Roadmap:

Roadmap was a modification of a network problem in which one must determine which nodes are connected to each other. The solution algorithm was as follows:

Iterate through the origin intersections, and for each one:

*Create a set and add all of the intersections it connects to, including itself.

*Iterate through all of the other origin intersections, and for any origin that contains the current origin in its set of destinations, add the contents of the current set to that origin's set.

*Iterate through all of the other origin intersections, and for any origin that is contained in the current set of destinations, add that origin's destination set to the current destination set.

Finally, if an intersection had a set of destinations, the solution returned the size of that set. Otherwise, it returned 1 (as there were no destination intersections except itself).