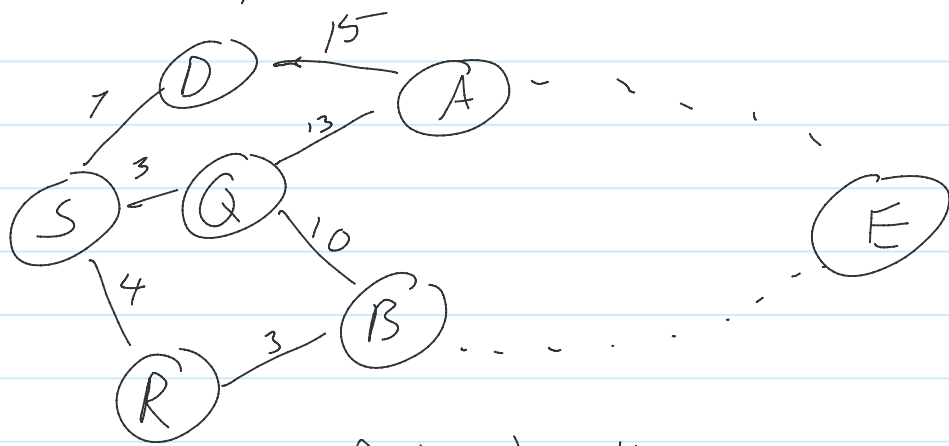
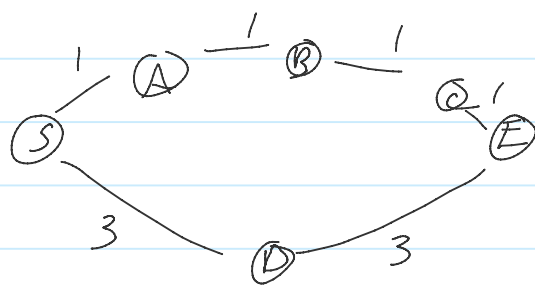


How to find shortest path in graph?
 Standard BFS won't work



Potentially visit A through D

Sort Nodes by shortest distance to node
 but finding B through Q would be
 wrong additionally the sum of more
 edges could be larger than the sum
 of few edges e.g.



Add Nodes to a sorted "List" and
 only evaluate nodes that are "closest"
 to the starting point

- (S)⁰
- (A)¹
- (B)²
- (C)³
- (D)³
- (E)⁴

(E)⁴

(E)⁶

← second node in list is ignored