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*****
* Project Report Template
* Project 3 (Map Routing), ECE368
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*****
* Explain your overall approach to the problem and a short
* general summary of your solution and code.
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1. load the data from input file
2. pass each pair of origin node and destination node into the
function calculating the shortest path
3. put all the nodes in an array Q
4. update shortest path to the adjacent nodes
5. take the adjacent nodes out of the array Q
6. repeat step 4 for the remaining adjacent nodes
7. stop when there is no node in the array Q
8. output the value for the given destination node

To run the code, add " -lm" to the gcc command (because I included
math.h library in the code for the sqrt function)
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* Known bugs / limitations of your program / assumptions made.
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Since time complexity of multiplication is pseudo polynomial, because
we
need to use euclidean distance that is in the function "double
calculate(struct node a, struct node b)", and we are using
multiplication in that equation that is pseudo polynomial as I said
before, which will take  $O(n \cdot \log n \cdot \log \log n)$  when  $n = 2^k$  in the best
case. So that I think the limitation of this program is to calculate
the distances between nodes.
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* List whatever help (if any) that you received.
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Slides
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\* Describe any serious problems you encountered.

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- \* List any other comments/feedback here (e.g., whether you
- \* enjoyed doing the exercise, it was too easy/tough, etc.).

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It was easier than project 2.