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EXP.NO: 4

EXP.NAME: A\* ALGORITHM

```
3 import heapq
4
5 # Define the grid and movements
6 class Node:
7     def __init__(self, position, parent=None, g=0, h=0):
8         self.position = position # (row, col)
9         self.parent = parent # Parent node
10        self.g = g # Cost from start node
11        self.h = h # Heuristic cost to goal
12        self.f = g + h # Total cost
13
14    def __lt__(self, other):
15        return self.f < other.f # Priority queue comparison
16
17    def heuristic(a, b):
18        return abs(a[0] - b[0]) + abs(a[1] - b[1]) # Manhattan Distance
19
20    def a_star(grid, start, goal):
21        rows, cols = len(grid), len(grid[0])
22        open_list = []
23        heapq.heappush(open_list, Node(start, None, 0, heuristic(start, goal)))
24        closed_set = set()
25
26        while open_list:
27            current_node = heapq.heappop(open_list) # Get node with lowest f-value
28
29            if current_node.position == goal:
30                path = []
31                while current_node:
32                    path.append(current_node.position)
33                    current_node = current_node.parent
34                return path[::-1] # Return reversed path
35
36            closed_set.add(current_node.position)
37
```

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37
38     # Possible movements: up, down, left, right
39     for dr, dc in [(-1, 0), (1, 0), (0, -1), (0, 1)]:
40         new_pos = (current_node.position[0] + dr, current_node.position[1] + dc)
41
42         if (0 <= new_pos[0] < rows and
43             0 <= new_pos[1] < cols and
44             grid[new_pos[0]][new_pos[1]] == 0 and
45             new_pos not in closed_set):
46
47             new_node = Node(new_pos, current_node, current_node.g + 1, heuristic(new_pos, goal
48                                     ))
49             heapq.heappush(open_list, new_node)
50
51     return None # No path found
52
53 # Example grid: 0 = free space, 1 = obstacle
54 warehouse_grid = [
55     [0, 0, 0, 0, 1],
56     [1, 1, 0, 1, 0],
57     [0, 0, 0, 0, 0],
58     [0, 1, 1, 1, 0],
59     [0, 0, 0, 0, 0]
60 ]
61 start_position = (0, 0)
62 goal_position = (4, 4)
63 path = a_star(warehouse_grid, start_position, goal_position)
64 print("Optimal Path:", path)

```

## Output

Clear

Optimal Path: [(0, 0), (0, 1), (0, 2), (1, 2), (2, 2), (2, 3), (2, 4), (3, 4), (4, 4)]

=== Code Execution Successful ===