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A* Search

Program: import heapq class Node: def init (self, position, parent=None, g=0, h=0): self.position = position self.parent = parent self.g = gself.h = hself.f = g + hdef __lt__(self, other): return self.f < other.f def heuristic(a, b): return abs(a[0] - b[0]) + abs(a[1] - b[1])def a_star_search(grid, start, goal): open list = [] closed_set = set() start_node = Node(start, None, 0, heuristic(start, goal)) heapq.heappush(open_list, start_node) while open list: current_node = heapq.heappop(open_list) if current node.position == goal: path = [] while current_node: path.append(current node.position) current_node = current_node.parent return path[::-1]

closed_set.add(current_node.position)

```
for move in [(0, 1), (1, 0), (0, -1), (-1, 0)]:
       new_position = (current_node.position[0] + move[0], current_node.position[1] + move[1])
       if new_position[0] < 0 or new_position[0] >= len(grid) or new_position[1] < 0 or
new_position[1] >= len(grid[0]):
          continue
       if grid[new_position[0]][new_position[1]] == 1 or new_position in closed_set:
          continue
       new_g = current_node.g + 1
       new_h = heuristic(new_position, goal)
       new node = Node(new position, current node, new g, new h)
       heapq.heappush(open_list, new_node)
  return None
warehouse = [
  [0, 0, 0, 1, 0],
  [1, 1, 0, 1, 0],
  [0, 0, 0, 0, 0],
  [0, 1, 1, 1, 0],
  [0, 0, 0, 0, 0]
]
start_position = (0, 0)
goal_position = (4, 4)
path = a_star_search(warehouse, start_position, goal_position)
if path:
  print("Optimal Path:", path)
else:
  print("No Path Found")
```

Output:

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Optimal Path: [(0, 0), (0, 1), (0, 2), (1, 2), (2, 2), (2, 3), (2, 4), (3, 4), (4, 4)]
```

** Process exited - Return Code: 0 **

Press Enter to exit terminal

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