

LAPORAN TUGAS KECIL 3
IF2211 – STRATEGI ALGORITMA

**Implementasi Algoritma A* untuk Menentukan Lintasan
Terpendek**



Oleh :

Rayhan Alghifari Fauzta **13519039**

Raihan Astrada Fathurrahman **13519113**

SEKOLAH TEKNIK ELEKTRO DAN INFORMATIKA

INSTITUT TEKNOLOGI BANDUNG

2021

1. Source Code Program

```
# Modul lain yang digunakan
import os
from math import *
import networkx as nx
import matplotlib.pyplot as plt

class Graph:
    def __init__(self):
        self.components = []

    def loadFile(self, filename):
        cur_path = os.path.dirname(__file__)
        fpath = os.path.join(cur_path, '../test/'+filename)
        try:
            f = open(fpath, 'r')
            lines = f.readlines()
            for i in range(len(lines)):
                lines[i] = lines[i].replace("\n", "")
            f.close()

            # Ambil jumlah simpul
            count_nodes = int(lines[0])
            # Ambil nama simpul
            nodes = []
            for i in range(1, count_nodes + 1):
                dot = lines[i].split(" ")
                nodes.append(dot[2])
            # Ambil koordinat
            coordinates = []
            for i in range(1, count_nodes + 1):
                dot = lines[i].split(" ")
                coordinates.append((float(dot[0]), float(dot[1])))
            # Ambil adjacent list
            adj = []
            for i in range(count_nodes + 1, len(lines)):
                dot = lines[i].split(" ")
```

```

        tmp = []
        for val in dot:
            tmp.append(float(val))
        adj.append(tmp)

    for i in range(count_nodes):
        if (nodes[i] not in self.components):
            weight = []
            for j in range(count_nodes):
                if (adj[i][j] != 0):
                    weight.append(self.haversine(coordinates[i],coordinates[j]))
                else:
                    weight.append(0)
            value = [nodes[i],coordinates[i],adj[i],weight]
            self.components.append(value)

    except:
        raise

def getCoordinate(self, key):
    for value in self.components:
        if (value[0] == key):
            return value[1]

def getComponent(self, key):
    for value in self.components:
        if (value[0] == key):
            return value

# distance in a spherical object, such as Earth, uses haversine formula
# https://en.wikipedia.org/wiki/Haversine_formula
def haversine(self, startPosition, targetPosition):
    r = 6378 # earth radius in equator (kilometer)
    p1 = pi/180 * (targetPosition[0] - startPosition[0])
    p2 = pi/180 * (targetPosition[1] - startPosition[1])
    d = 2 * r * asin(sqrt(sin(p1/2)**2 + cos((pi/180)*targetPosition[0]) *
cos((pi/180)*startPosition[0]) * sin(p2/2)**2))

```

```

        return d

    def sphericalDistance(self, root):
        hn = {}
        for i in range(len(self.components)):
            target = self.components[i][0]
            hn[target] = self.haversine(self.getCoordinate(root), self.getCoordinate(target))
        return hn

    def astar(self, root, target):
        queue = []
        visited = set()
        hn = self.sphericalDistance(root)

        # Element Queue = [Kota, Distance, Path]
        queue.append([root, 0, [root]])
        visited.add(root)
        while (len(queue) != 0):
            fn = []
            if (queue[0][0] == target):
                # Target Found
                break
            else:
                # f(n) = g(n)+h(n)
                current = self.getComponent(queue[0][0])
                for i in range(len(current[3])):
                    path = []
                    for node in queue[0][2]:
                        path.append(node)
                    if (current[3][i] != 0 and self.components[i][0] not in visited):
                        nodeName = self.components[i][0]
                        fn = queue[0][1] + current[3][i] + hn.get(nodeName)

                        path.append(nodeName)
                        queue.append([nodeName, fn, path])

```

```

        queue.pop(0)
    if (len(queue) != 0):
        # Sort & Choose Lowest f(n)
        sorted(queue, key = lambda x: x[1])
        visited.add(queue[0][0])

# {EOP : Head queue simpul target atau panjang queue 0}
if (len(queue) != 0):
    print("Jarak terdekat dari "+root+" ke "+target+" adalah ", end = "")
    print('%.2f'%queue[0][1], end = "")
    print(" km dengan rute lintasan ", end="")
    print(queue[0][2])
    return queue

def drawGraph(self, result):
    G = nx.Graph()
    nodePosition = {}

    path = []
    for i in range(len(result[0][2]) - 1):
        path.append((result[0][2][i], result[0][2][i+1]))
        path.append((result[0][2][i+1], result[0][2][i]))

    for i in range(len(self.components)):
        # Masukkan posisi simpul
        nodePosition[self.components[i][0]] = self.components[i][1]
        for j in range(len(self.components[i][2])):
            # Masukkan sisi & color sisi
            if (self.components[i][2][j]):
                if (self.components[i][0], self.components[j][0]) in path:
                    if (self.components[j][0] == result[0][2][-1]):
                        # Nampilin jarak
                        labels = {(self.components[i][0], self.components[j][0]): "Total
jarak: " + '%.2f'%result[0][1] + " km"}
                        color = "red"
                    else:
                        color = "black"

```

```

        G.add_edge(self.components[i][0], self.components[j][0],
weight=self.components[i][3][j], color=color)

# Color node
colorNode = []
for node in G:
    if node in result[0][2]:
        colorNode.append("blue")
    else:
        colorNode.append("white")

options = {
    "with_labels": True,
    "node_color": colorNode,
    "edge_color": [G[i][j]["color"] for i,j in G.edges()],
    "edgecolors": "black"
}

# draw
nx.draw_networkx(G, nodePosition, **options)

# labels node & edge target
nx.draw_networkx_labels(G, nodePosition, font_size=10,
font_family="sans-serif")
nx.draw_networkx_edge_labels(G,nodePosition,edge_labels=labels,font_size = 8)

# show graph
ax = plt.gca()
ax.margins(0.08)
plt.axis("off")
plt.tight_layout()
plt.show()

```

2. File Input

Tabel 1. File Input Program

No	Daerah	Input
1	ITB/Dago (File 'itb.txt')	<pre> 12 -6.884893 107.611445 A -6.885191 107.613017 B -6.885257 107.613733 C -6.887256 107.611540 D -6.887386 107.613611 E -6.887910 107.608289 F -6.893882 107.608450 G -6.893230 107.610447 H -6.893605 107.611944 I -6.893780 107.613036 J -6.894759 107.611723 K -6.894883 107.608839 L 0 0.17686726502403394 0 0.2632517439789043 0 0 0 0 0 0 0 0.17686726502403394 0 0.07946859144593632 0.28192895069042706 0 0 0 0 0 0 0 0 0 0.07946859144593632 0 0 0.23737731468051107 0 0 0 0 0 0 0.2632517439789043 0.28192895069042706 0 0 0.22933116685049545 0.3665819638890329 0 0 0 0 0 0 0 0.23737731468051107 0.22933116685049545 0 0 0 0 0 0.7145925075720253 0 0 0 0 0 0.3665819638890329 0 0 0.6650237807660428 0 0 0 0 0 0 0 0 0 0.6650237807660428 0 0.23232125564821227 0 0 0 0.11943352380600843 0 0 0 0 0 0.23232125564821227 0 0.17062232500909322 0 0 0 0 0 0 0 0 0 0.17062232500909322 0 0.12224166728949747 0.13076103083345564 0 0 0 0 0 0.7145925075720253 0 0 0 0.12224166728949747 0 0 0 0 0 0 0 0 0 0.13076103083345564 0 0 0.3190155925057135 0 0 0 0 0 0.11943352380600843 0 0 0 0.3190155925057135 0 </pre>
2	Alun-alun Bandung (file 'alunbandung.t xt')	<pre> 17 -6.918268 107.604297 A -6.918658 107.605451 B </pre>

		-6.918932 107.606668 C -6.920138 107.612217 D -6.921770 107.612008 E -6.921218 107.607724 F -6.921055 107.606473 G -6.920945 107.605065 H -6.920830 107.604110 I -6.922065 107.604009 J -6.922410 107.606361 K -6.922554 107.607605 L -6.922839 107.609812 M -6.923403 107.606276 N -6.923096 107.603966 O -6.919565 107.608346 P -6.921266 107.608050 Q 0 0.13471176844466234 0 0 0 0 0 0.28594209216231176 0 0 0 0 0 0 0 0.13471176844466234 0 0.13790174212632667 0 0 0 0.2581309434978446 0 0 0 0 0 0 0 0 0 0.13790174212632667 0 0 0 0.23730659677255975 0 0 0 0 0 0 0 0.19836659323542816 0 0 0 0 0.1831317100473715 0 0 0 0 0 0 0 0 0.4324989310078779 0 0 0 0.1831317100473715 0 0 0 0 0 0 0.27027661679532633 0 0 0 0.44096569579186906 0 0 0 0 0.13942859518010012 0 0 0 0.14929990025384676 0 0 0 0 0.03641902208625105 0 0.23730659677255975 0 0.13942859518010012 0.15607347316754297 0 0 0 0 0 0 0 0 0 0.2581309434978446 0 0 0 0 0.0 0.10630680704952646 0 0 0 0 0 0 0 0.28594209216231176 0 0 0 0 0 0.10630680704952646 0 0.1379289327451398 0 0 0 0 0 0 0 0 0 0 0 0 0.1379289327451398 0.26273134540559595 0 0 0 0.11486625589233625 0 0 0 0 0 0 0 0 0.26273134540559595 0.13840040068272444 0 0.11093624643133183 0 0 0 0 0 0 0 0.14929990025384676 0 0 0 0.13840040068272444 0 0.2459405832760499 0 0 0 0 0 0 0 0.27027661679532633 0 0 0 0 0.2459405832760499 0 0 0 0 0
--	--	---

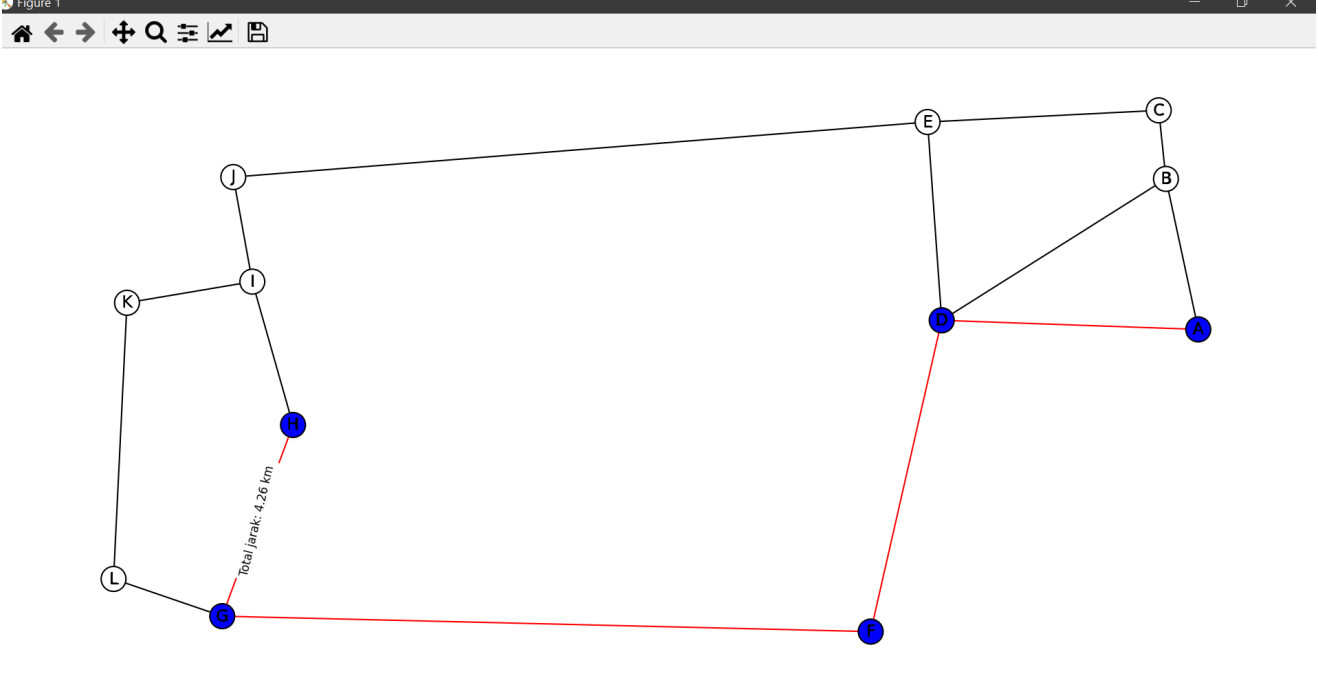
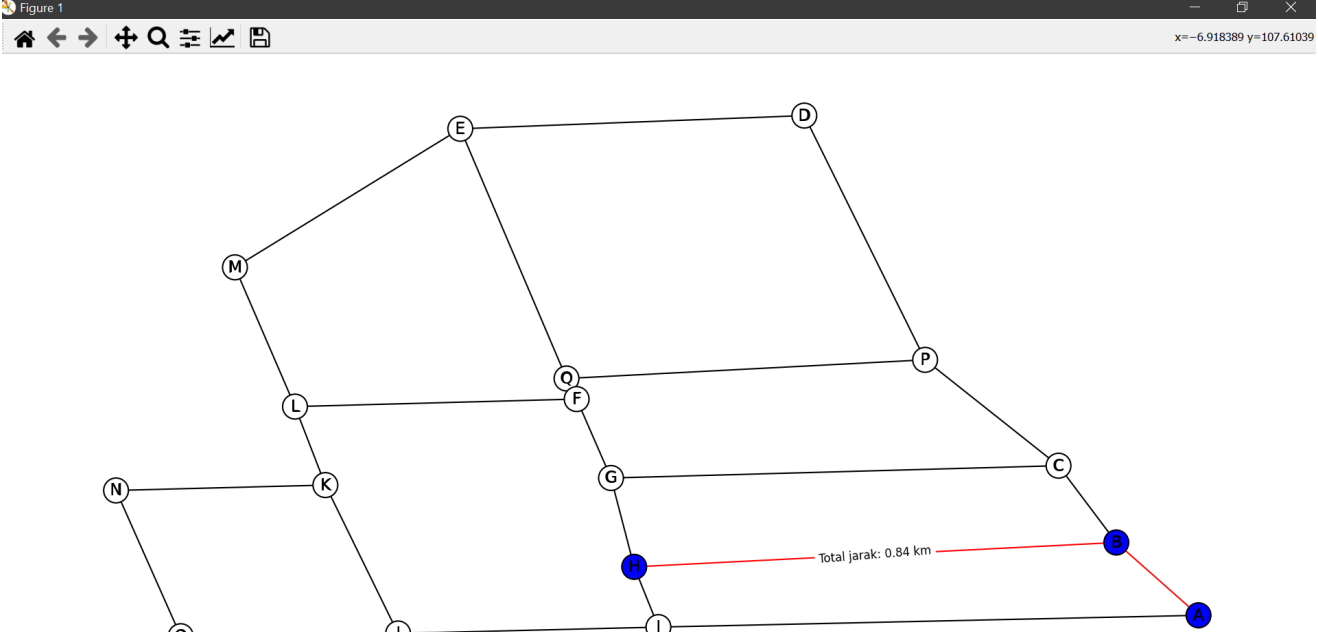
		<pre> 0 0 0 0 0 0 0 0 0 0.11093624643133183 0 0 0 0.2575449621541899 0 0 0 0 0 0 0 0 0 0 0.11486625589233625 0 0 0 0.2575449621541899 0 0 0 0 0 0.19836659323542816 0.4324989310078779 0 0 0 0 0 0 0 0 0 0 0 0.19215488596049382 0 0 0 0 0.44096569579186906 0.03641902208625105 0 0 0 0 0 0 0 0 0.19215488596049382 0 </pre>
3	Buahbatu (file 'buahbatu.txt')	<pre> 8 -6.940351 107.658245 A -6.939252 107.663915 B -6.943234 107.663564 C -6.942138 107.652719 D -6.955690 107.654484 E -6.956029 107.662112 F -6.954222 107.639885 G -6.946367 107.641756 H 0 0.6383757440660554 0 0.6422143355099146 0 0 0 0 0.6383757440660554 0 0.4449583511965164 0 0 0 0 0 0 0.4449583511965164 0 0 0 1.4333107062323849 0 0 0.6422143355099146 0 0 0 1.521124159571173 0 0 1.2996715959379843 0 0 0 1.521124159571173 0 0.8437213748336192 1.621415943452029 0 0 0 1.4333107062323849 0 0.8437213748336192 0 0 0 0 0 0 0 1.621415943452029 0 0 0.8985048923087647 0 0 0 1.2996715959379843 0 0 0.8985048923087647 0 </pre>
4	Jakarta (file 'jkt.txt')	<pre> 15 -6.245131 106.788753 A -6.246568 106.791361 B -6.246584 106.791921 C -6.243914 106.791703 D -6.244357 106.790184 E -6.244625 106.789645 F -6.244878 106.789209 G -6.246105 106.791314 H -6.245636 106.791288 I -6.245589 106.791838 J -6.245394 106.790106 K </pre>

		<pre> -6.245254 106.791829 L -6.244802 106.790382 M -6.245968 106.790115 N -6.246423 106.789829 O 0 0 0 0 0 0.05778681391705183 0 0 0 0 0 0.18671221168035393 0 0 0.061993058403779826 0 0 0 0.05180155909799334 0 0 0 0 0 0.17029199326369335 0 0.061993058403779826 0 0 0 0 0 0.1111406588104678 0 0 0 0 0 0 0 0 0.17517202950873728 0 0 0 0 0.1498151235946974 0 0 0 0 0 0 0.17517202950873728 0 0.06668886476057448 0 0 0 0 0 0.05416525320403055 0 0 0 0 0 0.06668886476057448 0 0.055864744647323765 0 0 0 0.09965008321575428 0 0 0 0 0.05778681391705183 0 0 0 0.055864744647323765 0 0 0 0 0 0 0.15739551564233994 0 0 0.05180155909799334 0 0 0 0 0.05228693435673806 0 0 0 0 0.1335505105390448 0 0 0 0 0 0 0.05228693435673806 0 0.06108548367929538 0.1335412260435828 0 0 0 0 0 0 0.1111406588104678 0 0 0 0 0.06108548367929538 0 0 0.03730452449700794 0 0 0 0 0 0 0 0.09965008321575428 0 0.1335412260435828 0 0 0 0.07263289962435965 0 0 0 0 0.1498151235946974 0 0 0 0 0.03730452449700794 0 0 0 0 0 0 0 0.05416525320403055 0 0 0 0 0.07263289962435965 0 0 0 0 0 0 0 0 0.15739551564233994 0.1335505105390448 0 0 0 0 0 0 0.18671221168035393 0.17029199326369335 0 0 0 0 0 0 0 0 0 0 </pre>
5	Tebet (file 'tebetz.txt')	<pre> 8 -6.235536679520217 106.85527842250073 Smpn73 -6.233743889747193 106.85063836232926 NokiEsports -6.230013827050964 106.85246231829736 WartegWarmo -6.226889873483907 106.85824284564163 StasiunTebet -6.242227419818099 106.85416610947357 SignaturePark -6.242765361706683 106.8584218079315 StasiunCawang -6.224294522153229 106.85139329929041 CervinoVillage -6.23167178187699 106.84564704393786 McDonalds </pre>

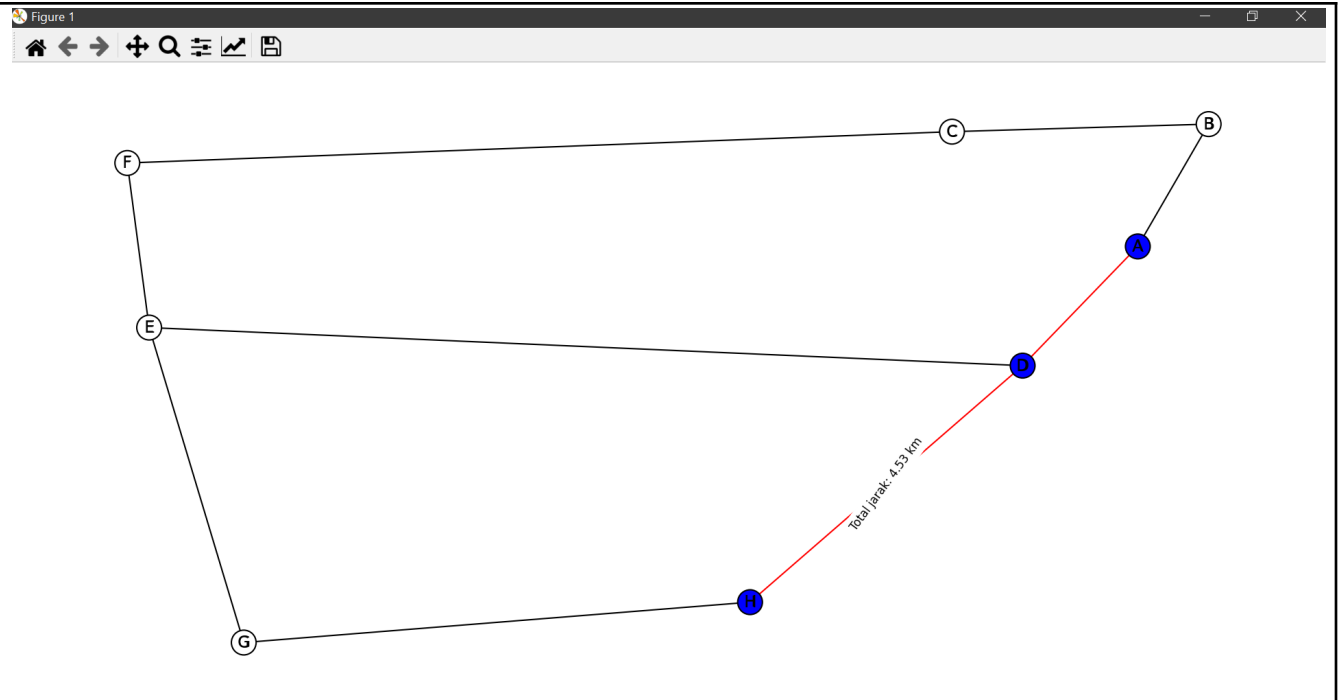
		<pre> 0 0 0.6892575215773871 1.0169018356455397 0.7548960243636511 0 0 0 0 0 0.4616772684513392 0 1.0218664108126787 0 1.0551884516882268 0.5935827238558 0.6892575215773871 0.4616772684513392 0 0.7280876063783246 0 0 0 0 1.0169018356455397 0 0.7280876063783246 0 0 1.7673242638603361 0 0 0.7548960243636511 1.0218664108126787 0 0 0 0.47471506724879536 2.019695786902 1.5064432156255818 0 0 0 1.7673242638603361 0.47471506724879536 0 2.1983067832991834 0 0 1.0551884516882268 0 0 2.019681995786902 2.1983067832991834 0 1.0387758329848 0 0.5985635827238558 0 0 1.5064432156255818 0 1.0386237758329848 0 </pre>
6	Jakarta Selatan (file 'jaksel.txt')	<pre> 8 -6.223541633664353 106.8432401838233 Kokas -6.223229131621265 106.82669727332109 Amba -6.219205651311271 106.81439814983958 PlazaSemanggi -6.208502262545617 106.84709102760661 Pasaraya -6.217168332633138 106.83504634912669 Epiwalk -6.21417953456092 106.82989828073448 SetiabudiOne -6.229983123423717 106.83241053812739 Kemenkes -6.231006655533594 106.8464132842394 RSTebet 0 1.83 0 1.73 1.15 0 1.39 0.9 1.83 0 1.43 0 1.14 1.07 2.34 0 0 1.43 0 0 0 0 0 0 1.73 0 0 0 1.64 0 0 0 1.15 1.14 0 1.64 0 0.66 0 0 0 1.07 0 0 0.66 0 1.78 0 1.39 2.34 0 0 0 1.78 0 1.55 0.9 0 0 0 0 0 1.55 0 </pre>

3. Screenshot Output

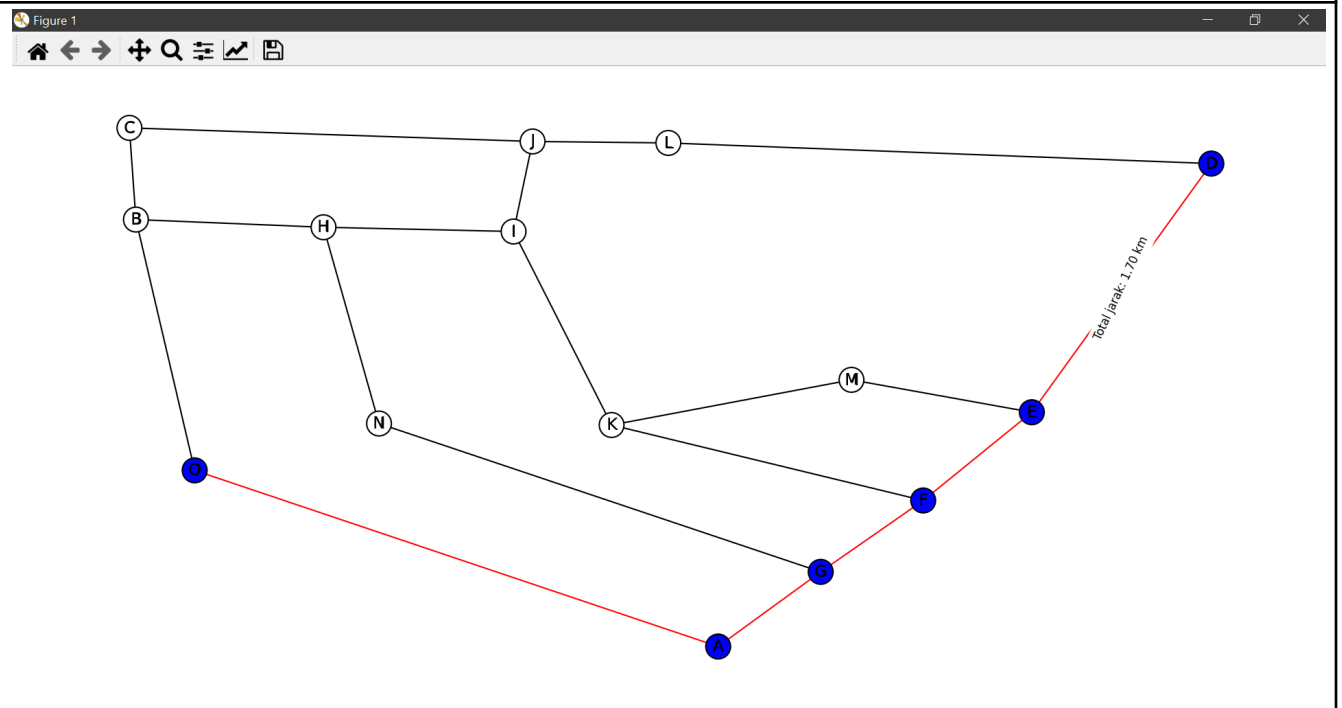
Tabel 2. Screenshot Output Program

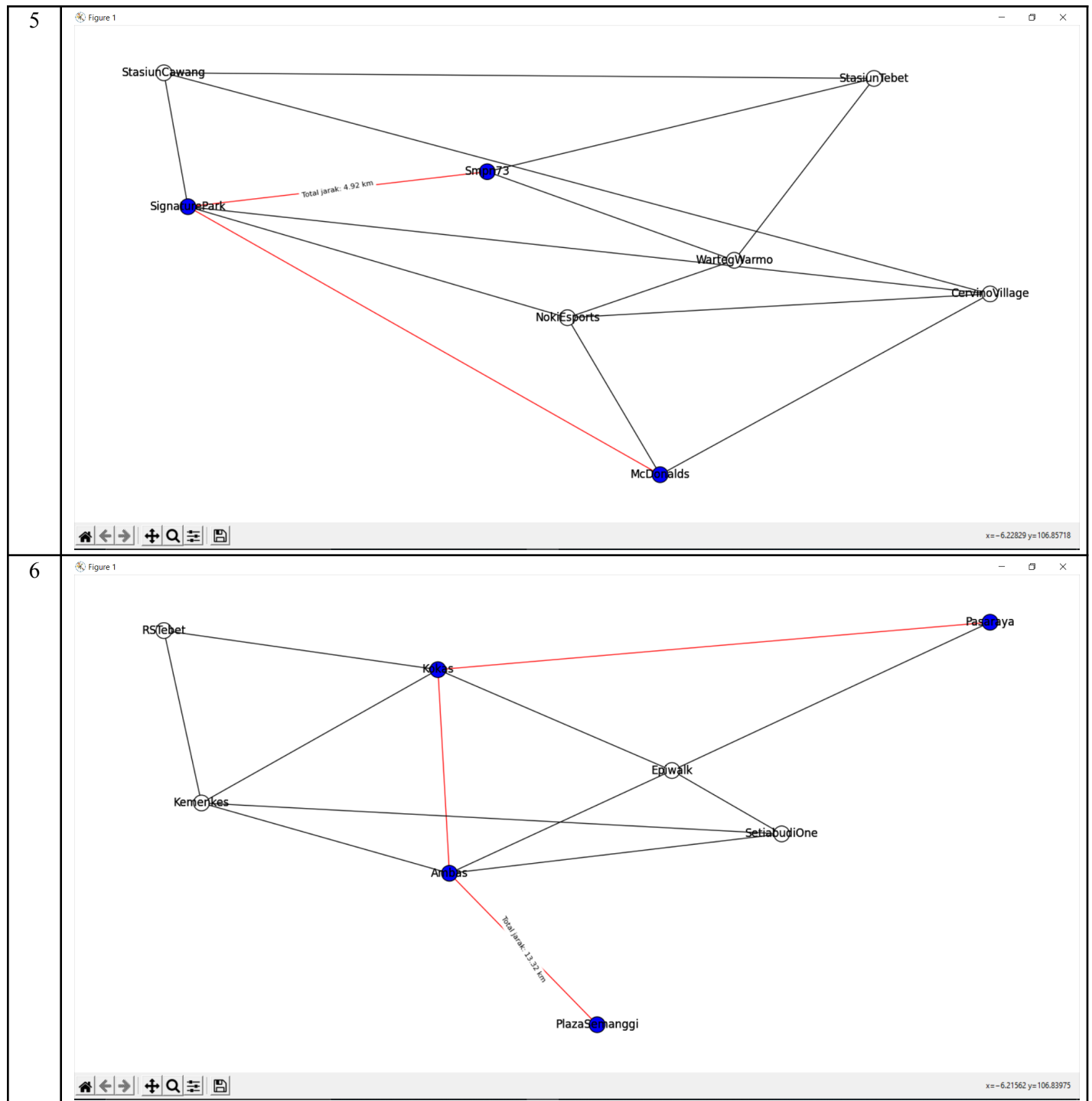
No	Output
1	
2	

3



4





4. Alamat Kode Program

Link Github : <https://github.com/rayfazt/stima-astar>

5. Checklist Program

Tabel 3. Checklist Program

Poin	Ya	Tidak
1. Program dapat menerima input graf	V	
2. Program dapat menghitung lintasan terpendek	V	
3. Program dapat menampilkan lintasan terpendek serta jaraknya	V	
4. Bonus : Program dapat menerima input peta dengan Google Map API dan menampilkan peta		V