

State Space Search Wrapup

- Suppose the A^* map from Tuesday represents locations in a city, and the labels represent walking times between the locations.
- You start at location A, while your friend starts at location F. You want to meet up at the same location (any location).
- At each turn, you and your friend may move ***simultaneously*** to adjacent locations (or one person may choose to stay put for that turn). However, neither friend can move a second time until the first friend has finished moving the first time.

A* Algorithm

