

Algoritmo A*

Fecha:15-may.-20

La búsqueda A* emplea una función matemática a fin de seleccionar el camino que tenga el menor coste posible. Para este caso se va a tratar este algoritmo heurístico, ya que una de sus principales características es que hará uso de una función de evaluación heurística, mediante la cual etiquetará los diferentes nodos de la red. Donde:

- **$f(n)$** = es el **estimador del camino** de menor coste (considerado desde el **estado inicial** hasta un nodo meta pasando por el nodo **n**).
- **$g(n)$** = es el **coste del camino real** hasta el nodo **n**.
- **$h(n)$** = es la **estimación del coste** de llegar a un estado meta desde el nodo **n**.

Datos

A: Mi casa latitud:-2,898311 Longitud :-79,032049

B: Centro SUPERARTE $G(N)=450$ $H(N)=310$ -2.900910, -79.033094

C: Amawta $G(n)=450$ $H(N)=344$. -2.898207, -79.035169

D: Bambu $G(N)=2900$ $H(N)=947$ -2.892361, -79.025931

E: Centro NOVA $G(N)=3000$ $H(N)=1840$ -2.915944, -79.026007

F: Escuela ABC $G(N)=3100$ $H(N)=2100$ -2.911994, -79.017732

G: Centro pulgarcito $G(N)=3300$ $H(N)=2430$ -2.911914, -79.014101

H: Centro La ronda $g(n)=4400$ $H(N)=2570$ -2.903254, -79.009732

I: Centro Arcoidis $g(n)=4800$ $H(N)=2360$ -2.883258, -79.006340

J: CEICA EDUCACION INICIAL $g(n)=4000$ $H(N)=2510$ -2.885337, -79.004307

K: Centro BAMBI $G(N)=3100$ $H(N)=1530$ -2.895763, -79.012603

L: Centro nuestromundo $g(n)=2300$ $H(N)=1300$ -2.882824, -78.994116

M: Centro Ciudad De Cuenca $g(n)=900$ $H(N)=596$ -2.893036, -79.008021

N: Lo magico de aprender $g(n)=1600$ $H(N)=1340$ -2.897035, -79.000471

O: Los pinos $g(n)=600$ $H(N)=410$ -2.899513, -78.997458

P: El sol $g(n)=3000$ $H(N)=2710$ -2.892296, -78.974039

Q: Centro cemillitas $g(n)=3500$ $H(N)=1210$ -2.886132, -78.965160

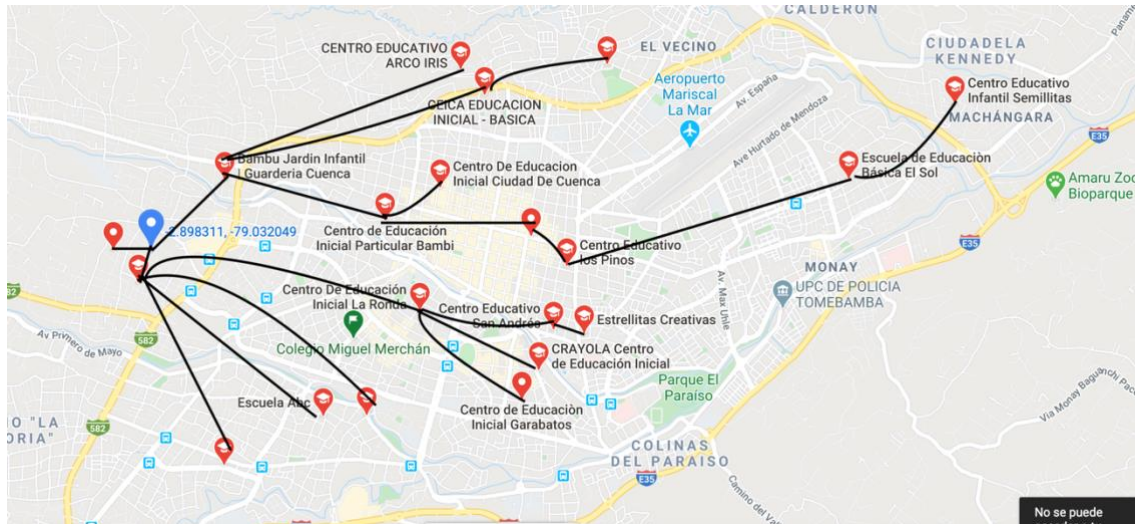
R: Garabatos $g(n)=1600$ $H(N)=1230$ -2.910659, -79.001201

S: CRAYOLA $g(n)=1500$ $H(N)=1210$ -2.908137, -78.999805

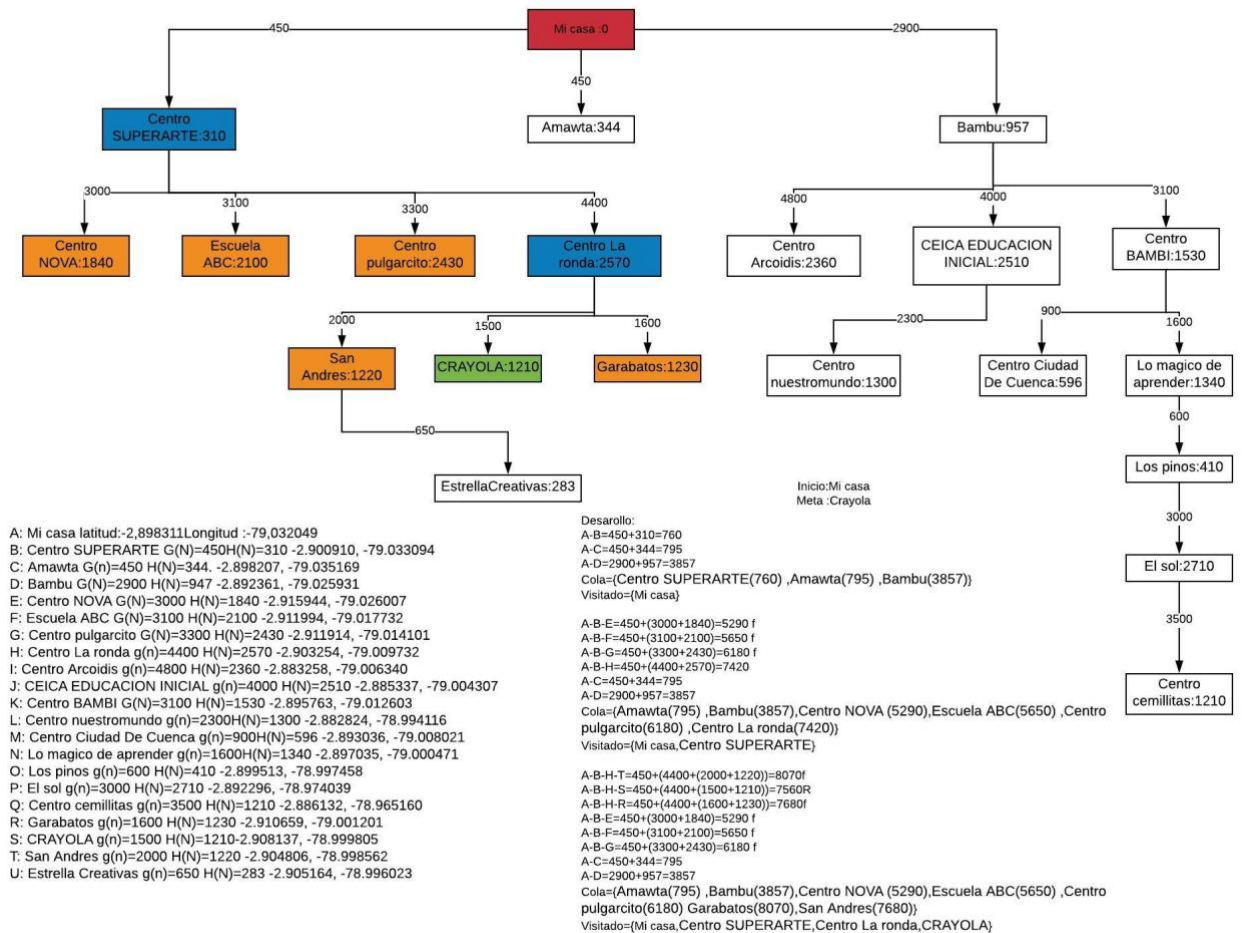
T: San Andres $g(n)=2000$ $H(N)=1220$ -2.904806, -78.998562

U: Estrella Creativas $g(n)=650$ $H(N)=283$ -2.905164, -78.996023

Grafica Google



Algoritmo A*



Codigo en NEO4J:

```
CREATE (a:Station {name:'Mi Casa',latitude:-2.898311 , longitude: -
79.032049})),

(b:Station {name: 'Centro SUPERARTE',latitude: -2.900910, longitude: -
79.033094})),

(c:Station {name: ' Amawta ', latitude:
-2.898207, longitude: -79.035169 })),

(d:Station {name: ' Bambu ',latitude:
-2.892361, longitude: -79.025931})),

(e:Station {name: ' Centro NOVA ', latitude: -2.915944,
longitude: -79.026007})),

(f:Station {name: ' Escuela ABC ', latitude: -2.911994, longitude: -
79.017732})),

(g:Station {name: ' Centro pulgarcito ',latitude: -2.911914,
longitude: -79.014101})),
(h:Station {name: ' Centro La ronda ',latitude: -2.903254, longitude:
-79.009732})),

(i:Station {name: ' Centro Arcoidis ', latitude: -2.883258, longitude:
-79.006340})),

(j:Station {name: ' CEICA EDUCACION INICIAL ',latitude: -2.885337,
longitude: -79.004307})),

(k:Station {name: ' Centro BAMBI ',latitude: -2.895763, longitude: -
79.012603})),

(l:Station {name: ' Centro nuestromundo ', latitude: -2.882824,
longitude: -78.994116})),

(m:Station {name: ' Centro Ciudad De Cuenca ', latitude: -2.893036,
longitude: -79.008021})),

(n:Station {name: ' Lo magico de aprender ', latitude: -2.897035,
longitude: -79.000471})),

(o:Station {name: ' Los pinos ', latitude: -2.899513, longitude: -
78.997458})),

(p:Station {name: ' El sol ', latitude: -2.892296, longitude: -
78.974039})),

(q:Station {name: ' Centro cemillitas ', latitude: -2.886132,
longitude: -78.965160})),
```

```
(r:Station {name: ' Garabatos ', latitude: -2.910659, longitude: -79.001201}),
```

```
(s:Station {name: ' CRAYOLA ', latitude: -2.908137, longitude: -78.999805}),
```

```
(t:Station {name: ' San Andres ', latitude: -2.904806, longitude: -78.998562}),
```

```
(u:Station {name: ' Estrella Creativas ', latitude: -2.905164, longitude: -78.996023}),
```

```
(a)-[:CONNECTION {time: 450}]->(b),
```

```
(a)-[:CONNECTION {time: 450 }]->(c),
```

```
(a)-[:CONNECTION {time: 2900}]->(d),
```

```
(b)-[:CONNECTION {time: 3000}]->(e),
```

```
(b)-[:CONNECTION {time: 3100}]->(f),
```

```
(b)-[:CONNECTION {time: 3300}]->(g),
```

```
(b)-[:CONNECTION {time: 4400}]->(h),
```

```
(d)-[:CONNECTION {time: 4800}]->(i),
```

```
(d)-[:CONNECTION {time: 4000 }]->(j),
```

```
(d)-[:CONNECTION {time: 3100}]->(k),
```

```
(j)-[:CONNECTION {time: 2300}]->(l),
```

```
(k)-[:CONNECTION {time: 900}]->(m),
```

```
(k)-[:CONNECTION {time: 1600}]->(n),
```

```
(n)-[:CONNECTION {time: 600}]->(o),
```

```
(o)-[:CONNECTION {time: 3000}]->(p),
```

```
(p)-[:CONNECTION {time: 3500}]->(q),
```

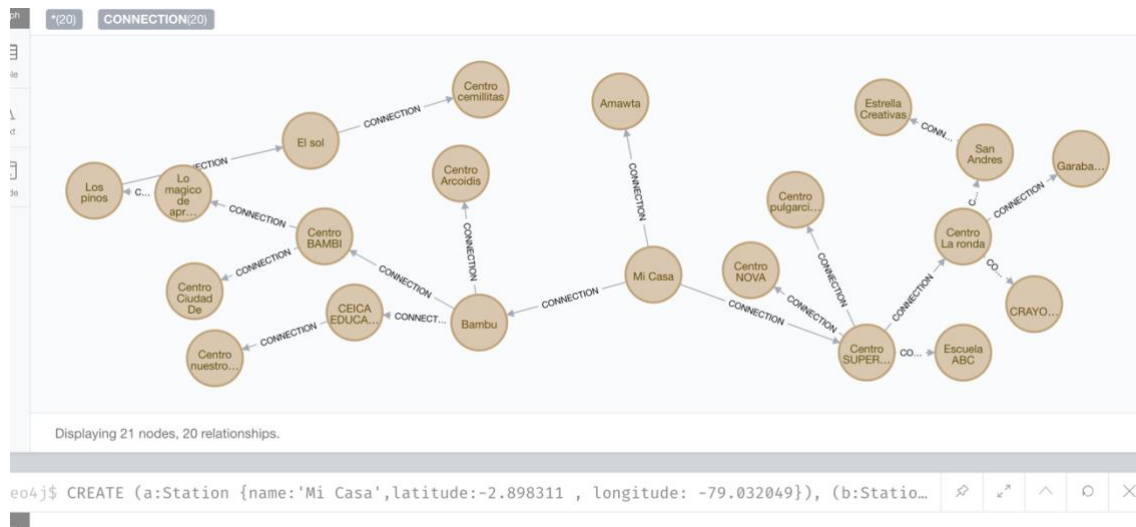
```
(h)-[:CONNECTION {time: 1600}]->(r),
```

```
(h)-[:CONNECTION {time: 1500}]->(s),
```

```
(h)-[:CONNECTION {time: 2000}]->(t),
```

```
(t)-[:CONNECTION {time: 650}]->(u)
```

Grafico de Nodos



```
MATCH (start:Station {name: "Mi Casa"}),(end:Station {name: " CRAYOLA"})
```

```
CALL gds.alpha.shortestPath.astar.stream({
```

```
nodeQuery: 'MATCH (p:Station) RETURN id(p) AS id',
```

```
relationshipQuery: 'MATCH (p1:Station)-[r:CONNECTION]->(p2:Station)
```

```
RETURN id(p1) AS source, id(p2) AS target, r.time AS weight',
```

```
startNode: start,
```

```
endNode: end,
```

```
relationshipWeightProperty: 'weight',
```

```
propertyKeyLat: 'latitude',
```

```
propertyKeyLat: 'longitude'
```

```
})
```

```
YIELD nodeId, cost
```

```
RETURN gds.util.asNode(nodeId).name AS station, cost
```

neo4j\$ MATCH (start:Station {name: "Mi Casa"}),(end:Station {name: " CRAYOLA "}) CALL gds.al...

Table

Text

Code

station	cost
"Mi Casa"	0.0
" Centro SUPERARTE "	450.0
" Centro La ronda "	4850.0
" CRAYOLA "	6350.0

Started streaming 4 records after 2 ms and completed after 4688 ms.

Conclusión:

Mediante este algoritmo, se pudo aprender a buscar las rutas de menor coste siempre y cuando se cumplan ciertas condiciones. Aunque es un algoritmo complicado de entender pero al final se vuelve de fácil comprensión.