NOTE:

For some reason my dynamic algorithm crashes if I have n >= 11. I have not been able to nail it down, so I have provided data for N from 4 to 10.

|  |  |  |  |
| --- | --- | --- | --- |
| N | Dynamic Times | Brute Times | Brute Times (est.) |
| 4 | .000006 | .000004 | .0000003 |
| 5 | .000014 | .000008 | .000002 |
| 6 | .000048 | .000020 | .000011 |
| 7 | .000172 | .000099 | .000080 |
| 8 | .000509 | .000723 | .000636 |
| 9 | .001617 | .005813 | .005727 |
| 10 | .005284 | .057266 | .057266 |

This is the screenshot to compare the accuracy of results between Brute and Dynamic. I have a bug (I am 99% certain it is in the buildPathFromStartNode() function. When a path is built, something goes wrong and I end up getting a trailing zero or two on my path which messes up the last few elements of the path, as you can see in the screenshot. I built a recursive version and an iterative version of the build path function and ended up with a similar problem in both situations. However the dynamic algorithm provides a correct solution up until the very last node or two in the path.