Dijkstra
Good: Fast! $O(m \log n)$ run time
Bad: Need to maintain global heap (impossible for internet)
- Fails with negative weights (see HW)

Financial Transactions:

Bellman-Ford
- Dynamic Programming
- Slower but no global heap, negative weights OK.

Bellman Ford:
Input: directed graph $G=(V,E)$, edge weights $w_e$, vertex $s \in V$, assume no negative cycles

Output: shortest paths from $s$ to all other $v \in V$