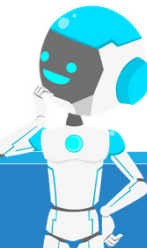


# Problemas de “Caminho”

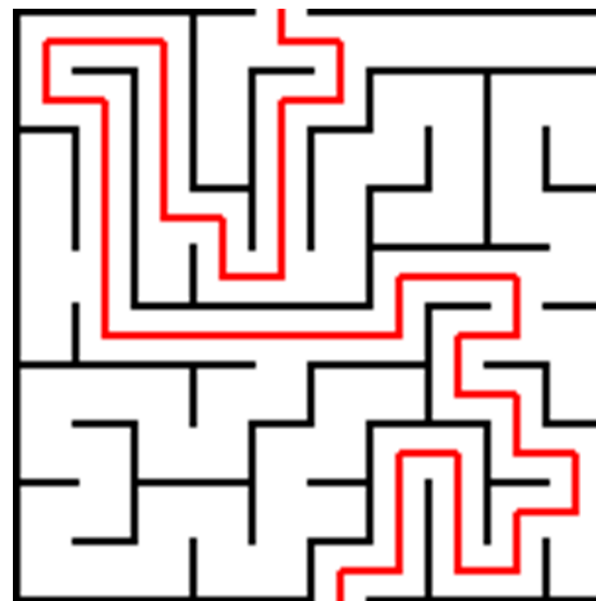
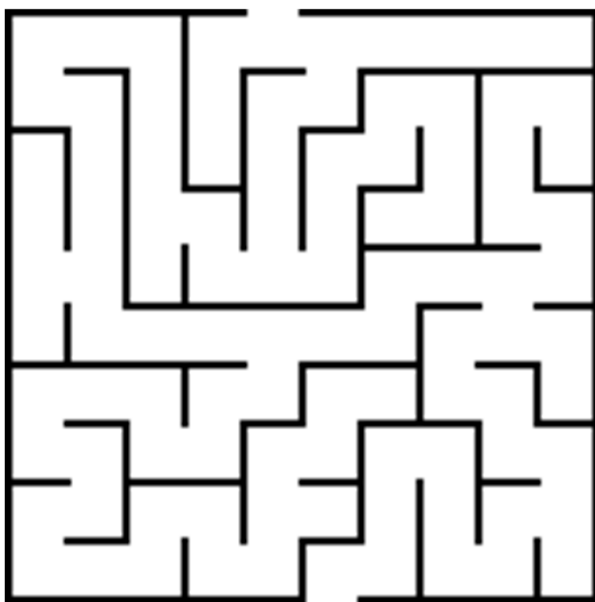
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- Normalmente só pode ser resolvidos com algoritmos baseados em Blind Search
- Lee Algorithm, baseado em Breadth-first search



# Labirinto 10x10

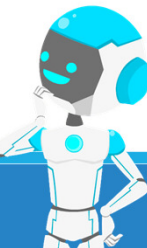
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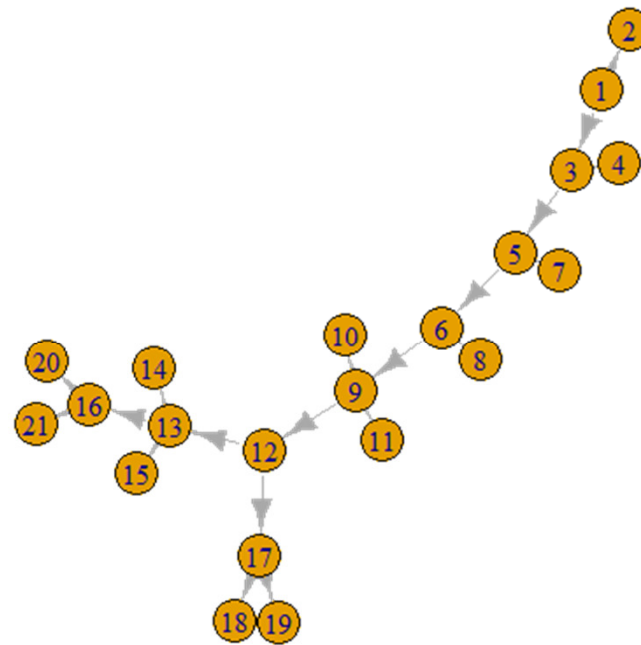
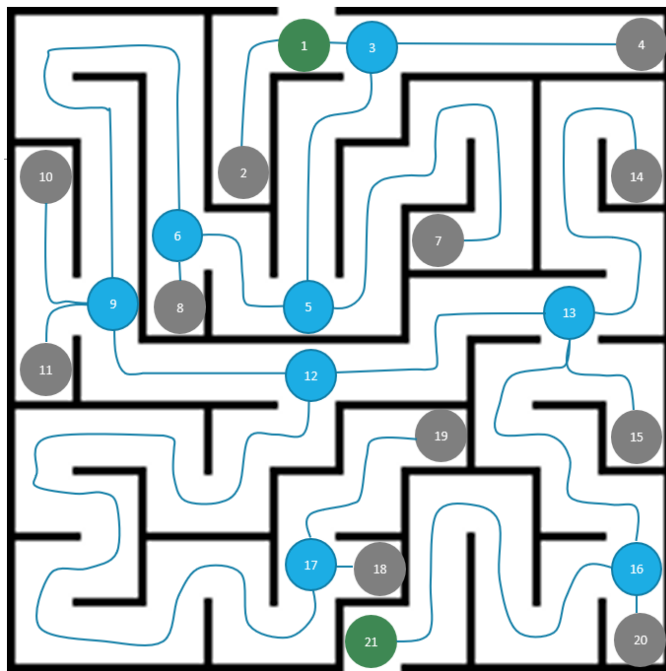
# Transformar em Grafo

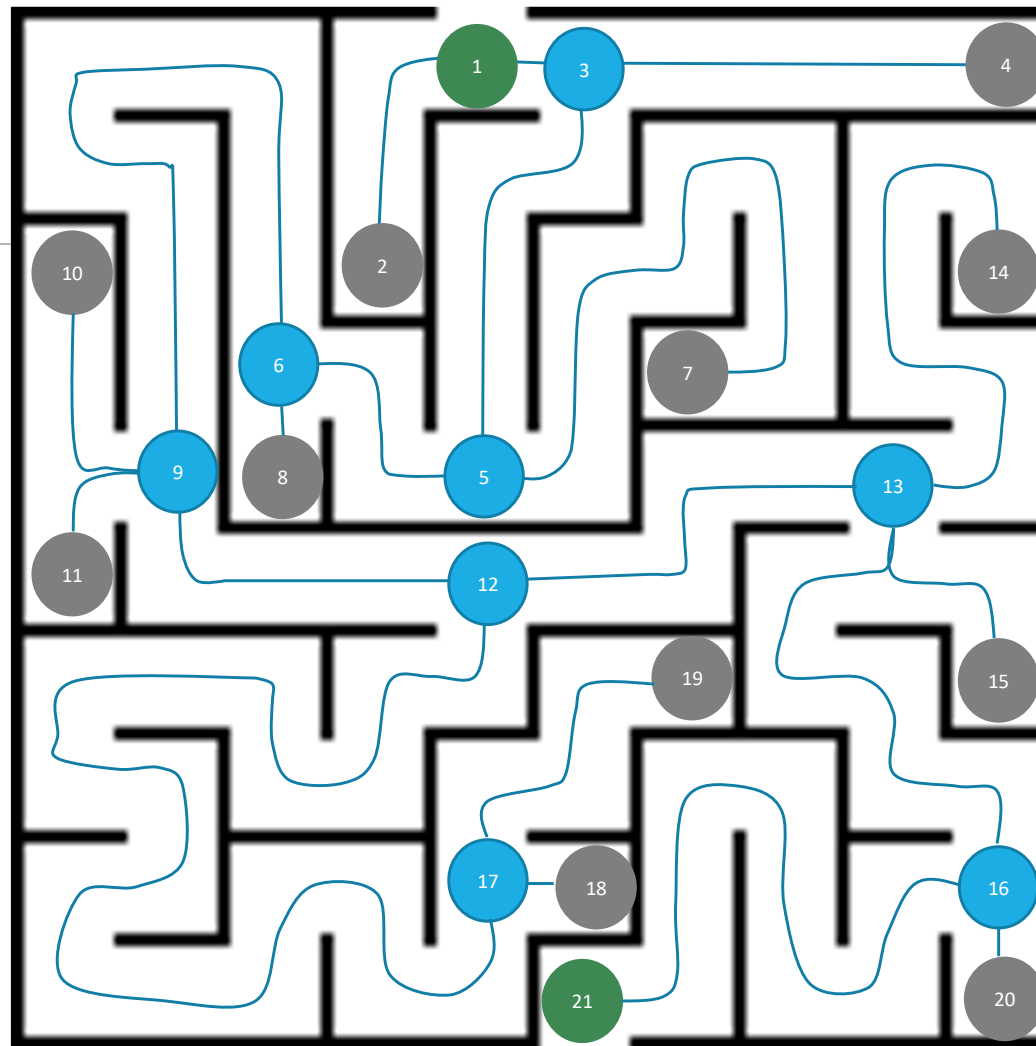
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- Nodo no inicio
- Nodo no fim
- Nodo a cada divisão no labirinto (intermediários)
- Nodo a cada ponto sem saída (local optima)
- Apenas o nodo de inicio e os nodos intermediários podem ter mais de uma aresta

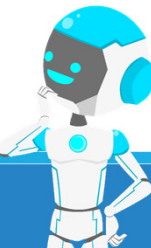


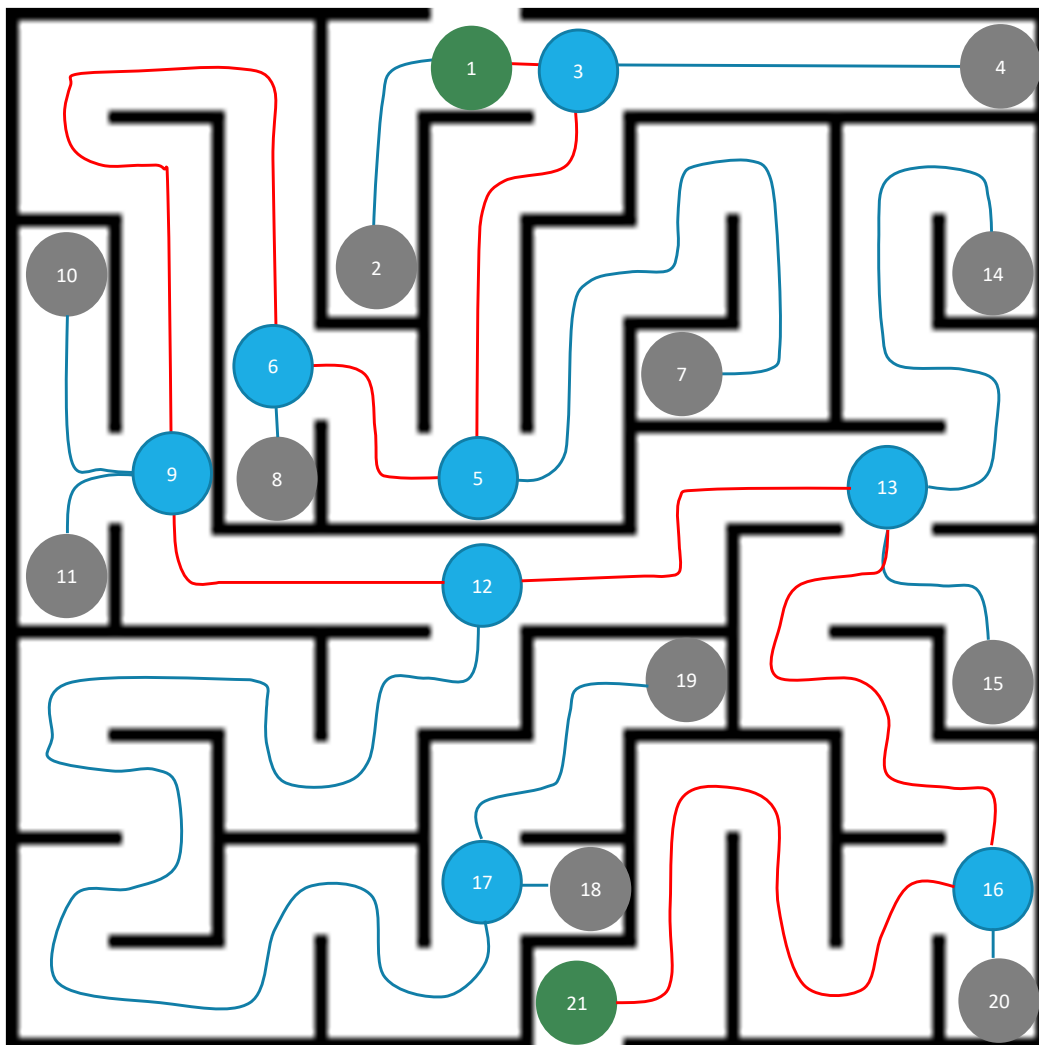
# Grafo





Total de nodos: 21  
Local optima:11 (sem saída)

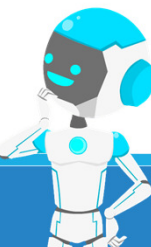




Probabilidade de Hill Climbing achar a saída na primeira tentativa?

Nodo	1	3	5	6	9	12	13	16
Probabilidade	1/2	1/2	1/2	1/2	1/3	1/2	1/3	1/2

> 0.5 \* 0.5 \* 0.5 \* 0.5 \* 0.33 \* 0.5 \* 0.33 \* 0.5  
 [1] 0.001701563



# Como avaliar a evolução?

Distância do estado inicial?

Problemas que não é possível avaliar o quanto a solução atual está otimizada

