

Exp No: 4

A* search

Date:

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 then remove the node with the lowest 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 neighbour is not in the open set or a shorter cost path is found, update cost & 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 - start | start, goal, h, neighbours):
```

```
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, 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 neighbour in neighbours(current)
```

```
        tentative_g = g-score[current] + 1
```

```

if neighbour not in g - score or tentative - g <
    g - score [neighbour]:
        Come - from [neighbour] = current
        g - score [neighbour] = tentative - g
        if tentative [neighbour] = tentative - g + h (neighbour)
            if neighbour not in [i, a] for i in open - set:
                heapq.heappush (open - set, (f - score [neighbour], a, i))
                tentative - g - neighbour)
            return None
def heuristic (node):
    goal - position = (5, 5)
    return abs (node [0] - goal - position [0]) +
        abs (node [1] - goal - position [1])
def neighbours (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 - start -> goal - heuristic, neighbour {
    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 and the
output is verified successfully.