

## Exploring spatial networks with greedy navigators

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Getting between two points in an unfamiliar environment can be challenging. It is a process involving several cognitive mechanisms and interaction with the environment (including other people in it). We use a framework that we call greedy navigators† walkers on maps that use limited information of the surrounding and limited processing of that information to investigate the role of the environment. We propose measures for the navigability of urban subspaces and investigate the structures optimizing these measures and how the values of navigability correlate with socioeconomic factors in real cities. We discuss future directions in spatial network research with the goal to design buildings and plan cities that are easy to find their way around, and thereby save both resources and frustration.

†S. Lee and P. Holme, *Phys. Rev. Lett.* **108**, 128701 (2012).