LAB-03

→ A* algorithm:

function A* search (problem) returns a solution or failure

node ← a node n with n-state problem-initial state, n.g = 0

frontier ← a priority queue ordered by ascending g^{th}, only element n.

loop do

if empty? (frontier) then return failure

n ← pop (frontier)

if problem. goal test (n. state) then return. solution(n)

for each action a in problem. actions(n.state) do

n' ← child node (problem, n, a)

insert (n'. g(n') + h(n'), frontier)