

```
def a_star(node_start, node_goal):
    open_list = [node_start]
    closed_list = []
    g = {}
    parent = {}
    g[node_start] = 0
    parent[node_start] = node_start

    while len(open_list) > 0:
        n = None

        for i in open_list:
            if n == None or g[i] + h(i) < g[n] + h(n):
                n = i

        if n == node_goal or Graph[n] == None:
            pass
        else:
            for (m, weight) in neighbours(n):
                if m not in open_list and m not in closed_list:
                    open_list.append(m)
                    parent[m] = n
                    g[m] = g[n] + weight
                else:
                    if g[m] > g[n] + weight:
                        g[m] = g[n] + weight
                        parent[m] = n
                        if m in closed_list:
                            closed_list.remove(m)
                        open_list.append(m)

    if n == None:
        print("Path does not exist")
        return None
    if n == node_goal:
        path = []

        while parent[n] != n:
            path.append(n)
            n = parent[n]
        path.append(node_start)

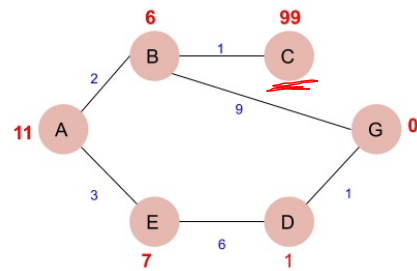
        path.reverse()
        print(path)
        return path

    open_list.remove(n)
    closed_list.append(n)
    print("Path does not exist")
    return None
```

```
def neighbours(i):
    if i in Graph:
        return Graph[i]
    else:
        return None

def h(n):
    h_dist = {
        'A': 11,
        'B': 6,
        'C': 99,
        'D': 1,
        'E': 7,
        'G': 0,
    }
    return h_dist[n]

Graph = {
    'A': [(('B', 2), ('E', 3))],
    'B': [(('C', 1), ('G', 9))],
    'C': None,
    'E': [(('D', 6))],
    'D': [(('G', 1))],
}
```



$O = [B, E, C, G]$

① $n = A$

$m = B$

$m = E$

remove A

② $len = 2$

$g[B] + h[B] = 8$

$n = B$

$m = C$

$m = G$

remove B

$G = \{A:0, B:2, E:3\}$

$C = [A, B]$

$P = \{A:A, B:A, E:A\}$

$G:B$

$g[E] + h[E] = 10$

```
def a_star(node_start, node_goal):
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    g[node_start] = 0
    parent[node_start] = node_start

    while len(open_list) > 0:
        n = None

        for i in open_list:
            if n == None or g[i] + h(i) < g[n] + h(n):
                n = i

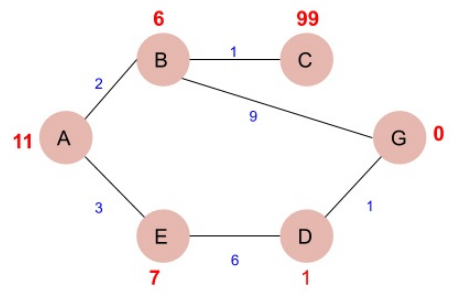
        if n == node_goal or Graph[n] == None:
            pass
        else:
            for (m, weight) in neighbours(n):
                if m not in open_list and m not in closed_list:
                    open_list.append(m)
                    parent[m] = n
                    g[m] = g[n] + weight
                else:
                    if g[m] > g[n] + weight:
                        g[m] = g[n] + weight
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                    if m in closed_list:
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    if n == None:
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        while parent[n] != n:
            path.append(n)
            n = parent[n]
        path.append(node_start)

        path.reverse()
        print(path)
        return path
    open_list.remove(n)
    closed_list.append(n)
    print("Path does not exist")
    return None
```

$O = [A, B, C, D, E, G]$



$n = \text{None}$

$G = \{A:0, B:2, E:3, G:100\}$

$C = [A, B, E, D]$

$P = \{A:A, B:A, E:A\}$
 $G:D, C:B, D:E$

```
def neighbours(i):
    if i in Graph:
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    h_dist = {
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        'B': 6,
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        'D': 1,
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    }
    return h_dist[n]

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    'B': [('C', 1), ('G', 9)],
    'C': None,
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    'D': [('G', 1)],
}
```

① $L \rightarrow E$
 $n \rightarrow E$
 $g[C] + h[C] > g[E] + h[E]$
 $g[G] + h[G]$
 $11 + 0 < 3 + 7$
 $n = E$

② $L \rightarrow D$
 $n \rightarrow D$
 $n = G$
 $g[G] > 9 + 1$
 11
 $g[G] = 10$

```
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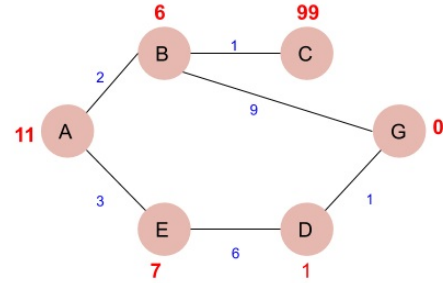
    open_list.remove(n)
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    'E': [('D', 6)],
    'D': [('G', 1)],
}
```

$\cup = [\quad , \quad , \quad]$



$n = \text{none}$

① $i \rightarrow C$

$n = C$

$i \rightarrow G$

$n = G$

$\text{path} = [G \rightarrow D \rightarrow E \rightarrow A]$

$\Rightarrow \boxed{A \ E \ D \ G}$

$G = \{A:0, B:2, E:3, G:100, n:9\}$

$C = [A, B, E, D, G]$

$P = \{A:A, B:A, E:A\}$

$G:D, C:B, D:E$