Computer Networking HW2

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Problem 1:

In this problem I used a 4-level loop, the parameter r,i, j, k from outer loop to inner loop represents the repeat time, source, destination, pass-by-router. All of them just simply goes from 0 to n-1, which represents router from 1 to n, except r goes from 0 to n-3, which means the times of repetition. To explain why this works, we can just consider a shortest path (a->e->c->b->d), each increase in r can at least “bridge” one leap, here bridge means, for example: let c know it’s shortest path to d is through b. And a path in n-node graph needs at most n-2 bridging operations. So I set repetition here as n-2