A Comparative Study on Analysis of Various Shortest Path Algorithms on GPU using OPENCL

International Journal of Computer Applications Foundation of Computer Science (FCS), NY, USA

Volume 179 - Number 40

Year of Publication: 2018

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Abstract

Finding shortest path for various applications is important in various domains. But to provide result for complex graphs in real time is a challenging task. So in this paper four shortest path algorithms namely Dijkstra’s algorithm, Floyd Warshall, Bellman Ford and Jhonsons algorithm are studied and analyzed to detect parallelism in them and the parallelized version of all three is implemented using parallel computing framework OpenCL. It is found that Bellman Ford and Floyd Warshall contains fine grained parallelism while Jhonsons has less parallelism.

References


Index Terms

Computer Science

Algorithms

Keywords

Bellman-Ford, Dijkstra, Floyd Warshall