BFS Algorithm

Time Complexity: O(V + E), V = number of vertices in the graph, E = number of edges in the graph

Space Complexity : O(V + E)

Dijkstra Algorithm

Time Complexity : $O(V^2)$, V = number of vertices in the graph

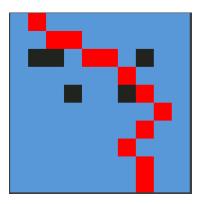
Space Complexity: O(V)

	dnm	Map01	Map02	Map03	Map04	Map05	Map06	Map07	Map08	Map09	Map10	pisa	tokyo	triumph	vatican
BFS	1ms	87ms	103ms	340ms	55ms	61ms	54ms	71ms	75ms	214ms	305ms	69ms	137ms	183ms	380ms
Dijkstra	11ms	68ms	77ms	217ms	78ms	79ms	99ms	55ms	92ms	480ms	120ms	89ms	338ms	302ms	333ms

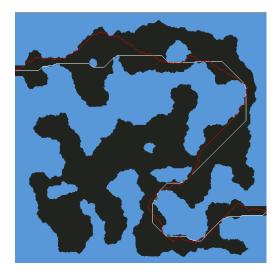
Shortest Paths

(Red line = Dijkstra, White line = BFS)

dnm



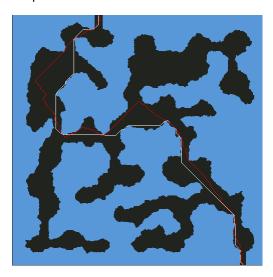
Map01



Map02



Map03

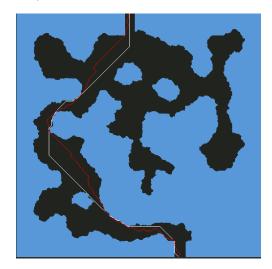


Map04

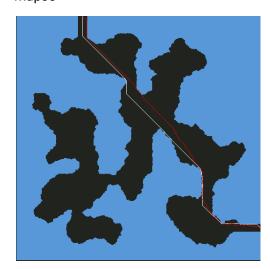


(Red line = Dijkstra, White line = BFS)

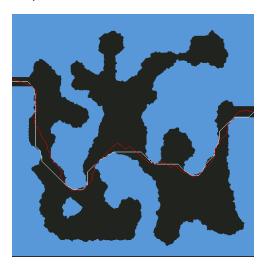
Map05



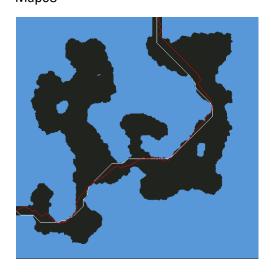
Map06



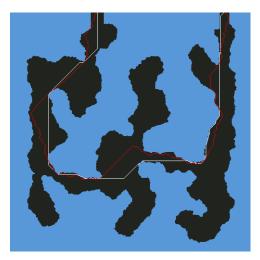
Map07



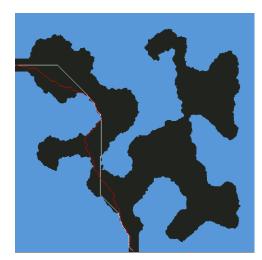
Map08



Map09



Map10



Pisa

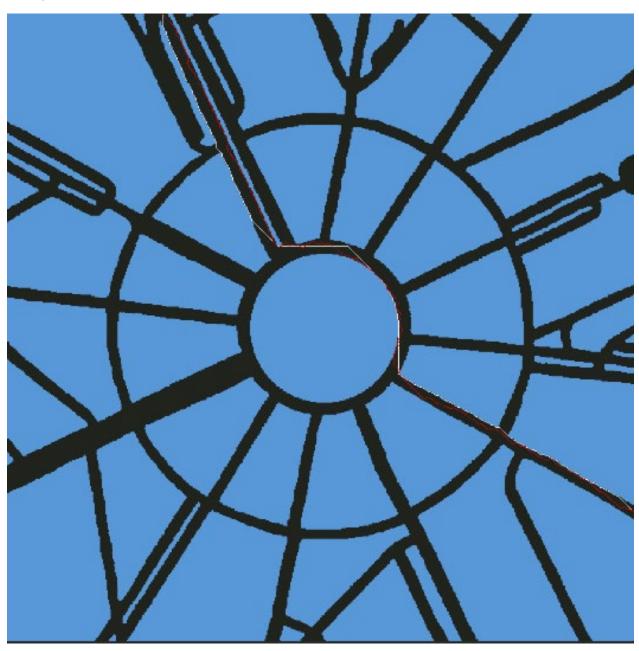


Tokyo



(Red line = Dijkstra, White line = BFS)

Triumph



Vatican

