

closed = [0, 1, 2, 3, 4, 5, 6, 7, 8]

Open = [2, 3, 4, 5, 6, 7, 8]

node 0

1 2 3

* 4 6

7 5 8

$g=0, h=3$

$C = 0+3=3$

$g=1, h=4$
 $f=5$

* 2 3

1 4 6

7 5 8

node 1

$g=1, h=2$
 $f=3$

1	2	3
4	*	6
7	5	8

node 2

$g=1, h=4$
 $f=5$

1 2 3

7 4 6

* 5 8

node 3

$g=2, h=1$
 $f=3$

1 2 3

4 5 6

7 * 8

node 4

$g=2, h=3$
 $f=5$

1 2 3

4 6 *

7 5 8

node 5

$g=2, h=3$
 $f=5$

1 * 3

4 2 6

7 5 8

node 6

$g=3, h=2$
 $f=5$

1 2 3

4 5 6

* 7 8

node 7

$g=3, h=0$
 $f=3$

1 2 3

4 5 6

7 8 *

node 8

0, 1	target=6
0, 2	MD=3
1, 3	SIC=0
1, 4	
2, 5	
2, 6	

A* algorithm

- 1 Based on Heuristic Search
- 2 keeps track of visited node and nodes left to be visited. By implementing List.
So, saves huge time by not going to visited node at a level.