```
a)
                   = 0
                                                if s = v
            \delta(s,v) = \text{maxsize}
                                                if v does not exist
                   = min[\delta(s,u) + w(u,v)] otherwise
            where:
                • \delta(s,v) is the quickest itinerary from s to v

    u is each of the neighbors of v

                • w(u,v) is the direct itinerary from u to v
b)
            for each v in the twod_list
                    set goal idx = v
                    if \delta(s,v) is not in twod_list_memo
                            if dep idx is equal to goal idx
                                    \delta(s,v) = 0
                                    add it to twod list memo
                            else if twod_list(dep_idx, goal_idx) > 0
                                    initialize neighbors_list for goal_idx with maxsize number
                                    add twod list(dep idx, goal idx) to neighbors list
                                    for each neighbor u of goal_idx
                                            find \delta(s,u) + w(u,v)
                                            add it to neighbors_list
                                    \delta(s,v) = minimum of neighbors list
                            else if twod_list(dep_idx, goal_idx) = -1
                                    initialize neighbors_list for goal_idx with maxsize number
                                    for each neighbor u of goal idx
                                            find \delta(s,u) + w(u,v)
                                            add it to neighbors list
                                    \delta(s,v) = minimum of neighbors_list
                            else
                                    \delta(s,v) = \text{maxsize} - 1
                                    add it to twod_list_memo
                    else
                            \delta(s,v) = twod_list_memo(dep_idx, goal_idx)
```

c) Let's say there are n cities in the set of cities. So, we assume there are 2n stations.

Time complexity:

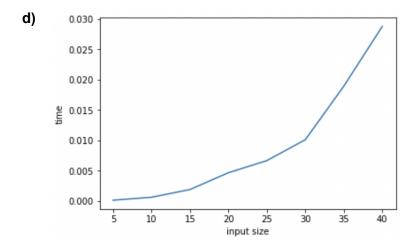
- 1- For the function call (for every station) \rightarrow O(2n) = O(n)
- 2- In the function (it may run the while loop in the worst case) \rightarrow O(2n) = O(n)
- 3- 1 and 2 brings $O(n)*O(n) = O(n^2)$

(I ignored the time required to initialize the memoization matrix and print operations)

⇒ In total, the time complexity of my algorithm is O(n^2)

Space complexity:

- 1- For creating the itineraries matrix (twod_list) \rightarrow O((2n)*(2n)) = O(n^2)
- 2- For creating the memoization matrix \rightarrow O((2n)*(2n)) = O(n^2)
- 3- For values list \rightarrow O(2n) = O(n)
- 4- For visited list \rightarrow O(2n) (in the worst case) = O(n)
- 5- For neighbors list \rightarrow O(2n) (in the worst case) = O(n)
- \Rightarrow In total, the space complexity of my algorithm is O(n^2)



For the graph, I used a random matrix generator piece of code and tried different sizes of input. According to the graph, my algorithm runs in quadratic time which matches the result that I have found in part c. So, the graph worked as expected.