Ex No - 8. WATER JUG USING DFS.

Date :

AIM:

To find the shortest path between a start node & goal node in a graph or grid, exploring only the most promising paths.

CODE:

```
from queue import priority queue
def a-star-search (graph, start, goal):
    open-list = priority queue().
    open-list.put((0, start))
    g-score = {start : 0}
    f-score = {start : heuristic (start, goal)}

    came-from [start] = none.
while not open-list.empty():
    current = open-list.get()[1].
    if current == goal:
    return.
    reconstruct = path (came-from, current)

    for neighbour, cost in graph [current]:
    tentative-g-score = g score [current]
                        + cost.
if neighbour not in g-score or tentative.
    -g-score < g-score [neighbour]:
```

come_from[neighbour] = current
g_score[neighbour] = tentative_g_score
f_score[neighbour] = tentative_g_score +
heuristic(neighbor, goal)
open_list.put((f_score[neighbour], neighbour))

return home

def heuristic(node, goal):
return abs(node[0] - goal[0]) + abs(
node[1] - goal[1])

def reconstruct_path(come_from, current):
total_path = [current]
while current in come_from and come_from.
[current] is not none:
current = come_from[current]
total_path.append(current)
total_path.reverse()
return total_path

graph = {(0,0): [((0,1), 1), ((1,0), 1)],
(0,1): [((0,0), 1), ((1,1), 1)],
(1,0): [((0,0), 1), ((1,1), 1)],
(1,1): [((1,0), 1), ((0,1), 1),
((2,2), 1)]}

```
    (2,2): []
}

start = (0,0)
goal = (2,2)
path = a_star_search(graph, start, goal)
print("path found: {path}")
```

OUTPUT::

Path found: (4,2)

Result:

The program is successfully executed & the output is verified.