\*\*Topics:\*\*

\* Implement Dijkstra's search algorithm on a road network graph.

\* Implement the A\* search algorithm using a Euclidean heuristic on a road network graph.

Note: This Implementation is little bit different than the standard one’s mentioned below ( We dropped closed and cost dictionaries)

We will be relying on the [OSMNX library](https://osmnx.readthedocs.io/en/stable/) to generate Python graphs from Open Street Map (OSM) data. These graphs will be represented using the [NetworkX library](https://networkx.github.io/documentation/stable/). Both of these links are to the documentation

## Dijkstra's Search standard algorithm

First, let's focus on Dijkstra's algorithm.

![Dijkstra's Pseudocode](dijkstra.png)

## A\* search on our map standard algorithm

![A\* Pseudocode](a\_star.png)