PRINCIPLES OF ARTIFICIAL INTELLIGENCE LAB

- EXPERIMENT 4:A*SEARCH

import heapq

```
# Define the grid and movements
class Node:
  def __init__(self, position, parent=None, g=0, h=0):
    self.position = position # (row, col)
    self.parent = parent # Parent node
    self.g = g # Cost from start node
    self.h = h # Heuristic cost to goal
    self.f = g + h # Total cost
  def __lt__(self, other):
    return self.f < other.f # Priority queue comparison
def heuristic(a, b):
  return abs(a[0] - b[0]) + abs(a[1] - b[1]) # Manhattan Distance
def a_star(grid, start, goal):
  rows, cols = len(grid), len(grid[0])
  open list = []
  heapq.heappush(open list, Node(start, None, 0, heuristic(start, goal)))
  closed_set = set()
```

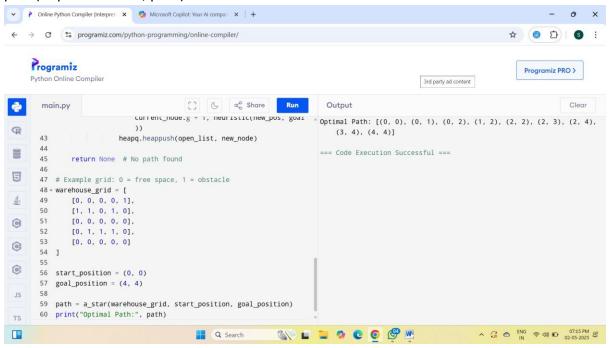
```
while open_list:
    current node = heapq.heappop(open list) # Get node with lowest f-value
    if current node.position == goal:
      path = []
      while current node:
         path.append(current_node.position)
         current_node = current_node.parent
       return path[::-1] # Return reversed path
    closed set.add(current node.position)
    for dr, dc in [(-1, 0), (1, 0), (0, -1), (0, 1)]: # Possible moves
      new_pos = (current_node.position[0] + dr, current_node.position[1] + dc)
      if (0 \le \text{new\_pos}[0] \le \text{rows} and 0 \le \text{new\_pos}[1] \le \text{cols} and
         grid[new pos[0]][new pos[1]] == 0 and new pos not in closed set):
         new_node = Node(new_pos, current_node, current_node.g + 1, heuristic(new_pos,
goal))
         heapq.heappush(open list, new node)
  return None # No path found
# Example grid: 0 = free space, 1 = obstacle
warehouse grid = [
```

```
[0, 0, 0, 0, 1],
[1, 1, 0, 1, 0],
[0, 0, 0, 0, 0],
[0, 1, 1, 1, 0],
[0, 0, 0, 0, 0]
]

start_position = (0, 0)
goal_position = (4, 4)
```

path = a_star(warehouse_grid, start_position, goal_position)

print("Optimal Path:", path)



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