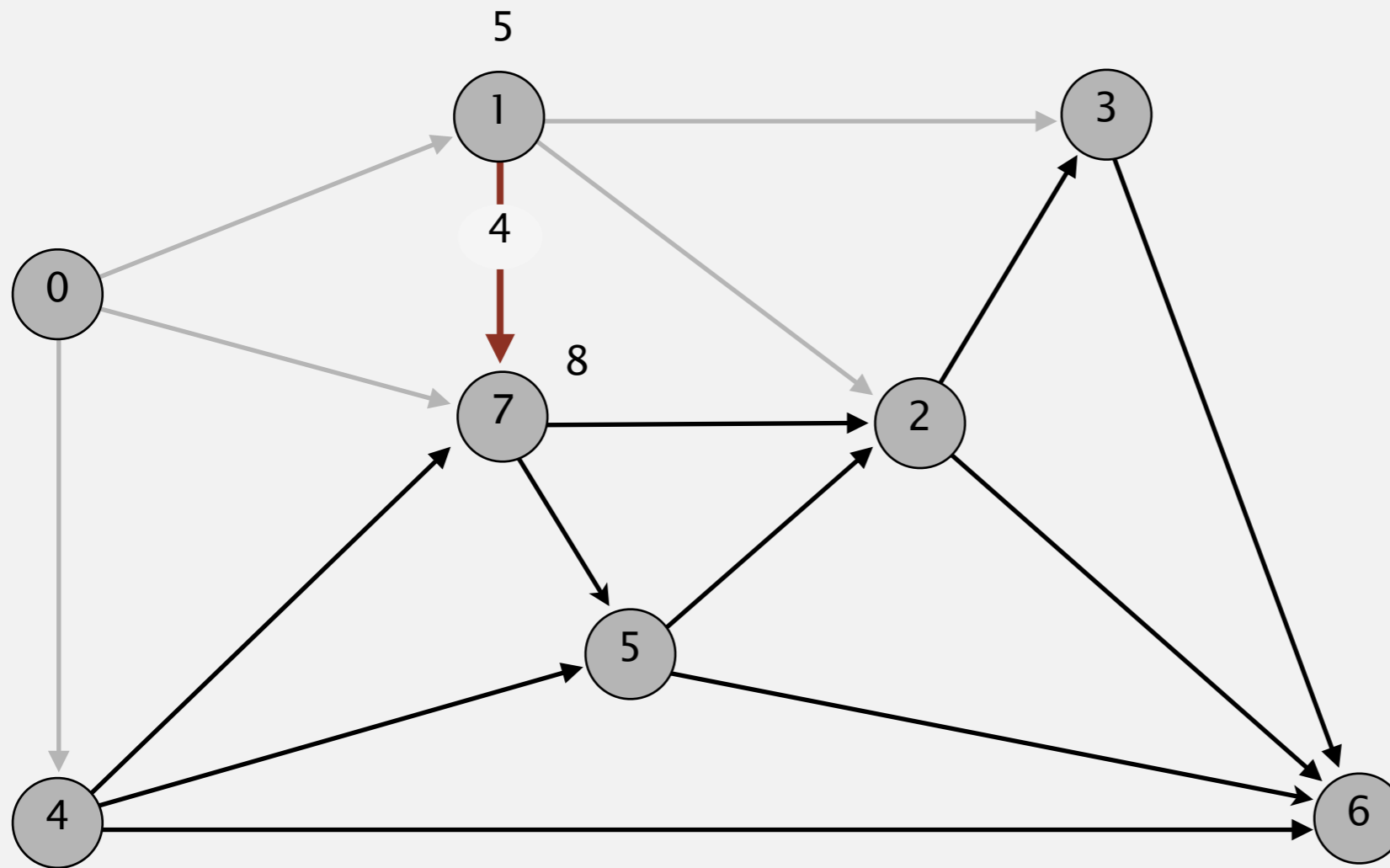
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3	20.0	1→3
4	9.0	0→4
5	13.0	4→5
6	26.0	5→6
7	8.0	0→7

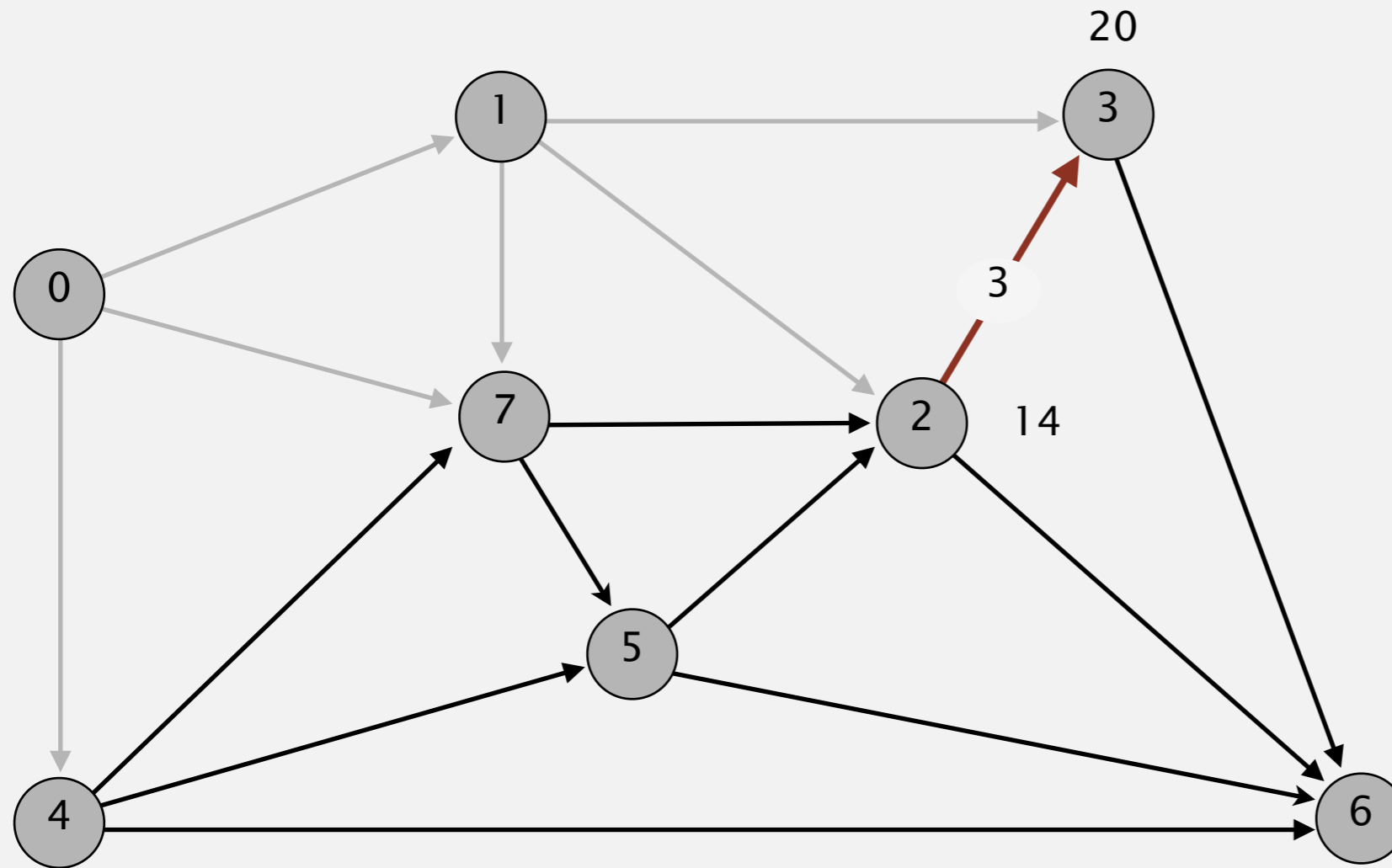
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	20.0	1→3
4	9.0	0→4
5	13.0	4→5
6	26.0	5→6
7	8.0	0→7

pass 1

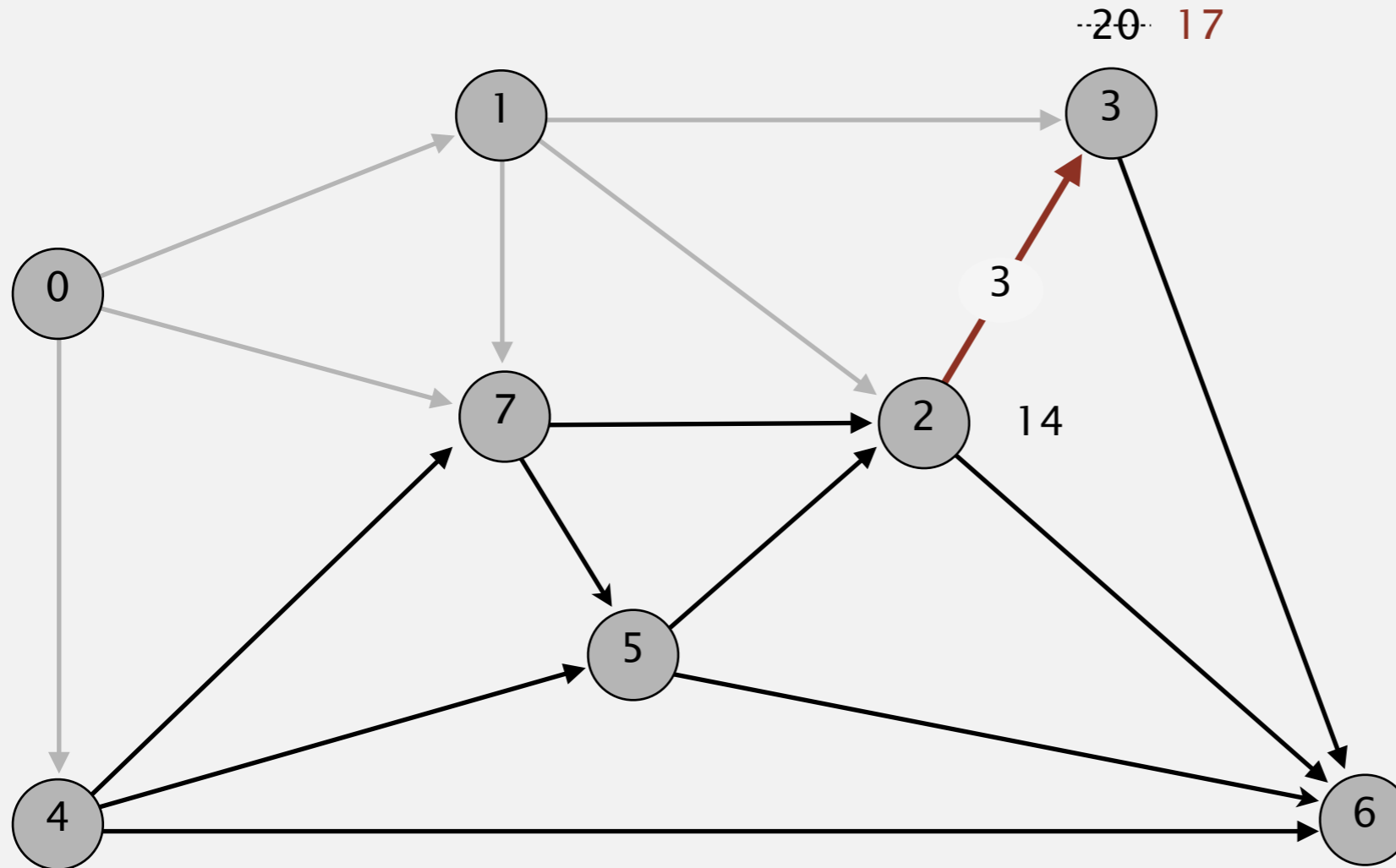
0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.

2-3 successfully relaxed in pass 1, but not pass 0



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	26.0	5→6
7	8.0	0→7

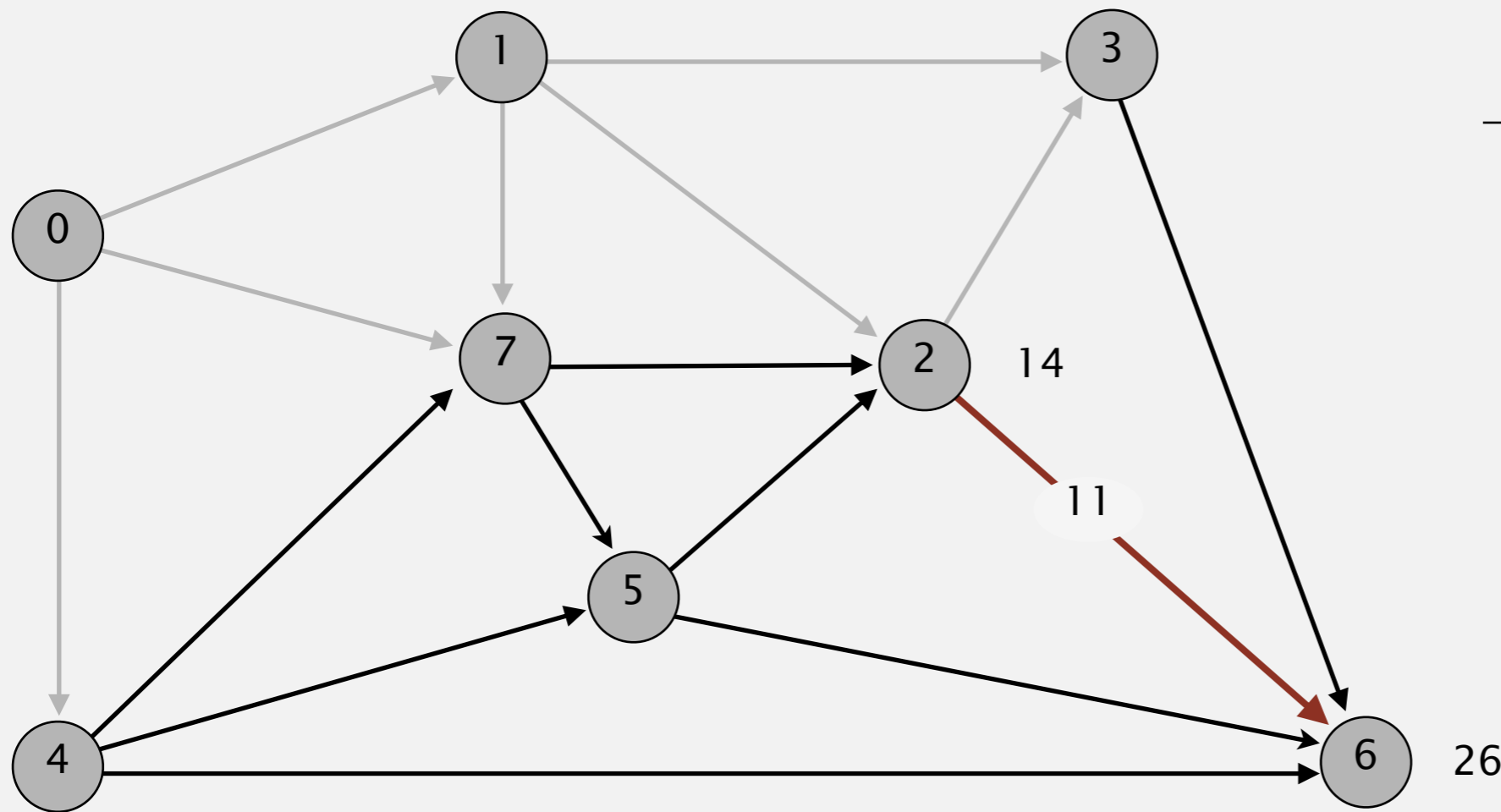
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	26.0	5→6
7	8.0	0→7

pass 1

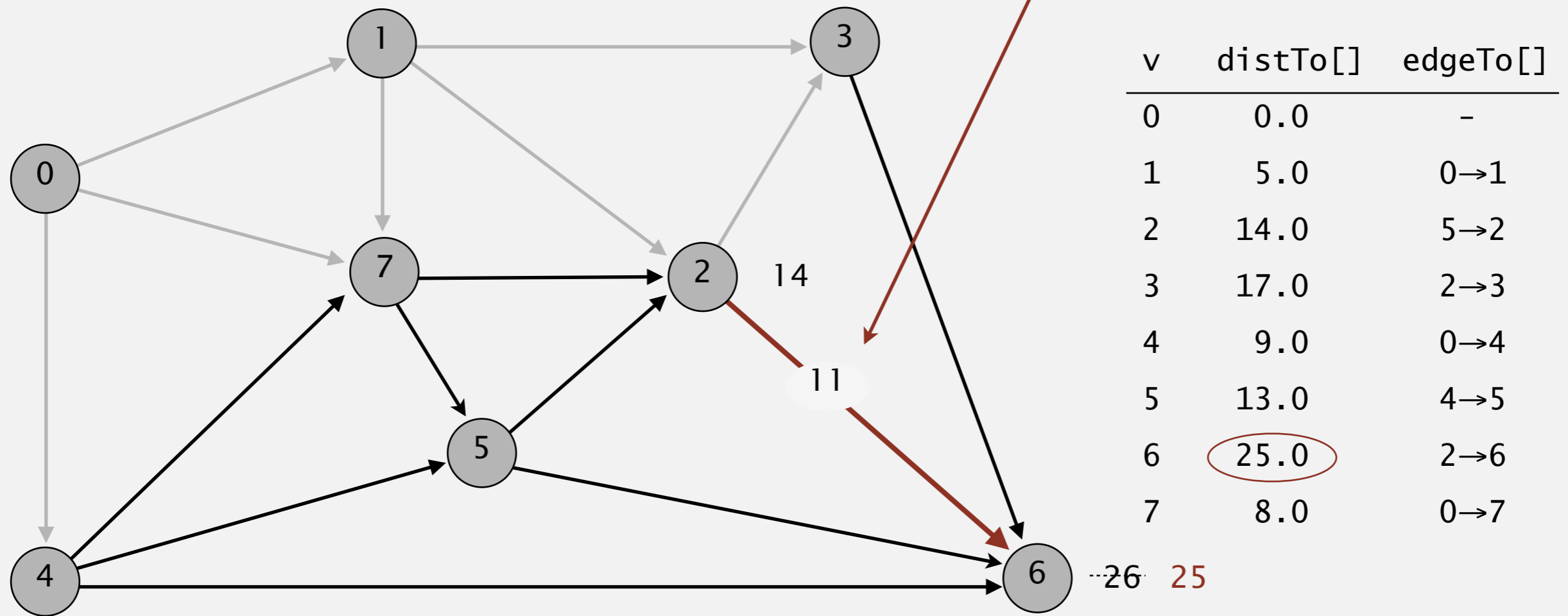
0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.

2-6 successfully relaxed
in pass 0 and pass 1



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

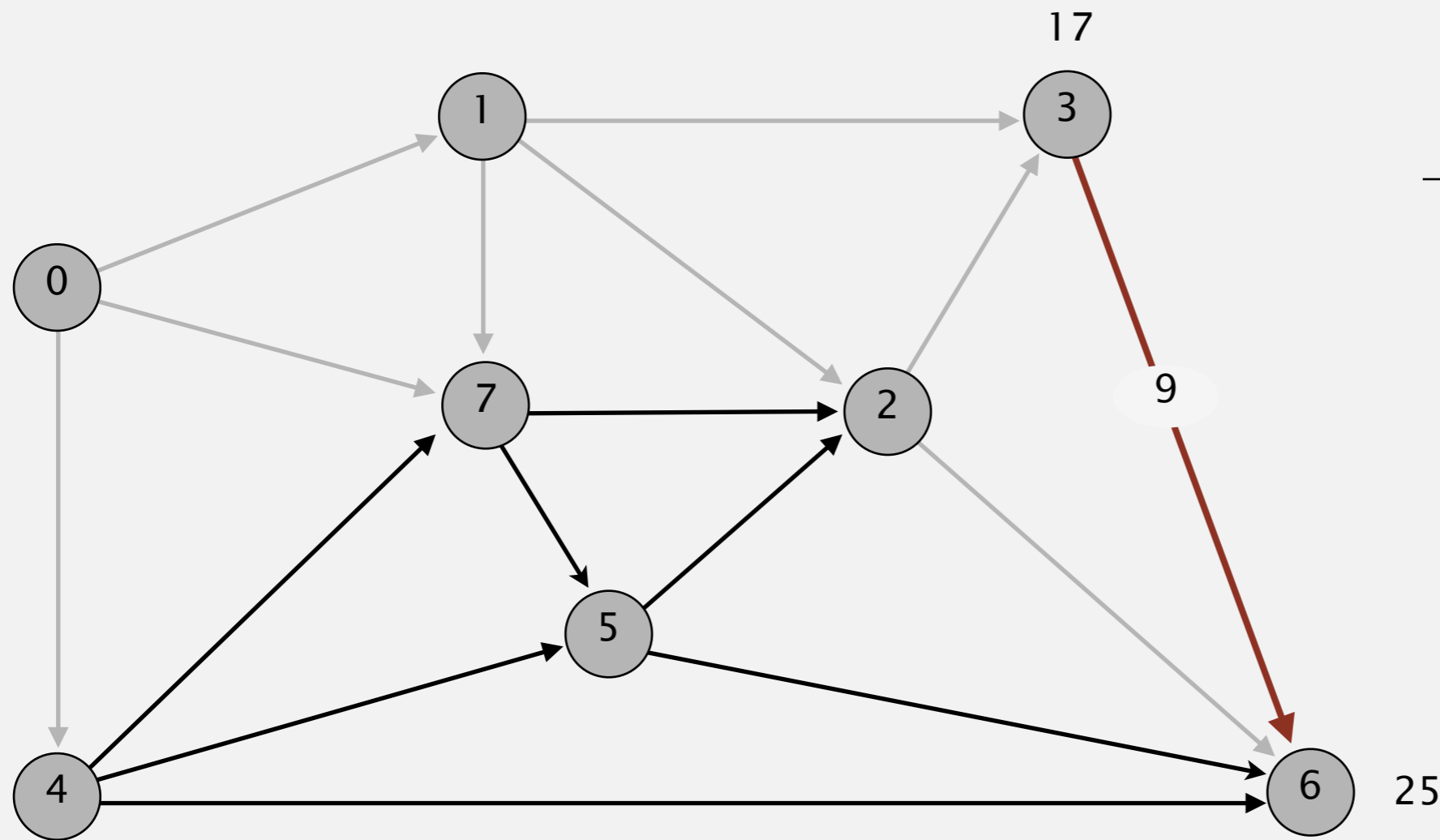
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

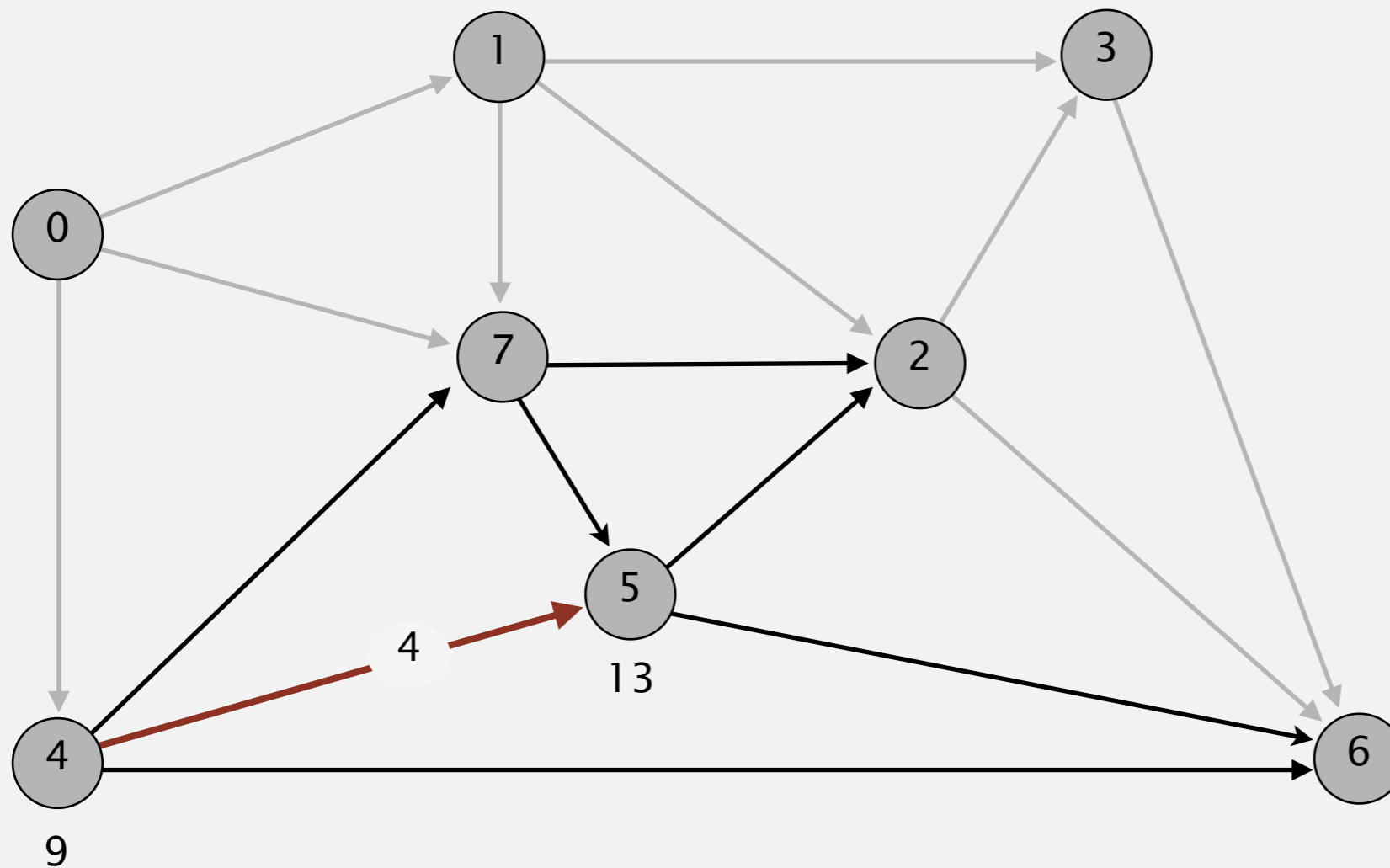
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

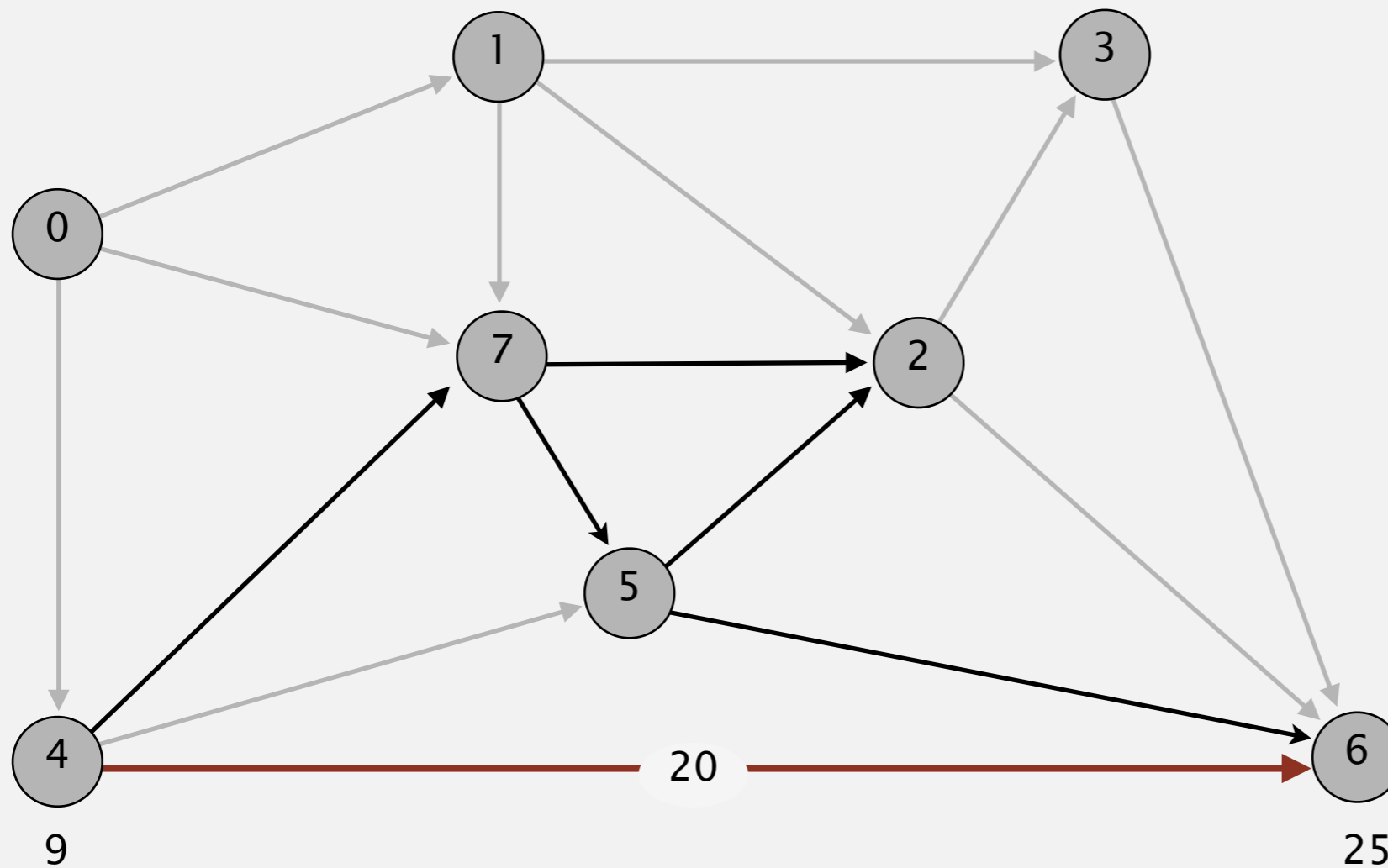
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

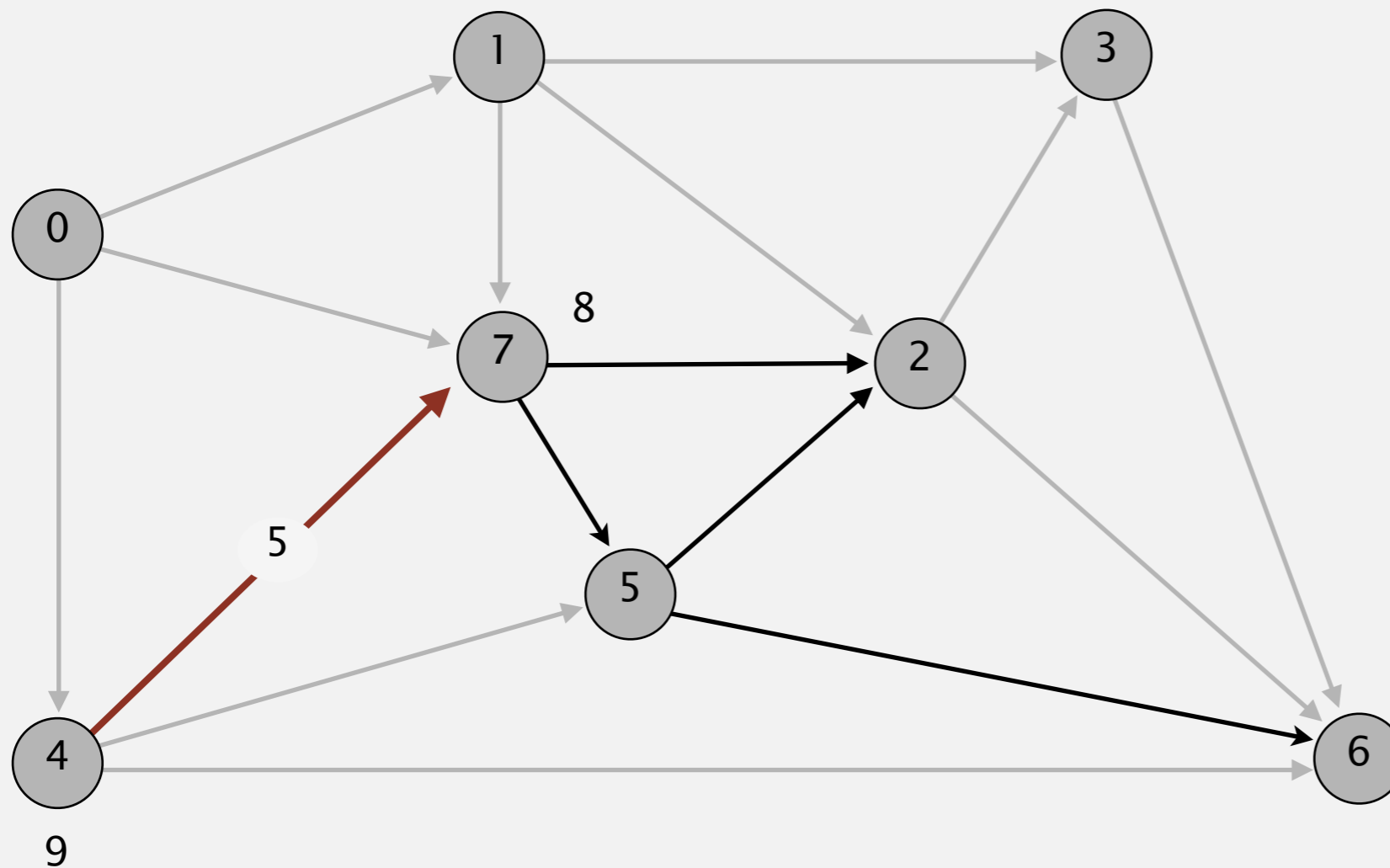
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

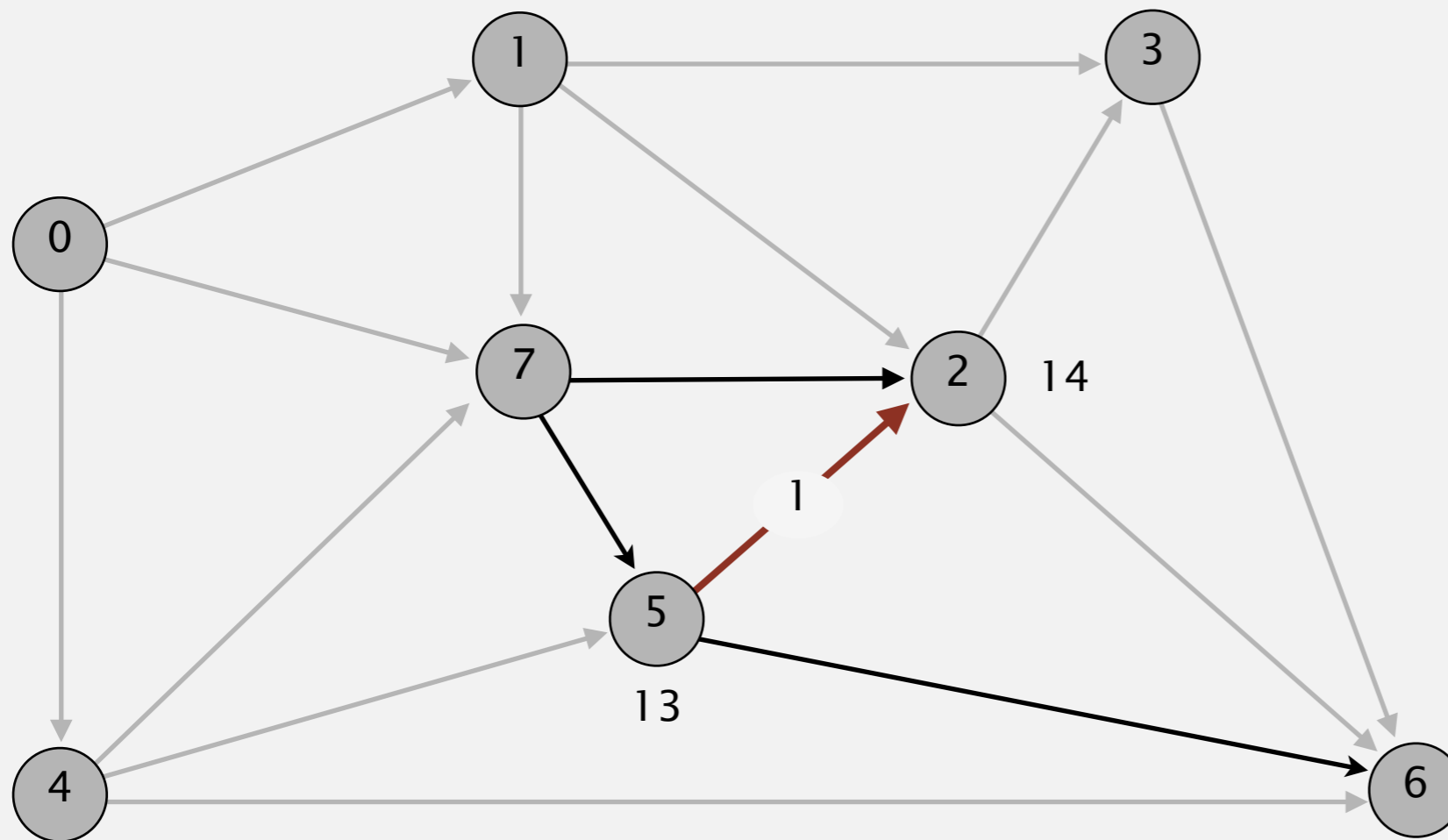
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

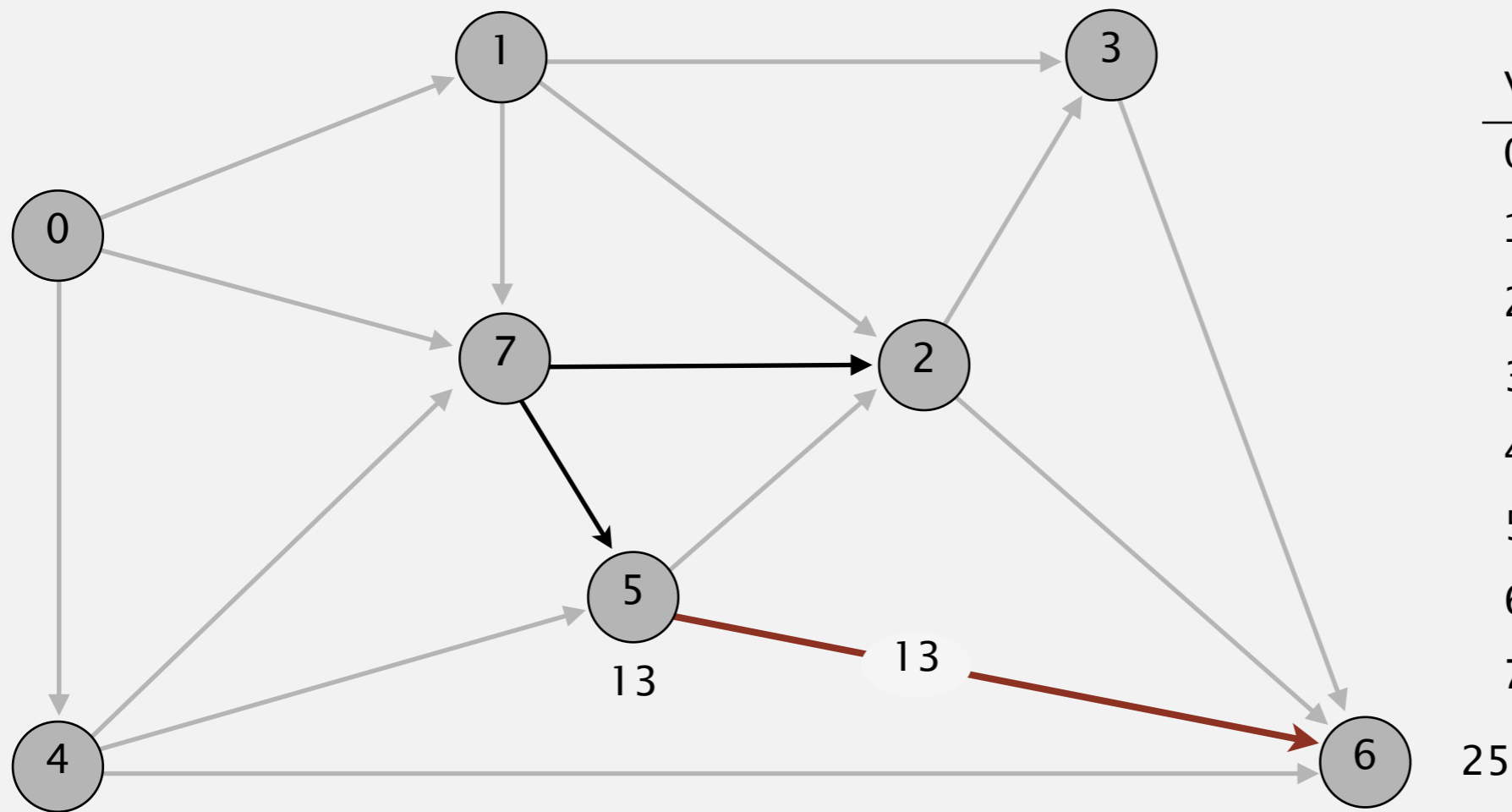
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

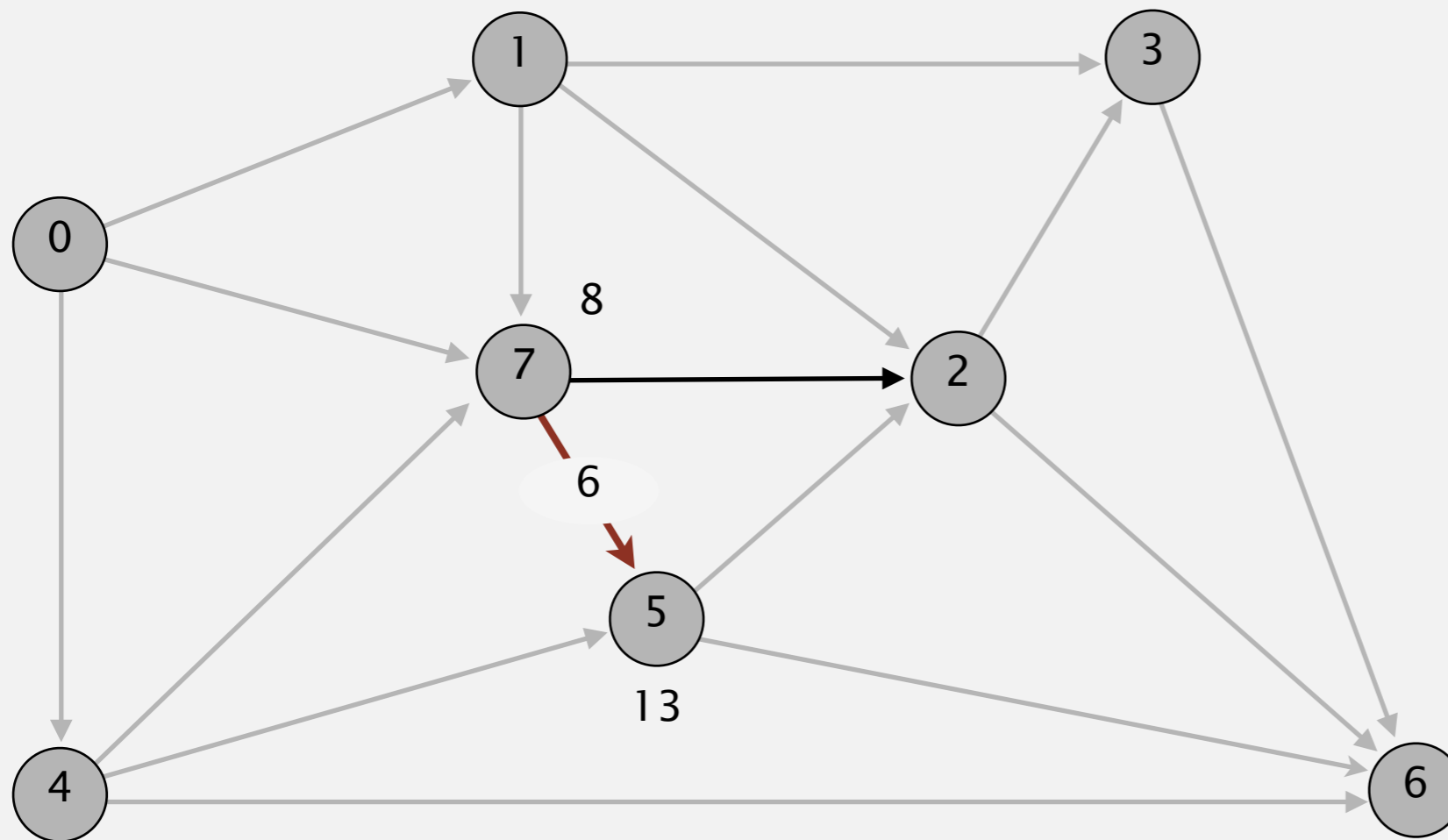
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

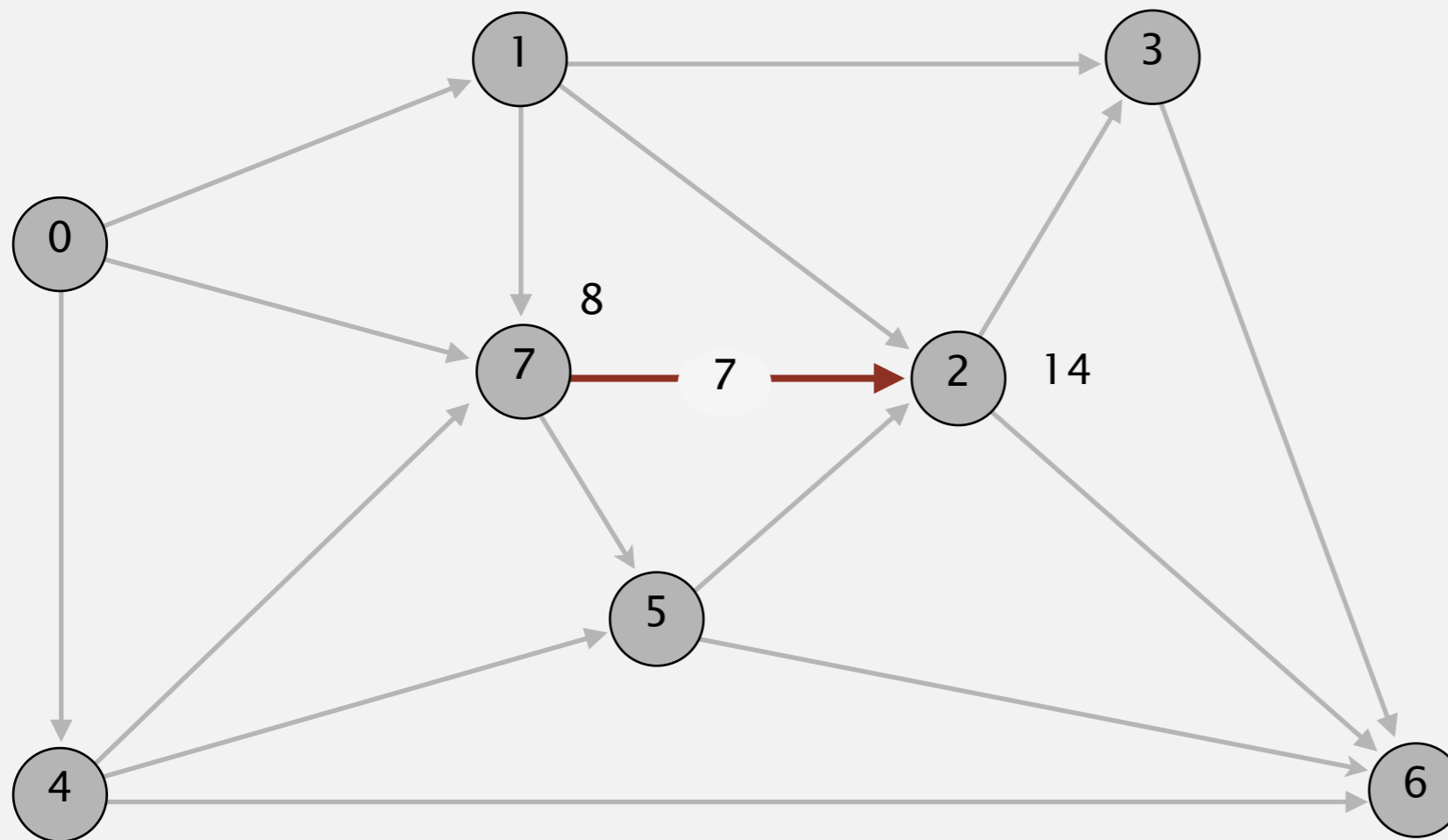
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

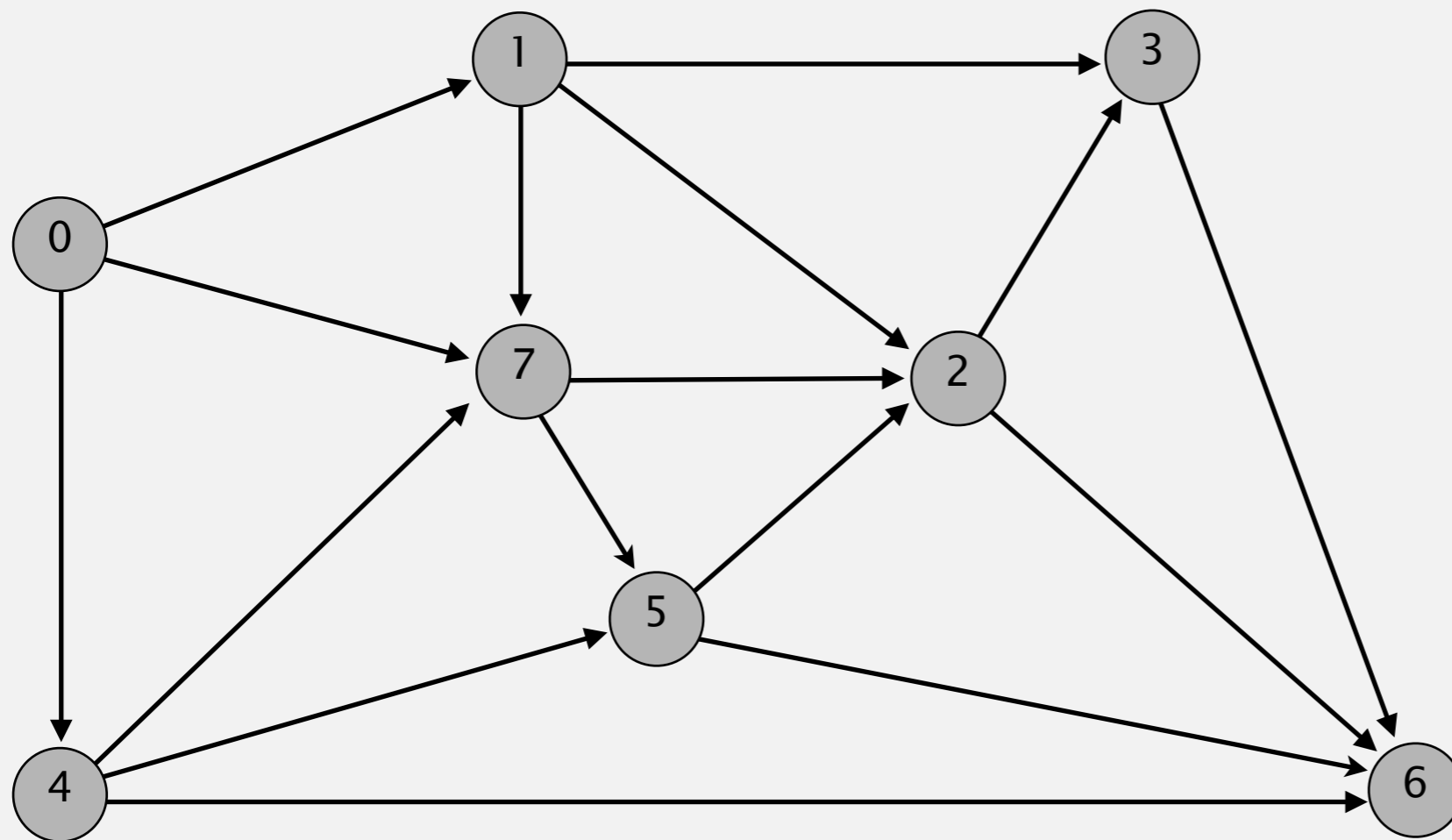
pass 1

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

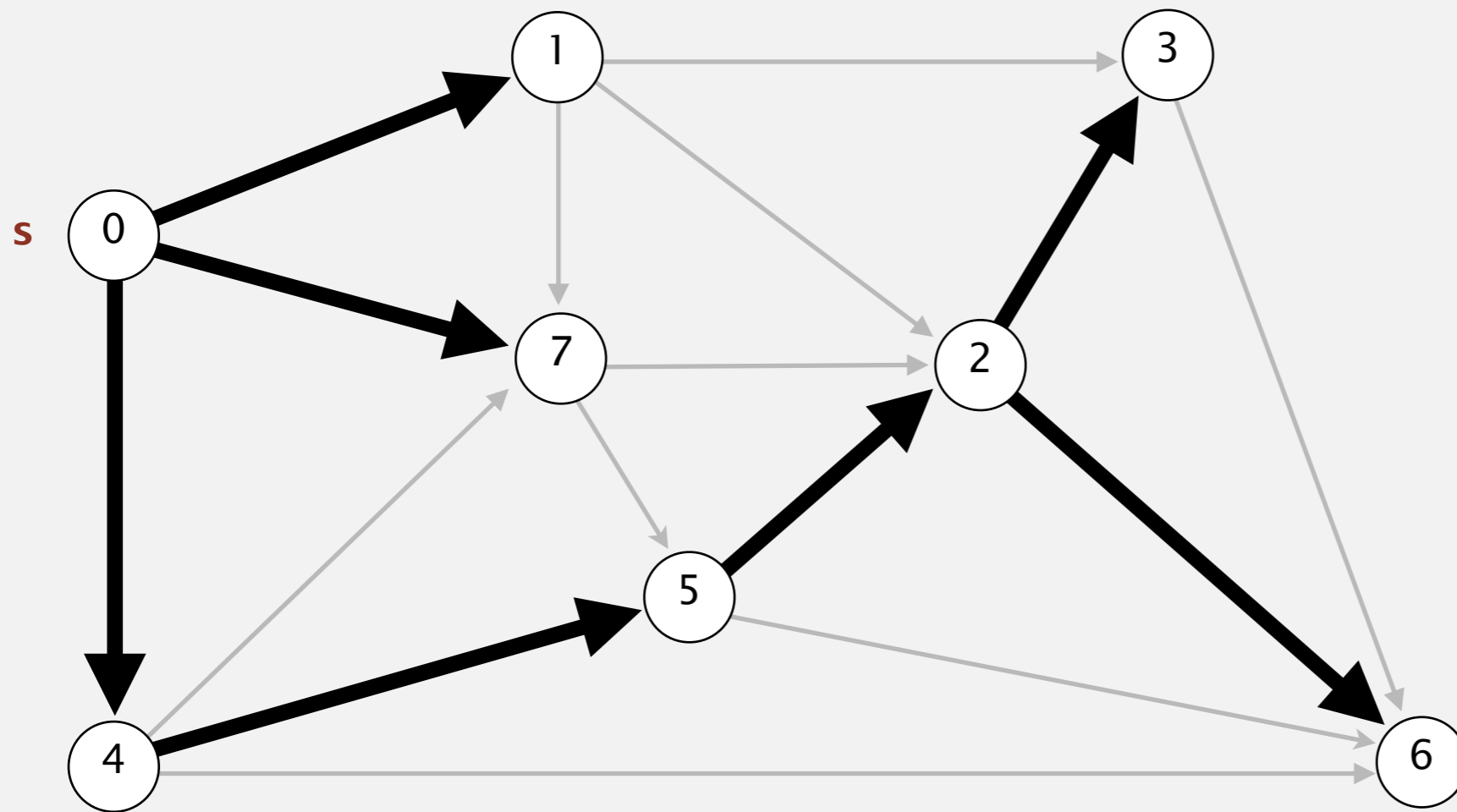
pass 2, 3, 4, 5, 6, 7 (no further changes)

0→1 0→4 0→7 1→2 1→3 1→7 2→3 2→6 3→6 4→5 4→6 4→7 5→2 5→6 7→5 7→2



Bellman-Ford algorithm demo

Repeat V times: relax all E edges.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

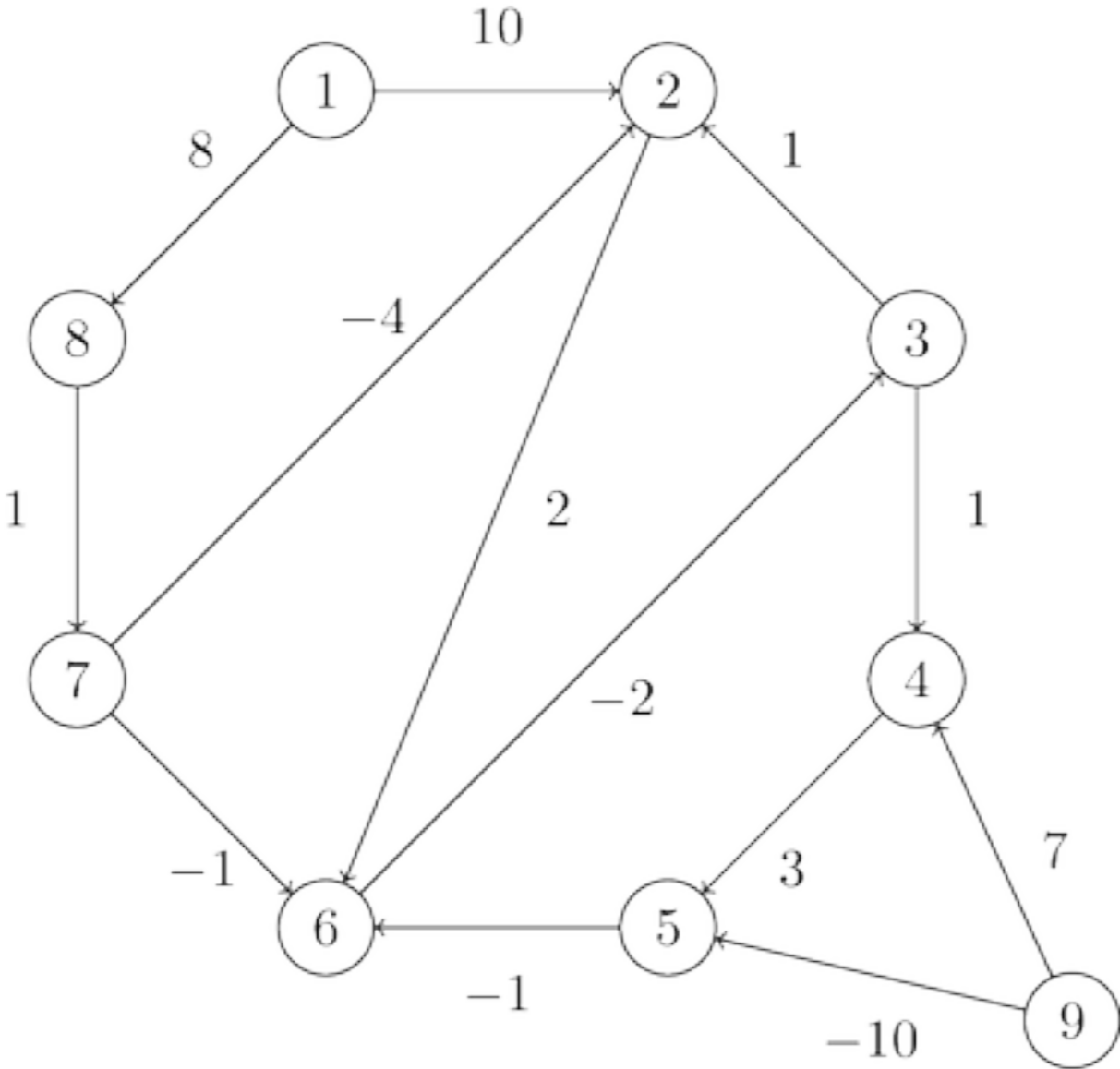
shortest-paths tree from vertex s

Bellman-Ford vs Dijkstra

- ▶ Bellman-Ford's worst-case running time is $|E| |V|$ vs Dijkstra's $|E| \log |V|$.
 - ▶ Bellman-Ford's algorithm is queue-based.
- ▶ Both require $|V|$ extra space and can handle graphs with cycles.
- ▶ Only Bellman-Ford can handle negative weights, as long as there are no cycles that sum to a negative weight.

Practice Time

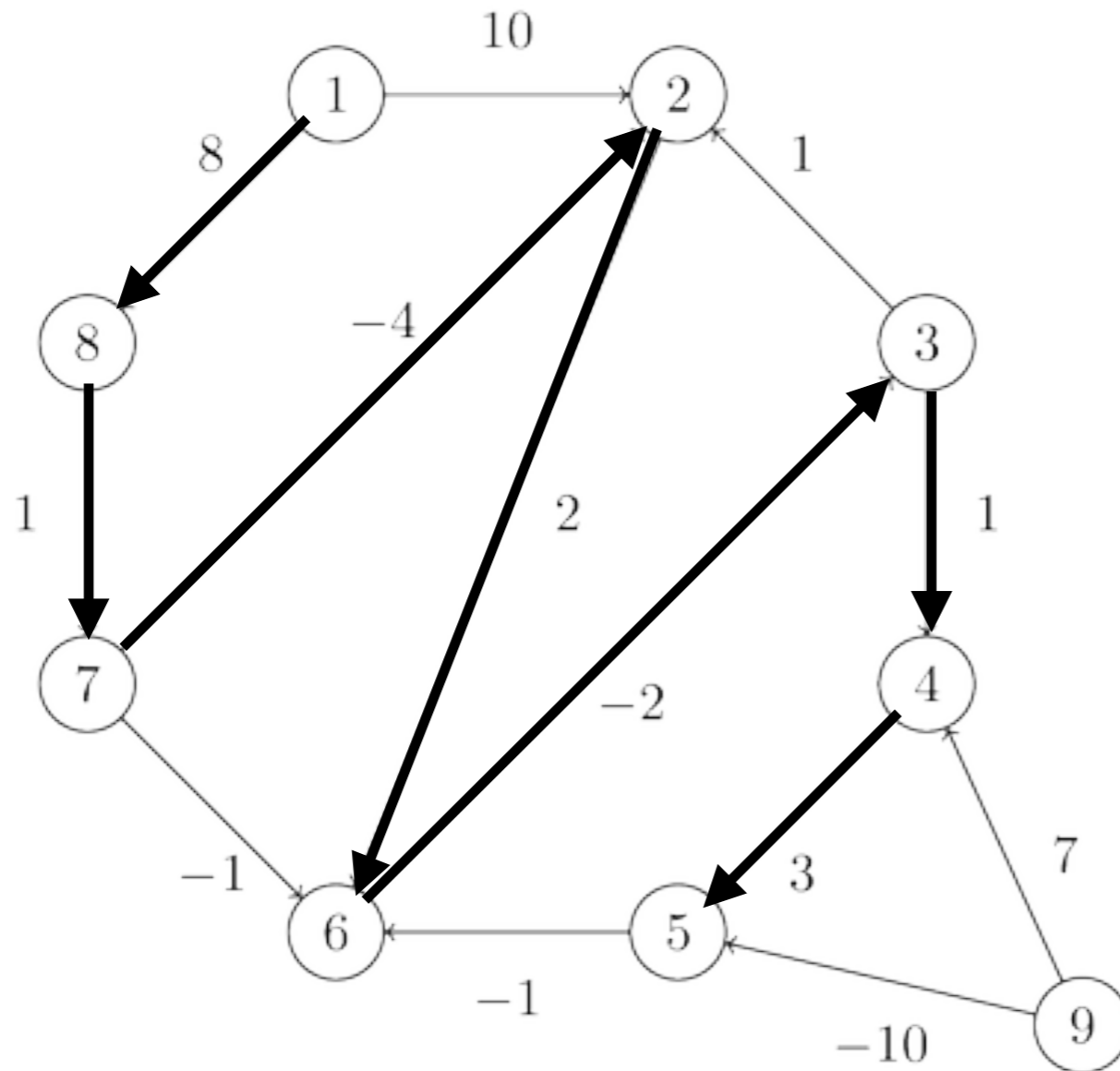
1 2 10
3 2 1
3 4 1
4 5 3
5 6 -1
7 6 -1
8 7 1
1 8 8
7 2 -4
2 6 2
6 3 -2
9 5 -10
9 4 7



<http://rosalind.info/problems/bf/>

Answer

1 2 10
 3 2 1
 3 4 1
 4 5 3
 5 6 -1
 7 6 -1
 8 7 1
 1 8 8
 7 2 -4
 2 6 2
 6 3 -2
 9 5 -10
 9 4 7



v	distTo[]	edgeTo[]
1	0	-
2	5	7->2
3	5	6->3
4	6	3->4
5	9	4->5
6	7	2->6
7	9	8->7
8	8	1->8
9	∞	-

<http://rosalind.info/problems/bf/>

Readings:

- ▶ Textbook: Chapter 4.4 (Pages 668-676)
- ▶ Website:
 - ▶ <https://algs4.cs.princeton.edu/44sp/>

Practice Problems:

Run the Bellman-Ford algorithm on this directed graph using vertex z as the source. In each pass show the values d and π . In the graph, $V = \{s, t, v, x, z\}$ and the weighted, directed edges are $E = \{(s, t, 6), (s, v, 7), (t, v, 8), (t, z, -4), (t, x, 5), (v, x, -3), (v, z, 9), (x, t, -2), (z, s, 2), (z, x, 4)\}$.

<https://www.chegg.com/homework-help/questions-and-answers/run-bellman-ford-algorithm-following-directed-graph-using-vertex-z-source-pass-show-values-q17182493>

