**Pathfinder Research and Ideas**

*Dijkstra's algorithm*

Dijkstra's algorithm is an [algorithm](https://en.wikipedia.org/wiki/Algorithm) for finding the [shortest paths](https://en.wikipedia.org/wiki/Shortest_path_problem) between [nodes](https://en.wikipedia.org/wiki/Vertex_(graph_theory)) in a [graph](https://en.wikipedia.org/wiki/Graph_(abstract_data_type)), which may represent, for example, road networks. It was conceived by [computer scientist](https://en.wikipedia.org/wiki/Computer_scientist) [Edsger W. Dijkstra](https://en.wikipedia.org/wiki/Edsger_W._Dijkstra" \o "Edsger W. Dijkstra) in 1956 and published three years later.[[1]](https://en.wikipedia.org/wiki/Dijkstra%27s_algorithm#cite_note-1)[[2]](https://en.wikipedia.org/wiki/Dijkstra%27s_algorithm#cite_note-Dijkstra_Interview-2)[[3]](https://en.wikipedia.org/wiki/Dijkstra%27s_algorithm#cite_note-Dijkstra1959-3)

The algorithm exists in many variants; Dijkstra's original variant found the shortest path between two nodes,[[3]](https://en.wikipedia.org/wiki/Dijkstra%27s_algorithm#cite_note-Dijkstra1959-3) but a more common variant fixes a single node as the "source" node and finds shortest paths from the source to all other nodes in the graph, producing a [shortest-path tree](https://en.wikipedia.org/wiki/Shortest-path_tree).

Resource:

<https://en.wikipedia.org/wiki/Dijkstra%27s_algorithm>

*Different Types of Raspberry Pi Models*

The different types of raspberry pi models are following

* Raspberry Pi 1 model B
* Raspberry Pi 1 model A
* Raspberry Pi 1 model B+
* Raspberry Pi 1model A+
* Raspberry Pi Zero
* Raspberry Pi 2
* Raspberry Pi 3 model B
* Raspberry Pi Zero W

Resources:

<https://www.efxkits.us/different-types-of-raspberry-pi-boards-its-application/>