EX.No : 5 DATE :

Reg no:220701007

A\* SEARCH ALGORITHM

A heuristic algorithm sacrifices optimality, with precision and accuracy for speed, to solve problems faster and more efficiently.All graphs have different nodes or points which the algorithm has to take, to reach the final node.The paths between these nodes all have a numerical value, which is considered as the weight of the path. The total of all paths transverse gives you the cost of that route.Initially, the Algorithm calculates the cost to all its immediate neighboring nodes,n, and chooses the one incurring the least cost. This process repeats until no new nodes can be chosen and all paths have been traversed. Then, you should consider the best path among them. If f(n) representsthe final cost, then it can be denoted as :

f(n) = g(n) + h(n), where :g(n) = cost of traversing from one node to another. This will vary from node to node h(n) = heuristic approximation of the node's value. This is not a real value but an approximation cost.

A diagram of a triangle with circles and lines

Description automatically generated

CODE:

A screenshot of a computer program

Description automatically generated

A computer screen shot of a computer code

Description automatically generated

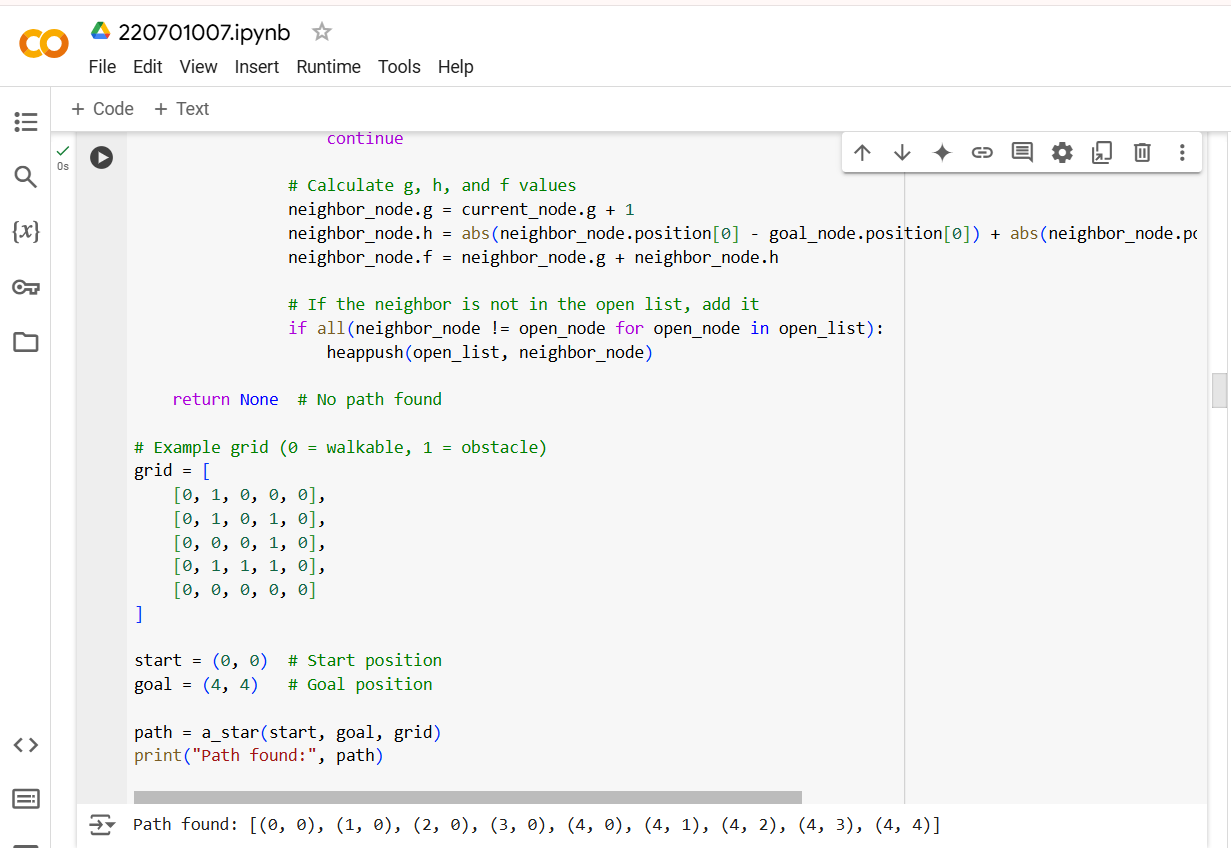
A computer code with text

Description automatically generated

A screenshot of a computer program

Description automatically generated

OUTPUT:



RESULT:

Thus the A\*Search Algorithm has been implemented successfully.