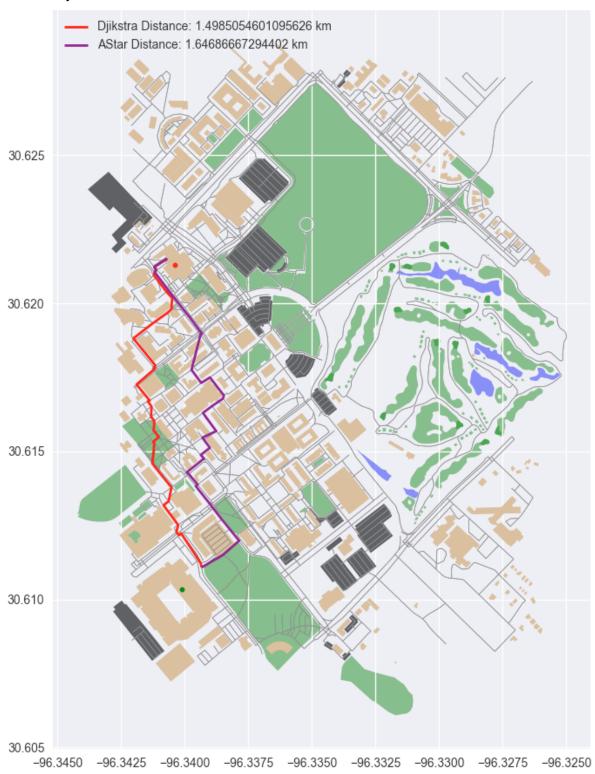
# Zach to Kyle



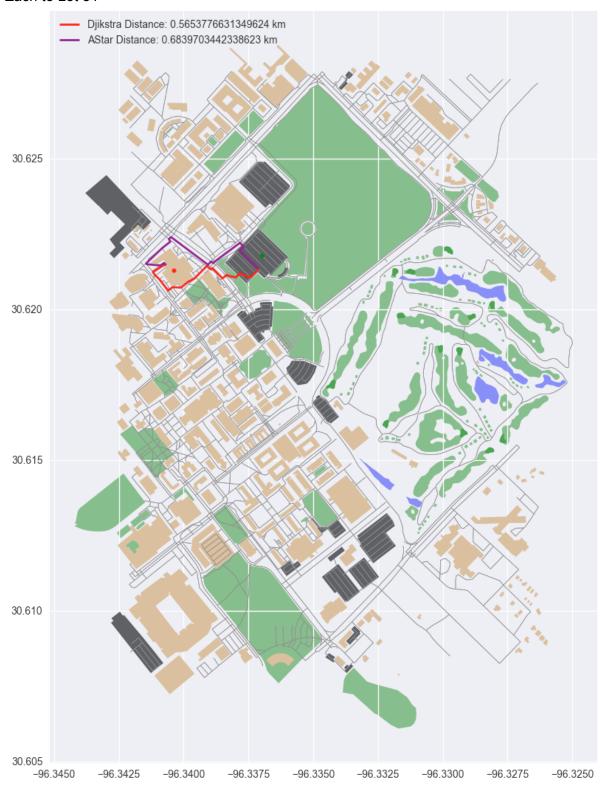
AStar has less efficient path and greater distance. Djikstra wins

# Zach to Aggie Park



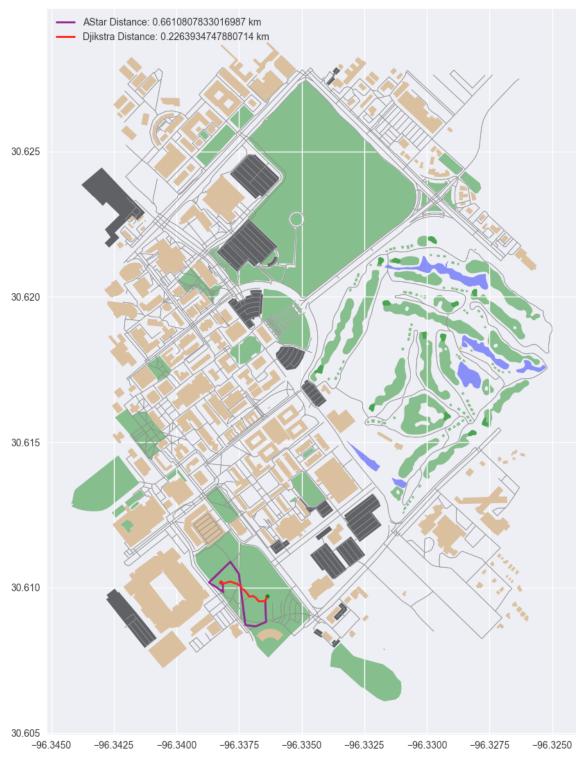
AStar has less efficient path and greater distance. Djikstra wins

#### Zach to Lot 51



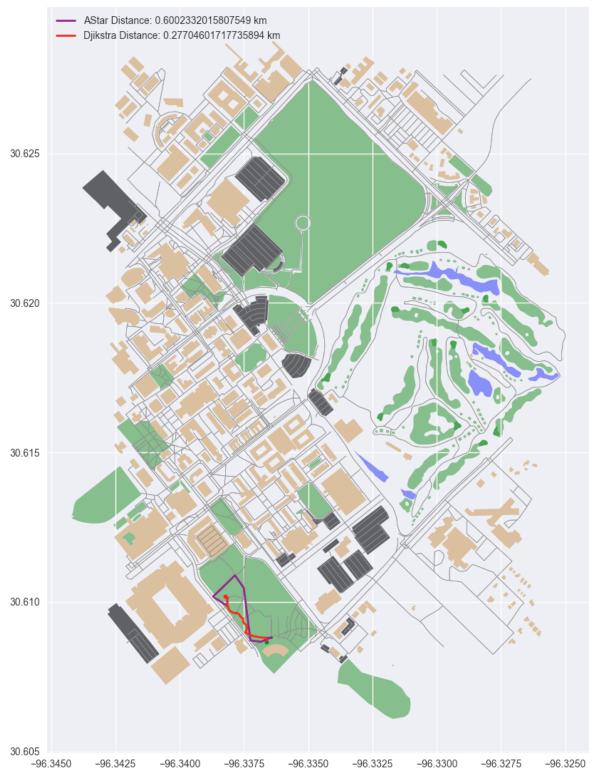
AStar has less efficient path and greater distance. Djikstra wins

## Custom Nodes, Test Case 1 pathfind from one side of water to other side



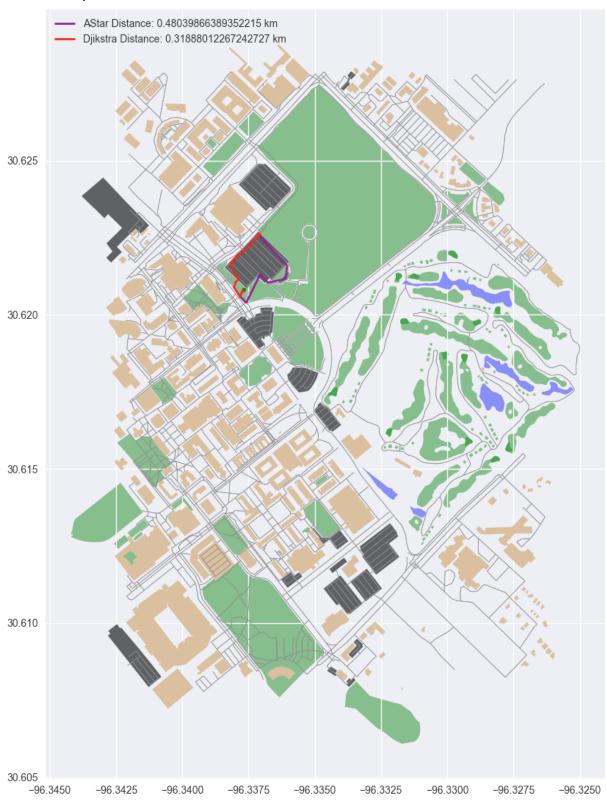
AStar provides a very inefficient and incorrect path. AStar distance is significantly greater. Djikstra wins

## Custom Nodes, Test Case 2 pathfind from one side of water to other side



AStar provides a very inefficient and incorrect path. AStar distance is significantly greater. Djikstra wins

Test Case 3 pathfind from one side of lot to other side of lot



AStar provides a less efficient path. AStar distance is greater. Djikstra wins

#### Validate the node placement of the nodes in front of WEB lot

```
# VALIDATION: validating that nodes and edges placed by network run

# custom nodes/edges for WEB lot: VALIDATE that paths go between parking spaces

# custom nodes/edges for WEB lot: VALIDATE that paths go between parking spaces

# custom nodes/edges for WEB lot: VALIDATE that paths go between parking spaces

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# custom nodes/edges for WEB lot: VALIDATE that paths go between parking spaces

# custom nodes/edges for WEB lot: VALIDATE that paths go between parking spaces

# custom nodes/edges, -96.33790), (30.62169, -96.33661), (30.62157, -96.33740), (30.62217, -96.33749),

# custom nodes/edges, -96.33790), (30.62145, -96.33661), (30.62132, -96.33643), (30.622132, -96.33749),

# custom nodes/edges, -96.33790), (30.62145, -96.33661), (30.62132, -96.33761), (30.62197, -96.33749),

# custom nodes/edges, -96.33790), (30.62145, -96.33661), (30.62132, -96.33761), (30.62197, -96.33749),

# custom nodes/edges, -96.33790), (30.62145, -96.33661), (30.62132, -96.33643), (30.62197, -96.33749),

# custom nodes/edges, -96.33790), (30.62145, -96.33661), (30.62132, -96.33643), (30.62197, -96.33749),

# custom nodes/edges, -96.33790), (30.62145, -96.33621), (30.62197, -96.33761), (30.62197, -96.33749),

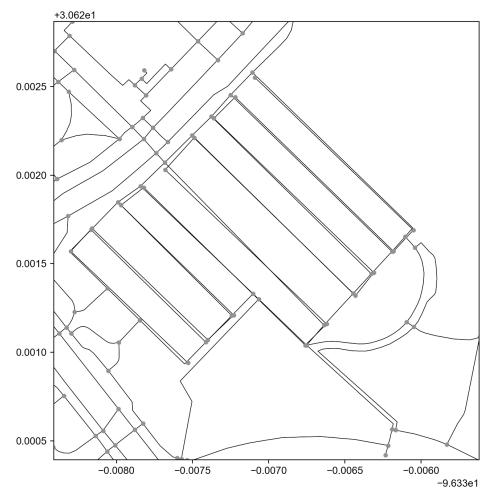
# custom nodes/edges, -96.33790), (30.62145, -96.33621), (30.62197, -96.3361),

# custom nodes/edges, -96.33790), (30.62145, -96.33621), (30.62197, -96.33761), (30.62197, -96.33761),

# custom nodes/edges, -96.33790), (30.62145, -96.33621), (30.62197, -96.33761), (30.62197, -96.33761),

# custom nodes/edges, -96.33790), (30.62197, -96.33761), (30.62197, -96.33761),

# custom nodes/edges, -96.33790), (30.62197, -96.33761), (30.62197, -
```



Confirmed that the walkways returned by the network are valid and go between parking space rows and not through them.

Initial MultiDiGraph Graph Before Custom Node and Edge Addition graph {MultiDiGraph} with 1474 Nodes and 4296 edges) graph\_projection {MultiDiGraph} with 1474 Nodes and 4296 edges)