



**NUS**  
National University  
of Singapore

**NPS2001D**

**Milestone 4**

Jiang Yu Hang	A0233144R
Chloe Victoria Ong	A0255644Y
Felicia Lee Sin Yee	A0288451W
He Wenye	A0265179R

## Q1.

The primary algorithm we use in the app is Dijkstra's algorithm. It is a Single Source Shortest Path (SSSP) algorithm that calculates the shortest distance from a source node to all other nodes in the graph. In our app, it is used for wayfinding in that the nodes are locations and disability infrastructure. Though other algorithms perform tasks such as finding the shortest distance between nodes, we have concluded that Dijkstra's algorithm fits our app's purpose most.

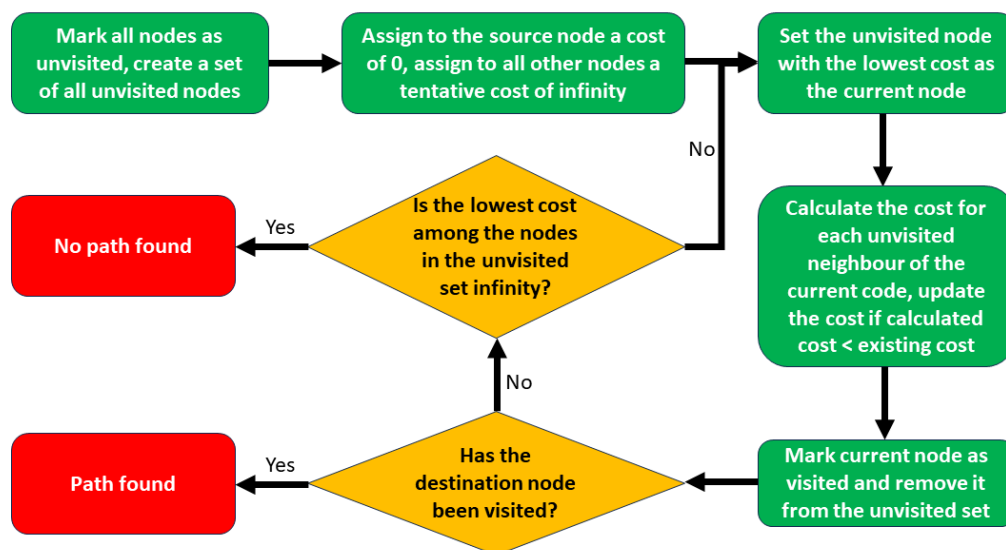
An example of an SSSP algorithm that performs similar tasks is the Bellman-Ford algorithm. The Bellman-Ford algorithm also finds the shortest distances between the starting node and other source nodes of the graph. Though similar in purpose, the Bellman-Ford algorithm has a higher time complexity than Dijkstra's algorithm. In fact, Dijkstra's algorithm is known to have the best running time among the numerous SSSP algorithms for non-negative edge weights.

Another example is the Floyd-Warshall algorithm, an All Pair Shortest Path (APSP) algorithm, for finding the shortest path in a graph. Unlike Dijkstra's algorithm which explores only the relevant portions of the graph and halting once the destination node has been visited, the Floyd-Warshall algorithm computes shortest paths between all pairs of vertices, making it less suitable for real-time route planning in dynamic environments due to its high computational complexity.

Our app is intended for wayfinding on the go and prioritises efficiency. Hence, we choose to use Dijkstra's algorithm as it is best aligned to our app. Although Dijkstra's algorithm has its limitations, for instance, it is unable to handle negative edge weights, these are inapplicable to the workings of our app.s.

In conclusion, Dijkstra's algorithm is best suited for our app's purpose of time-efficient wayfinding than other SSSP or APSP algorithms.

## Q2.



The inputs are the starting location (source node) and the destination (destination node). The output is the shortest path from the starting location (source node) to the destination (destination node).

**Q3.**

Dijkstra's algorithm selects the shortest path to any node from the source node. Thus, it might not account for mobile-friendly facilities such as tactile paving, accessibility ramps and lifts if these facilities are not included in the shortest path. Negative cycles occur when a cycle of edges can be repeatedly transversed in such a way that the sum of the edge weights along the cycle is negative, decreasing the cost of the path with each iteration. When negative cycles are present, the assumption of Dijkstra's algorithm selecting the shortest path breaks down. When the Dijkstra's algorithm encounters a negative cycle, it can get stuck in a loop, repeatedly traversing the cycle and decreasing the overall path cost indefinitely or when it fails to detect the negative cycle, it might return incorrect results, as it assumes that the shortest path to any node has been found once it has been visited.

## References

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