10/21/24, 7:52 PM A-star

AI LAB ASSIGNMENT

SUPRATIM NAG (CSE-AIML/22/57)

Implementation of A* Search: Second heuristic/informed search algorithm using python

```
In [12]: from IPython.display import Image
Image(filename="Graph04.jpg" ,width=200,height=200)
Out[12]:
 In [7]: import heapq
 In [9]: # Define the graph (edges and their weights) and the heuristic values
            graph = {
                 'S': [('A', 4), ('B', 10), ('C', 11)],
                'S': [('A', 4), ('B', 10), ('C', 11)]
'A': [('D', 5), ('B', 8)],
'B': [('D', 15)],
'C': [('F', 20), ('D', 8), ('F', 2)],
'D': [('H', 16), ('I', 20), ('F', 1)],
'E': [('G', 19)],
'F': [('G', 13)],
'H': [('I', 1), ('J', 2)],
'I': [('J', 5), ('K', 13)],
'J': [('K', 7)],
'K': [('G', 16)],
            heuristics = {
                 'S': 7,
                 'B': 6,
'C': 5,
                 'D': 5,
                 'E': 3,
                 'G': 0,
                 'H': 7,
                 'I': 4,
                 'J': 5,
                 'K': 3,
heapq.heappush(pq, (0 + heuristics[start], 0, start, []))
                 visited = set()
                 while pq:
                      # Pop the node with the lowest cost
                      f_cost, g_cost, current, path = heapq.heappop(pq)
                     # If we reached the goal, return the path and the total cost
if current == goal:
                         return path + [current], g_cost
                     if current in visited:
                          continue
                      # Mark current node as visited
                      visited.add(current)
                       # Explore neighbors
                      for neighbor, weight in graph.get(current, []):
                          if neighbor not in visited:
   total_g_cost = g_cost + weight
   f_cost = total_g_cost + heuristics[neighbor]
                               heapq.heappush(pq, (f_cost, total_g_cost, neighbor, path + [current]))
                 return None, float('inf') # If there's no path
In [11]: # Example usage:
           start_node = 'S
goal_node = 'G'
            path, total_cost = a_star(graph, start_node, goal_node, heuristics)
           print(f"Shortest path from {start_node} to {goal_node}: {path}")
           print(f"Total cost: {total_cost}")
          Shortest path from S to G: ['S', 'A', 'D', 'F', 'G']
          Total cost: 23
```