

A* Algorithm

In [18]:

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from collections import deque
class Graph:
    def __init__(self, adjac_lis):
        self.adjac_lis = adjac_lis

    def get_neighbors(self, v):
        return self.adjac_lis[v]

    # This is heuristic function which is having equal values for all nodes
    def h(self, n):
        H = {
            'A': 1,
            'B': 1,
            'C': 1,
            'D': 1
        }
        return H[n]

    def a_star_algorithm(self, start, stop):
        open_lst = set([start])
        closed_lst = set([])

        poo = {}
        poo[start] = 0

        par = {}
        par[start] = start

        while len(open_lst) > 0:
            n = None

            for v in open_lst:
                if n == None or poo[v] + self.h(v) < poo[n] + self.h(n):
                    n = v;

            if n == None:
                print('Path does not exist!')
                return None

            if n == stop:
                reconst_path = []

                while par[n] != n:
                    reconst_path.append(n)
                    n = par[n]

                reconst_path.append(start)
                reconst_path.reverse()

                print('Path found: {}'.format(reconst_path))
                return reconst_path

            for (m, weight) in self.get_neighbors(n):
                if m not in open_lst and m not in closed_lst:
                    open_lst.add(m)
                    par[m] = n
                    poo[m] = poo[n] + weight

            else:
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        if poo[m] > poo[n] + weight:
            poo[m] = poo[n] + weight
            par[m] = n

        if m in closed_lst:
            closed_lst.remove(m)
            open_lst.add(m)

    open_lst.remove(n)
    closed_lst.add(n)

    print('Path does not exist!')
    return None

adjac_lis = {
    'A': [('B', 1), ('C', 3), ('D', 7)],
    'B': [('D', 5)],
    'C': [('D', 12)]
}
graph1 = Graph(adjac_lis)
graph1.a_star_algorithm('A', 'D')

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Path found: ['A', 'B', 'D']

Out[18]: ['A', 'B', 'D']