

Implementasi Algoritma A* untuk Menentukan Lintasan Terpendek

LAPORAN TUGAS KECIL 1

MATA KULIAH IF2211 STRATEGI ALGORITMA



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Source Code Program

Modul read_input.py:

```
import os
from collections import defaultdict
from os.path import dirname, abspath

kamusKoordinat = defaultdict(dict)

def membaca_input():
    directory = dirname(abspath(__file__))
    namaFile = str(input("Nama File tanpa ekstensi: "))
    lokasiFile = os.path.join(directory, 'test\'\' + namaFile + '.txt')
    f = open(lokasiFile, "r")

    kamusBeban = defaultdict(dict)

    # Mendapatkan list dari seluruh tempat, PENTING !
    listNodes = f.readline().replace("\n", "").split(" ")
    jumlahNodes = len(listNodes)

    # Parsing koordinat
    contents = f.readlines()
    arrayKoordinatMentah = contents[:contents.index("MATRIKS\n")]
    for koordinatTempat in arrayKoordinatMentah:
        namaNode = koordinatTempat.replace("\n", "").split(" ")
        kamusKoordinat[namaNode[0]]["lat"] = int(namaNode[1])
        kamusKoordinat[namaNode[0]]["lng"] = int(namaNode[2])

    # Parsing matriks
    MATRIKS = []
    arrayMatriksMentah = contents[contents.index("MATRIKS\n") + 1:]
    for elem in arrayMatriksMentah:
        elemenAdjacency = elem.replace("\n", "").split(" ")
        elemenAdjacency = list(map(int, elemenAdjacency))
        MATRIKS.append(elemenAdjacency)

    # Parsing bobot
    for ortu in range(jumlahNodes):
```

```

        for anak in range(jumlahNodes):
            if (MATRIKS[ortu][anak] == 1):
                kamusBeban[listNodes[ortu]][listNodes[anak]] =
jarakEuclidian(listNodes[ortu], listNodes[anak])
        return kamusBeban

def jarakEuclidian(start, end):
    return round(((kamusKoordinat[start]["lat"] -
kamusKoordinat[end]["lat"]) ** 2 + (
                kamusKoordinat[start]["lng"] - kamusKoordinat[end]["lng"])
** 2) ** (0.5), 3)

```

Modul visualisasiGraph:

```

import matplotlib.pyplot as pyplot
import networkx

from pencariJalur import Astar, kamusBeban
from read_input import kamusKoordinat

def membuatGraph(start, goal):
    # Inisialisasi Graph
    G = networkx.Graph()
    # Initialize variables from Pathfinder
    ordered_sequence = Astar(start, goal)
    # Jarak
    distance_sum = 0
    for i in range(len(ordered_sequence) - 1):
        distance_sum += kamusBeban[ordered_sequence[i]][ordered_sequence[i
+ 1]]
    # Bentuk semua nodes
    for nodes in kamusBeban:
        G.add_node(nodes, pos=(kamusKoordinat[nodes]['lat'],
kamusKoordinat[nodes]['lng']))
    # Bentuk semua edges
    for nodes in kamusBeban:
        for children in kamusBeban[nodes]:

```

```

        G.add_edge(nodes, children,
weight=kamusBeban[nodes][children])

# Posisi
pos = networkx.get_node_attributes(G, 'pos')
# Bobot
labels = networkx.get_edge_attributes(G, 'weight')
networkx.draw_networkx_edge_labels(G, pos, edge_labels=labels)
# Mewarnai node yang dikunjungi
node_color = []
for node in G.nodes:
    if node in ordered_sequence:
        node_color.append("red")
    else:
        node_color.append("blue")

networkx.draw(G, pos, with_labels=True, node_size=1200,
node_color=node_color)
for i in range(len(ordered_sequence)):
    if (i != len(ordered_sequence) - 1):
        print(f"{ordered_sequence[i]} ->", end=" ")
    else:
        print(ordered_sequence[i])
print(f"Panjang lintasan adalah {distance_sum}")
pyplots.show()

```

Modul PencariJalur.py:

```

from read_input import membaca_input, jarakEuclidian

# total cost for nodes visited
kamusBeban = membaca_input()

def Astar(start, goal):
    kamusHeuristic = buatKamusHeuristic(goal)
    cost = {start: 0}

    # OPEN SET
    opened = []

```

```

# CLOSE SET
closed = []
# CURRENT PLACE
current = start
# ADD CURRENT TO OPEN
opened.append([current, kamusHeuristic[current]])
while True:

    current = min(opened, key=lambda x: x[1])

    checked_node = current[0]

    closed.append(current)

    opened.remove(current)

    if (closed[-1][0] == goal):
        break

    for children in kamusBeban[checked_node].items():

        if children[0] in [closed_nodes[0] for closed_nodes in
closed]:
            continue

        cost.update({children[0]: cost[checked_node] + children[1]})

        current_fval = cost[checked_node] +
kamusHeuristic[children[0]] + children[1]

        temp = [children[0], current_fval]
        opened.append(temp)

    last_node = goal
    ordered_sequence = []
    ordered_sequence.append(goal)

    for i in range(len(closed) - 2, -1, -1):

```

```

        check_node = closed[i][0]

        if last_node in [children[0] for children in
kamusBeban[check_node].items()]:
            if (cost[check_node] + kamusBeban[check_node][last_node] ==
cost[last_node]):
                ordered_sequence.append(check_node)
                last_node = check_node

# Reverse ordering from ordered_sequence
ordered_sequence.reverse()
return ordered_sequence

def buatKamusHeuristic(goal):
    kamusHeuristic = dict()
    for nodes in kamusBeban:
        kamusHeuristic[nodes] = jarakEuclidian(nodes, goal)
    return kamusHeuristic

```

Main.py:

```

from pencariJalur import kamusBeban
from visualisasiGraph import membuatGraph

while True:
    kamus = kamusBeban
    arrayNodes = [nodes for nodes in kamus]
    # List nama tempat
    print("Tempat-Tempat: ")
    num = 1
    for i in arrayNodes:
        print(f"{num}. {i}")
        num += 1
    # Input tempat awal
    tempatAwal = str(input("Tempat Awal: "))
    while (tempatAwal not in arrayNodes):
        print("Tempat awal tidak ditemukan")
        tempatAwal = str(input("Tempat Awal: "))
    # Input tempat akhir
    tempatAkhir = str(input("Tempat Akhir: "))

```

```
while (tempatAkhir not in arrayNodes):  
    print("Tempat akhir tidak ditemukan")  
    tempatAkhir = str(input("tempat Akhir: "))  
# Membentuk graph  
membuatGraph(tempatAwal, tempatAkhir)  
break
```

Pengujian

1. Input:

Crisbar Sangkuriang Dago Paskal23 GedSate PVJ UPI ITB Cibaduyut Samehadaku

Crisbar 2 5

Sangkuriang 4 9

Dago 0 4

Paskal23 3 7

GedSate -2 3

PVJ 7 3

UPI -1 10

ITB 10 8

Cibaduyut 12 13

Samehadaku 6 9

MATRIKS

0 0 0 0 0 1 0 0 0 0

0 0 0 1 0 0 0 0 0 0

0 0 0 0 0 0 0 1 0 0

0 1 0 0 0 0 0 0 1 0

0 0 0 0 0 1 0 0 0 0

1 0 0 0 1 0 1 1 1 0

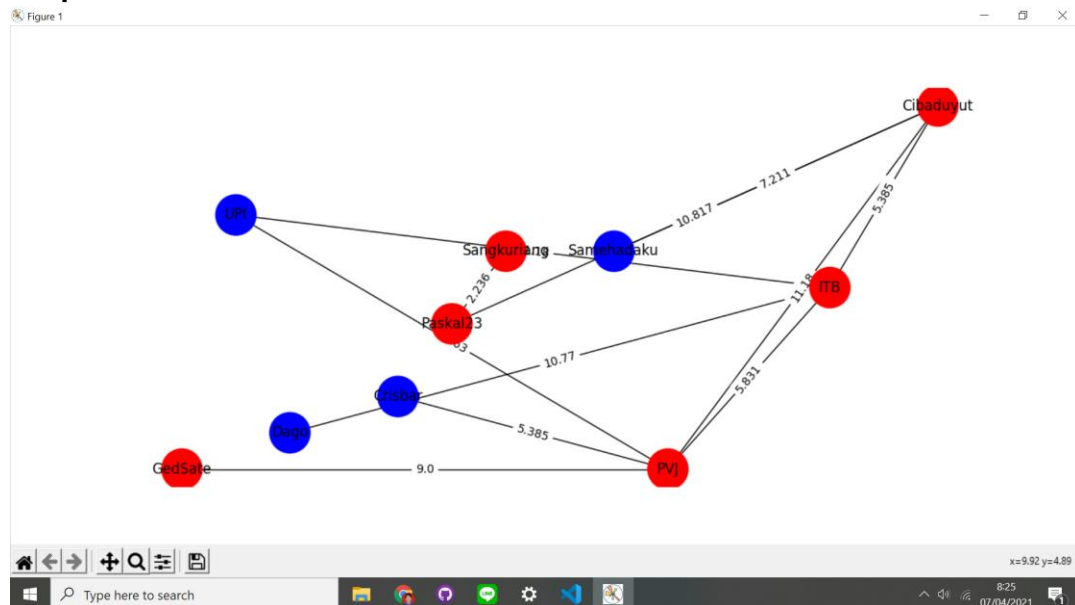
0 0 0 0 0 1 0 1 0 0

0 0 1 0 0 1 1 0 1 0

0 0 0 1 0 1 0 1 0 1

0 0 0 0 0 0 0 0 1 0

Output:




```

Microsoft Windows [Version 10.0.19042.867]
(c) 2020 Microsoft Corporation. All rights reserved.

D:\Kuliah\SMT 4\Strategi Algoritma\Tucil\3\Tucil3_13519075>python -u Main.py
Nama File tanpa ekstensi: test1
Tempat-Tempat:
1. Crisbar
2. Sangkuriang
3. Dago
4. Paskal23
5. GedSate
6. PVJ
7. UPI
8. ITB
9. Cibaduyut
10. Samehadaku
Tempat Awal: Sangkuriang
Tempat Akhir: GedSate
Sangkuriang -> Paskal23 -> Cibaduyut -> ITB -> PVJ -> GedSate
Panjang lintasan adalah 33.269000000000005

```

2. Input:

SMAN4BDG TokoPlastik BagjaVapor CityToys CentralKimia PasarBaru AsiaAfrika
 AlunAlun
 SMAN4BDG -6.919355872854605 107.5983220466102
 TokoPlastik -6.918710922292898 107.59829497652909
 BagjaVapor -6.918858723541105 107.59968908570696
 CityToys -6.920242678438361 107.5997499933895
 CentralKimia -6.917078387214849 107.59824760386712
 PasarBaru -6.917428835551521 107.603663930168
 AsiaAfrika -6.919719755962046 107.60894936363049
 AlunAlun -6.921197763221031 107.60765676724947

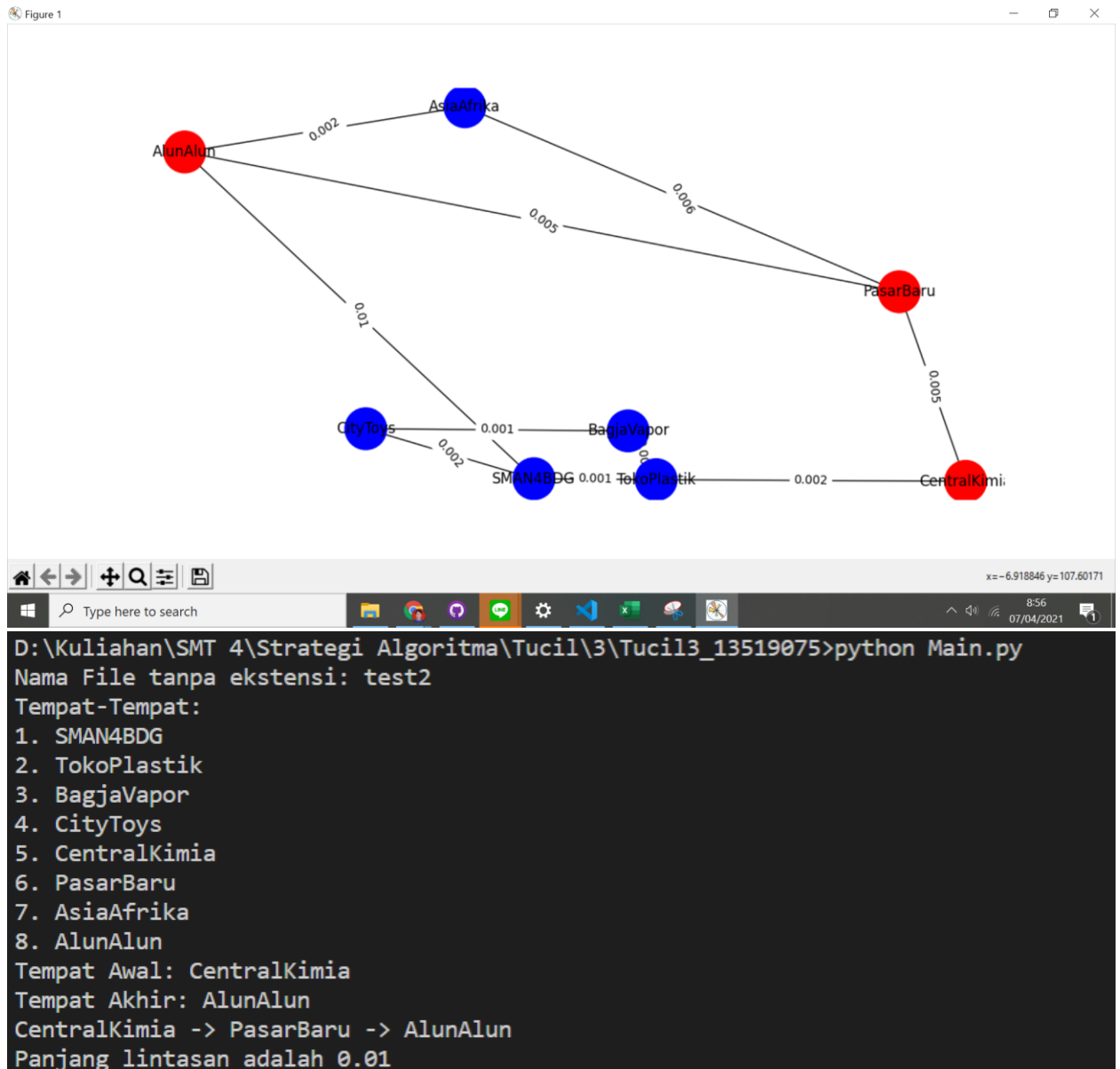
MATRIKS

```

0 1 0 1 0 0 0 1
1 0 1 0 1 0 0 0
0 1 0 1 0 0 0 0
1 0 1 0 0 0 0 0
0 1 0 0 0 1 0 0
0 0 0 0 1 0 1 1
0 0 0 0 0 1 0 1
1 0 0 0 0 1 1 0

```

Output:



3. Input:

carrfour uin metro RSIABun SMA21 borma SMK10 kordon

carrfour -6.945830761014347 107.64116338702699

uin -6.944436099652653 107.64379320354575

metro -6.941611003599316 107.65870750560326

RSIABun -6.955593274622046 107.6621658945049

SMA21 -6.95659454670303 107.67160441417965

borma -6.9551641575602385 107.65175470305766

SMK10 -6.964068259479718 107.65766278400392

kordon -6.953841043588939 107.63900189390823

MATRIKS

0 1 0 0 0 0 1

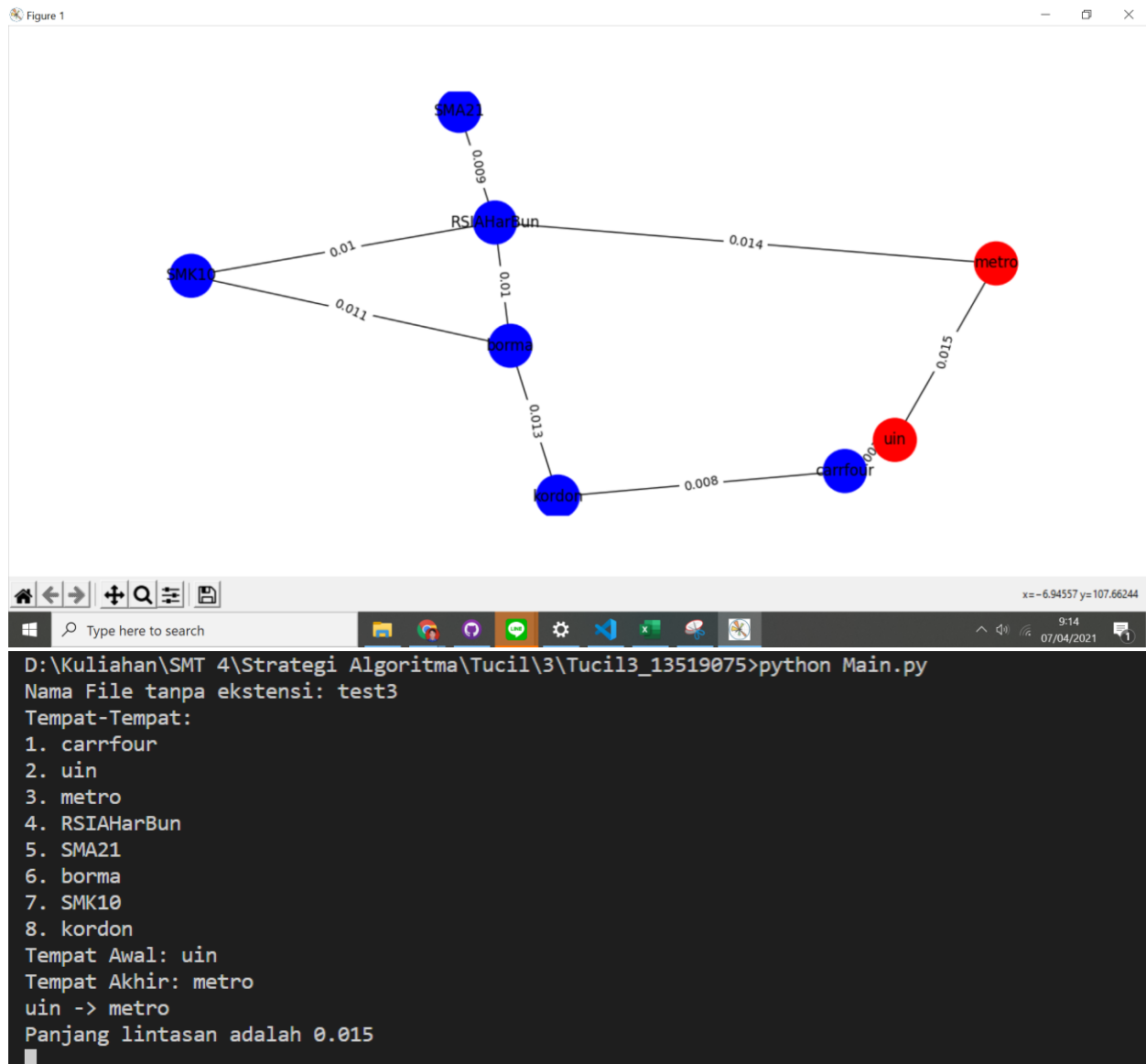
1 0 1 0 0 0 0

```

0 1 0 1 0 0 0 0
0 0 1 0 1 1 1 0
0 0 0 1 0 0 0 0
0 0 0 1 0 0 1 1
0 0 0 1 0 1 0 0
1 0 0 0 0 1 0 0

```

Output:



4. Input:

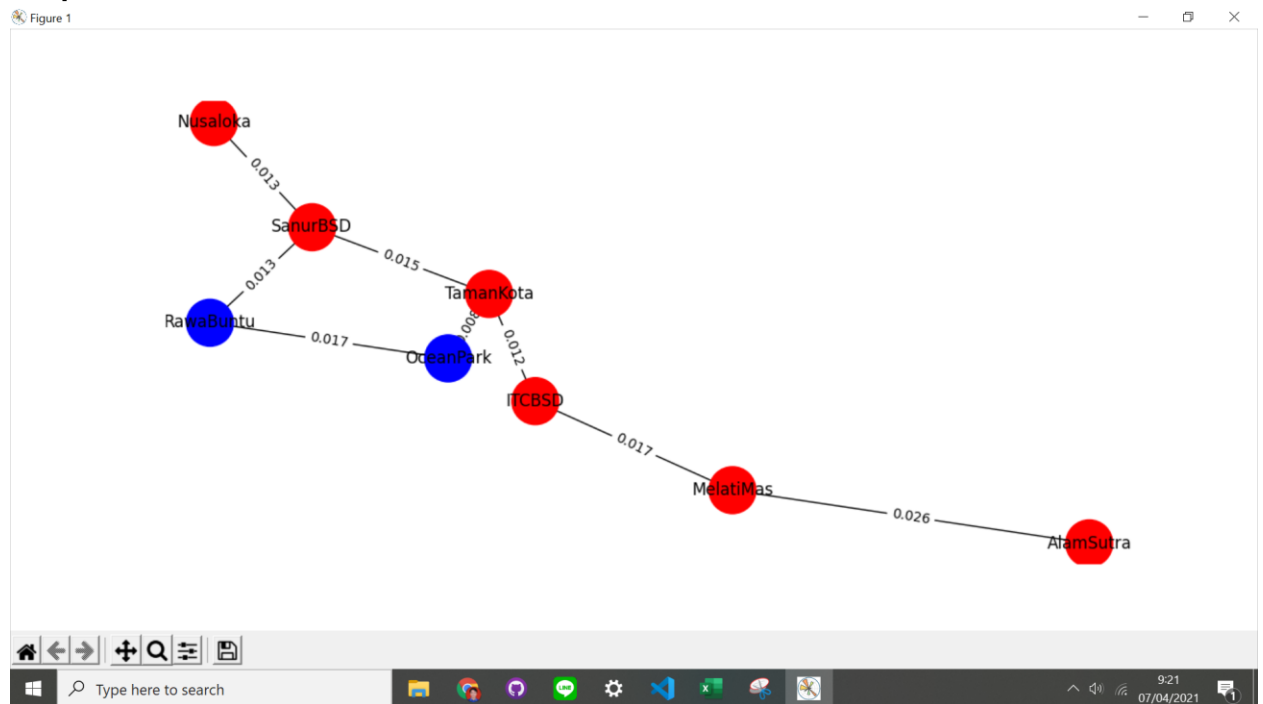
Nusaloka SanurBSD RawaBuntu OceanPark TamanKota ITCBSD MelatiMas AlamSutra
Nusaloka -6.3078931813917825 106.69481904600853
SanurBSD -6.300862867264631 106.68350670893508
RawaBuntu -6.3081739031640005 106.6732303351251

OceanPark -6.291125320280125 106.6694002731189
TamanKota -6.288193456680016 106.67633195433625
ITCBSD -6.284888953878086 106.66480208683579
MelatiMas -6.270779661108461 106.65522554995633
AlamSutra -6.2452464900434785 106.64950717634011

MATRIKS

```
0 1 0 0 0 0 0
1 0 1 0 1 0 0
0 1 0 1 0 0 0
0 0 1 0 1 0 0
0 1 0 1 0 1 0
0 0 0 0 1 0 1
0 0 0 0 0 1 0
0 0 0 0 0 0 1
```

Output:



```

D:\Kuliah\SMT 4\Strategi Algoritma\Tucil\3\Tucil3_13519075>python Main.py
Nama File tanpa ekstensi: test4
Tempat-Tempat:
1. Nusaloka
2. SanurBSD
3. RawaBuntu
4. OceanPark
5. TamanKota
6. ITCBSD
7. MelatiMas
8. AlamSutra
Tempat Awal: Nusaloka
Tempat Akhir: AlamSutra
Nusaloka -> SanurBSD -> TamanKota -> ITCBSD -> MelatiMas -> AlamSutra
Panjang lintasan adalah 0.08299999999999999

```

		Centang (✓) jika ya
1	Program dapat menerima input graf	✓
2	Program dapat menghitung lintasan terpendek	✓
3	Program dapat menampilkan lintasan terpendek serta jaraknya	✓
4	Bonus: Program dapat menerima input peta dengan Google Map API dan menampilkan peta	

Source Code : https://github.com/ariaberlian/Tucil3_13519075