



KU5005 ENGLISH FOR PROFESSIONAL COMMUNICATION

FIND THE FASTEST ROUTE TO
ENGLISH CLASSS WITH

A* ALGORITHM

North Ave

Meet the Team!

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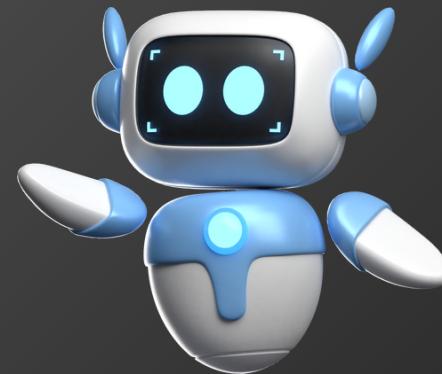
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What is AI?

Artificial Intelligence is a technology which can percept and do actions in an environment that **mimics the human's life daily tasks**



What is Artificial Intelligence?

A Developed technologies that allow computers to perform tasks that are typically done by humans, such as learning, reasoning, and problem-solving

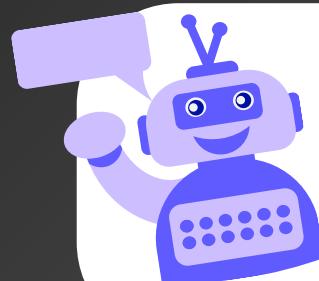
Four Approaches on AI Definition



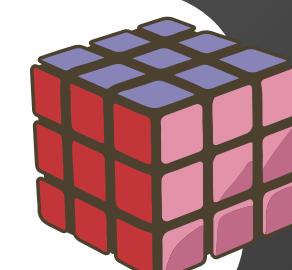
Thinking Humanly



Thinking Rationally



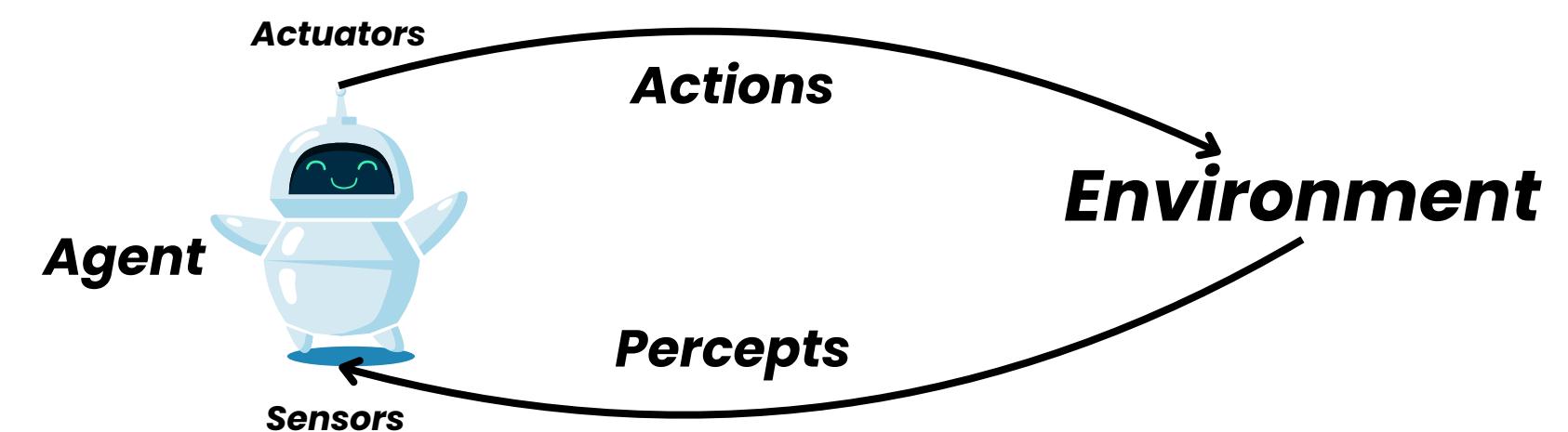
Acting Humanly



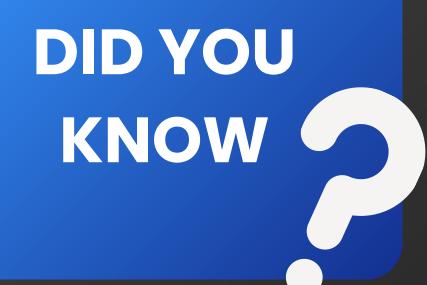
Acting Rationally

What is Intelligent Agent?

A core concept how AI works, **AI is an agent**



anything that can be viewed as **perceiving an environment** using **sensors** and able to do **actions** upon that environment using **actuators** **is an agent**

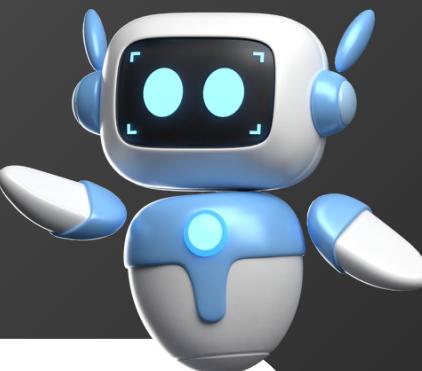


AI is more than we thought. Let's explore more!



Types of AI agents

AI agents can be classified in several ways, depending on their **capabilities**, **function**, or **interaction** with the environment.



Problem Solving Agent

- All problem states and possible actions to reach the goal are **predefined**.
- The agent's task is to search for a **path from the start state to the goal**.
- Simple, with no advanced reasoning required—just **choose actions** that move the **agent closer to the goal**.
- Examples: DFS, BFS, A*



Knowledge Based Agent

- Not all states are given upfront, but the agent is **provided with basic knowledge** or premises to reason and derive new states.
- The agent can **reason** and **make more intelligent decisions**.



Learning Agent

- Initially, **no information is provided**.
- The agent **learns from data gathered through observation** over time.
- The agent must be able to **form knowledge and solve problems from this data**, which makes it more complex.

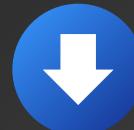
A* As Problem Solving Agent

Explore how the A* algorithm acts as a **problem-solving agent**, transforming complex routes into clear and efficient paths



What is A* Algorithm?

An algorithm used for efficiently **finding the shortest route between two points**



Why is A* Algorithm a Problem-Solving Agent?

- It has information about **all states in the problem** (locations and costs)
- Continuously expands paths with **the least cost** until reaching the destination.

How Does It Work?

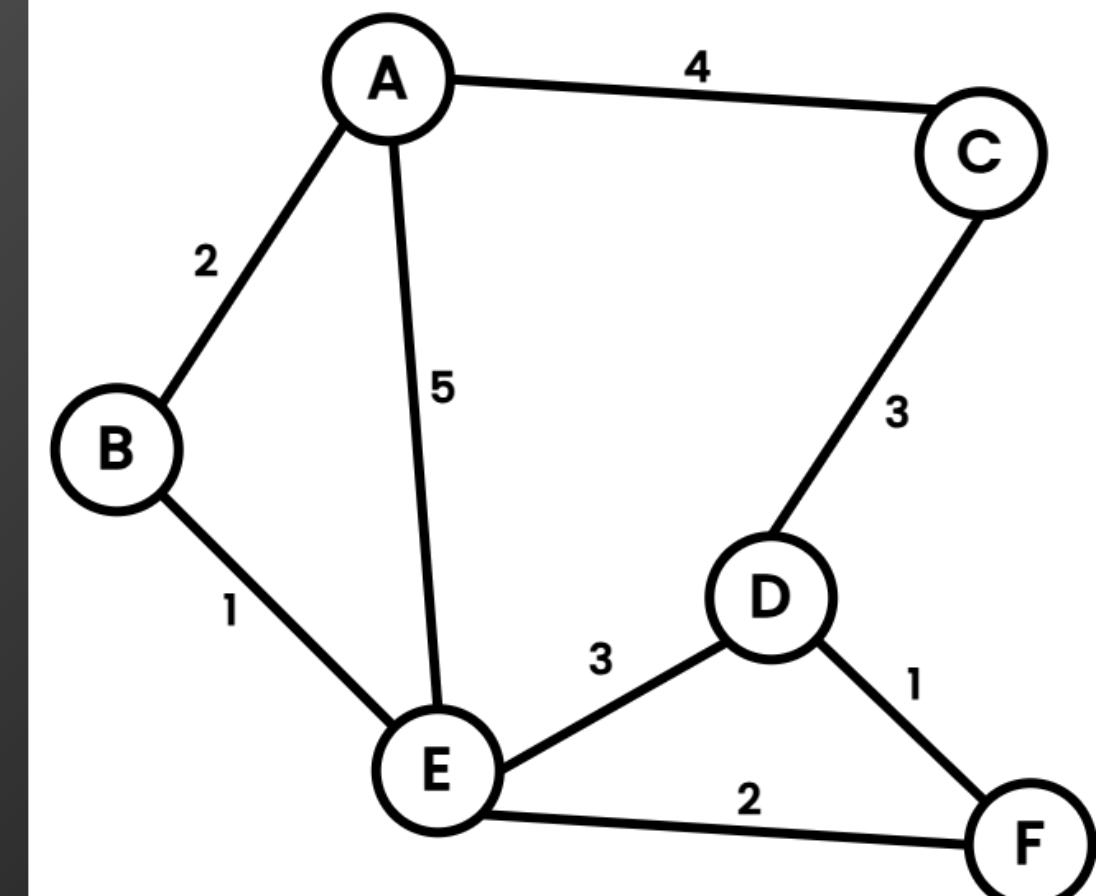
Functions used:

$$f(n) = g(n) + h(n)$$

- **g(n): Actual cost** from the start point to the current point.
- **h(n): Estimated cost** from the current point to the destination (heuristic).

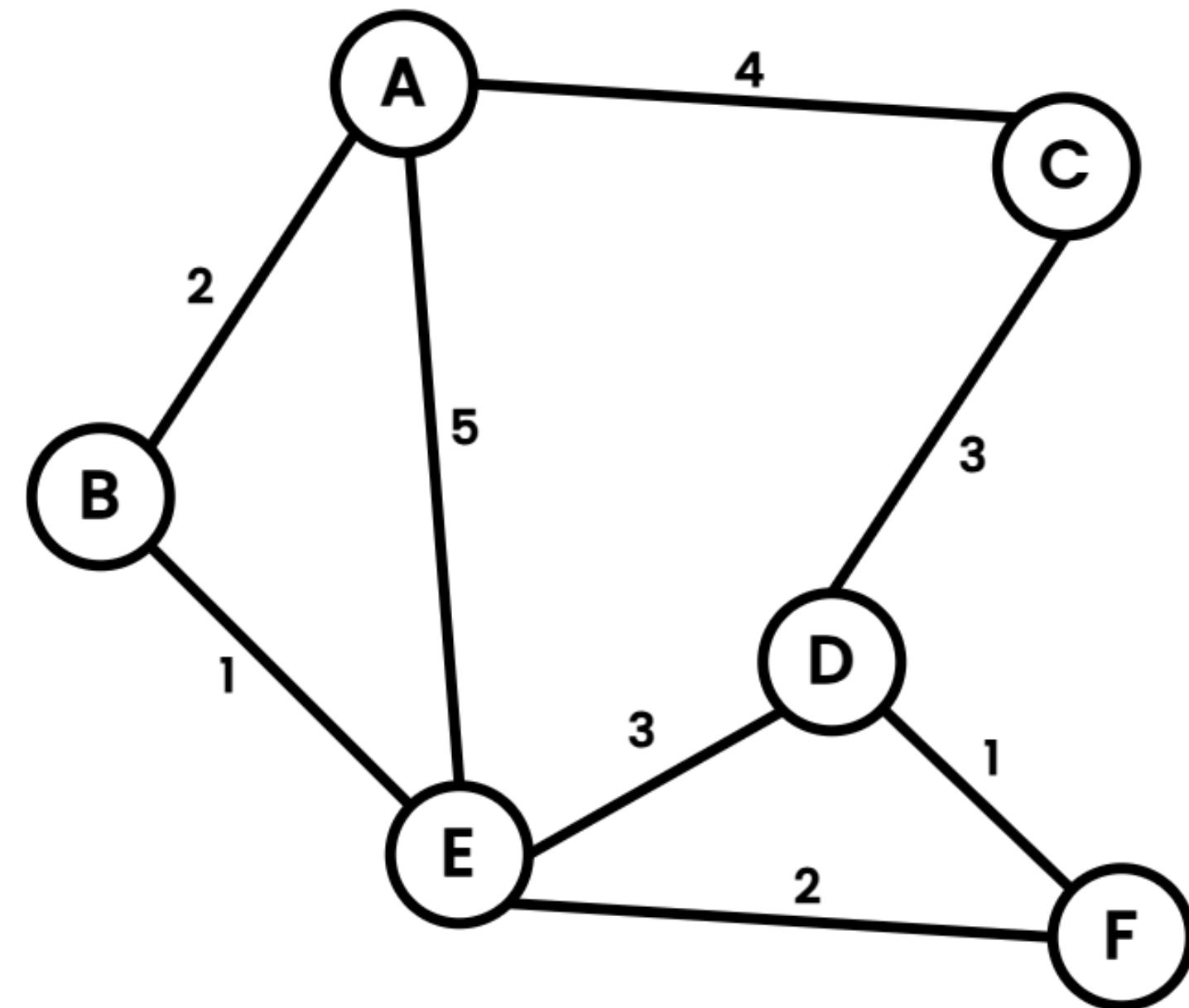
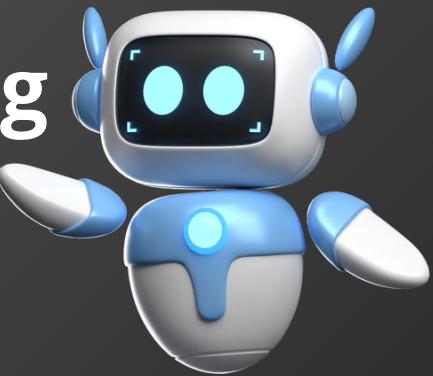
There are **various methods** for determining heuristics, such as the **straight line distance** to the destination.

Find the shortest path from City A to F?



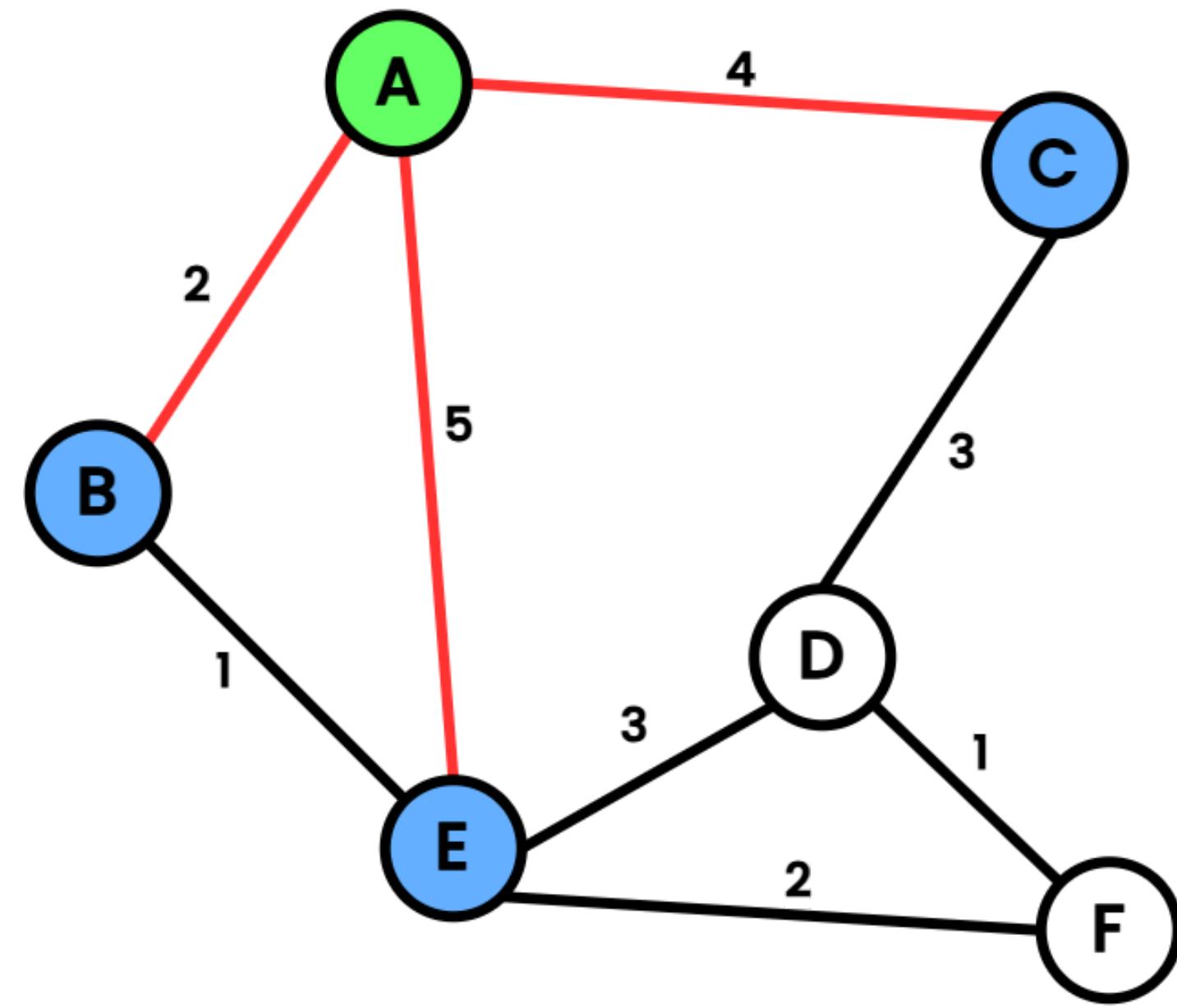
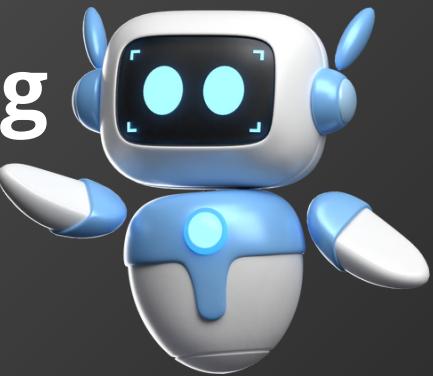
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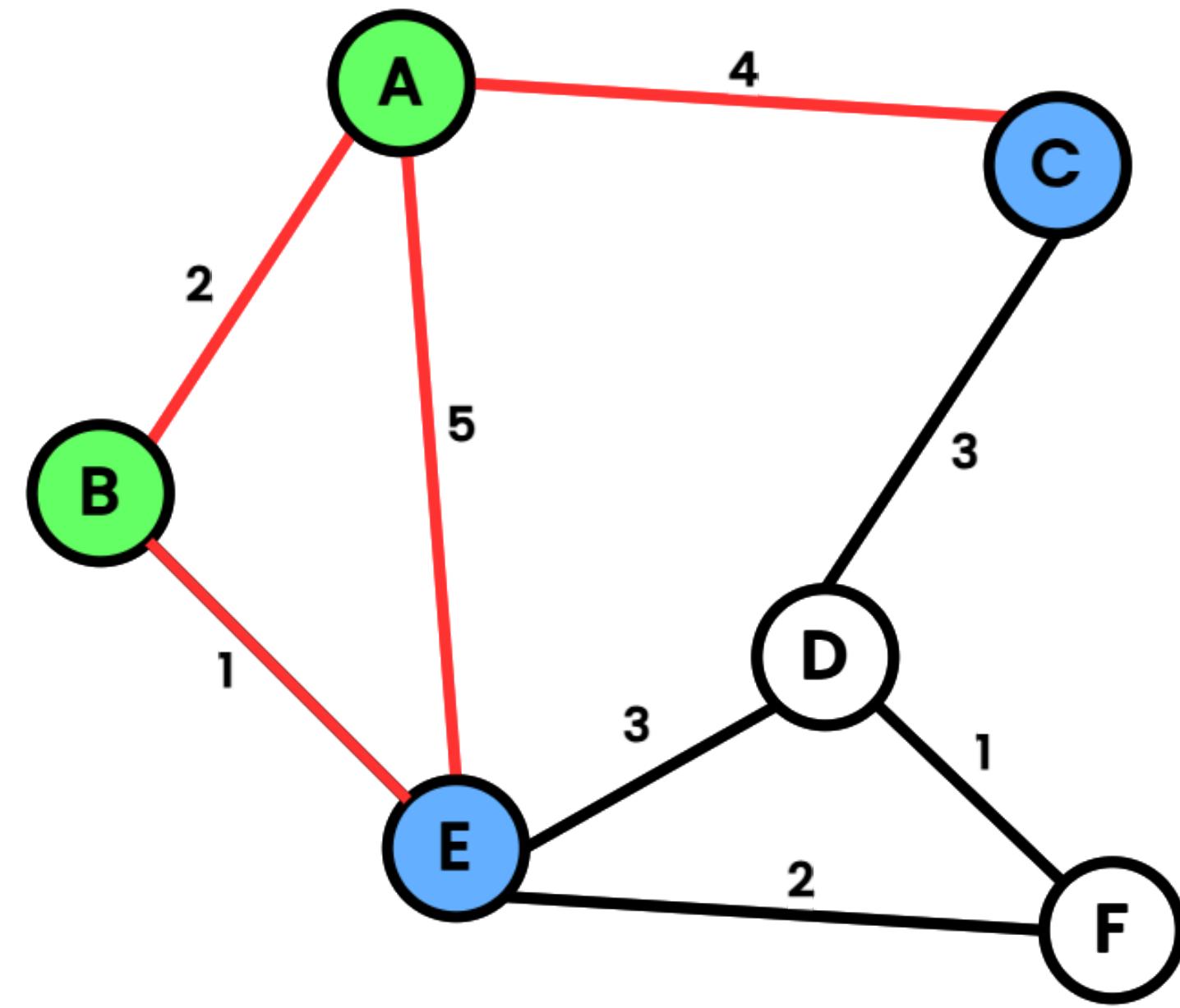
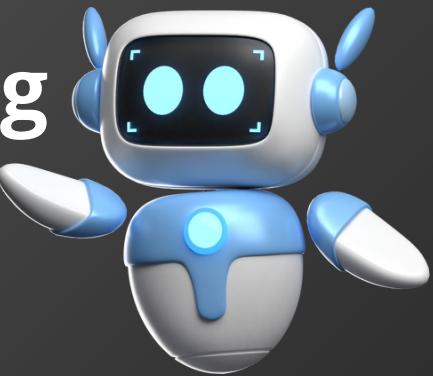
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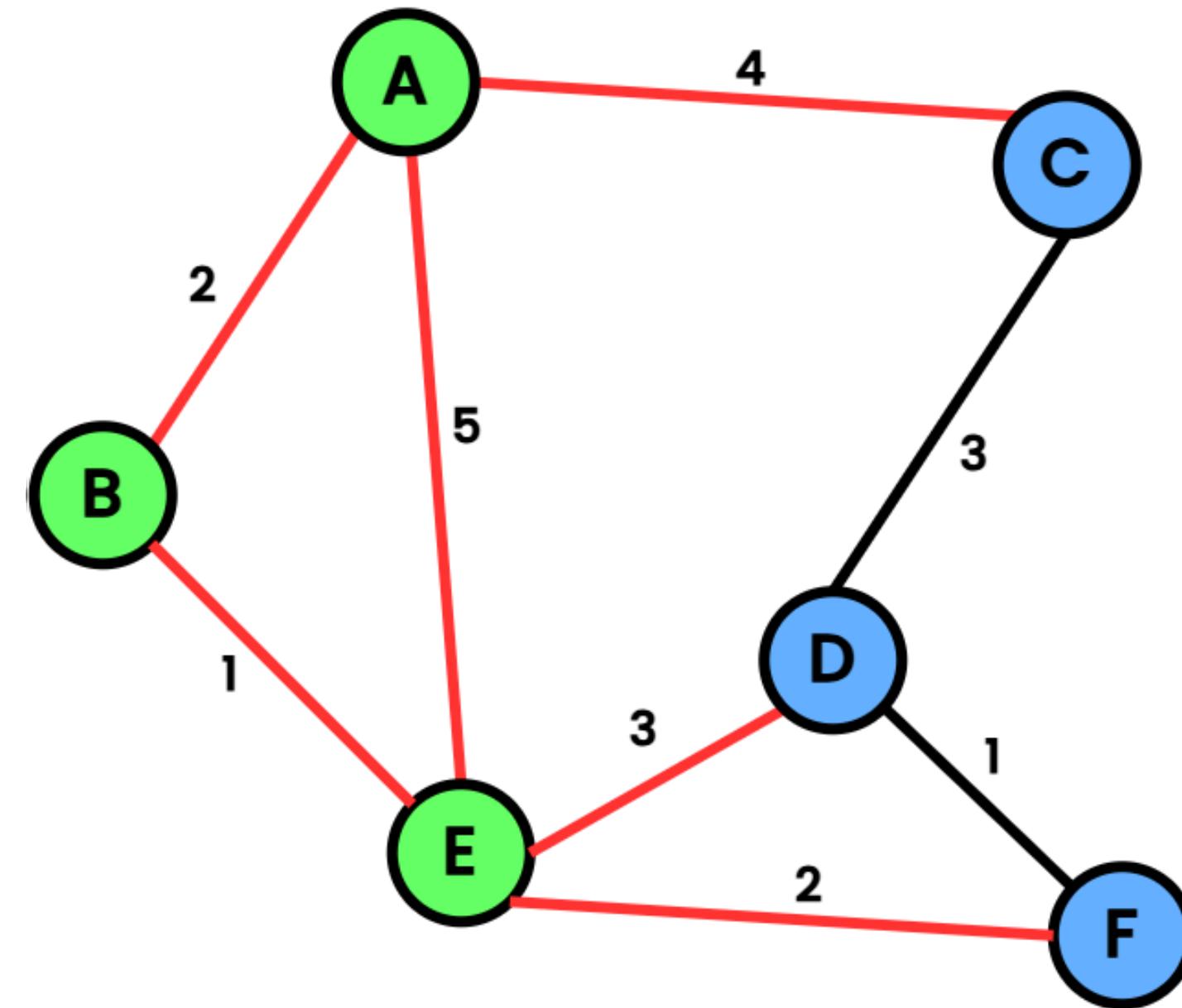
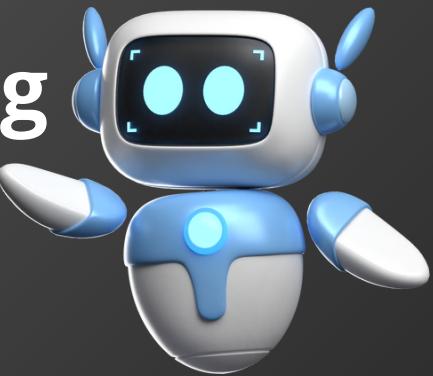
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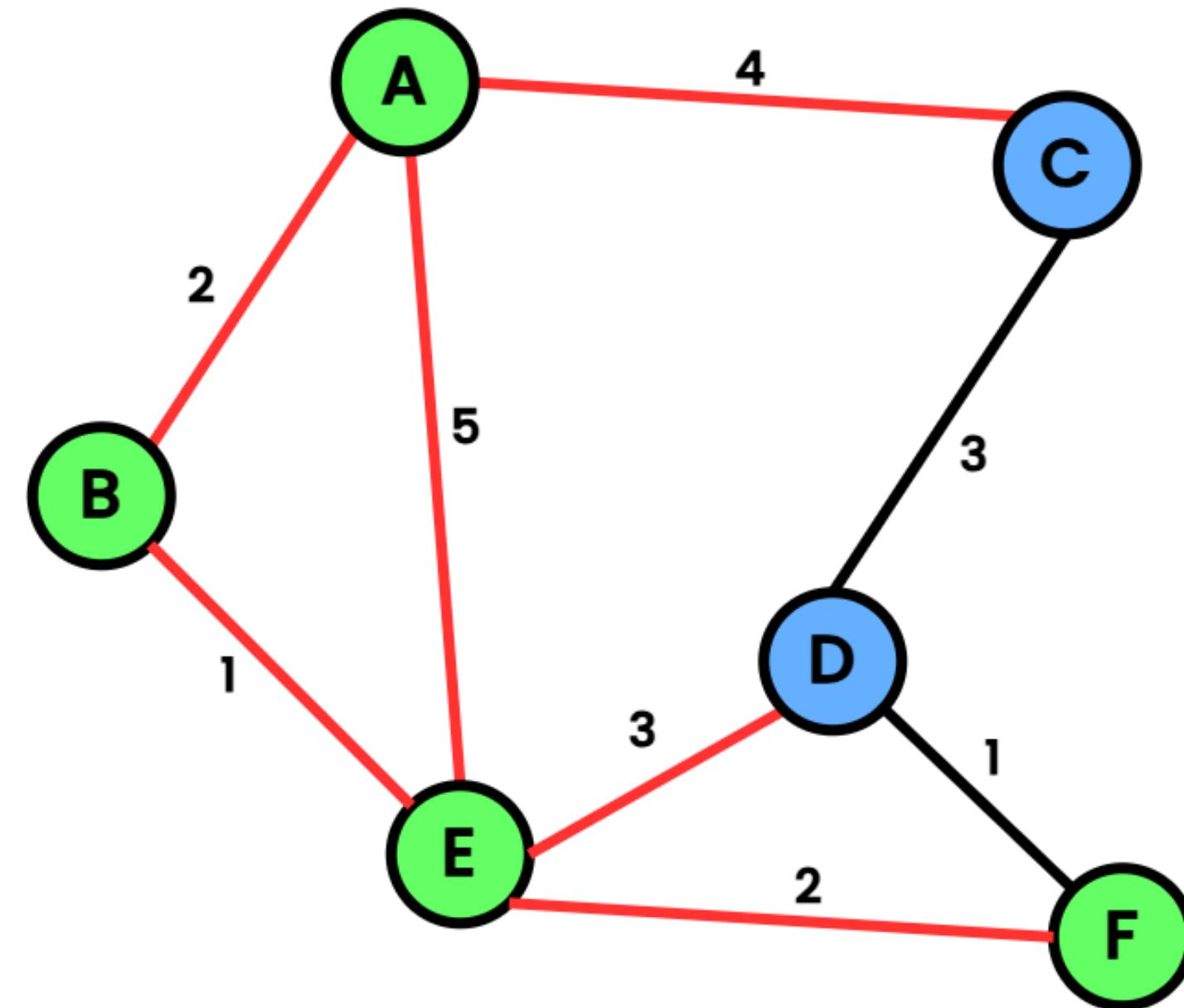
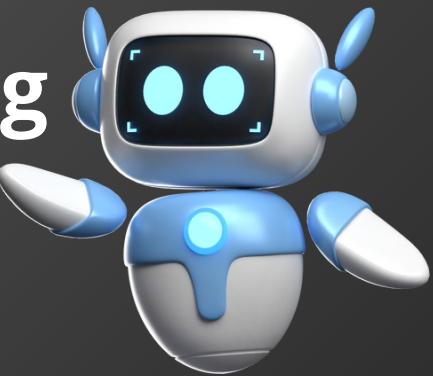
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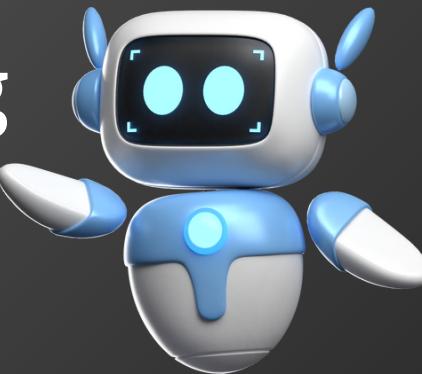
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AI's Implementation in Real Life

AI enables efficient **path-finding** in **large-scale road networks** by optimizing routes in **real-time**.

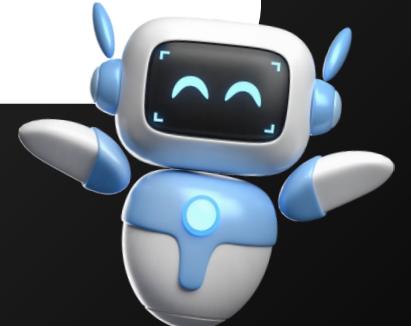


Bidirectional A* and Landmark Heuristics

- **Enhances efficiency** by conducting searches from **both** the starting point and destination at the same time.
- The two searches meet in the middle, **minimizing** unnecessary exploration.
- Use **predefined landmarks** to estimate distances, which directs the search more effectively.

Real-Time Adaptation with Time-Dependent Costs

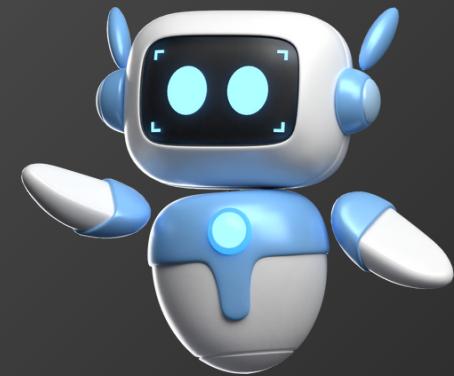
- Path-finding algorithm adapts to **changing traffic conditions**.
- Each segment of the route is assigned a **variable cost** that adjusts over time.
- The algorithm **prioritizes** nodes **closer** to the destination.
- This approach allows the algorithm to **respond effectively** to live traffic shifts.



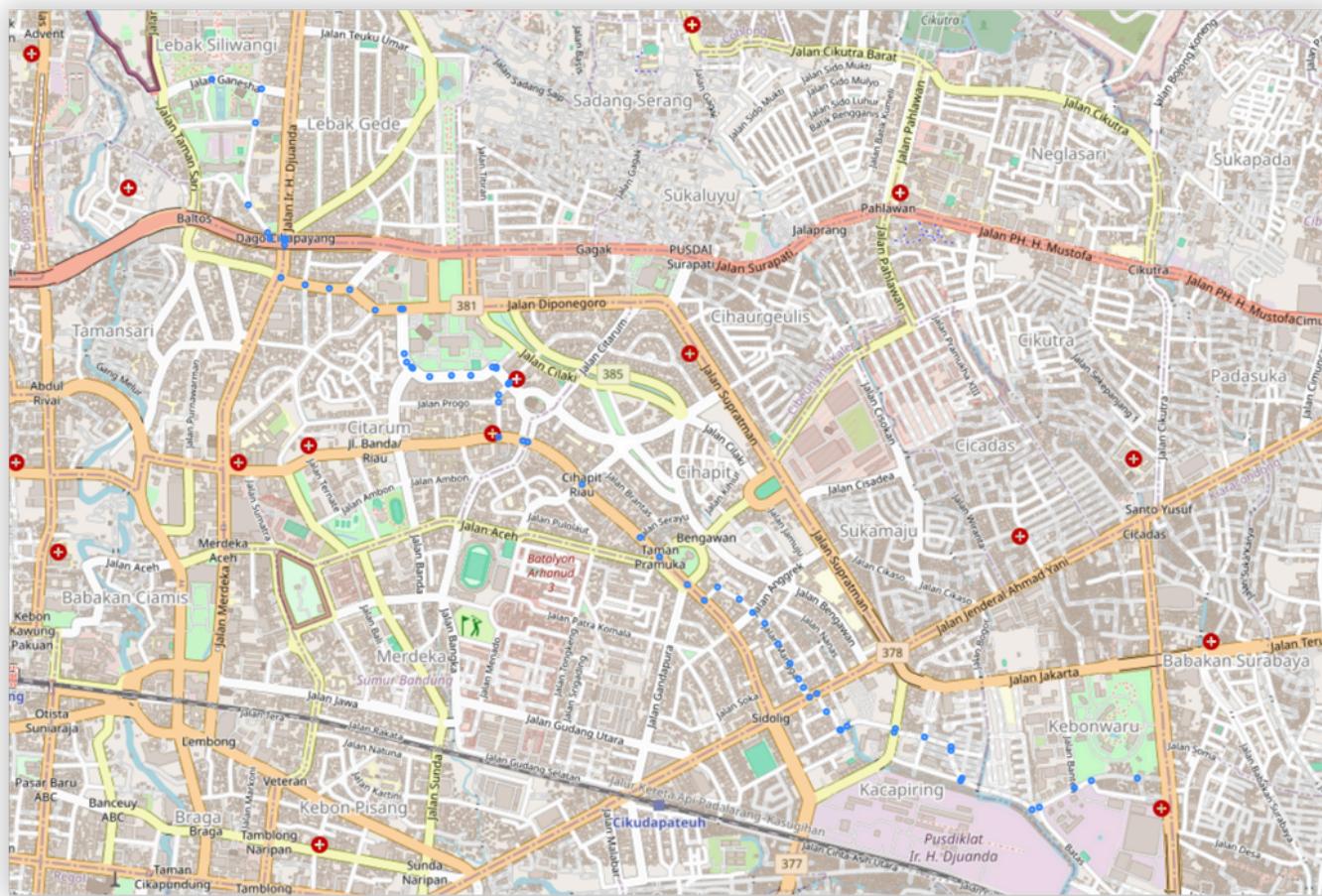
AI's Implementation in Real Life

Example:

Path-finding from Bandung Institute of Technology to Kiara Artha Park



Final A* Route



The A* algorithm calculated the route from Bandung Institute of Technology to Kiara Artha Park using a **heuristic-based approach** that prioritizes nodes closer to the destination, effectively **narrowing the search space**. By balancing the **actual path cost** ($g(n)$) and **estimated distance** ($h(n)$) to the destination, A* focuses on the most promising routes within Bandung's dense road network. This approach allows it to avoid **unnecessary exploration**, optimizes **pathfinding** in dense urban environments, prioritizing quicker solutions and adapting well to **complex routes**, with potential for further enhancement in **real-time navigation systems**.