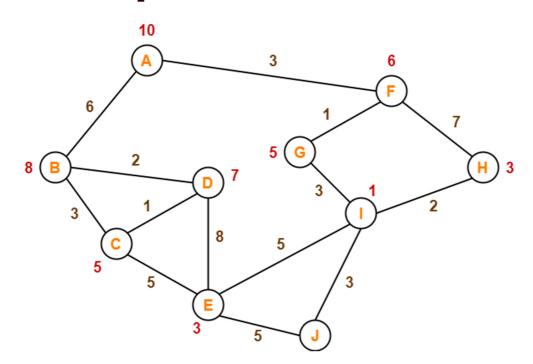
PROGRAM 1- AStarSearch Algorithm

Input Graph



```
In [7]: def aStarAlgo(start node, stop node):
             open_set=set(start_node)
             closed set=set()
             g=\{\}
             parents={}
             g[start_node]=0
             parents[start_node]=start_node
             while len(open_set)>0:
                 n=None
                 for v in open set:
                     if n==None or g[v]+heuristic(v)<g[n]+heuristic(n):</pre>
                 if n== stop node or Graph nodes[n] == None:
                     pass
                 else:
                     for (m,weight) in get_neighbors(n):
                         if m not in open_set and m not in closed_set:
                             open_set.add(m)
                             parents[m]=n
                             g[m]=g[n]+weight
                         else:
                             if g[m]>g[n]+weight:
                                  g[m]=g[n]+weight
                                 parents[m]=n
                                  if m in closed_set:
                                      closed_set.remove(m)
                                      open set.add(m)
                 if n == None:
                     print('Path Does not exist')
                     return None
                 if n == stop_node:
                     path=[]
                     while parents[n]!= n:
                         path.append(n)
                         n=parents[n]
                     path.append(start_node)
                     path.reverse()
                     print('Path Found : {}'.format(path))
                     return path
                 open_set.remove(n)
                 closed_set.add(n)
             print('path does not exist')
             return None
        def get_neighbors(v):
             if v in Graph nodes:
                 return Graph nodes[v]
             else:
                 return None
        def heuristic(n):
             H dist = {
                 'A':10,
                 'B':8,
                 'C':5,
                 'D':7,
                 'E':3,
                 'F':6,
                 'G':5,
```

```
'H':3,
                 'I':1,
                 'J':0
             return H_dist[n]
         Graph_nodes = {
             'A':[('B',6),('F',3)],
             'B':[('C',3),('D',2)],
             'C':[('D',1),('E',5)],
             'D':[('C',1),('E',8)],
             'E':[('I',5),('J',5)],
             'F':[('G',1),('H',7)],
             'G':[('I',3)],
             'H':[('I',2)],
             'I':[('E',5),('J',3)],
         }
         aStarAlgo('A','J')
         Path Found : ['A', 'F', 'G', 'I', 'J']
Out[7]: ['A', 'F', 'G', 'I', 'J']
In [ ]:
In [ ]:
```

Shortest path for input graph:

