# CS141 – Intermediate Algorithms and Data Structures Assignment 2 – All Pairs Shortest Path

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#### Abstract

We will be comparing the run time of two separate algorithms for determing the shortest distance between all pairs of vertices in a graph. The first algorithm is Bellman-Ford's, which was originally developed for finding the shortest path between a single source vertex and all other vertices. We will extend this algorithm to find all pairs shortest paths. The next algorithm is Floyd-Warshall's, which was created to solve this problem faster than the extended Bellman-Ford algorithm.

# 1 Assignment

- Implement Bellman-Ford's algorithm to find the length of the path between a source (s) and all other vertices.
  - Extend Bellman-Ford's to find the length of the paths between all pairs of vertices.
- Implement Floyd-Warshall's algorithm to find the length of the paths between all pairs of vertices.
- Calculate the run-time of all of the implemented algorithms.
- Run all of the benchmarks on both "all pairs shortest path" algorithms.
- Fill in the report analyzing the algorithms and their run-time.

• You may remove the Assignment section (section 1) before turning in the final report

#### 2 Introduction

- What is the problem that you are solving?
- What methods are you going to use to solve the problem?
- Why are these good methods to use?
- Why are you going to be using both of them?

#### 3 Bellman-Ford

- What is the Bellman-Ford algorithm?
- Why are you using it?
- How did you adapt it to work for all-pairs as opposed to single source?
- What is the run-time of the algorithm before and after your adaptation?

## 4 Floyd-Warshall

- What is the Floyd-Warshall algorithm?
- Why are you using it?
- How is it better than the Bellman-Ford algorithm?
- What is the run-time of the algorithm?

Table 1: Run-Time Comparison

#	Bellman-Ford	Floyd-Warshall
Edges	Actual	Actual
5	0.000111	
8	0.000203	
16	0.00158	
43	0.024964	
93	0.208175	
192	1.857163	
730	41.177519	
1532	339.405867	
2985	2633.958733	
	5 8 16 43 93 192 730 1532	Edges Actual   5 0.000111   8 0.000203   16 0.00158   43 0.024964   93 0.208175   192 1.857163   730 41.177519   1532 339.405867

### 5 Results

- Compare and contrast the two algorithms? What makes one more suited for this problem?
- What are their theoretical run-times (from the previous sections) and how do they compare?
- What are the actual run-times that you computed? Which method is better? Why?
- $\bullet\,$  Fill in table 1 with your results

### 6 Conclusions

- What did you find difficult about the assignment?
- What did you learn?
- What is one real-world problem that you think each of these problems would be good at solving?