I think that Dijkstra’s algorithm can be used in a couple places that are trying to get people or things to use the shortest path possible (*Dijkstra’s Algorithm*, n.d.). One that really makes sense to me and where it would be implemented fully is when pilots are flying, and they need the shortest path possible for the autopilot system. I think that there would be some complexity to it because the flight path would also need to include certain environmental features, certain parameters to make sure planes don’t hit each other, and other FAA regulations. I think that the network and the pre-planning of the algorithm for autopilot would be very dense, and complex thing to compute. Having to ping certain systems, and ping other planes, along with having to store the exact location of the plane, all while the plane is moving at hundreds of miles per hour to me seems like a very complex and complicated task, computationally speaking.

References:

*Dijkstra’s algorithm*. (n.d.). https://www.programiz.com/dsa/dijkstra-algorithm

Russell, S., & Norvig, P. (2021). *Artificial Intelligence: A Modern Approach, Global Edition*. Pearson Higher Ed.