```
class Graph:
    def __init__(self, graph, heuristicNodeList, startNode):
        self.graph = graph
        self.H=heuristicNodeList
        self.start=startNode
        self.parent={}
        self.status={}
        self.solutionGraph={}

    def applyAOStar(self):
        self.aoStar(self.start, False)

    def getNeighbors(self, v):
        return self.graph.get(v,'')

    def getStatus(self,v):
        return self.status.get(v,0)

    def setStatus(self,v, val):
        self.status[v]=val

    def getHeuristicNodeValue(self, n):
        return self.H.get(n,0)

    def setHeuristicNodeValue(self, n, value):
        self.H[n]=value

    def printSolution(self):
        print("FOR GRAPH SOLUTION, TRAVERSE THE GRAPH FROM THE START NODE:",self.start)
        print("------------------------------------------------------------")
        print(self.solutionGraph)
        print("------------------------------------------------------------")

    def computeMinimumCostChildNodes(self, v):
        minimumCost=0
        costToChildNodeListDict={}
        costToChildNodeListDict[minimumCost]=[]
        flag=True
        for nodeInfoTupleList in self.getNeighbors(v):
            cost=0
            nodeList=[]
            for c, weight in nodeInfoTupleList:
                cost=cost+self.getHeuristicNodeValue(c)+weight
                nodeList.append(c)
            if flag==True:
                minimumCost=cost
                costToChildNodeListDict[minimumCost]=nodeList
                flag=False
            else:
                if minimumCost>cost:
                    minimumCost=cost
                    costToChildNodeListDict[minimumCost]=nodeList
        return minimumCost, costToChildNodeListDict[minimumCost]

    def aoStar(self, v, backTracking):
        print("HEURISTIC VALUES :", self.H)
        print("SOLUTION GRAPH :", self.solutionGraph)
        print("PROCESSING NODE :", v)
```

```
        print("-------------------------------------------------------------------------")
        if self.getStatus(v) >= 0:
            minimumCost, childNodeList = self.computeMinimumCostChildNodes(v)
            print(minimumCost, childNodeList)
            self.setHeuristicNodeValue(v, minimumCost)
            self.setStatus(v,len(childNodeList))
            solved=True # check the Minimum Cost nodes of v are solved
            for childNode in childNodeList:
                self.parent[childNode]=v
                if self.getStatus(childNode)!=-1:
                    solved=solved & False
            if solved==True:
                self.setStatus(v,-1)
                self.solutionGraph[v]=childNodeList
            if v!=self.start:
                self.aoStar(self.parent[v], True)
            if backTracking==False: # check the current call is not for backtracking
                for childNode in childNodeList:
                    self.setStatus(childNode,0)
                    self.aoStar(childNode, False)



#for simplicity we ll consider heuristic distances given
print ("Graph - 1")
h1 = {'A': 1, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 5, 'H': 7, 'I': 7, 'J': 1}
graph1 = {
    'A': [[('B', 1), ('C', 1)], [('D', 1)]],
    'B': [[('G', 1)], [('H', 1)]],
    'C': [[('J', 1)]],
    'D': [[('E', 1), ('F', 1)]],
    'G': [[('I', 1)]]
}

G1= Graph(graph1, h1, 'A')
G1.applyAOStar()
G1.printSolution()
```

```
Graph - 1
HEURISTIC VALUES : {'A': 1, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 5, 'H
SOLUTION GRAPH : {}
PROCESSING NODE : A
-------------------------------------------------------------------------
10 ['B', 'C']
HEURISTIC VALUES : {'A': 10, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 5, '
SOLUTION GRAPH : {}
PROCESSING NODE : B
-------------------------------------------------------------------------
6 ['G']
HEURISTIC VALUES : {'A': 10, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 5, '
SOLUTION GRAPH : {}
PROCESSING NODE : A
-------------------------------------------------------------------------
10 ['B', 'C']
HEURISTIC VALUES : {'A': 10, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 5, '
SOLUTION GRAPH : {}
PROCESSING NODE : G
```

```
--------------------------------------------------------------------------------
8 ['I']
HEURISTIC VALUES : {'A': 10, 'B': 6, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 8, '
SOLUTION GRAPH : {}
PROCESSING NODE : B
--------------------------------------------------------------------------------
8 ['H']
HEURISTIC VALUES : {'A': 10, 'B': 8, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 8, '
SOLUTION GRAPH : {}
PROCESSING NODE : A
--------------------------------------------------------------------------------
12 ['B', 'C']
HEURISTIC VALUES : {'A': 12, 'B': 8, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 8, '
SOLUTION GRAPH : {}
PROCESSING NODE : I
--------------------------------------------------------------------------------
0 []
HEURISTIC VALUES : {'A': 12, 'B': 8, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 8, '
SOLUTION GRAPH : {'I': []}
PROCESSING NODE : G
--------------------------------------------------------------------------------
1 ['I']
HEURISTIC VALUES : {'A': 12, 'B': 8, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 1, '
SOLUTION GRAPH : {'I': [], 'G': ['I']}
PROCESSING NODE : B
--------------------------------------------------------------------------------
2 ['G']
HEURISTIC VALUES : {'A': 12, 'B': 2, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 1, '
SOLUTION GRAPH : {'I': [], 'G': ['I'], 'B': ['G']}
PROCESSING NODE : A
--------------------------------------------------------------------------------
6 ['B', 'C']
HEURISTIC VALUES : {'A': 6, 'B': 2, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 1, 'H
SOLUTION GRAPH : {'I': [], 'G': ['I'], 'B': ['G']}
PROCESSING NODE : C
--------------------------------------------------------------------------------
2 ['J']
HEURISTIC VALUES : {'A': 6, 'B': 2, 'C': 2, 'D': 12, 'E': 2, 'F': 1, 'G': 1, 'H
SOLUTION GRAPH : {'I': [], 'G': ['I'], 'B': ['G']}
```