










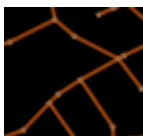

















Map key

polygon







- land:  
- water:  
- amenity buildings:  
- buildings:  

line

- roads:  
- path used in search strategies:
 - GBFS:   
 - A*:   
 - UCS:   
 - BFS:   
 - DFS:   

point

- junction:  

- destination (home):  
- agent (people):  
- entrance (entrance of each perspective building):  
- jam (junction which in rush hours): 