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LAB-4 A* ALGORITHM

function A* Search (Problem) return a solution (or) failure

node ← a node n with n state = problem initial state
n.g = 0

frontier ← a priority queue ordered by ascending g+h only element n.

loop do
if empty ? (frontier) then return failure
n ← pop(frontier)
if problem.goal test(n.state) then return solution(n)

for each action a in problem.actions(n state) do
n' ← child node (problem, n, a)
insert (n', g(n') + h(n'), frontier)

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