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## IMPLEMENTATION OF A\* SEARCH ALGORITHM

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🔒 PYHTON 3.py - C:/Users/admin/AppData/Local/Programs/Python/Python310/PYHTON 3.py (3.10.8)
 File Edit Format Run Options Window Help
 import heapq
 class Node:
                                           (self, position, parent=None, g=0, h=0):
                     self.position = position
                     self.parent = parent
                     self.g = g
                     self.h = h
                     self.f = g + h
            def __lt__(self, other):
                      return self.f < other.f
 def heuristic(a, b):
           return abs(a[0] - b[0]) + abs(a[1] - b[1])
 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)
                      if current_node.position == goal:
                                path = []
                                 while current node:
                                           path.append(current_node.position)
                                           current_node = current_node.parent
                                return path[::-1]
                      closed_set.add(current_node.position)
                       for dr, dc in [(-1, 0), (1, 0), (0, -1), (0, 1)]:
                                 new pos = (current node.position[0] + dr, current node.position[1] + dc)
                                 if (0 \le new_pos[0] \le new_pos[1] \le new_pos[
                                            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
 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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IDLE Shell 3.10.8
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Python 3.10.8 (tags/v3.10.8:aaaf517, Oct 11 2022, 16:50:30) [MSC v.1933 64 bit (AMD64)] on win32 Type "help", "copyright", "credits" or "license()" for more information.

>>> == RESTART: C:/Users/admin/AppData/Local/Programs/Python/Python310/PYHTON 3.py =
Optimal Path: [(0, 0), (0, 1), (0, 2), (1, 2), (2, 2), (2, 3), (2, 4), (3, 4), (4, 4)]
>>>
```