

Exp. NO: 4

Date:

A* Search

Aim:

To find the shortest path from a start node to a goal node using the A* search algorithm.

Algorithm:

- Step-1: create open & closed sets; start with the initial node.
- Step-2: Add the start node to the open set with an initial cost of 0.
- Step-3: If the remove the node with the lowest f value from the open set.
- Step-4: If the current node is the goal node, reconstruct the path.
- Step-5: For each neighbour, calculate $g, h, & f$ values.
- Step-6: If the neighbor is not in the open set or a ~~lower~~ cost path is found, update costs & parent.

Step-7: Add the neighbour to the open set if it is not already in the closed set.

Step-8: Repeat until the open set is empty or the goal is found.

Program:

```
import heapq
```

```
def a_star (start, goal, h, neighbors):
```

```
    open_set = []
```

```
    heapq.heappush (open_set, (0 + h(start), 0, start))
```

```
    came_from = {}
```

```
    g_score = { start : 0 }
```

```
    f_score = { start : h(start) }.
```

```
    while open_set:
```

```
        -, current_g, current = heapq.heappop (open_set)
```

```
    if current == goal:
```

```
        path = []
```

```
        while current in came_from:
```

path.append(current)

current = came_from[current]

path.append(start)

return path[::-1]

for neighbor in neighbors(current):

tentative_g = g_score[current] + 1

if neighbor not in g_score or tentative_g < g_score[neighbor]:

came_from[neighbor] = current

g_score[neighbor] = tentative_g

f_score[neighbor] = tentative_g + h(neighbor)

if neighbor not in [i[2] for i in open_set]:

heapq.heappush(open_set, (f_score[neighbor], tentative_g, neighbor))

return None.

def heuristic(node):

goal_position = (5, 5)

return ~~abs~~(node[0] - goal_position[0]) +
abs(node[1] - goal_position[1]).

```
def neighbors (node):
```

```
    x, y = node
```

```
    return [(x+1, y), (x-1, y), (x, y+1), (x, y-1)]
```

```
start = (0, 0)
```

```
goal = (5, 5)
```

```
path = a_star (start, goal, heuristic, neighbors)
```

```
print (path).
```

output:

[(0,0), (1,0), (2,0), (3,0), (4,0), (5,0), (5,1),
(5,2), (5,3), (5,4), (5,5)].

Result:

Thus the A* search program is executed &
the output is verified successfully.

