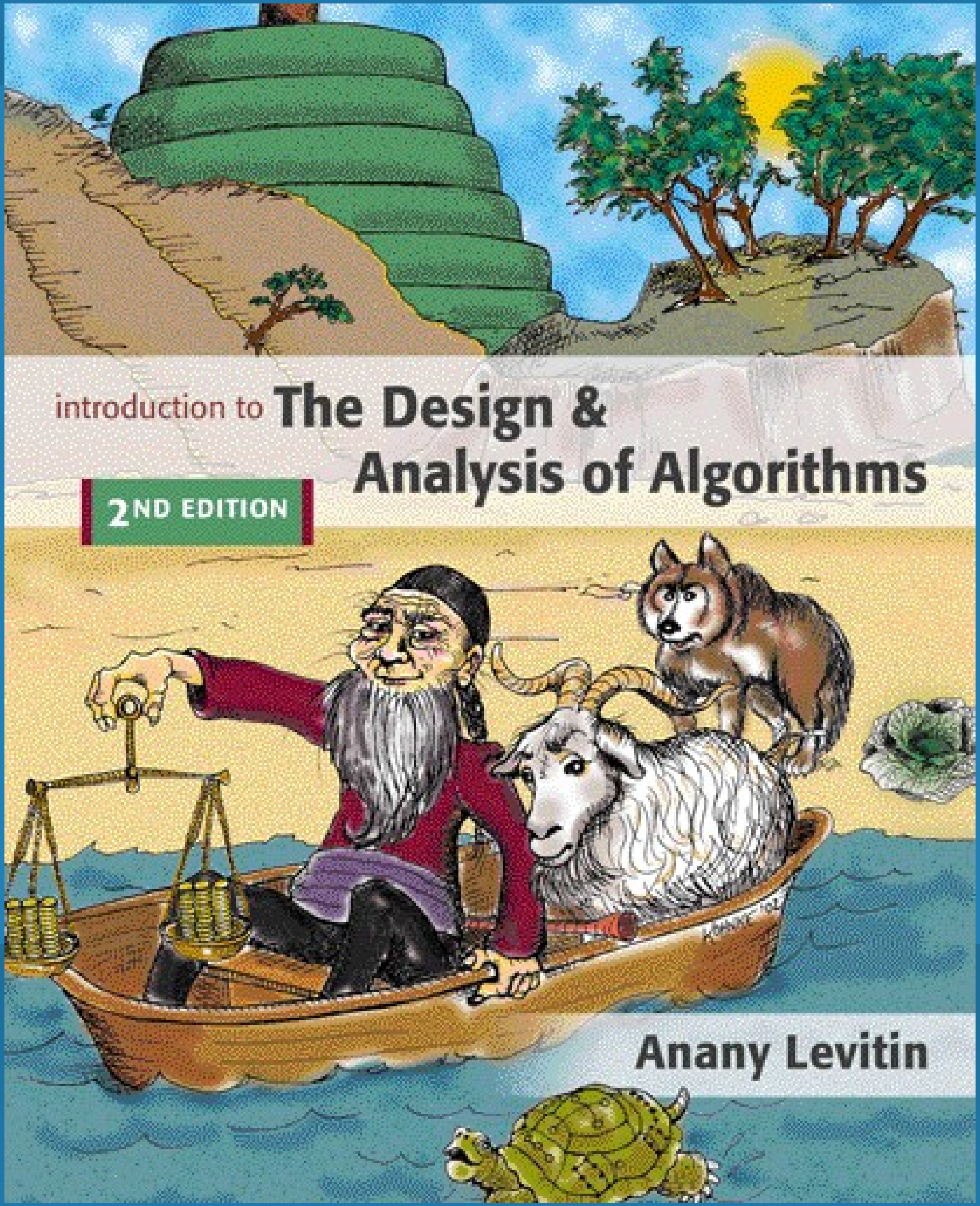
Chapter 6

Transform-and-Conquer



Transform and Conquer

This group of techniques solves a problem by a *transformation*

methods work as two-stage procedures

- ***first: transformation to a more amenable solution***
- ***second: problem is solved***

- **Variations of idea by what we transfer a given instance to:**
  - **to a simpler/more convenient instance of the same problem (*instance simplification*)**
    - **Sorting, Gaussian elimination, Search trees**
  - **to a different representation of the same instance (*representation change*)**
    - **Heaps, Heapsort, Horner's rule, exponentiation**
  - **to a different problem for which an algorithm is already available (*problem reduction*)**
    - **Least common multiple, Counting path in a graph, Reduction of Optimization Problems, Linear Programming, Reduction to graph problems,**

Instance simplification - Presorting

Solve a problem's instance by transforming it into another simpler/easier instance of the same problem

<u>Presorting</u>

Many problems involving lists are easier when list is sorted.

- searching
- computing the median (selection problem)
- checking if all elements are distinct (element uniqueness)

Also:

- Topological sorting helps solving some problems for DAGs
- Presorting is used in many geometric algorithms

How fast can we sort ?

Efficiency of algorithms involving sorting depends on efficiency of sorting.

__Theorem__ (see Sec. 11.2): $\lceil \log_2 n! \rceil \approx n \log_2 n$ comparisons are necessary in the worst case to sort a list of size n by __any__ comparison-based algorithm.

Note: About $n\log_2 n$ comparisons are also sufficient to sort array of size n (by mergesort).

Searching with presorting

Problem: Search for a given *K* in A[0..*n*-1]

Presorting-based algorithm:

Stage 1 Sort the array by an efficient sorting algorithm

Stage 2 Apply binary search

Efficiency: $\Theta(n\log n) + O(\log n) = \Theta(n\log n)$

Good or bad?

Why do we have our dictionaries, telephone directories, etc. sorted?

… presorting

- Quando vale a pena?
  - Quando definitivamente vale a pena?

- Algoritmos geométricos que manipulam pontos usam PS
  - por uma das coordenadas , distância de uma determinada linha, por ânugulos
  - Closest pair, convex hull, …

- Alguns problemas de DAG podem ser mais facilmente resolvidos se antes for efetuada uma ordenação topológica

Element Uniqueness with presorting

- Presorting-based algorithm

  Stage 1: sort by efficient sorting algorithm (e.g. mergesort)

  Stage 2: scan array to check pairs of <u>adjacent</u> elements

  Efficiency: $\Theta(n\log n) + O(n) = \Theta(n\log n)$

- Brute force algorithm

  Compare all pairs of elements

  Efficiency: $O(n^2)$

- Another algorithm? Hashing

Computing a mode

- Em estatística descritiva, a moda é o valor que detém o maior número de observações, ou seja, o valor ou valores mais frequentes. A moda não é necessariamente única, ao contrário da média ou da mediana. É especialmente útil quando os valores ou observações não são numéricos, uma vez que a média e a mediana podem não ser bem definidas.
  - A moda de {maçã, banana, laranja, laranja, laranja, pêssego} é laranja.
  - A série {1, 3, 5, 5, 6, 6} apresenta duas modas (bimodal): 5 e 6.
  - A série {1, 3, 2, 5, 8, 7, 9} não apresenta moda.
  - Bimodal: possui dois valores modais
  - Amodal: não possui moda.

- Algoritmo para computar a moda
  - Força-bruta:
  - Transform & Conquer:

Instance simplification

Gaussian Elimination (1777-1855)

Given: A system of n linear equations in n unknowns with an arbitrary coefficient matrix.

Transform to: An equivalent system of n linear equations in n unknowns with an upper triangular coefficient matrix.

Solve the latter by substitutions starting with the last equation and moving up to the first one.

$$\begin{array}{l} a_{11}x_1 + a_{12}x_2 + \ldots + a_{1n}x_n = b_1 \\ a_{21}x_1 + a_{22}x_2 + \ldots + a_{2n}x_n = b_2 \\ \\ a_{n1}x_1 + a_{n2}x_2 + \ldots + a_{nn}x_n = b_n \end{array} \longrightarrow \begin{array}{r} a'_{11}x_1 + a'_{12}x_2 + \ldots + a'_{1n}x_n = b'_1 \\ a'_{22}x_2 + \ldots + a'_{2n}x_n = b'_2 \\ \\ a'_{nn}x_n = b'_n \end{array}$$

Gaussian Elimination (cont.)

The transformation is accomplished by a sequence of elementary operations on the system's coefficient matrix (which don't change the system's solution):

Elementary operations:

- **Exchanging two equations of the system**
- **Replacing an equation with its nonzero multiple**
- **Replacing an equation with a sum or difference of this equation and some multiple of another equation**

for ***i*** $\leftarrow$ **1 to *n*-1** do

replace each of the subsequent rows (i.e., rows *i*+1, …, *n*) by a difference between that row and an appropriate multiple of the *i*-th row to make the new coefficient in the *i*-th column of that row 0

Example of Gaussian Elimination

Solve

$$
\begin{aligned}
2x_1 - 4x_2 + x_3 &= 6 \\
3x_1 - x_2 + x_3 &= 11 \\
x_1 + x_2 - x_3 &= -3
\end{aligned}
$$

Gaussian elimination

$$
\begin{array}{rrrrl}
2 & -4 & 1 & 6 & \\
3 & -1 & 1 & 11 & \text{row2 – (3/2)*row1} \\
1 & 1 & -1 & -3 & \text{row3 – (1/2)*row1}
\end{array}
\qquad
\begin{array}{rrrrl}
2 & -4 & 1 & 6 & \\
0 & 5 & -1/2 & 2 & \\
0 & 3 & -3/2 & -6 & \text{row3–(3/5)*row2}
\end{array}
$$

$$
\begin{array}{rrrr}
2 & -4 & 1 & 6 \\
0 & 5 & -1/2 & 2 \\
0 & 0 & -6/5 & -36/5
\end{array}
$$

Backward substitution

$$x_3 = (-36/5) / (-6/5) = 6$$

$$x_2 = (2+(1/2)*6) / 5 = 1$$

$$x_1 = (6 – 6 + 4*1)/2 = 2$$

Pseudocode and Efficiency of Gaussian Elimination

Stage 1: Reduction to the upper-triangular matrix

```
for i ← 1 to n-1 do
    for j ← i+1 to n do
        for k ← i to n+1 do
            A[j, k] ← A[j, k] - A[i, k] * A[j, i] / A[i, i]
```

Stage 2: Backward substitution

```
for j ← n downto 1 do
    t ← 0
    for k ← j +1 to n do
        t ← t + A[j, k] * x[k]
    x[j] ← (A[j, n+1] - t) / A[j, j]
```

Efficiency: $\Theta(n^3) + \Theta(n^2) = \Theta(n^3)$

Better Gaussian Elimination

- Problemas potenciais com abordagem anterior
  - A[i,i] = 0
    - melhoria:
  - A[i,i] muito pequeno
    - melhoria:
  - Loop interno com desperdício…
    - melhoria:
- Impacto da abordagem
  - LU decomposition
  - Cálculo da inversa de uma matriz, verificar se matriz é singular
  - Computing a determinant, Crammer’s rule…

Searching Problem

Problem: Given a (multi)set S of keys and a search key K, find an occurrence of K in S, if any

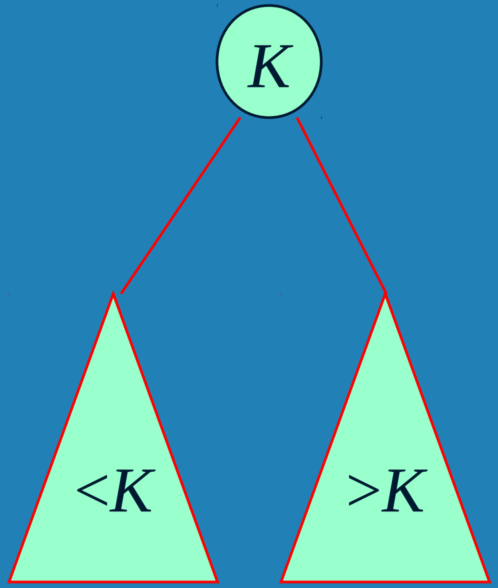
- Searching must be considered in the context of:
  - file size (internal vs. external)
  - dynamics of data (static vs. dynamic)
- Dictionary operations (dynamic data):
  - find (search)
  - insert
  - delete

Taxonomy of Searching Algorithms

- List searching
  - sequential search
  - binary search
  - interpolation search (cap.5 – decrease and conquer)
    - Mimics human search for "Brown" and "Smith" in a dictionary
  - Tree searching
  - binary search tree
  - binary balanced trees:
    - instance simplification: an unbalanced BT is transformed in a balanced one: AVL trees, red-black trees, splay trees
    - representation change: allow more than in element in a node: multiway balanced trees: 2-3 trees, 2-3-4 trees, B trees
- Hashing
  - open hashing (separate chaining)
  - closed hashing (open addressing)

Binary Search Tree

Arrange keys in a binary tree with the *binary search tree property*:



Example: 5, 3, 1, 10, 12, 7, 9

Dictionary Operations on Binary Search Trees

Searching – straightforward
Insertion – search for key, insert at leaf where search terminated
Deletion – 3 cases:

- deleting key at a leaf
- deleting key at node with single child
- deleting key at node with two children

Efficiency depends of the tree's height: $\lfloor \log_2 n \rfloor \leq h \leq n-1$, with height average (random files) be about $3\log_2 n$

Thus all three operations have

- worst case efficiency: $\Theta(n)$
- average case efficiency: $\Theta(\log n)$

<u>Bonus</u>: inorder traversal produces sorted list

Balanced Search Trees

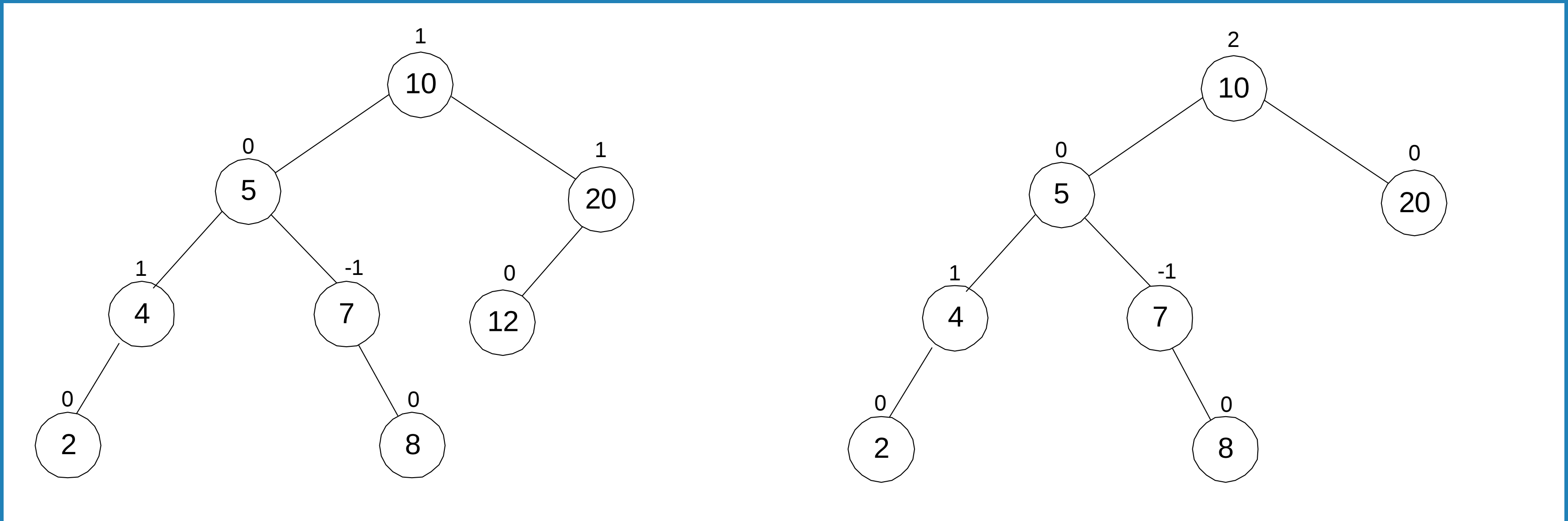
Attractiveness of *binary search tree* is marred by the bad (linear) worst-case efficiency. Two ideas to overcome it are:

- **to rebalance binary search tree when a new insertion makes the tree "too unbalanced"**
  - ***AVL trees***
  - ***red-black trees***

- **to allow more than one key per node of a search tree**
  - ***2-3 trees***
  - ***2-3-4 trees***
  - ***B-trees***

Balanced trees: AVL trees

<u>Definition</u> **An *AVL tree* is a binary search tree in which, for every node, the difference between the heights of its left and right subtrees, called the *balance factor*, is at most 1 (with the height of an empty tree defined as -1)**

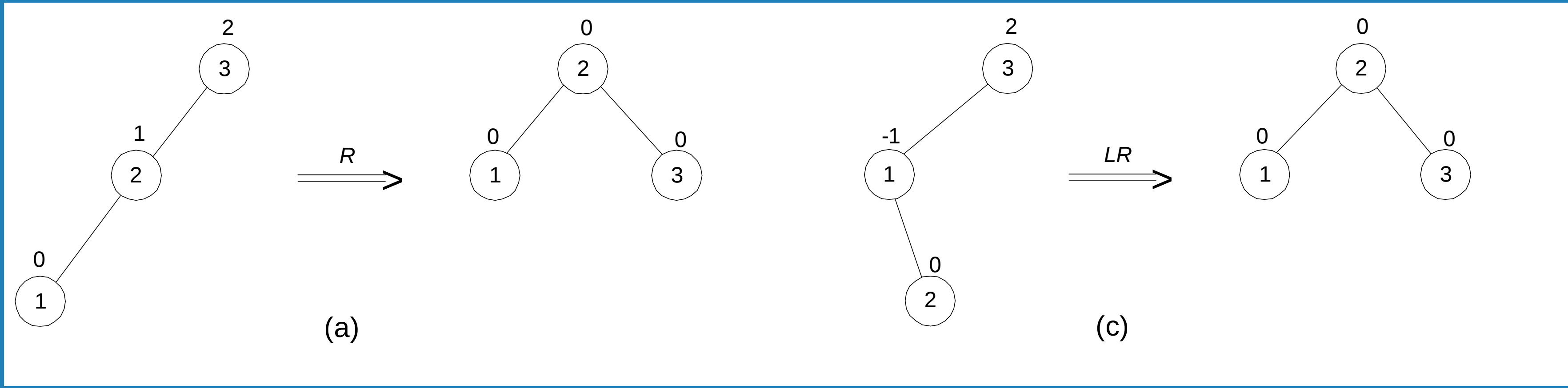


(a) (b)

Tree (a) is an AVL tree; tree (b) is not an AVL tree

Rotations

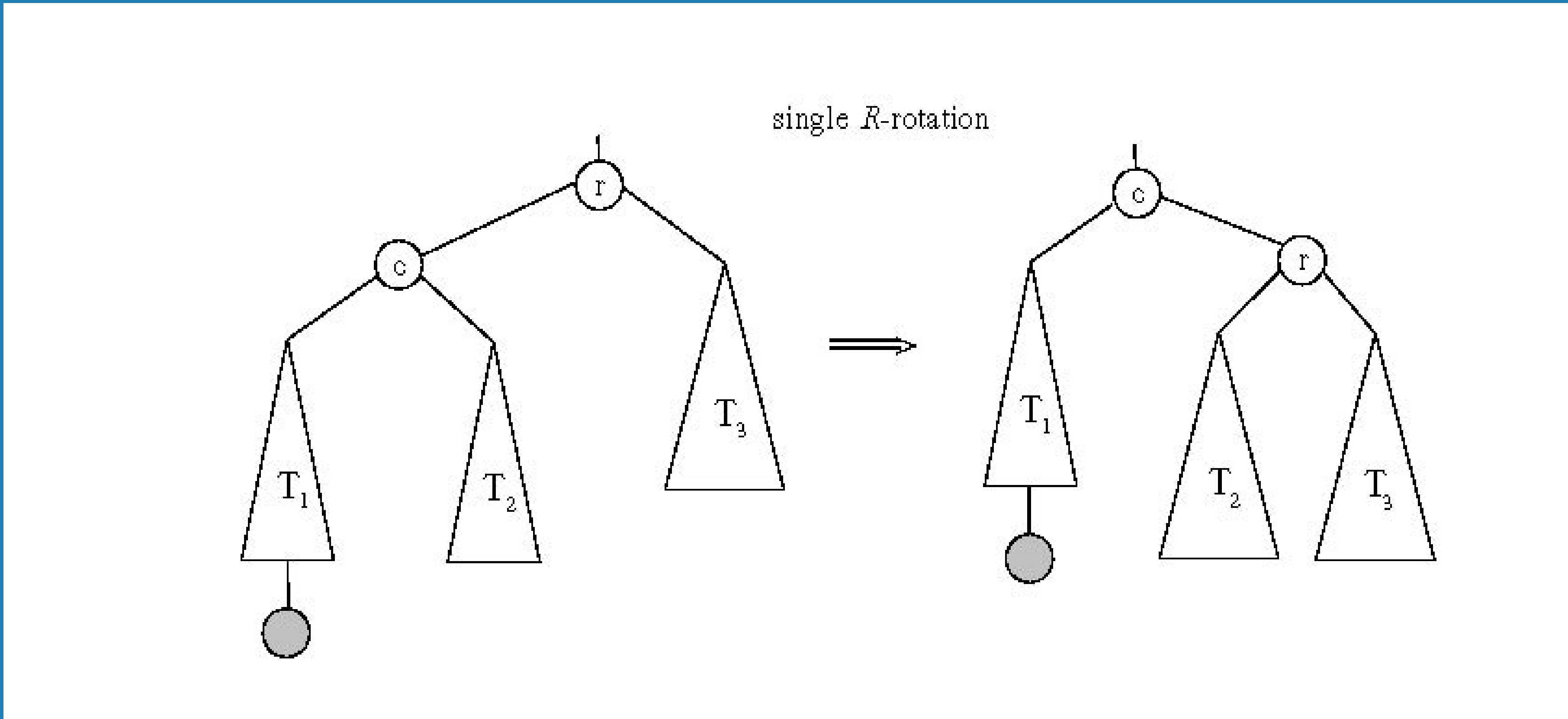
If a key insertion violates the balance requirement at some node, the subtree rooted at that node is transformed via one of the four *rotations*. (The rotation is always performed for a subtree rooted at an “unbalanced” node closest to the new leaf.)



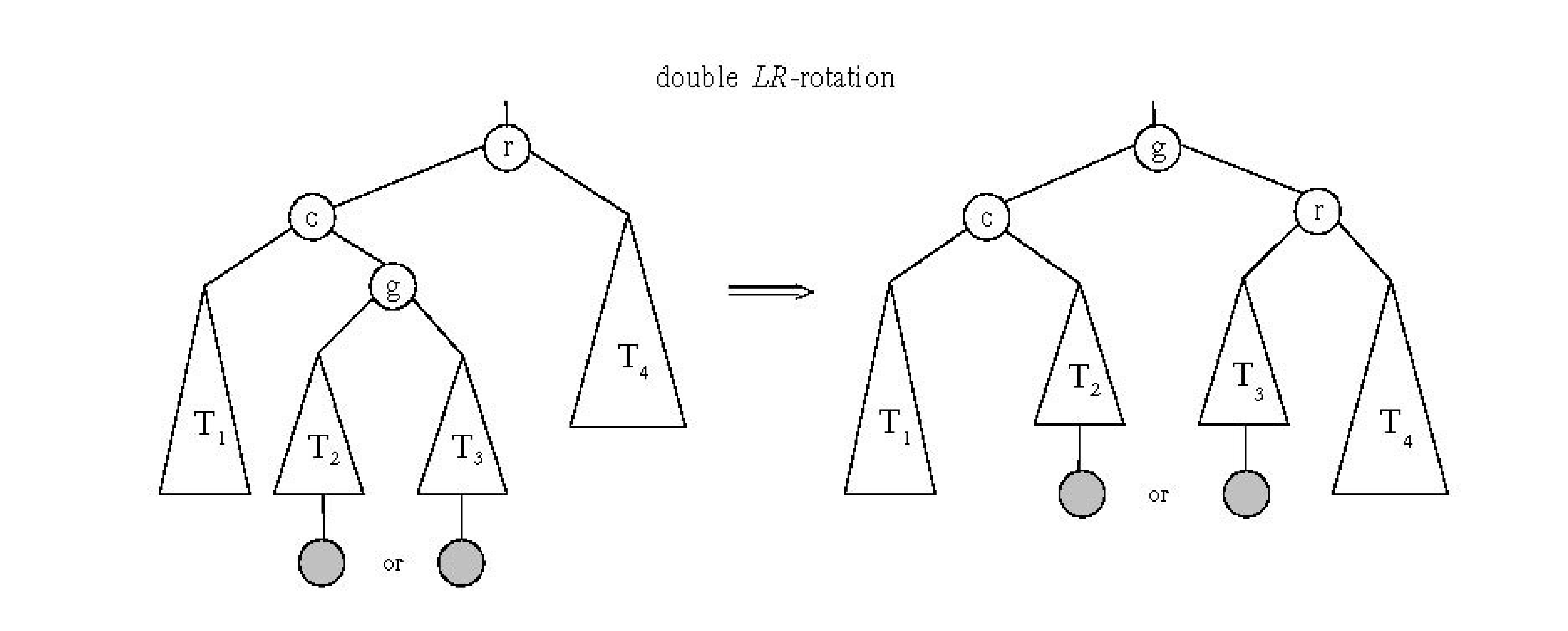
Single *R*-rotation

Double *LR*-rotation

General case: Single R-rotation

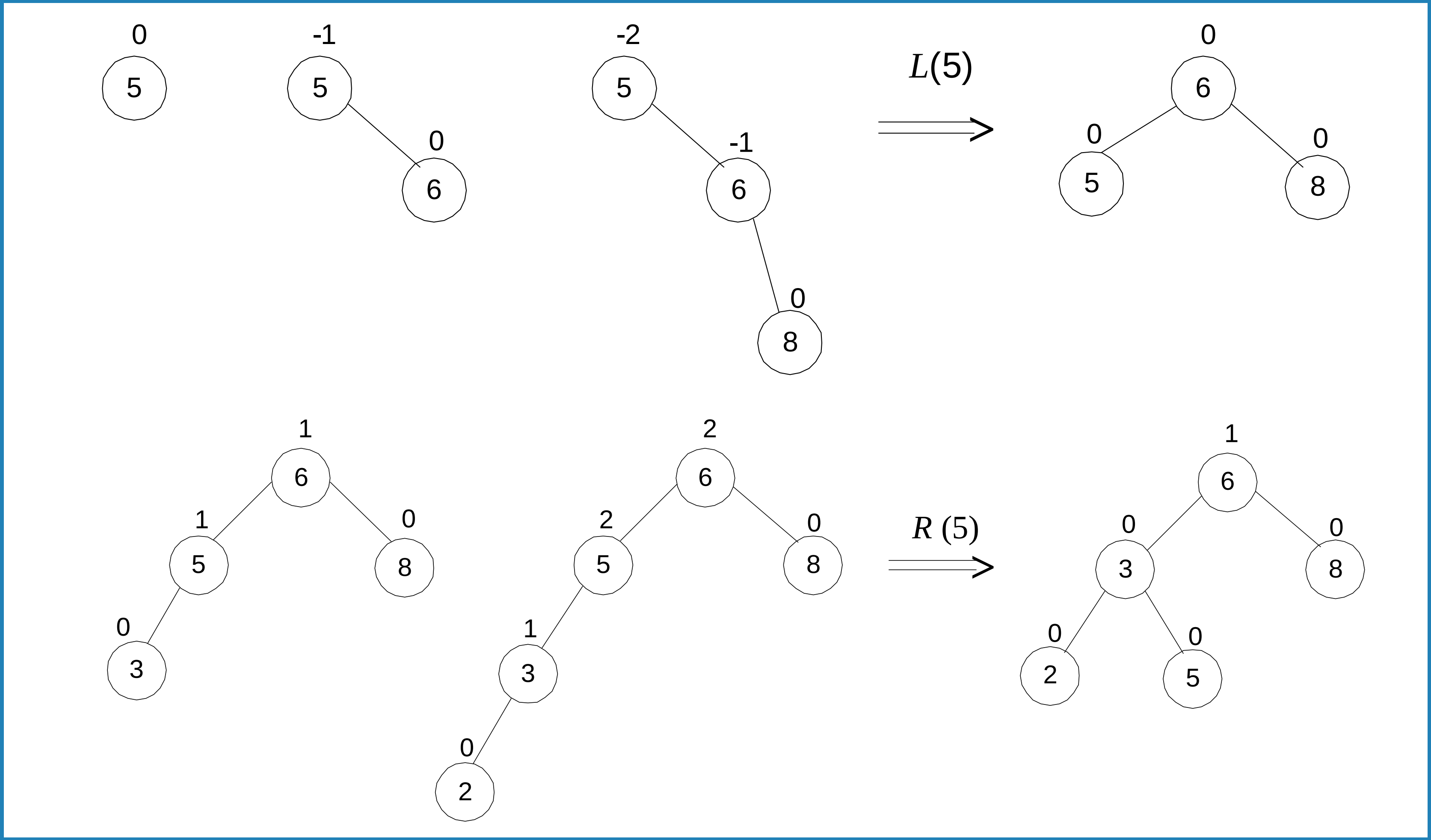


General case: Double LR-rotation

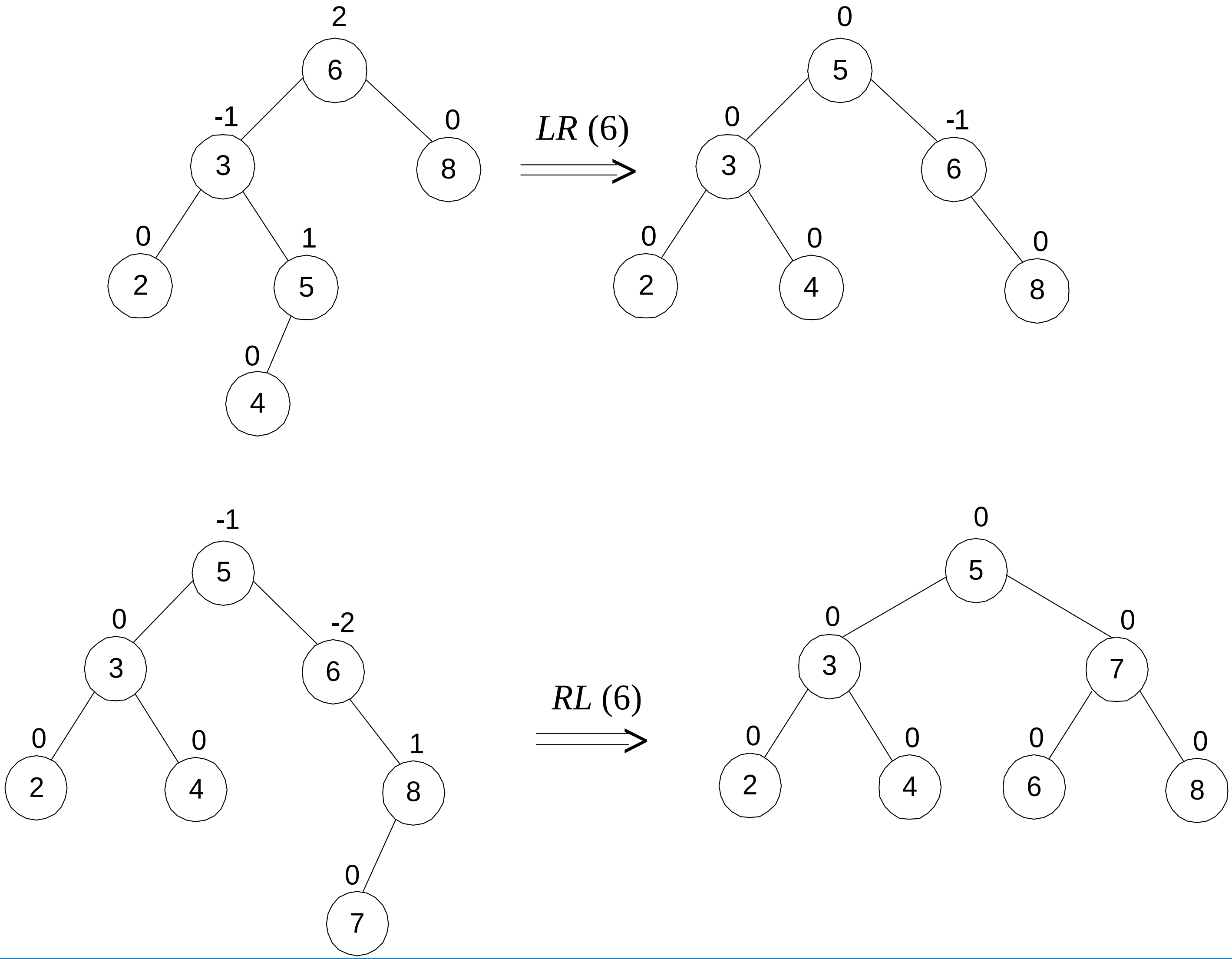


AVL tree construction - an example

Construct an AVL tree for the list 5, 6, 8, 3, 2, 4, 7



AVL tree construction - an example (cont.)



Analysis of AVL trees

- $h \leq 1.4404 \log_2 (n + 2) - 1.3277$

  average height: $1.01 \log_2 n + 0.1$ for large n (found empirically)

- Search and insertion are O(log *n*)

- Deletion is more complicated but is also O(log *n*)

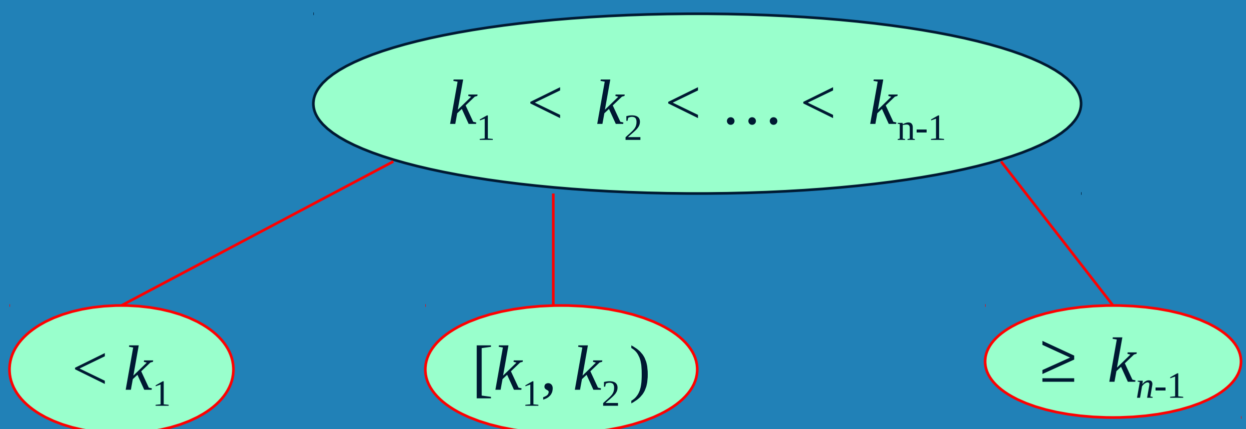
- Disadvantages:
  - frequent rotations
  - complexity

- A similar idea: *red-black trees* (height of subtrees is allowed to differ by up to a factor of 2)

Multiway Search Trees

<u>Definition</u>   A *multiway search tree* is a search tree that allows more than one key in the same node of the tree.

<u>Definition</u>   A node of a search tree is called an *n-node* if it contains *n*-1 ordered keys (which divide the entire key range into *n* intervals pointed to by the node's *n* links to its children):

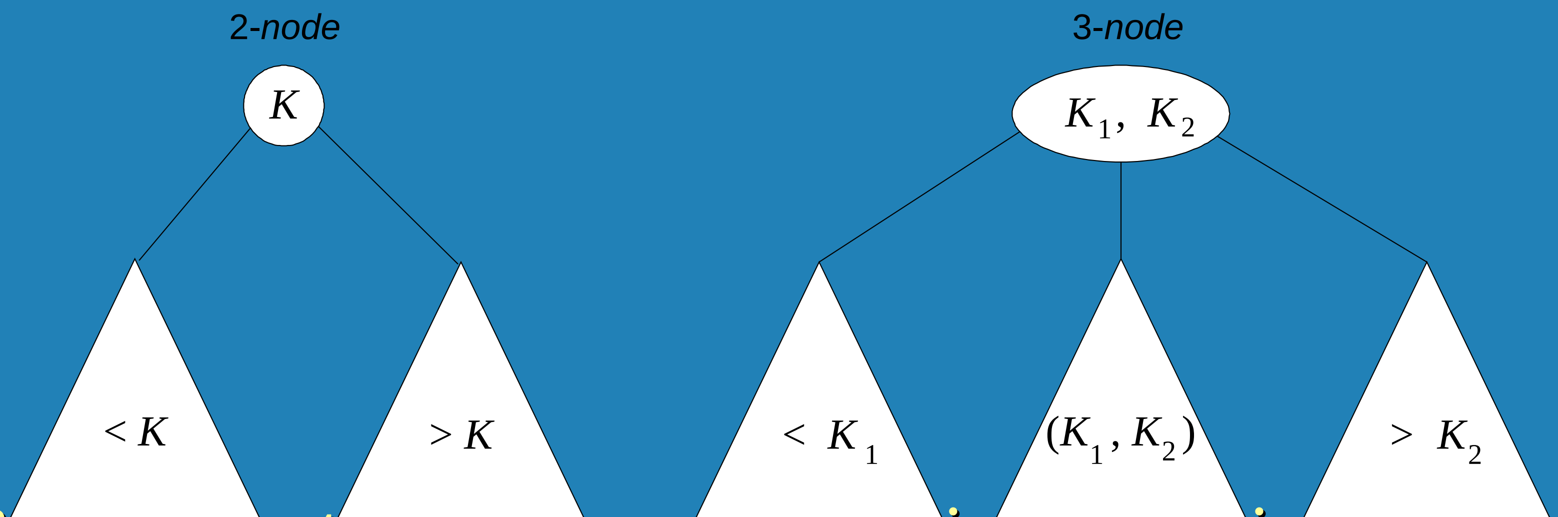


Note: Every node in a classical binary search tree is a 2-node

2-3 Tree

<u>Definition</u> **A *2-3 tree* is a search tree that**

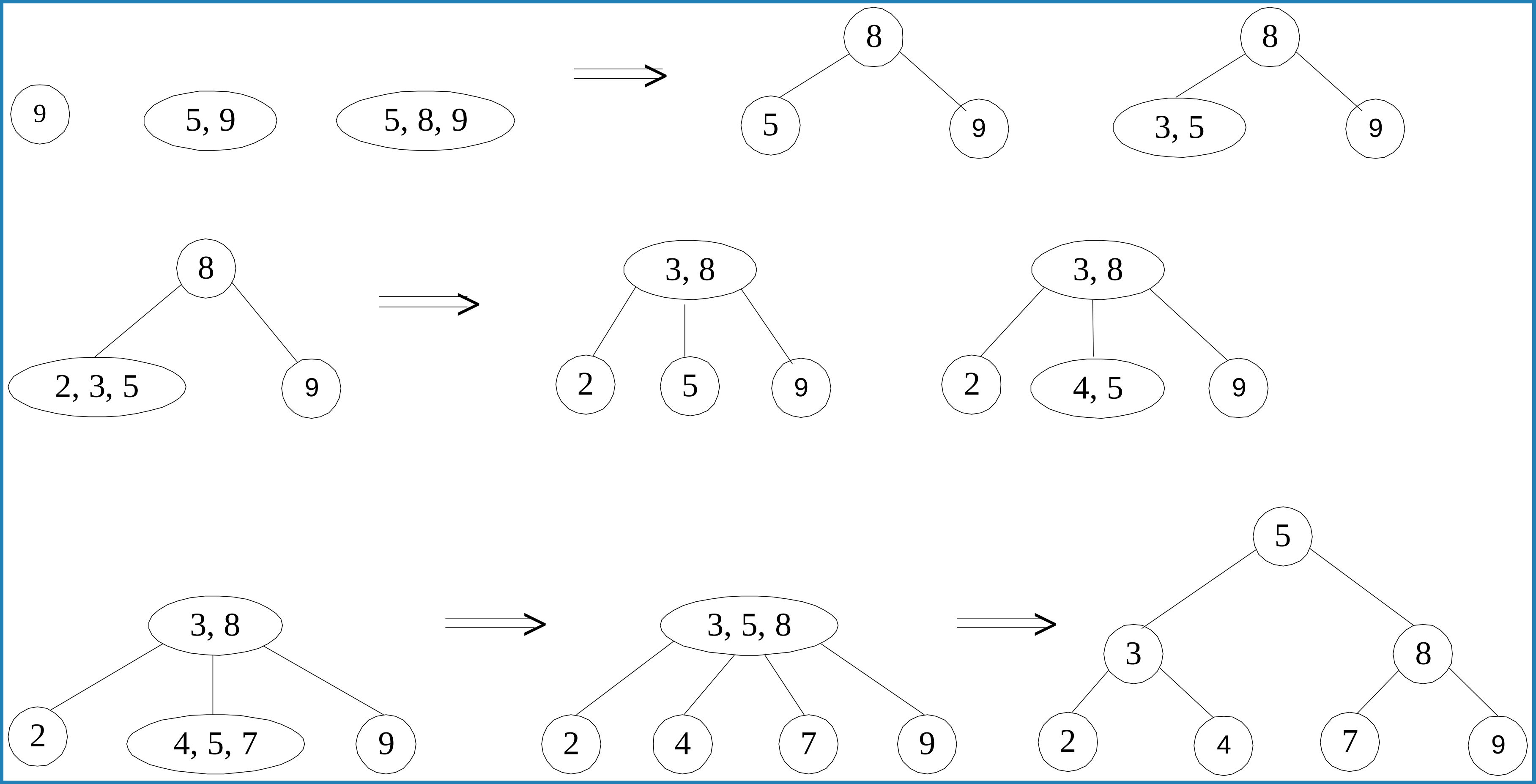
- **may have 2-nodes (single key) and 3-nodes (two ordered keys)**
- **height-balanced (all leaves are on the same level)**



A 2-3 tree is constructed by successive insertions of keys given, with a new key always inserted into a leaf of the tree (exceto para árvore vazia). If the leaf is a 3-node, it's split into two with the middle key promoted to the parent.

2-3 tree construction – an example

Construct a 2-3 tree the list 9, 5, 8, 3, 2, 4, 7



Analysis of 2-3 trees

- $\log_3(n + 1) - 1 \leq \quad h \quad \leq \log_2(n + 1) - 1$

  full of 3-nodes *full of 2-nodes*

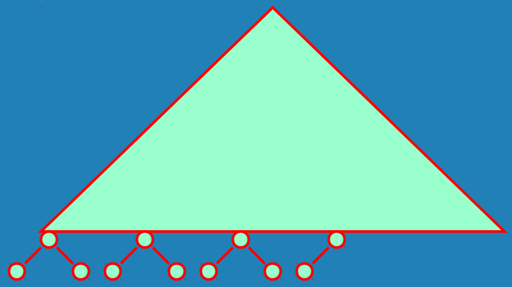
- Search, insertion, and deletion are in $\Theta(\log n)$

- The idea of 2-3 tree can be generalized by allowing more keys per node
  - 2-3-4 trees
  - B-trees

Heaps and Heapsort

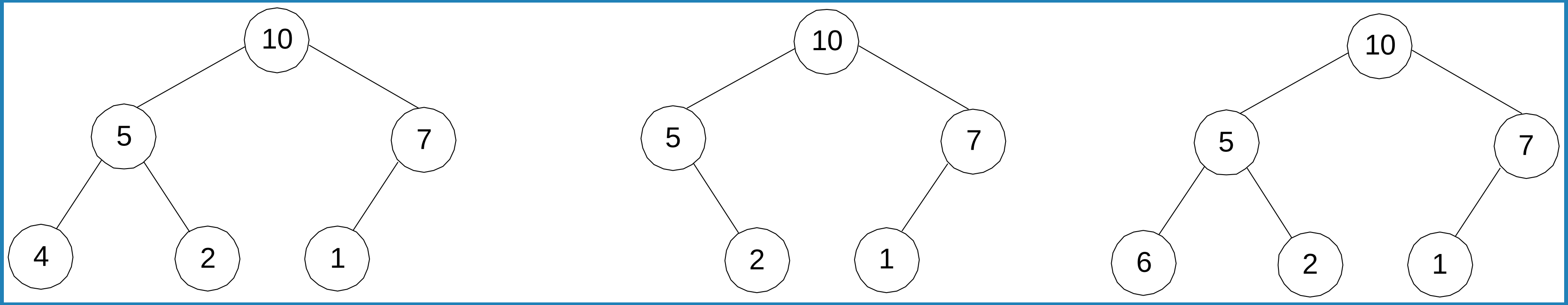
<u>Definition</u> **A *heap* is a (data structure) binary tree with keys at its nodes (one key per node) such that:**

- **(the tree's shape requirement) It is essentially complete, i.e., all its levels are full except possibly the last level, where only some rightmost keys may be missing**



- **(the parental's dominance requirement) The key at each node is ≥ keys at its children**

Illustration of the heap's definition



a heap   not a heap   not a heap

Note: Heap's elements are **ordered top down** (along any path down from its root), but they are **not ordered left to right**

Some Important Properties of a Heap

- **Given n, there exists a unique binary tree with n nodes that is essentially complete, with $h = \lfloor \log_2 n \rfloor$**

- **The root contains the largest key**

- **The subtree rooted at any node of a heap is also a heap**

- **A heap can be represented as an array ! ! !**

Heap's Array Representation

Store heap's elements in an array (whose elements indexed, for convenience, 1 to *n*) **in top-down left-to-right order**

- **Left child of node *j* is at 2*j***
- **Right child of node *j* is at 2*j*+1**
- **Parent of node *j* is at ⌊*j*/2⌋**
- **Parental nodes are represented in the first ⌊*n*/2⌋ locations**
- **Algoritmos são mais fáceis de entender se Heap analisada como Binary Tree, mas a implementação é + simples e + eficiente com arrays!**

Heap Construction (bottom-up)

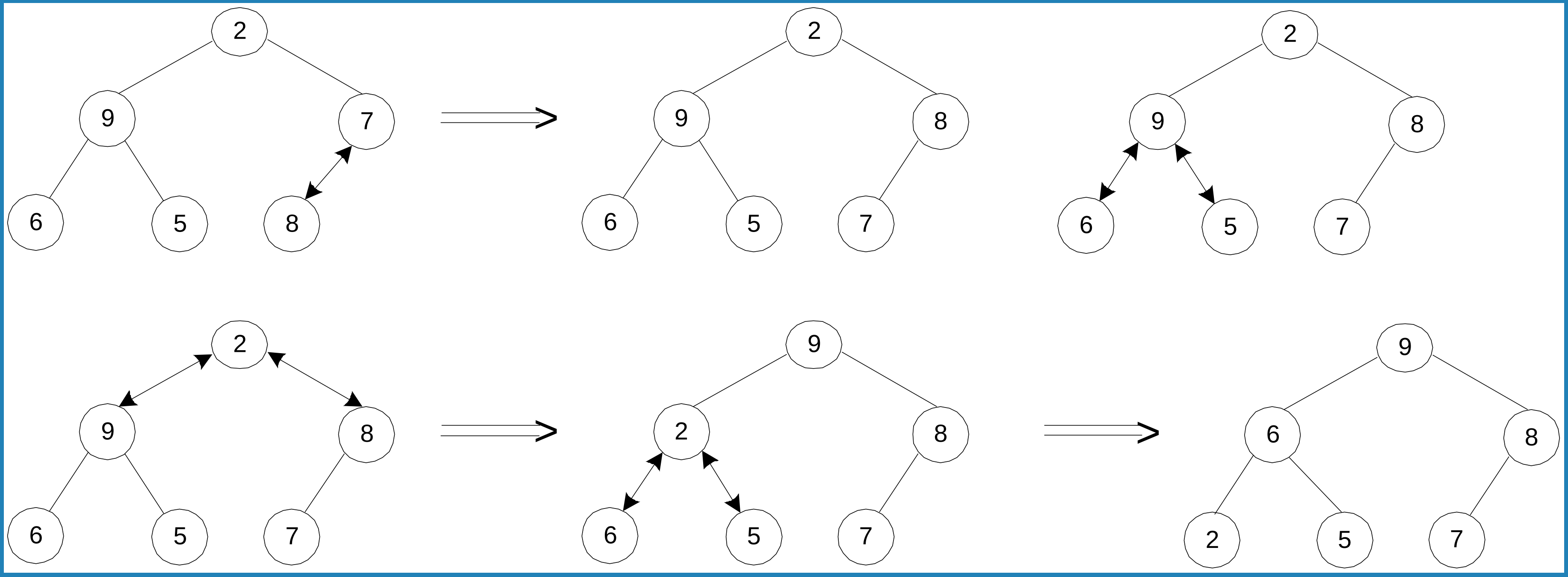
Step 0: Initialize the structure with keys in the order given

Step 1: Starting with the last (rightmost) parental node, fix the heap rooted at it, if it doesn't satisfy the heap condition: keep exchanging it with its largest child until the heap condition holds

Step 2: Repeat Step 1 for the preceding parental node

Example of Heap Construction

Construct a heap for the list 2, 9, 7, 6, 5, 8



Pseudocode of bottom-up heap construction

Algorithm $HeapBottomUp(H[1..n])$
//Constructs a heap from the elements of a given array
// by the bottom-up algorithm
//Input: An array $H[1..n]$ of orderable items
//Output: A heap $H[1..n]$
for $i \leftarrow \lfloor n/2 \rfloor$ **downto** 1 **do**
    $k \leftarrow i; \quad v \leftarrow H[k]$
    $heap \leftarrow$ **false**
    while not $heap$ **and** $2 * k \leq n$ **do**
        $j \leftarrow 2 * k$
        if $j < n$ //there are two children
            if $H[j] < H[j+1] \quad j \leftarrow j+1$
        if $v \geq H[j]$
            $heap \leftarrow$ **true**
        else $H[k] \leftarrow H[j]; \quad k \leftarrow j$
    $H[k] \leftarrow v$

Analysis of HeapBottomUp

- **Build heap for a given list of *n* keys**

worst-case

$$C(n) = \sum_{i=0}^{h-1} 2(h-i)\, 2^i \quad = \quad 2\,(\,n - \log_2(n+1)) \;\in\; \Theta(n)$$

\# nodes at level *i*

- **uma heap de tamanho *n* pode ser construída com menos que *2*n* comparações**

Heapsort

Stage 1: Construct a heap for a given list of *n* keys

Stage 2: Repeat operation of root removal *n*-1 times:

- Exchange keys in the root and in the last (rightmost) leaf
- Decrease heap size by 1
- If necessary, swap new root with larger child until the heap condition holds

- **Observar:**
  - Stage 2= algoritmo para remoção da raiz!
  - O(log *n*)

Example of Sorting by Heapsort

Sort the list 2, 9, 7, 6, 5, 8 by heapsort

Stage 1 (heap construction)

1 9 7 6 5 8

2 9 8 6 5 7

2 9 8 6 5 7

9 2 8 6 5 7

9 6 8 2 5 7

Stage 2 (root/max removal)

9 6 8 2 5 7

7 6 8 2 5 | 9

8 6 7 2 5 | 9

5 6 7 2 | 8 9

7 6 5 2 | 8 9

2 6 5 | 7 8 9

6 2 5 | 7 8 9

5 2 | 6 7 8 9

5 2 | 6 7 8 9

2 | 5 6 7 8 9

Analysis of Heapsort

Stage 1: Build heap for a given list of *n* keys

worst-case

$$C(n) = \sum_{i=0}^{h-1} 2(h-i)\, 2^i \quad = \quad 2\,(\,n - \log_2(n+1)) \;\in\; \Theta(n)$$

\# nodes at level *i*

Stage 2: Repeat operation of root removal *n*-1 times (fix heap)

worst-case

$$C(n) = \sum_{i=1}^{n-1} 2\log_2 i \in \Theta(n\log n)$$

- **Both worst-case and average-case efficiency: $\Theta(n\log n)$**
- **In-place: yes**
- **Stability: no (e.g., 1 1)**

Priority Queue

A *priority queue* is the ADT of a set of elements with numerical priorities with the following operations:

- find element with highest priority
- delete element with highest priority
- insert element with assigned priority (see below)

- Heap is a very efficient way for implementing priority queues

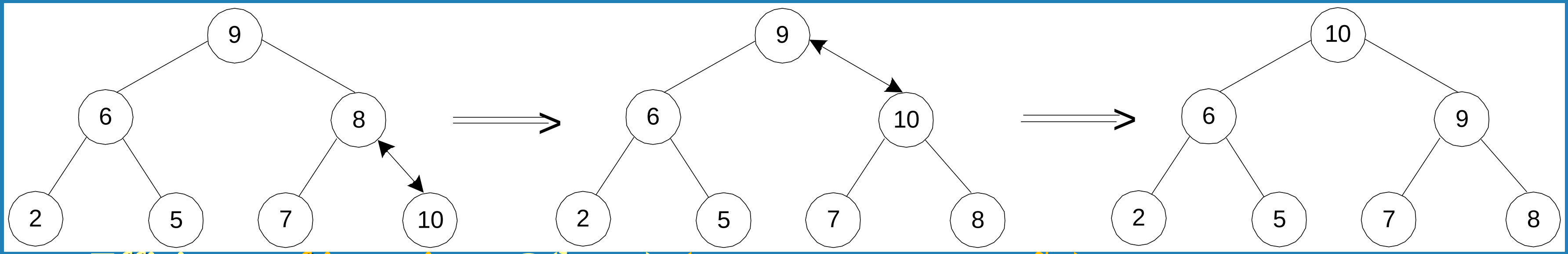
- Two ways to handle priority queue in which highest priority = smallest number

Insertion of a New Element into a Heap

top-down heap construction

- Insert the new element at last position in heap
- Compare it with its parent and, if it violates heap condition, exchange them
- Continue comparing the new element with nodes up the tree until the heap condition is satisfied

Example: Insert key 10



- Efficiency of insertion : O(log *n*) (mesmo para remoção)
- Inserção de n keys é nlogn > 2n

Polynomial Evaluation

Given a polynomial of degree *n*

$$p(x) = a_n x^n + a_{n-1} x^{n-1} + \ldots + a_1 x + a_0$$

and a specific value of *x*, find the value of *p* at that point.

Two brute-force algorithms:

Polynomial Evaluation

Given a polynomial of degree *n*

$$p(x) = a_n x^n + a_{n-1} x^{n-1} + \ldots + a_1 x + a_0$$

and a specific value of *x*, find the value of *p* at that point.

Two brute-force algorithms:

$p \leftarrow 0$
for $i \leftarrow n$ **downto** 0 **do**
    $power \leftarrow 1$
    for $j \leftarrow 1$ **to** i **do**
        $power \leftarrow power * x$
    $p \leftarrow p + a_i * power$
return p

$p \leftarrow a_0$; $power \leftarrow 1$
for $i \leftarrow 1$ **to** n **do**
    $power \leftarrow power * x$
    $p \leftarrow p + a_i * power$
return p

Horner's Rule For Polynomial Evaluation

Example: $p(x) = 2x^4 - x^3 + 3x^2 + x - 5 =$

$= x(2x^3 - x^2 + 3x + 1) - 5 =$

$= x(x(2x^2 - x + 3) + 1) - 5 =$

$= x(x(x(2x - 1) + 3) + 1) - 5$

Substitution into the last formula leads to a faster algorithm

Same sequence of computations are obtained by simply arranging the coefficient in a table and proceeding as follows:

except for its first entry (a_n) the 2nd row is filled left to right: the next is computed as the x's value times the last entry in the 2nd row plus the next coeficient fro the first row

coefficients	**2**	**-1**	**3**	**1**	**-5**
***x*=3**	**2**	**3*2+(-1)=5**	**3*5+3=18**	**3*18+1=55**	**3*55(+-5) = 160**

Horner's Rule pseudocode

```
ALGORITHM  Horner(P[0..n], x)
    //Evaluates a polynomial at a given point by Horner's rule
    //Input: An array P[0..n] of coefficients of a polynomial of degree n
    //          (stored from the lowest to the highest) and a number x
    //Output: The value of the polynomial at x
    p ← P[n]
    for i ← n − 1 downto 0 do
        p ← x ∗ p + P[i]
    return p
```

Efficiency of Horner's Rule:

- **# multiplications = # additions = n**

By-product: *Synthetic division* of $p(x)$ by $(x$-$x_0)$ **x_0 constante**

- **Example: Let $p(x) = 2x^4 - x^3 + 3x^2 + x - 5$, find $p(x)/(x-3)$**
- **$2x^3 + 5x^2 + 18x + 55$ remainder: 160**

Horner's Rule

- **e para a^n ?**

ALGORITHM *Horner*$(P[0..n], x)$

```
//Evaluates a polynomial at a given point by Horner's rule
//Input: An array P[0..n] of coefficients of a polynomial of degree n
//          (stored from the lowest to the highest) and a number x
//Output: The value of the polynomial at x
p ← P[n]
for i ← n − 1 downto 0 do
    p ← x ∗ p + P[i]
return p
```

Computing a^n (revisited)

Left-to-right binary exponentiation

Initialize product accumulator by 1.

Scan n's binary expansion from left to right and do the following:

If the current binary digit is 0, square the accumulator (S);
if the binary digit is 1, square the accumulator and multiply it by a (SM).

Example: Compute a^{13}. Here, $n = 13 = 1101_2$.

binary rep. of 13:	1	1	0	1
	SM	SM	S	SM
accumulator: 1	$1^2*a=a$	$a^2*a = a^3$	$(a^3)^2 = a^6$	$(a^6)^2*a= a^{13}$

(computed left-to-right)

Efficiency: $(b-1) \leq M(n) \leq 2(b-1)$ where $b = \lfloor \log_2 n \rfloor + 1$

Computing a^n (cont.)

Right-to-left binary exponentiation

Scan n's binary expansion from right to left and compute a^n as the product of terms a^{2^i} corresponding to 1's in this expansion.

Example Compute a^{13} by the right-to-left binary exponentiation. Here, $n = 13 = 1101_2$.

1		1		0		1		
a^8		a^4		a^2		a	:	a^{2^i} terms
a^8	*	a^4	*			a	:	product

(computed right-to-left)

Efficiency: same as that of left-to-right binary exponentiation

Problem Reduction

Primeiro: uma piada…

- ***um professor de computação…***

This variation of transform-and-conquer solves a problem by a transforming it into different problem for which an algorithm is already available.

To be of practical value, the combined time of the transformation and solving the other problem should be smaller than solving the problem as given by another method.

Onde vimos antes?

- **Sec. 6.5 (Horner's rule) Synthetic division**
- **Sec. 4.6 (Convex hull)** ***uso de cálculo de determinante para verificar a posição relativa de 3 pontos no espaço***
- ***Geometria analítica (GA): baseada na redução de problemas geométricos em problemas algébricos***

Examples of Solving Problems by Reduction

- computing lcm(m, n) via computing gcd(m, n)
- counting number of paths of length n in a graph by raising the graph's adjacency matrix to the n-th power
- transforming a maximization problem to a minimization problem and vice versa (also, min-heap construction)
- linear programming
- reduction to graph problems (e.g., solving puzzles via state-space graphs)

computing lcm(*m*, *n*)

- Cálculo do mínimo múltiplo comum

lcm(24,60) = 120

lcm(11,5) = 55

Ensino fundamental: dada a fatorização de primos de m e n, o lcm(m,n) pode ser computado como o produto: todos os fatores comuns de m e n X todos os exclusivos de n X todos os exclusivos de m

24 = 2 * 2 * 3   60=2*2*3*5   lcm=(2*2*3) * 2 * 5 = 120

Problem reduction:

qual o problema desse abordagem?

alguma sugestão para redução?

computing lcm(*m*, *n*) via computing gcd(*m*, *n*)

Problem reduction:

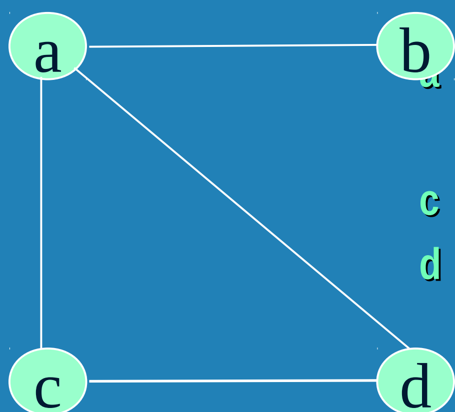
como usar o algoritmo de Euclid?

como lcm(m,n) e gdc(m,n) estão relacionados?

lcm(m,n) = m*n / gcd(m,n)

Counting number of paths of length *n* in a graph by raising the graph’s adjacency matrix to the *n*-th power

- **Theorem: The ij entry in the nth power of the incidence matrix for any graph or digraph is exactly the number of different paths of length n, beginning at vertex j and ending at vertex i.**

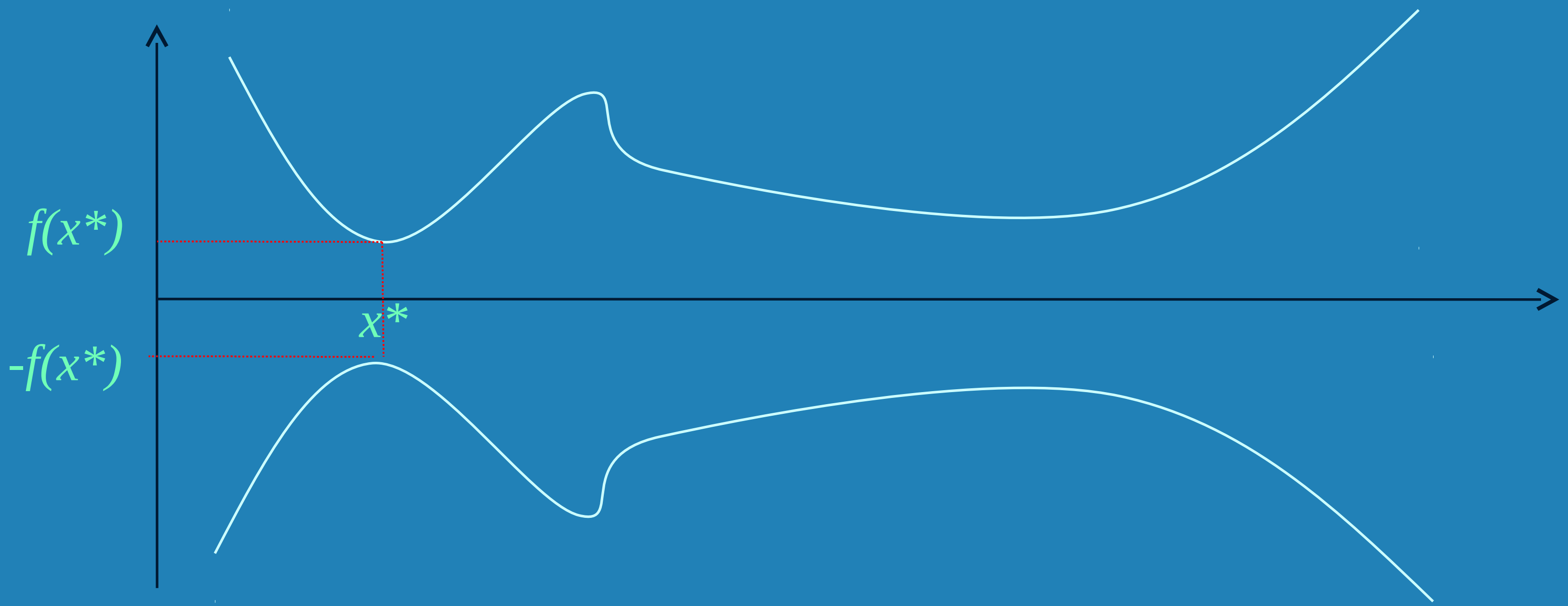


$$A = \begin{array}{c|cccc} & a & b & c & d \\ \hline a & 0 & 1 & 1 & 1 \\ b & 1 & 0 & 0 & 0 \\ c & 1 & 0 & 0 & 1 \\ d & 1 & 0 & 1 & 0 \end{array} \qquad A^2 = \begin{array}{c|cccc} & a & b & c & d \\ \hline a & 3 & 0 & 1 & 1 \\ b & 0 & 1 & 1 & 1 \\ c & 1 & 1 & 2 & 1 \\ d & 1 & 1 & 1 & 2 \end{array}$$

- **Prova por indução (e.g. Incidence is no Coincidence, By Nick Korevaar http://www.math.utah.edu/mathcircle/notes/incidence.pdf)**

Transforming a maximization problem to a minimization problem and vice versa

- **Suponha que você tem que calcular o mínimo de alguma função f(x) e você conhece uma algoritmo para maximizar aquela função (ou vice-versa)… pode fazer uso de**
  - **min f(x) = - max[-f(x)]**
  - **max f(x) = - min[-f(x)]**



Linear programming

- Exemplos
- Método Simplex (sec. 10.1) (cap. Iterative Improvement)

Reduction to graph problems

e.g., solving puzzles via state-space graphs

- vértices representam possíveis estados do problema
- arestas representam possíveis transições entre estados
    - *state-space-graph*
    - Problema é reduzido para encontrar um caminho entre um vértice de estado inicial e chegar em um vértice de estado final
    - Caso geral: assunto importante em IA
    - Caso particular: Sec. 12.1 e 12.2.
    - Exemplo fácil: Puzzle do Barqueiro, Lobo, Bode e Repolho