CODE:

```
import sys
# Define the graph as an adjacency matrix
graph = [-1, 10, 15, 20], [10, -1, 35, 25], [15, 35, -1, 30], [20, 25, 30, -1]
# Function to calculate the total cost of a path
def total cost(path):
  cost = 0
  for i in range(len(path) - 1):
     cost += graph[path[i]][path[i + 1]]
  cost += graph[path[-1]][path[0]] # Return to the starting city
  return cost
# Function to implement the A* algorithm for TSP
def a star tsp(graph):
  num cities = len(graph)
  all cities = set(range(num cities))
  # Initialize the priority queue with (initial node, g cost, h cost)
  pq = [(0, [0], [0] * num cities)]
  best path = None
  min f cost = sys.maxsize
  while pq:
     , current path, h costs = pq.pop(0)
     current city = current path[-1]
     if len(current path) == num cities:
       current path cost = total cost(current path)
       if current path cost < min f cost:
          min f cost = current path cost
          best path = current path
     else:
       for next city in all cities - set(current path):
          h costs copy = h costs[:]
          h costs copy[next city] = min(graph[current city])
          f cost = total cost(current path + [next city]) + sum(h costs copy)
          if f cost < min f cost:
            new path = current path + [next city]
            pq.append((f cost, new path, h costs copy))
            pq.sort(key=lambda x: x[0]) # Sort by f cost for best-first behavior
  return best path, min f cost
```

```
# Main function
if __name__ == "__main__":
    shortest_path, total_cost = a_star_tsp(graph)
    shortest_path.append(shortest_path[0])
    print(f"Shortest Path: {shortest_path}")
    print(f"Total Cost: {total_cost}")
```

OUTPUT:

• PS C:\Users\shrey\OneDrive\Desktop\Projects\micro_project> & C:/Users/shrey/AppData/Local/Programs/Python/Python311/python.ex e c:/Users/shrey/OneDrive/Desktop/programs/Python/AI5.py

Shortest Path: [0, 2, 1, 3, 0]

Total Cost: 74

OPS C:\Users\shrey\OneDrive\Desktop\Projects\micro_project>