

A* Algorithm

Initialize

Initialize *Open & Closed List*

Set *currentNode* = *startNode*

Set $f = g + h$

Update openlist with
 $[parentNode, g, h, f]$

Put *startNode* in *closedlist*

Loop : while *openlist* \neq *empty*

Generate *childNode*

Update *childNode* in *openlist*
with $[parentNode, g, h, f]$

Move to *childNode* with lowest f

Set *childNode* as *currentNode*

Put *childNode* to *closedNode*

Output

Path

Input

OGM
Start
Goal