Abstract

Finding the shortest path in a graph means selecting the path between source and destination which gives the minimum path length. This problem of finding the shortest path can be solved using Dijkstra algorithm. The time complexity of Dijkstra algorithm is high. Looking at the shortcoming of traditional Dijkstra algorithm, this paper has proposed a new method to improve the time complexity of this algorithm using queue and hashing techniques. The time complexity of the improved algorithm is $O(n \log n)$.

References

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Shortest Path Algorithm using Hashing and Queue

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**Index Terms**

Computer Science  
Algorithms

**Keywords**

Shortest path  
Dijkstra algorithm  
Queue  
Hashing  
Stack.