

总结

挂机一周回来，相信代码能力变强了，重新挑level2，目前早上完成了遗传算法初代，采用最暴力的随机片段杂交和突变。可以处理不容易陷入局部解的局面：

a.cpp	×	map.in
1 #####		
2 #####		
3 #####P#..#####		
4 #.....###.E####		
5 ##.#.#.#.#.###.#####		
6 ##.#.##.....#.#####		
7 ##...##.##.....#####		
8 #####.....#		
9 #####.##.#....##..#..		
0 #####.##.#....##.....		
1 #####.....##...		
2 ###.....		
3 ###.....###....		
4 #####.....###.#..		
5 #####.....##..#..		
6 #####.....##..		
7 #####....#.....###..		
8 #####....#####.....		
9 #####.....		
0 #####.....##		

```

emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a
drrrrddrrruurur
17emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a
drrrrddrrruurur
17emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a
drrrrddrrruurur
17emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a
drrrrddrrruurur
17emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a
drrrrddrrruurur
17emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a
drrrrddrrruurur
17emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a
drrrrddrrruurur
17emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a
drrrrddrrruurur
17emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a
drrrrddrrruurur
17emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a
drrrrddrrruurur

```

但处理不了蛇行图这种局部解坑太大情况。

```
1 #P#.....
2 #.#.#####.
3 #.#.#...#.
4 #.#.#.#.#.
5 #.#.#.#.#.
6 #.#.#E#.#.
7 #.#.####.#.
8 #.#.....#.
9 #.#####.
10 #.....
```

```
5emengdeat
ddddd
5emengdeat
ddddd
5emengdeat
ddddd
5emengdeat
ddddd
```

下午解决!

下午回来路上想到一个在估值时插入的自适应优化，果断把蛇行跑出来了，然后就测试大数据，调了很久发现了sb错误，大概是最有解2到3倍的步数，以后想到别的优化再加入！

```
emengdeath@emengdeath-virtual-machine: ~/Desktop/c2018/level1/p09_maze$  
Instruction:  
#:Wall  
P:people  
E:export  
.:space  
Your steps:53  
#.#.....  
#.#.####.  
#.#.#...#.   
#.#.#.#.#.  
#.#.#.#.#.  
#.#.#P#.#.  
#.#.####.#  
#.#.....#.  
#.######.  
#.....#.  
You win.And you cost 53 steps.  
emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level1/p09_maze$  
  
emengdeath@emengdeath-virtual-machine: ~/Desktop/c2018/level2/GA  
emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ g++ -o a a.cpp  
-g  
./emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a  
dddddddddrrrrrrrruuuuuuuuuuullllludddddddrrrrrruuuuullrlddd  
61emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ qui  
bash: qui: command not found  
emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ g++ -o a a.cpp  
-g  
emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$ ./a  
dddddddddrrrrrrrruuuuuuuuuuullllludddddddrrrrrruuuuullddd  
53emengdeath@emengdeath-virtual-machine:~/Desktop/c2018/level2/GA$
```

(最后是我手玩的结果 (应该还得少几步, 我一开始找不到P就左右走晃出来了))