Notes:

Dijkstra’s Algorithm:

<https://www.youtube.com/watch?v=GazC3A4OQTE>

Sometimes called Dijkstra’s Shortest Path

A pathfinding algorithm, used by Google Maps (How Sat Nav Works: [https://youtu.be/EUrU1y5is3Y](https://www.youtube.com/watch?v=EUrU1y5is3Y)), routing protocols, finding shortest path between two points.

Dijkstra’s Algorithm – Computerphile: <https://www.youtube.com/watch?v=GazC3A4OQTE>

Dijkstra's Algorithm - Not as efficient

Effectively Dijkstra’s algorithm only considers the next shortest path and finding the completion. Dijkstra’s is only concerned with the completion of the route itself, not the overall cost. A \* is an implementation of this idea, while also considering the path as a whole using a heuristic which considers overall distance.

A\* Search:

Referred to as pure heuristics search, is not greedy (greedy algorithm does not consider the overall efficiency of the search, only the next shortest path in sequence)

Rules:

Graph must be connected.