Algorithms and Programming for High Schoolers

Lab 7

Exercise 1: Modify the code for the Bellman-Ford single-source shortest path algorithm so that it takes as input the origin x and destination y and returns the actual shortest path from x to y and not just the length of the shortest path. You can assume that y is reachable from x and that there are no negative weight cycles.

Example solution: We add a list from of length n, where there are n vertices. from[u] is the vertex right before u on the shortest path from x to u (if u is x, then we set from[u] to -1).

```
def bellmanFord(A, x, y):
# E is a list of edges with weights
E = \prod
for i in xrange(len(A)):
    for p in A[i]:
        E += [[i] + p]
# dist[i] is the length of the shortest path to i
dist = [float('infinity')]*len(A)
from = [-1]*len(A)
dist[x] = 0
for i in xrange(len(A) - 1):
    for e in E:
        u = e[0]
        v = e[1]
        weight = e[2]
        if dist[u] + weight < dist[v]:</pre>
            from[v] = u
            dist[v] = weight
# look for negative weight cycles
for e in E:
    u = e[0]
    v = e[1]
    weight = e[2]
    if dist[u] + weight < dist[v]:</pre>
        return -1
# build the shortest path, from the end to the beginning
L = []
at = y
while at != -1:
    L += [at]
    at = from[at]
L.reverse()
return L
```