

AO* Search algorithm

In [2]:

```
class Graph:
    def __init__(self, graph, heuristicNodeList, startNode):
        self.graph = graph
        self.H=heuristicNodeList
        self.start=startNode
        self.parent={}
        self.status={}
        self.solutionGraph={}

    def applyA0Star(self):
        self.aoStar(self.start, False)
    def getNeighbors(self, v):
        return self.graph.get(v, '')
    def getStatus(self,v):
        return self.status.get(v,0)
    def setStatus(self,v, val):
        self.status[v]=val
    def getHeuristicNodeValue(self, n):
        return self.H.get(n,0)
    def setHeuristicNodeValue(self, n, value):
        self.H[n]=value

    def printSolution(self):
        print("FOR GRAPH SOLUTION, TRAVERSE THE GRAPH FROM THE START NODE:",self.start)
        print("-----")
        print(self.solutionGraph)
        print("-----")

    def computeMinimumCostChildNodes(self, v):
        minimumCost=0
        costToChildNodeListDict={}
        costToChildNodeListDict[minimumCost]=[]
        flag=True

        for nodeInfoTupleList in self.getNeighbors(v):
            cost=0
            nodeList=[]

            for c, weight in nodeInfoTupleList:
                cost=cost+self.getHeuristicNodeValue(c)+weight
                nodeList.append(c)

            if flag==True:
                minimumCost=cost
                costToChildNodeListDict[minimumCost]=nodeList
                flag=False

            else:
                if minimumCost>cost:
                    minimumCost=cost
                    costToChildNodeListDict[minimumCost]=nodeList
        return minimumCost, costToChildNodeListDict[minimumCost]

    def aoStar(self, v, backTracking):
        print("HEURISTIC VALUES :", self.H)
        print("SOLUTION GRAPH :", self.solutionGraph)
        print("PROCESSING NODE :", v)
        print("-----")

        if self.getStatus(v) >= 0:
            minimumCost, childNodeList = self.computeMinimumCostChildNodes(v)
            print(minimumCost, childNodeList)
            self.setHeuristicNodeValue(v, minimumCost)
            self.setStatus(v,len(childNodeList))
            solved=True

            for childNode in childNodeList:
                self.parent[childNode]=v
                if self.getStatus(childNode)!=-1:
                    solved=solved & False

            if solved==True:
                self.setStatus(v,-1)
                self.solutionGraph[v]=childNodeList

            if v!=self.start:
                self.aoStar(self.parent[v], True)

            if backTracking==False:
                for childNode in childNodeList:
                    self.setStatus(childNode,0)
                    self.aoStar(childNode, False)

print ("Graph - 1")
h1 = {'A': 1, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 5, 'H': 7, 'I': 7, 'J': 1}
```

```

graph1 = {
    'A': [[('B', 1), ('C', 1)], [('D', 1)]],
    'B': [[('G', 1)], [('H', 1)]],
    'C': [[('J', 1)]],
    'D': [[('E', 1), ('F', 1)]],
    'G': [[('I', 1)]]
}
G1= Graph(graph1, h1, 'A')
G1.applyA0Star()
G1.printSolution()

```

```

Graph - 1
HEURISTIC VALUES : {'A': 1, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 5, 'H': 7, 'I': 7, 'J': 1}
SOLUTION GRAPH : {}
PROCESSING NODE : A
-----
10 ['B', 'C']
HEURISTIC VALUES : {'A': 10, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 5, 'H': 7, 'I': 7, 'J': 1}
SOLUTION GRAPH : {}
PROCESSING NODE : B
-----
6 ['G']
HEURISTIC VALUES : {'A': 10, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 5, 'H': 7, 'I': 7, 'J': 1}
SOLUTION GRAPH : {}
PROCESSING NODE : A
-----
10 ['B', 'C']
HEURISTIC VALUES : {'A': 10, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 5, 'H': 7, 'I': 7, 'J': 1}
SOLUTION GRAPH : {}
PROCESSING NODE : G
-----
8 ['I']
HEURISTIC VALUES : {'A': 10, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 8, 'H': 7, 'I': 7, 'J': 1}
SOLUTION GRAPH : {}
PROCESSING NODE : B
-----
8 ['H']
HEURISTIC VALUES : {'A': 10, 'B': 8, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 8, 'H': 7, 'I': 7, 'J': 1}
SOLUTION GRAPH : {}
PROCESSING NODE : A
-----
12 ['B', 'C']
HEURISTIC VALUES : {'A': 12, 'B': 8, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 8, 'H': 7, 'I': 7, 'J': 1}
SOLUTION GRAPH : {}
PROCESSING NODE : I
-----
0 []
HEURISTIC VALUES : {'A': 12, 'B': 8, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 8, 'H': 7, 'I': 0, 'J': 1}
SOLUTION GRAPH : {'I': []}
PROCESSING NODE : G
-----
1 ['I']
HEURISTIC VALUES : {'A': 12, 'B': 8, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 1, 'H': 7, 'I': 0, 'J': 1}
SOLUTION GRAPH : {'I': [], 'G': ['I']}
PROCESSING NODE : B
-----
2 ['G']
HEURISTIC VALUES : {'A': 12, 'B': 2, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 1, 'H': 7, 'I': 0, 'J': 1}
SOLUTION GRAPH : {'I': [], 'G': ['I'], 'B': ['G']}
PROCESSING NODE : A
-----
6 ['B', 'C']
HEURISTIC VALUES : {'A': 6, 'B': 2, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 1, 'H': 7, 'I': 0, 'J': 1}
SOLUTION GRAPH : {'I': [], 'G': ['I'], 'B': ['G']}
PROCESSING NODE : C
-----
2 ['J']
HEURISTIC VALUES : {'A': 6, 'B': 2, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 1, 'H': 7, 'I': 0, 'J': 1}
SOLUTION GRAPH : {'I': [], 'G': ['I'], 'B': ['G']}
PROCESSING NODE : A
-----
6 ['B', 'C']
HEURISTIC VALUES : {'A': 6, 'B': 2, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 1, 'H': 7, 'I': 0, 'J': 1}
SOLUTION GRAPH : {'I': [], 'G': ['I'], 'B': ['G']}
PROCESSING NODE : J
-----
0 []
HEURISTIC VALUES : {'A': 6, 'B': 2, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 1, 'H': 7, 'I': 0, 'J': 0}
SOLUTION GRAPH : {'I': [], 'G': ['I'], 'B': ['G'], 'J': []}
PROCESSING NODE : C
-----
1 ['J']
HEURISTIC VALUES : {'A': 6, 'B': 2, 'C': 1, 'D': 12, 'E': 2, 'F': 1, 'G': 1, 'H': 7, 'I': 0, 'J': 0}
SOLUTION GRAPH : {'I': [], 'G': ['I'], 'B': ['G'], 'J': [], 'C': ['J']}
PROCESSING NODE : A
-----
5 ['B', 'C']
FOR GRAPH SOLUTION, TRAVERSE THE GRAPH FROM THE START NODE: A
-----
{'I': [], 'G': ['I'], 'B': ['G'], 'J': [], 'C': ['J'], 'A': ['B', 'C']}
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