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A* SEARCH

Program:

```
import heapq
```

```
# Define the Node class
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

# Heuristic function: Manhattan Distance
def heuristic(a, b):
    return abs(a[0] - b[0]) + abs(a[1] - b[1])

# A* Search Algorithm
```

```

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] # Return reversed path

        closed_set.add(current_node.position)

        for dr, dc in [(-1, 0), (1, 0), (0, -1), (0, 1)]: # Up, Down, Left, Right
            new_pos = (current_node.position[0] + dr,
current_node.position[1] + dc)

```

```
        if (0 <= new_pos[0] < rows and 0 <= new_pos[1] < 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)
```

```
# Run the A* algorithm
```

```
path = a_star(warehouse_grid, start_position, goal_position)
```

```
print("Optimal Path:", path)
```

OUTPUT:

```
===== RESTART: C:/Users/yadhu/Astar =====  
Optimal Path: [(0, 0), (0, 1), (0, 2), (1, 2), (2, 2), (2, 3), (2, 4), (3, 4), (4, 4)]  
>>> |
```