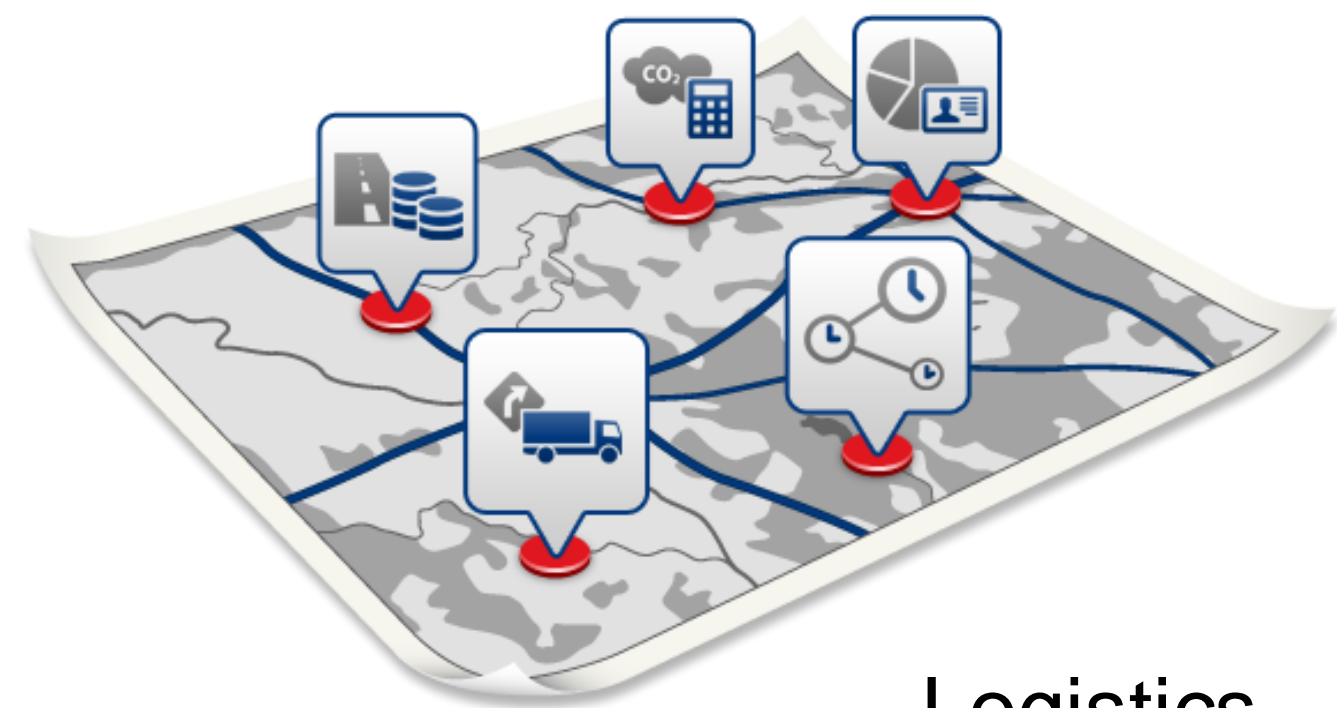


PATH FINDING WITH A*

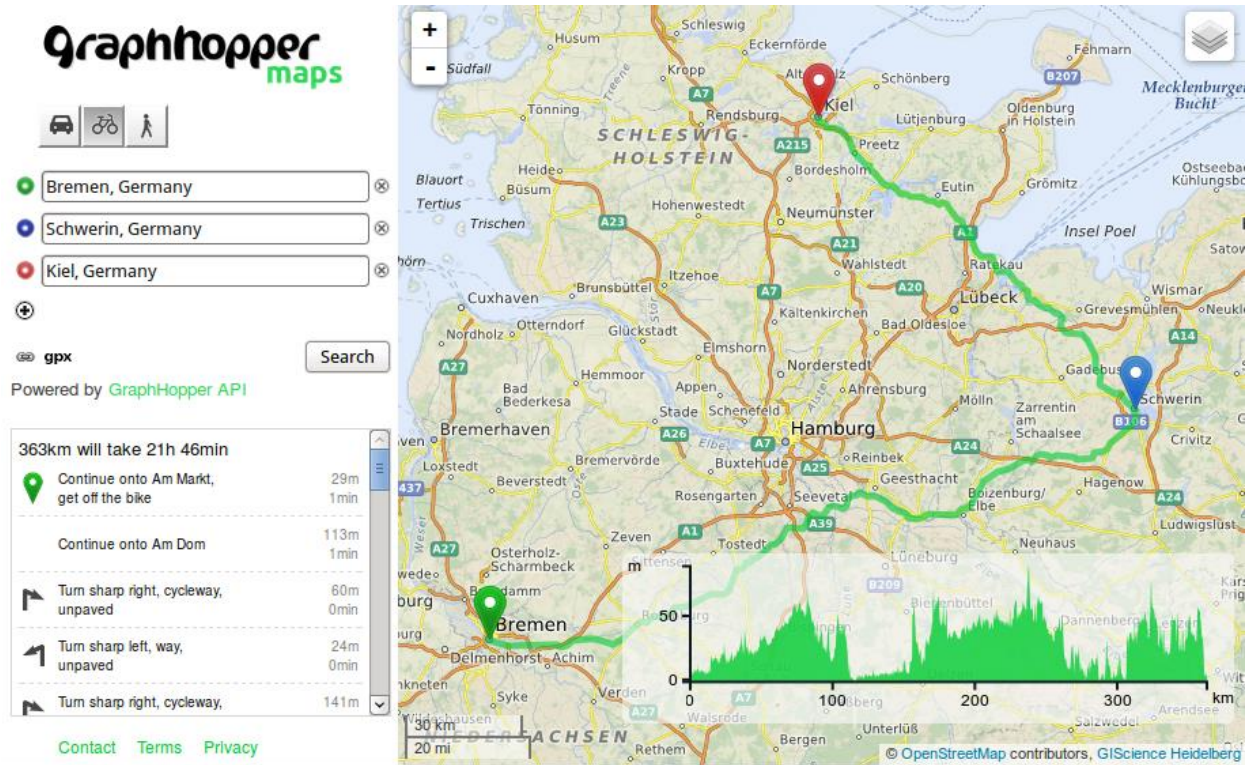
Shaoguang Huang, Srđan Lazendić, Xian Li, Laurens Meeus, Nina Žižakić
professor: Aleksandra Pižurica

INTRODUCTION

Path finding:
• Applications:



Logistics



GPS

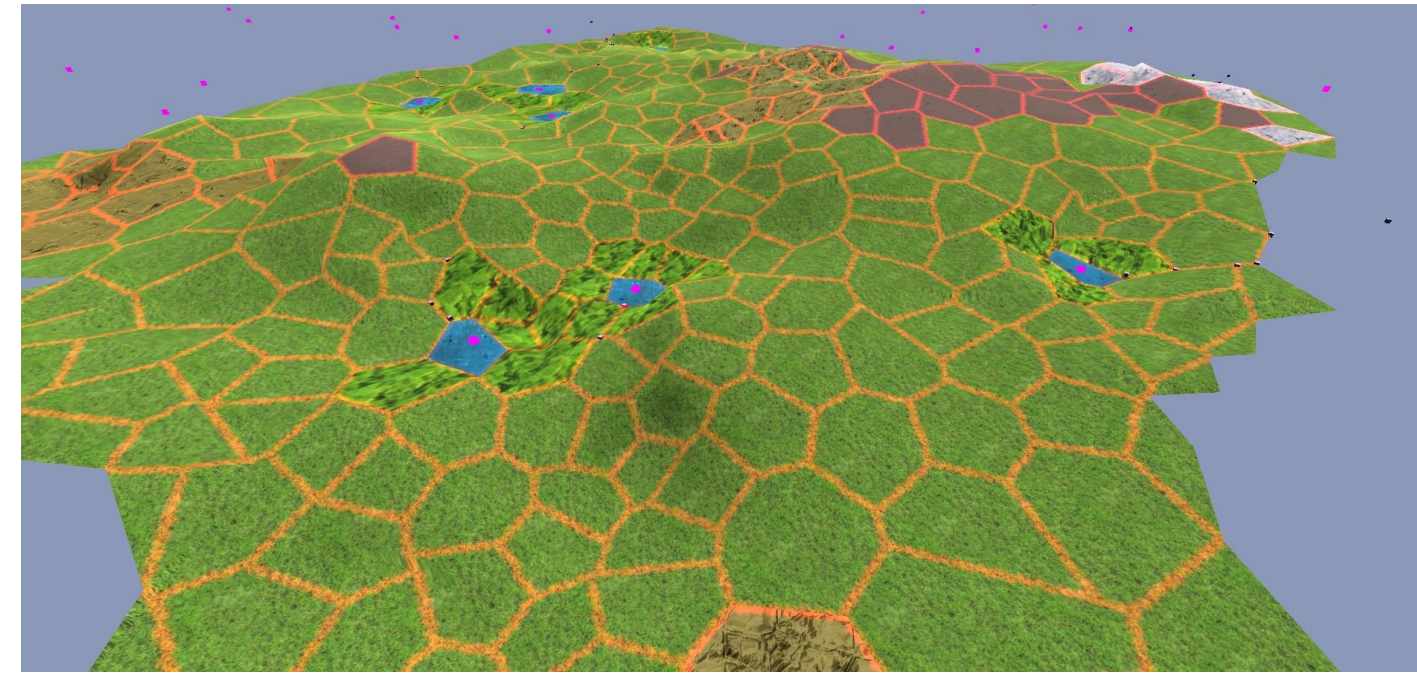
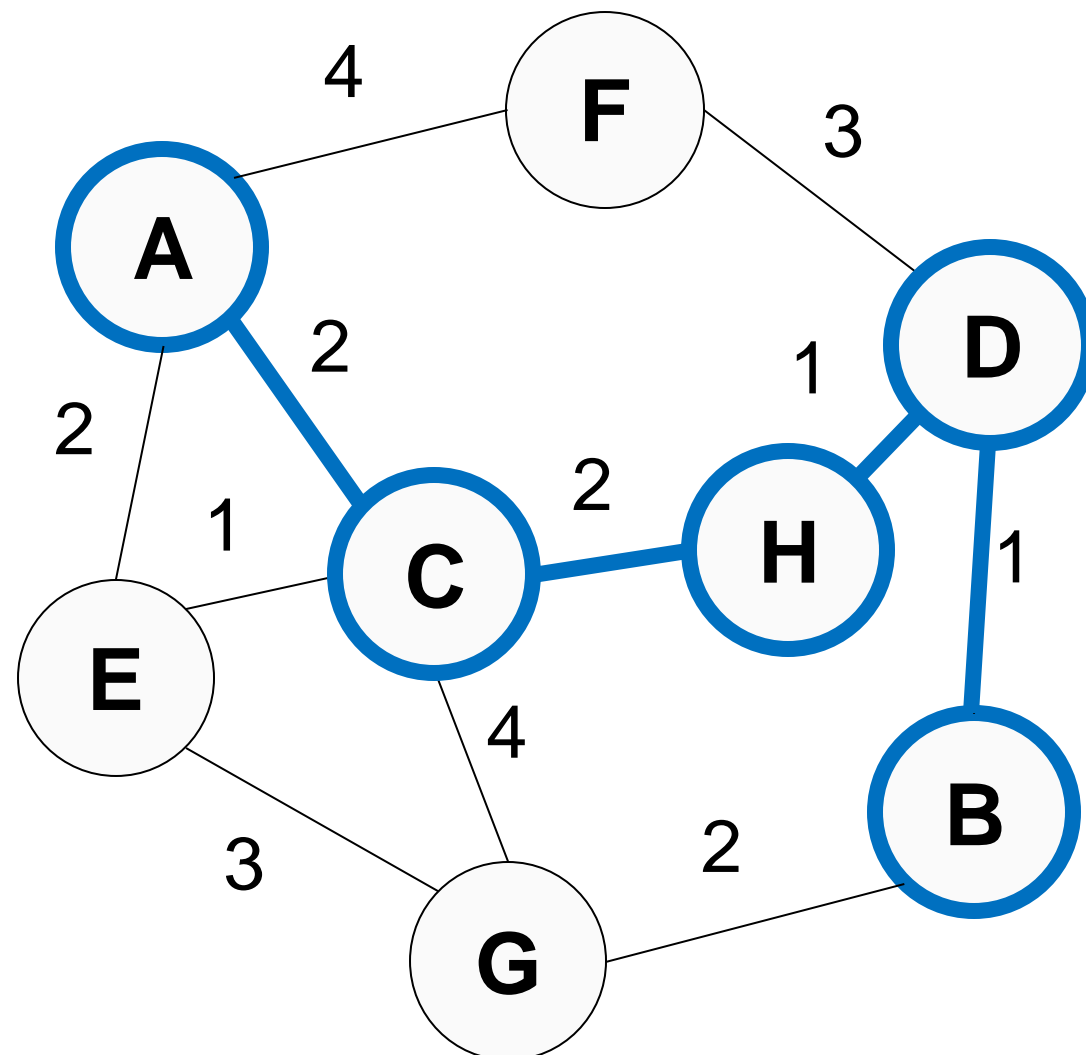
Gaming



INTRODUCTION

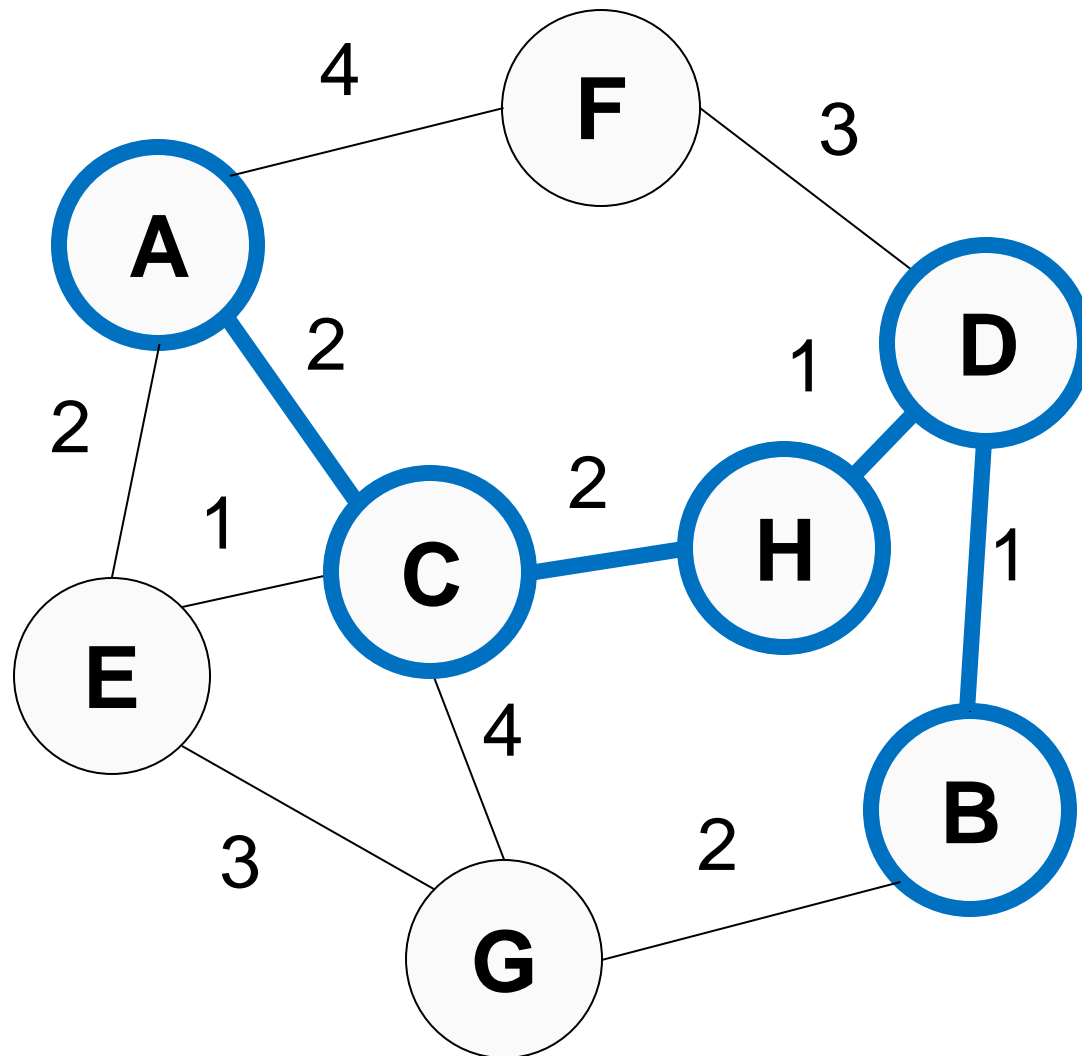
Path finding:

- Problem domains transformed to graphs
- How to get from A to B as efficiently as possible
- "efficiently" -- path with the smallest edge cost



A* ALGORITHM

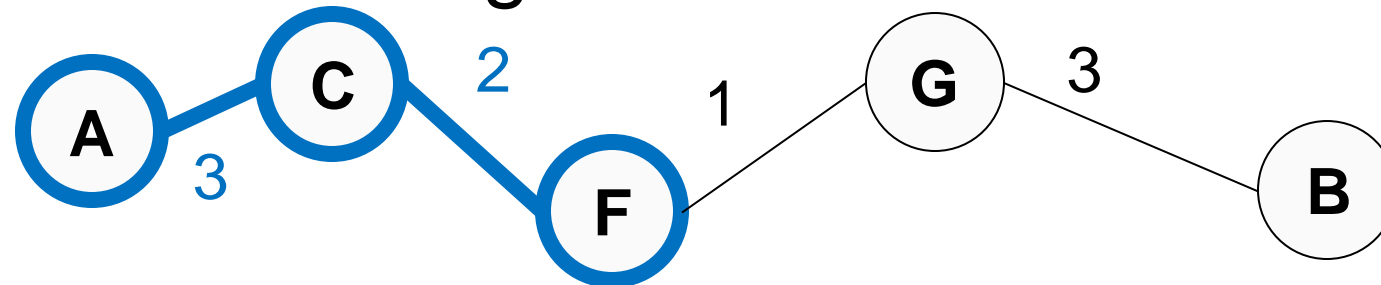
- For path finding and graph traversal
 - Finding least-cost path between start and goal node
- Informed search algorithm => uses heuristics



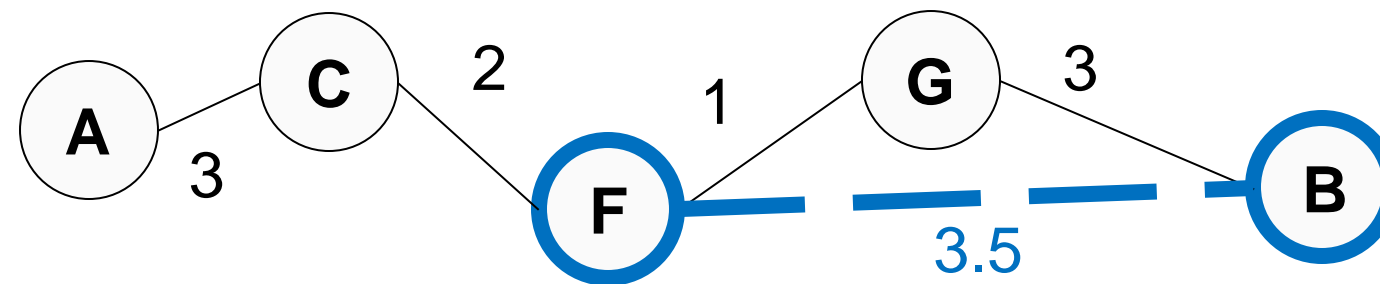
A* ALGORITHM

Path finding with the A* algorithm:

- $g(n)$: current least cost to get from node A to n



- $h(n)$: heuristic cost to get from node n to B (e.g. Euclidean distance)



- Current cheapest path through n :

$$f(n) = g(n) + h(n)$$

A* ALGORITHM

Path finding with A*:

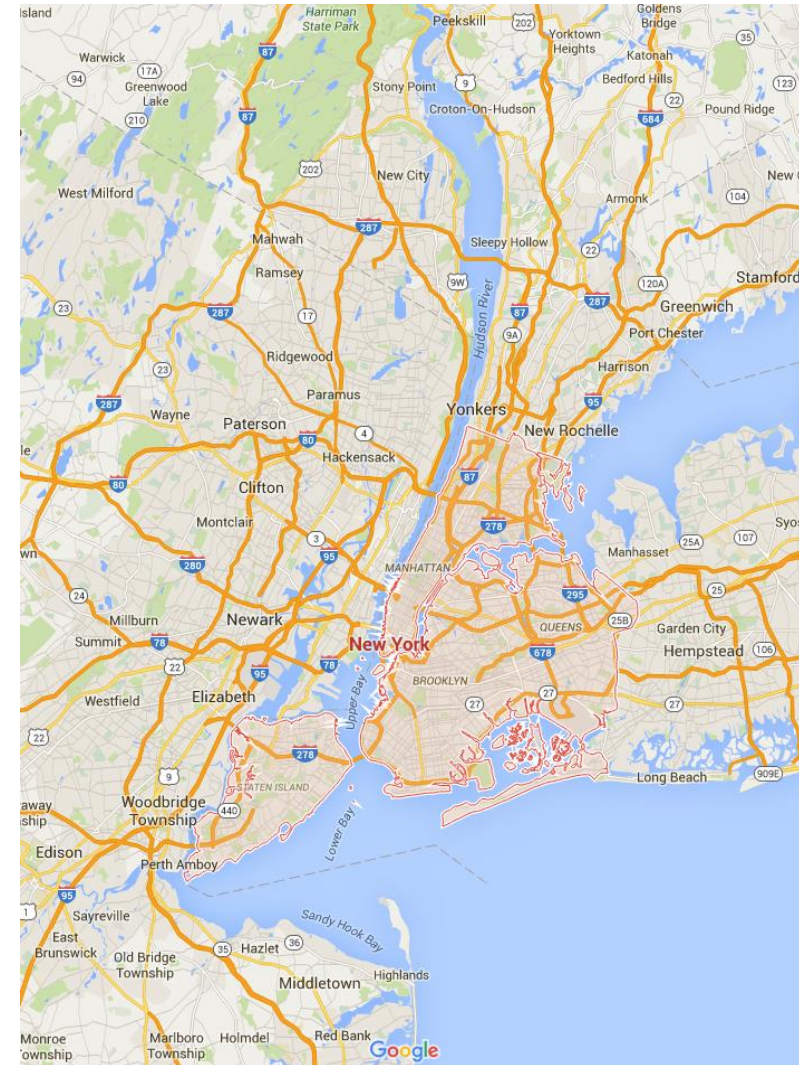
- Expand non-visited neighbors of node with lowest f -value and check for potential cheaper paths along these neighbors



ASSIGNMENT

Assignment:

- Implement A* in Python
- Shortest path w.r.t. minimal distance / time in a NY street map
- Alternative heuristics



PROGRAMMING IN PYTHON

Need to refresh your Python skills?

- Ufora: Content/B. Practicals/Practicals 0/Python_Basics.ipynb
- or <https://developers.google.com/edu/python/>

Use [Google Colab](#) to upload and run your code



GETTING STARTED

- Assignment on Ufora: Content/B. Practicals/Practical 1
- Edit a_star.ipynb
- Downloading the NY traffic data

ASSIGNMENT

Assignment:

- Ufora: Content/B. Practicals/Practical 1
- In groups of 2
 - Choose groups on Ufora
- Send questions to
 - ai@lists.ugent.be
- Deadline
 - November 1st, 2019 (23:59)