

A* Search

Aim:

To implement A* search algorithm for finding shortest path b/w two nodes

Algorithm:

1. Start
2. Initialize list with start node and its $f\text{-cost} = 0$
3. Create $g\text{-cost}$ to track the lowest known cost for start node to each node
4. Store parent of each node
5. Loop until list is empty
6. Print solution
7. Stop.

```
import heapq
```

```
def a_star_search(graph, start, goal, heuristic):  
    open_list = []
```

```
    heapq.heappush(open_list, (0, start))
```

```
    g_cost = { start: 0 }
```

```
    came_from = { start: None }
```

```
    while open_list:
```

```
        current_f_cost, current_node = heapq.heappop(open_list)
```

```
        if current_node == goal:
```

```
            return reconstruct_path(came_from, current_node)
```

```
        for neighbor, cost in graph[current_node]:
```

```
            tentative_g_cost = g_cost[current_node] + cost
```

```
            if neighbor not in g_cost or
```

```
                tentative_g_cost < g_cost[neighbor]:
```

```
                g_cost[neighbor] = tentative_g_cost
```

```
                f_cost = tentative_g_cost
```

```
                heapq.heappush(open_list, (f_cost, neighbor))
```

```
                came_from[neighbor] = current_node
```

```
    return None
```

```
def reconstruct_path(came_from, current):
```

```
    total_path = [current]
```

```
    while current in came_from and came_from[current] is not None:
```

```
        current = came_from[current]
```

```
    total_path.append(current)
```

```
    return total_path[::-1]
```

```
if __name__ == "__main__":
```

```
graph = {
```

```
'A': [( 'B', 1), ( 'C', 4)],
```

```
'B': [( 'A', 1), ( 'D', 2), ( 'E', 5)],
```

```
'C': [( 'A', 4), ( 'F', 3)],
```

```
'D': [( 'B', 2)],
```

```
'E': [( 'B', 5), ( 'F', 1)],
```

```
'F': [( 'C', 3), ( 'E', 1)].
```

```
}
```

```
heuristic = {
```

```
'A': 7,
```

```
'B': 6,
```

```
'C': 2,
```

```
'D': 6,
```

```
'E': 1,
```

```
'F': 0.
```

```
}
```

```
start
```

```
start_node = 'A'
```

```
goal_node = 'F'
```

```
path = a_star_search(graph, start_node,  
goal_node, heuristic)
```

```
if path:
```

```
print("Path found: { ' ' -> '.join(path)}")
```

Output:

Path found: $A \rightarrow C \rightarrow F$

Result:

The program has been executed successfully and the output has been verified.



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