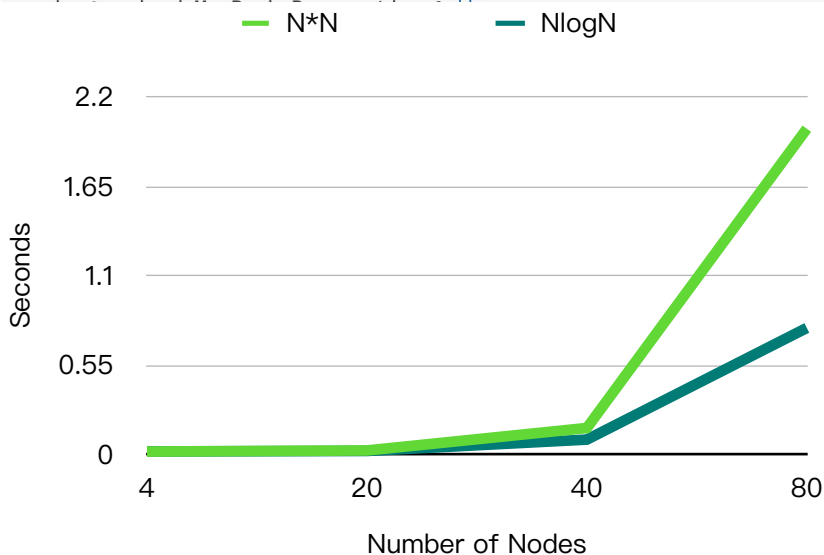


## Graph:

For Dijkstra with $N * N$ complexity		
Number of Nodes	Number of Links	Execution Time ( $N*N$ )
4	4	0.016733169555664062 seconds
20	23	0.023398160934448242 seconds
40	44	0.16168713569641113 seconds
80	84	2.002807140350342 seconds
For Dijkstra with $N \log N$ complexity		
Number of Nodes	Number of Links	Execution Time ( $N \log N$ )
4	4	0.01745295524597168 seconds
20	23	0.020431995391845703 seconds
40	44	0.09028196334838867 seconds
80	84	0.7772500514984131 seconds



The graph above illustrates my two Dijkstra methods. I used a total of 4 test cases to test:

- Test Case 1: 4 nodes, 4 links
- Test Case 2: 20 nodes, 23 links
- Test Case 3: 40 nodes, 44 links
- Test Case 4: 80 nodes, 84 links

## Complexity analyse:

- With small graphs (e.g., 4 nodes), the difference in execution time is negligible. However, as the graph size increases, the  $N \log N$  implementation significantly outperforms the  $N*N$  implementation. For example, at 80 nodes, the execution time for the  $N*N$  implementation is approximately 2 seconds, while the  $N \log N$  implementation is less than 0.8 seconds.
- The  $N*N$  implementation shows a steep increase in execution time as the number of nodes increases. This is expected because the complexity grows quadratically.
- The  $N \log N$  implementation has a much slower increase in execution time, demonstrating the logarithmic component's efficiency, especially evident as the node count scales up.
- The test results validate the theoretical time complexity. For larger graphs, the  $N \log N$  implementation is clearly more efficient, making it more suitable for applications involving large networks.

## Usage: (Type in terminal)

Dijkstra: `./Dijkstra < test_case.txt` (You can modify the content in test\_case.txt)

DijkstraNlogN: `./DijkstraNlogN < test_case.txt`

test\_dijkstra\_performance: `python3 test_dijkstra_performance.py`