

A* algoritmus

- 1: $g[s] \leftarrow 0$
- 2: $p[s] \leftarrow nil$
- 3: $N \leftarrow \{s\}$
- 4: $Z \leftarrow \emptyset$
- 5: **while** $N \neq \emptyset$ **do**
- 6: $n \leftarrow \arg \min_{x \in N} g[x] + h(x)$
- 7: **if** n is goal-state **then**
- 8: **return** n
- 9: **end if**
- 10: $N \leftarrow N \setminus \{n\}$
- 11: $Z \leftarrow Z \cup \{n\}$
- 12: **for all** n' neighbor of n **do**
- 13: **if** $n' \notin (N \cup Z)$ OR $g[n] + c(n, n') < g[n']$ **then**
- 14: $g[n'] \leftarrow g[n] + c(n, n')$
- 15: $p[n'] \leftarrow n$
- 16: $N \leftarrow N \cup \{n'\}$
- 17: $Z \leftarrow Z \setminus \{n'\}$
- 18: **end if**
- 19: **end for**
- 20: **end while**
- 21: **return** failure

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- 20: **end while**
- 21: **return** failure