

Artificial Intelligence (CS303)

Practice 2

Implement A* search in python

- Graph: define a weighed directed-graph
- start: start node in the search
- end: end node in the search
- distances

1. Read the graph file and initialize *Graph*, *start*, *end*, *distances* ;
2. *res* = AStarSearch(*Graph*,*start*,*end*,*distances*) ;
3. Visualize the search process iteratively with *res*, which specifies the temporary search tree at the current search step ;
4. Print the final route (*result*) found by A* search.

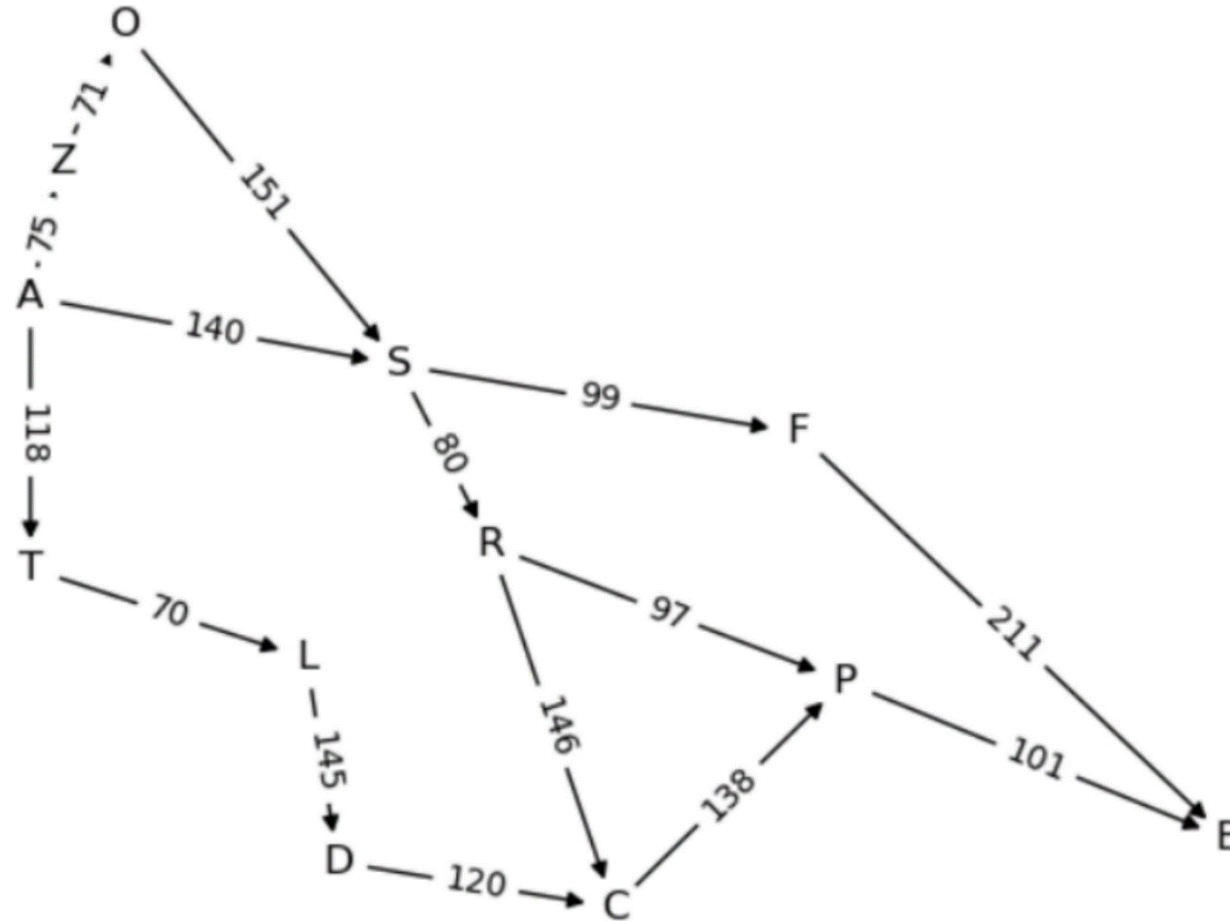
Implement A* search in python

provided in the test block

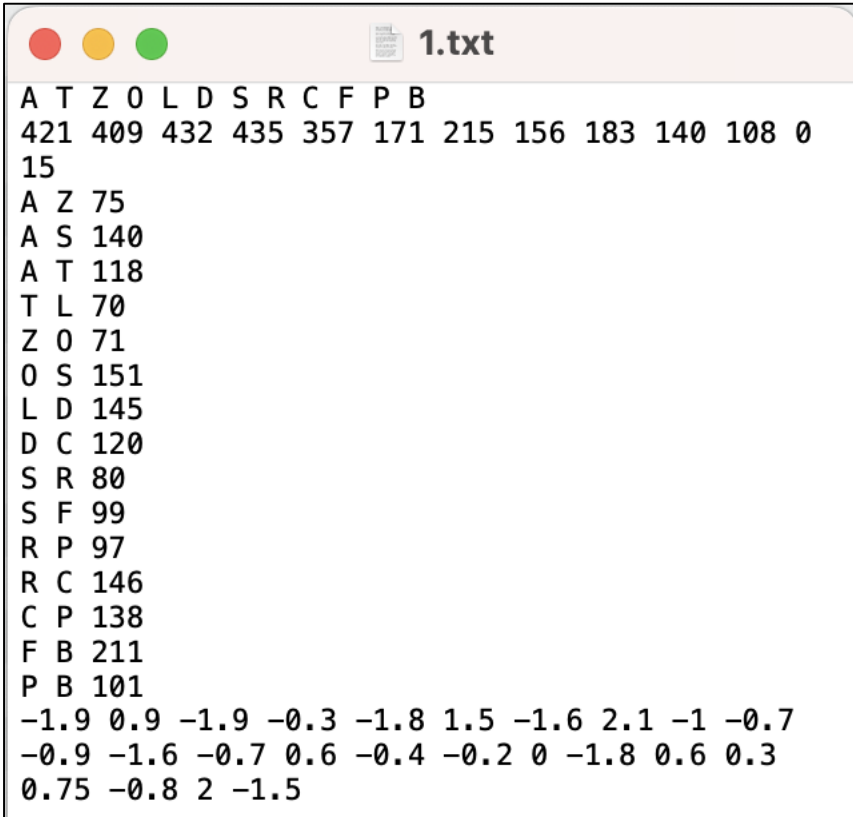
1. Read the graph file and initialize *Graph*, *start*, *end*, *distances* ;
2. `res = AStarSearch(Graph,start,end,distances)` ;
3. Visualize the search process iteratively with *res*, which specifies the temporary search tree at the current search step ;
4. Print the final route (*result*) found by A* search.

Read the graph file and Initialize

- A graph example



Read the graph file and Initialize



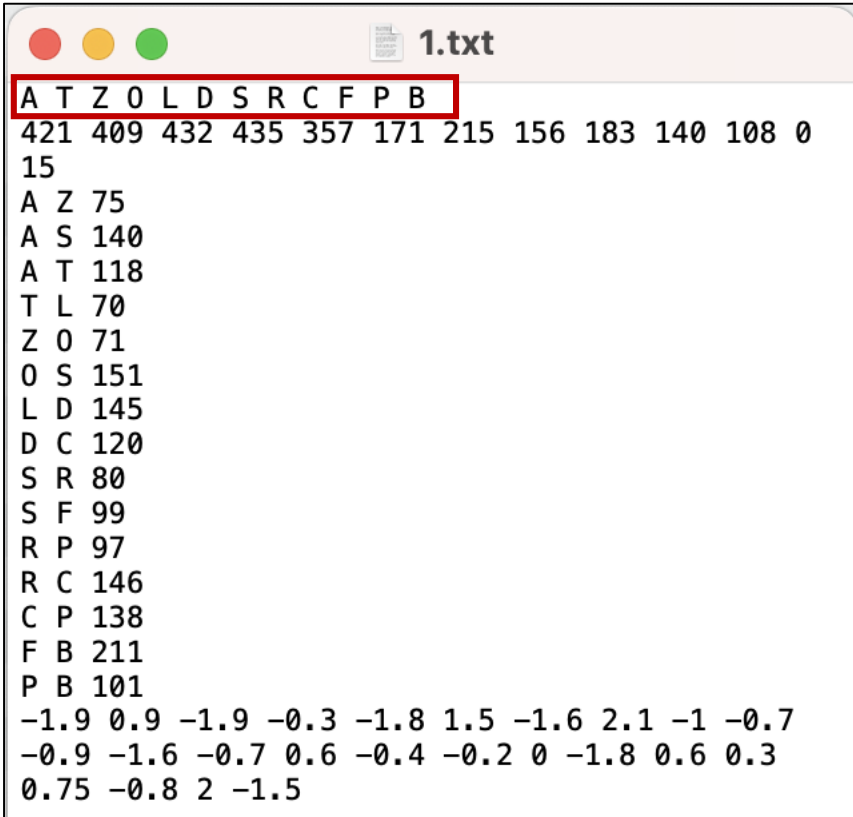
A T Z O L D S R C F P B
421 409 432 435 357 171 215 156 183 140 108 0
15
A Z 75
A S 140
A T 118
T L 70
Z O 71
O S 151
L D 145
D C 120
S R 80
S F 99
R P 97
R C 146
C P 138
F B 211
P B 101
-1.9 0.9 -1.9 -0.3 -1.8 1.5 -1.6 2.1 -1 -0.7
-0.9 -1.6 -0.7 0.6 -0.4 -0.2 0 -1.8 0.6 0.3
0.75 -0.8 2 -1.5

```
# read file
distances={}
with open(f'./test_cases/{test_case}.txt', 'r') as f:
    line = f.readline()
    all_nodes = line.strip().split(" ")
    line = f.readline()
    dis=line.strip().split(" ")
    for i in range(len(all_nodes)):
        distances[all_nodes[i]]=float(dis[i])
    line=f.readline()
    for i in range(int(line)):
        line = f.readline()
        edge = line.strip().split(" ")
        G.add_edge(edge[0], edge[1], weight=float(edge[2]))
    pos = f.readline().strip().split(" ")
    for i in range(len(all_nodes)):
        position[all_nodes[i]] = (float(pos[i * 2]), float(pos[2 * i + 1]))
Graph = dict([(u, []) for u, v, d in G.edges(data=True)])
for u, v, d in G.edges(data=True):
    Graph[u].append((v, d["weight"]))
for node in G:
    if node not in Graph.keys():
        Graph[node]=[]
```

Read the graph file and Initialize

12 nodes

start=all_nodes[0]
end=all_nodes[-1]

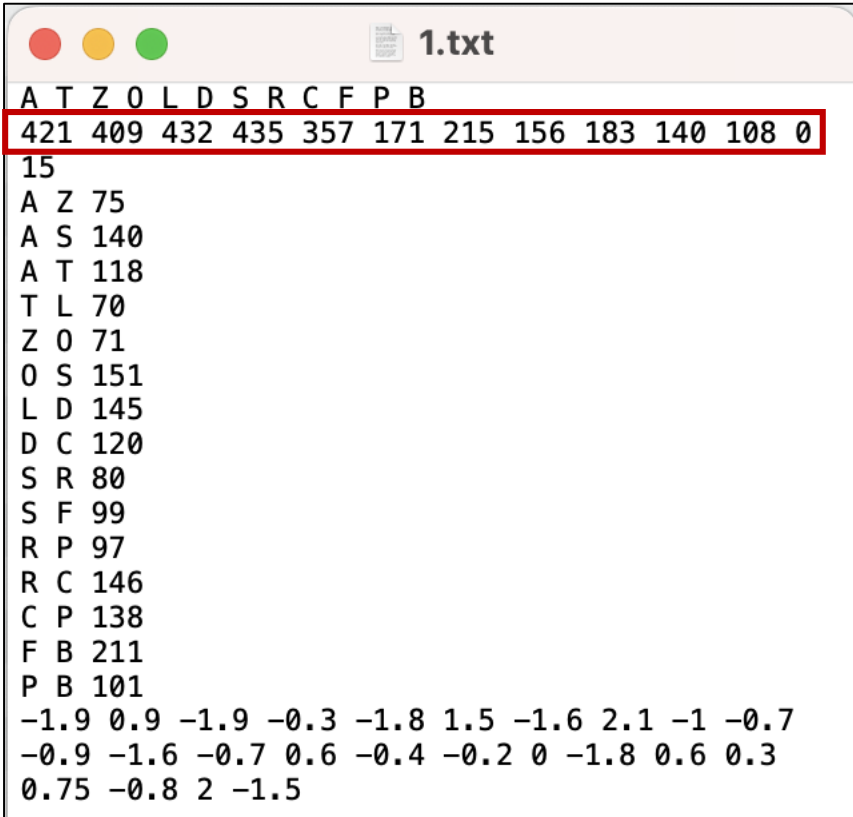


```
1.txt
A T Z O L D S R C F P B
421 409 432 435 357 171 215 156 183 140 108 0
15
A Z 75
A S 140
A T 118
T L 70
Z O 71
O S 151
L D 145
D C 120
S R 80
S F 99
R P 97
R C 146
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-1.9 0.9 -1.9 -0.3 -1.8 1.5 -1.6 2.1 -1 -0.7
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for u, v, d in G.edges(data=True):
    Graph[u].append((v, d["weight"]))
for node in G:
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        Graph[node]=[]
```

Read the graph file and Initialize

distances: distance from each
node to the end node

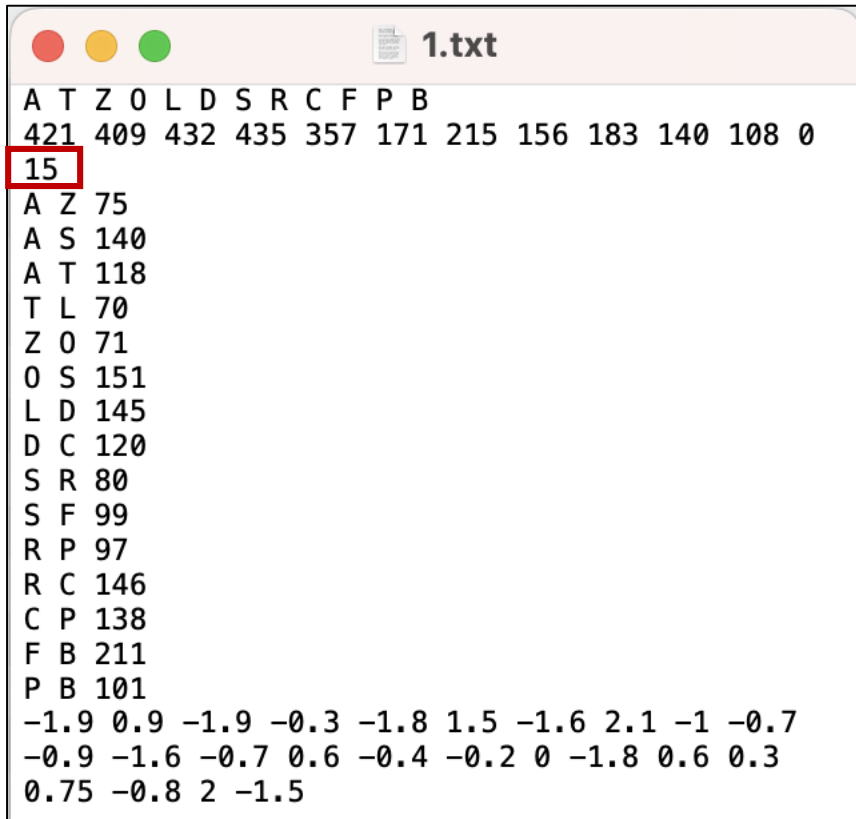


```
A T Z O L D S R C F P B
421 409 432 435 357 171 215 156 183 140 108 0
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A S 140
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T L 70
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```

Read the graph file and Initialize

Number of edges

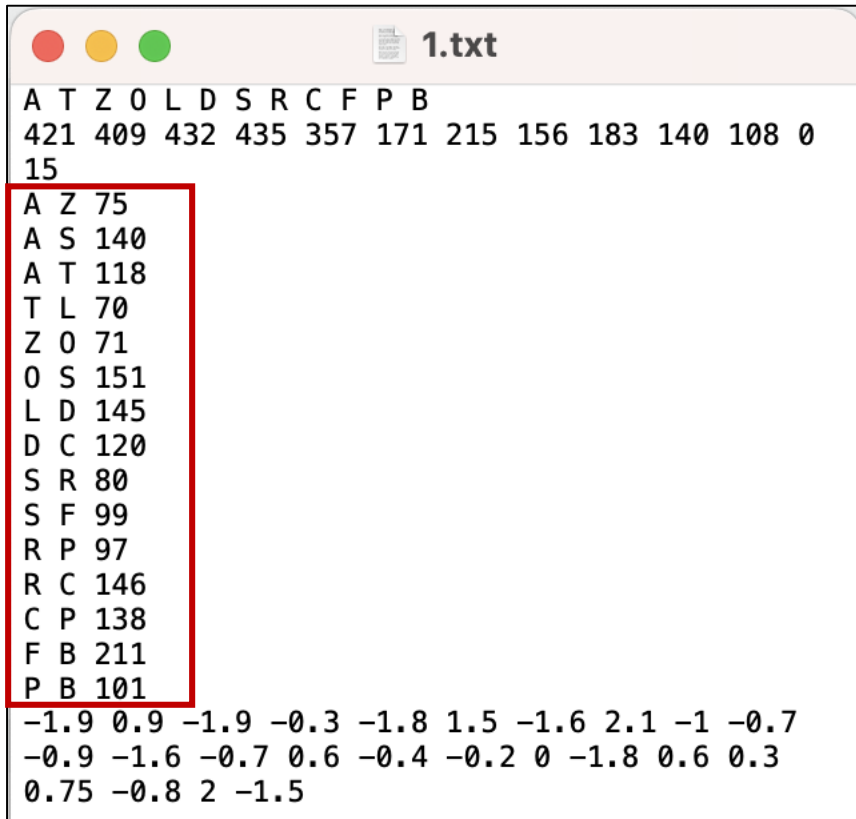


```
A T Z O L D S R C F P B
421 409 432 435 357 171 215 156 183 140 108 0
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A Z 75
A S 140
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Graph = dict([(u, []) for u, v, d in G.edges(data=True)])
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```


Read the graph file and Initialize

Edge (start, end, weight)

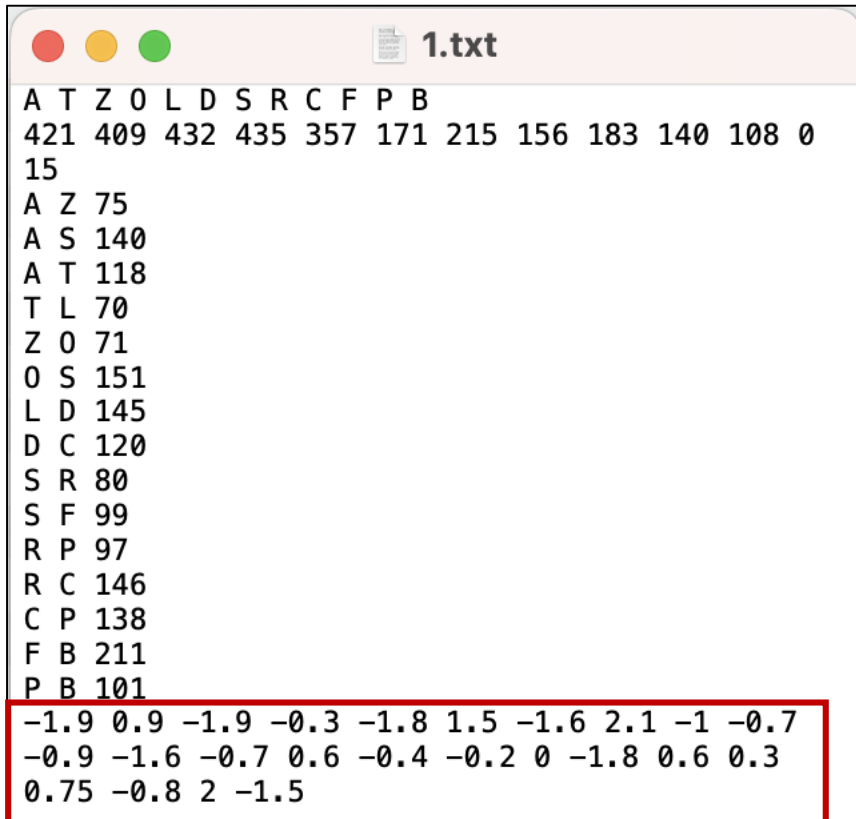


```
1.txt
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15
A Z 75
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Graph = dict([(u, []) for u, v, d in G.edges(data=True)])
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```

Read the graph file and Initialize

Coordinate (x, y) of each node in the plot



```
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    for i in range(int(line)):
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for node in G:
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```

Read the graph file and Initialize

Create Graph

key: node

value: (end node, weight)

e.g., Graph["S"]:[('R', '80'), ('F', '99')]

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O S 151
L D 145
D C 120
S R 80
S F 99
R P 97
R C 146
C P 138
F B 211
P B 101
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    for i in range(len(all_nodes)):
        position[all_nodes[i]] = (float(pos[i * 2]), float(pos[2 * i + 1]))

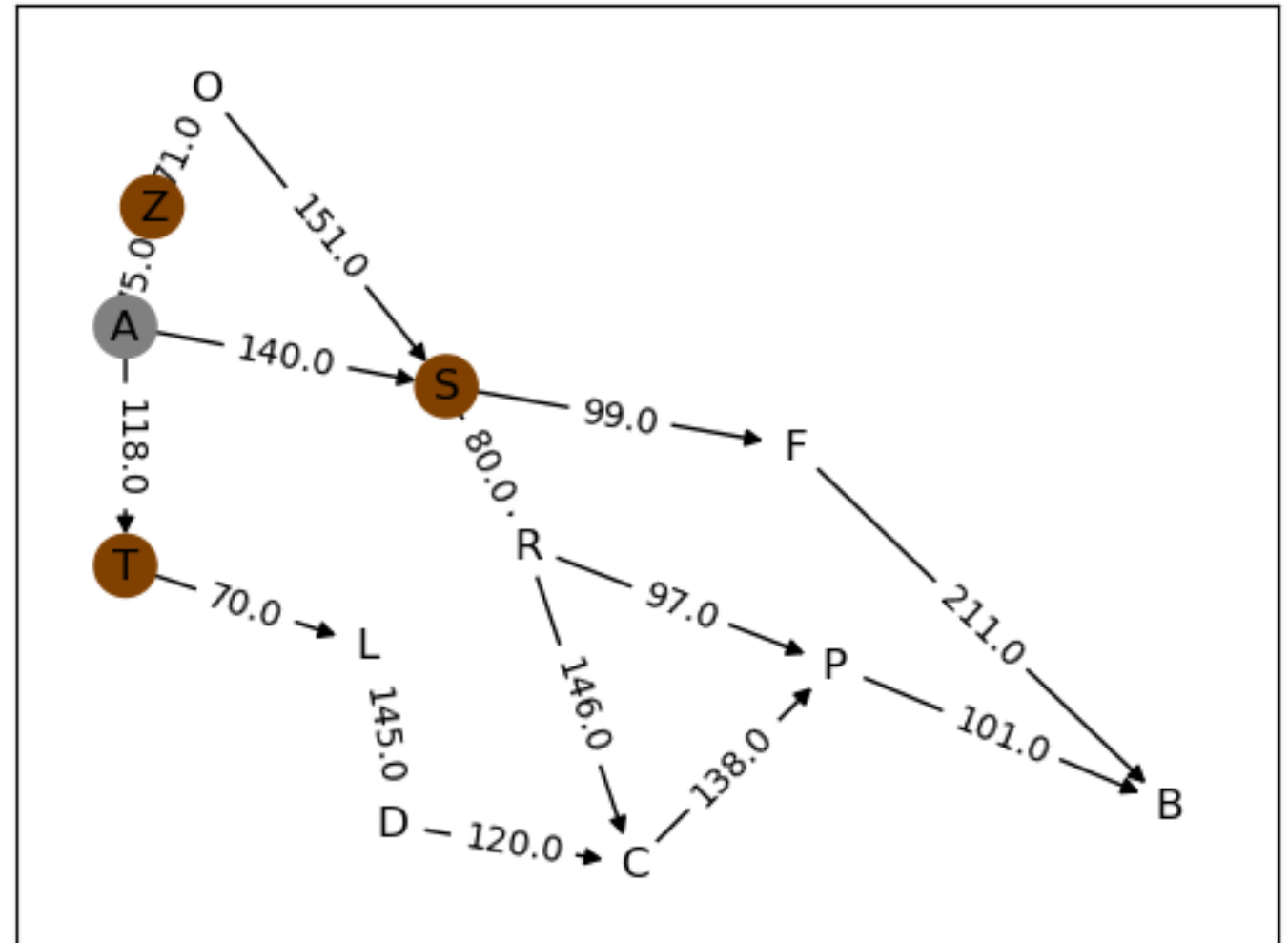
Graph = dict([(u, []) for u, v, d in G.edges(data=True)])
for u, v, d in G.edges(data=True):
    Graph[u].append((v, d["weight"]))
for node in G:
    if node not in Graph.keys():
        Graph[node]=[]
```

- Search tree

White: has not been visited

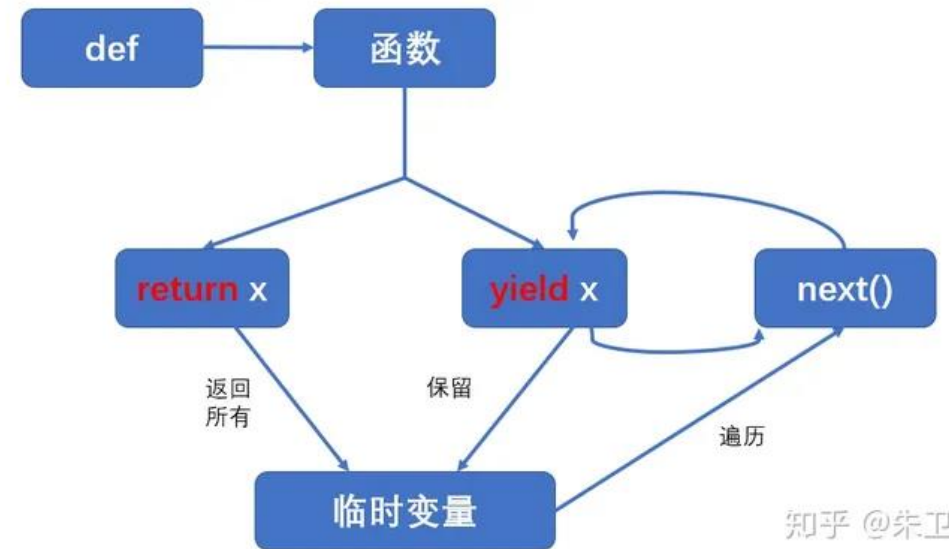
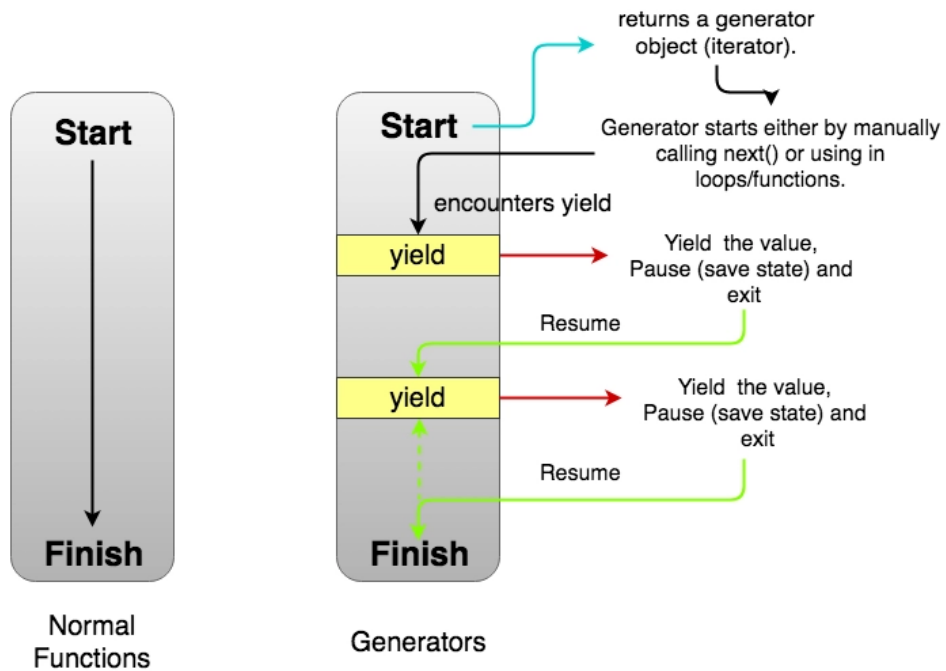
Brown: has been visited but not selected

Gray: selected



```
def AStarSearch(Graph, start, end, distances):  
  
    queue = []  
    # TODO: write your code :)  
    # Initialize queue here  
    yield queue # yield queue whenever before an element popped out from the queue  
    # TODO: write your code :)  
    # write your algorithm
```

- yield: generator



知乎 @朱卫军

Implement A* search in python

DDL: 22:00, Oct.13

1. Read the graph file and initialize *Graph*, *start*, *end*, *distances* ;
- 2. *res = AStarSearch(Graph, start, end, distances)* ;**
3. Visualize the search process iteratively with *res*, which specifies the temporary search tree at the current search step ;
4. Print the final route (*result*) found by A* search.