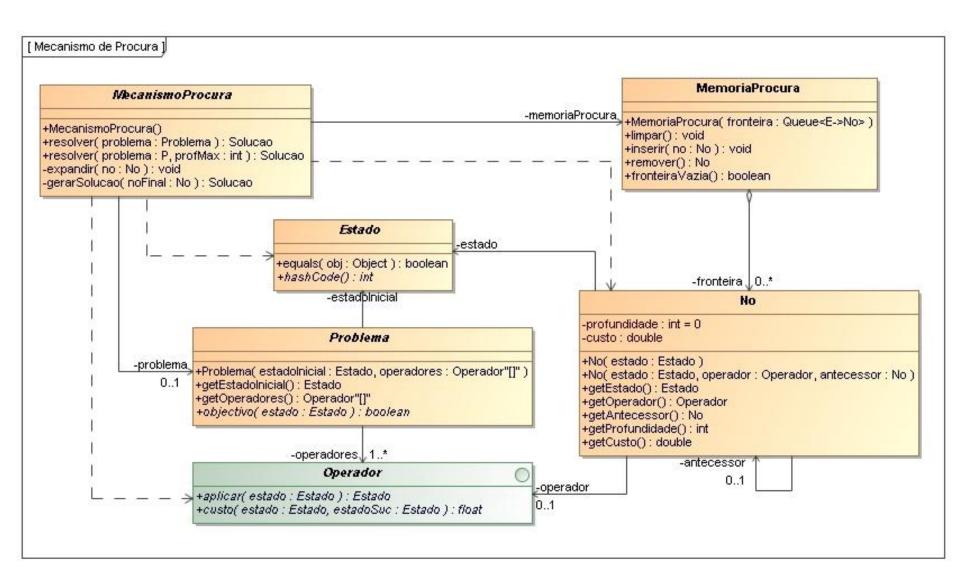
MECANISMO DE PROCURA



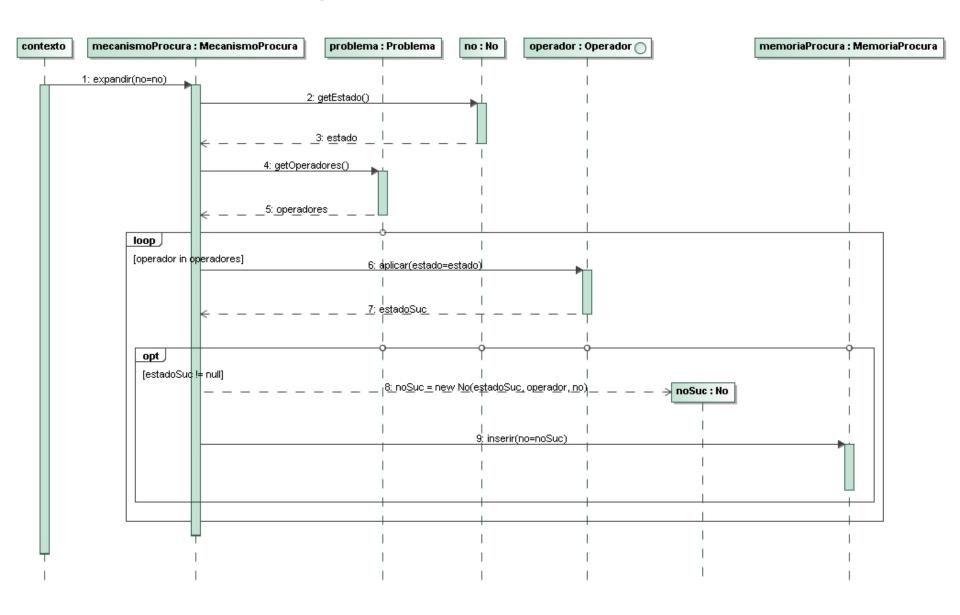
RESOLVER PROBLEMA

```
function resolver(problema : Problema) : Solucao
problema = problema
memoria procura.limpar()
no inicial = No(problema.estado inicial)
memoria procura.inserir(no inicial)
while not memoria procura.fronteira vazia:
    no = memoria procura.remover()
    if problema.objectivo(no.estado):
       return gerar solucao (no)
    else:
       expandir (no)
```

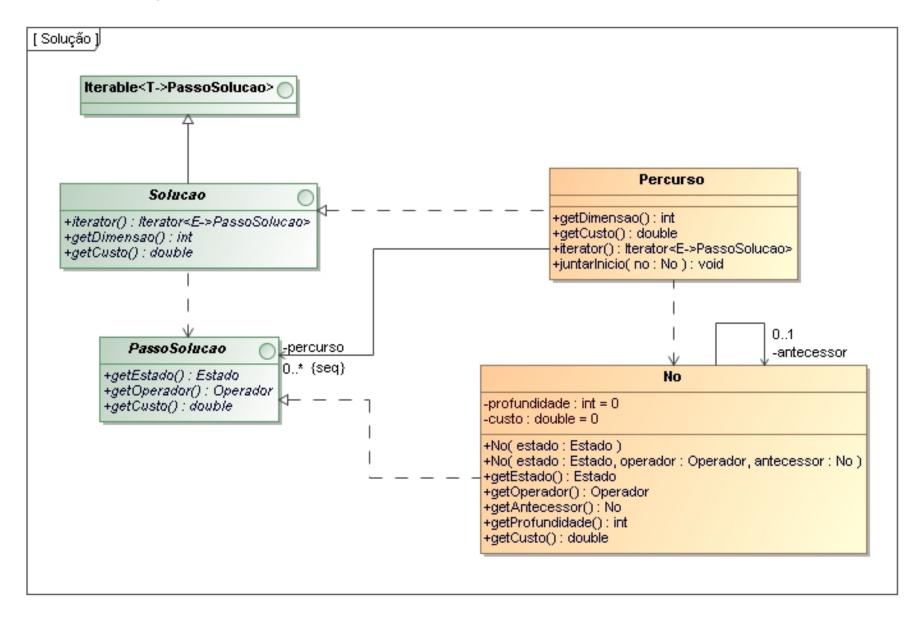
RESOLVER PROBLEMA COM LIMITAÇÃO DE PROFUNDIDADE

```
function resolver(problema : Problema, prof max : int) : Solucao
 problema = problema
 memoria procura.limpar()
 no inicial = No(problema.estado inicial)
 memoria procura.inserir(no inicial)
 while not memoria procura.fronteira vazia:
     no = memoria procura.remover()
     if problema.objectivo(no.estado):
          return gerar solucao(no)
     else:
          if no.profundidade < prof max):</pre>
              expandir (no)
```

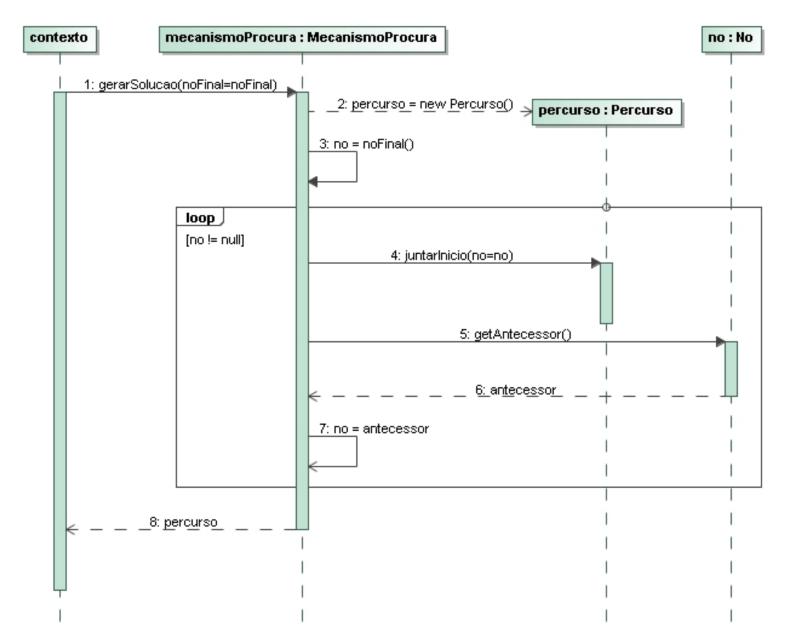
EXPANDIR NÓ



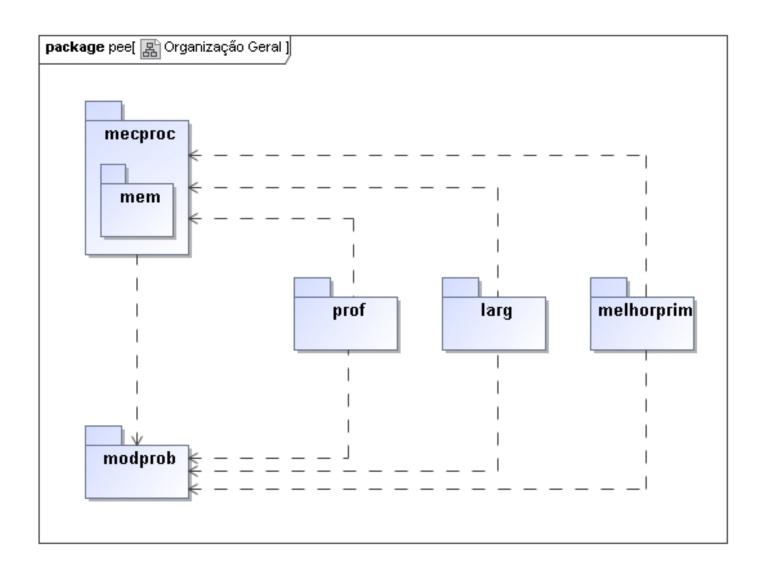
SOLUÇÃO DE UMA PROCURA



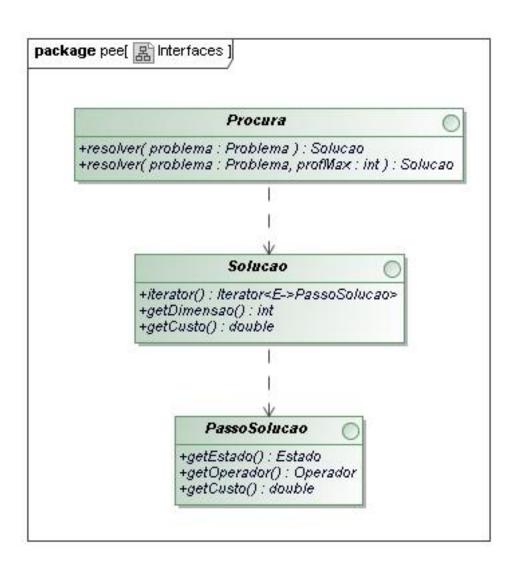
GERAR SOLUÇÃO



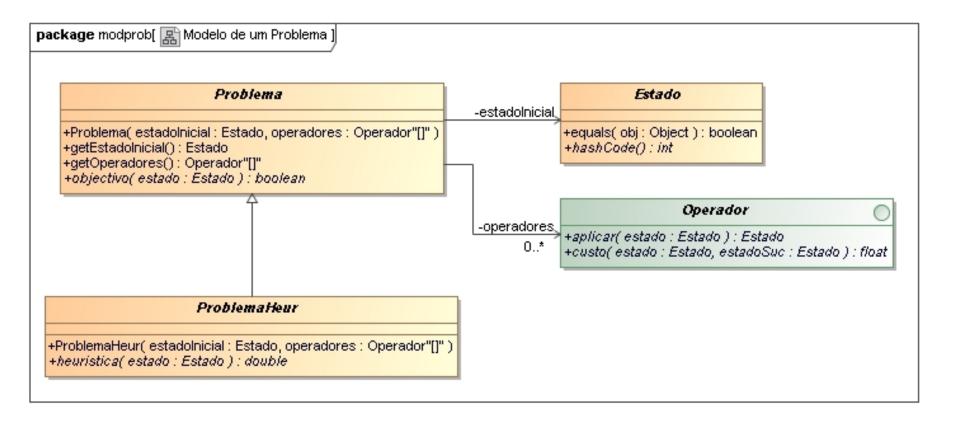
MÓDULO PEE – ORGANIZAÇÃO GERAL



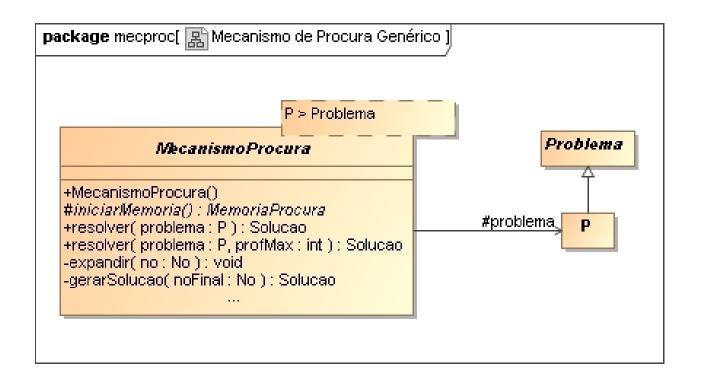
MÓDULO PEE – INTERFACES



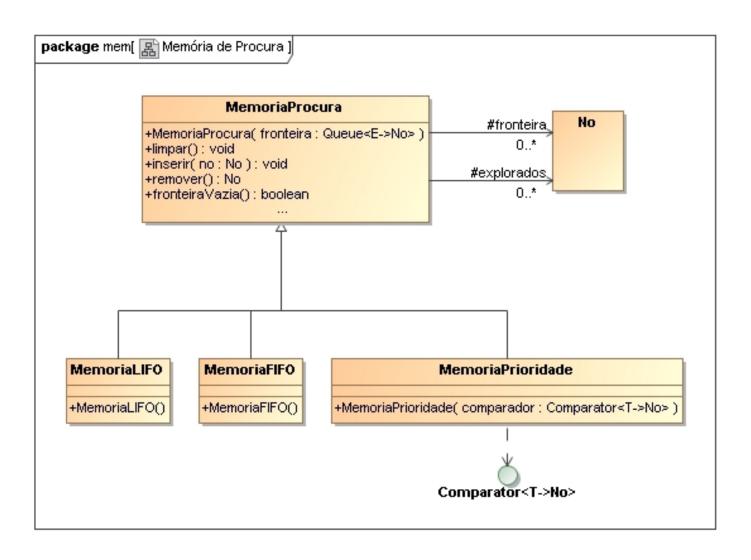
MODELO DE UM PROBLEMA



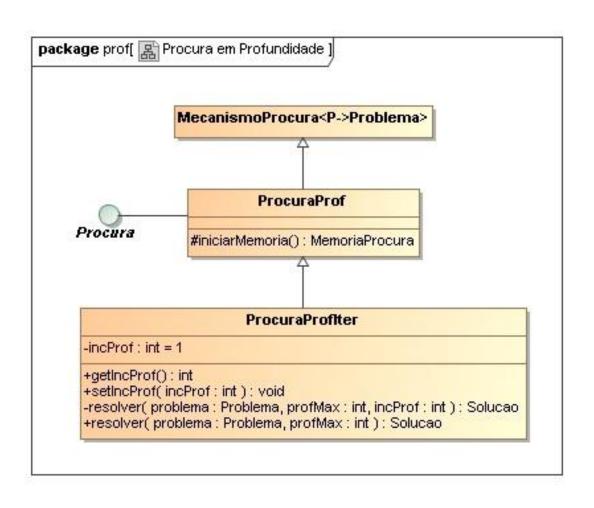
MECANISMO DE PROCURA GENÉRICO PARA DIFERENTES TIPOS DE PROBLEMA



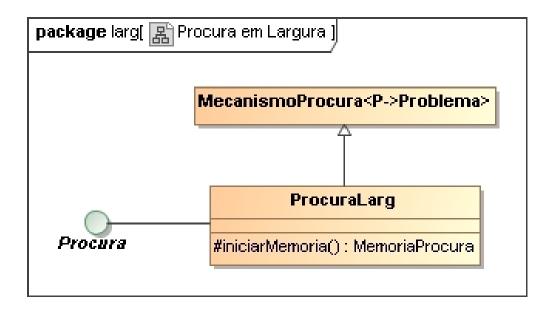
MEMÓRIA DE PROCURA



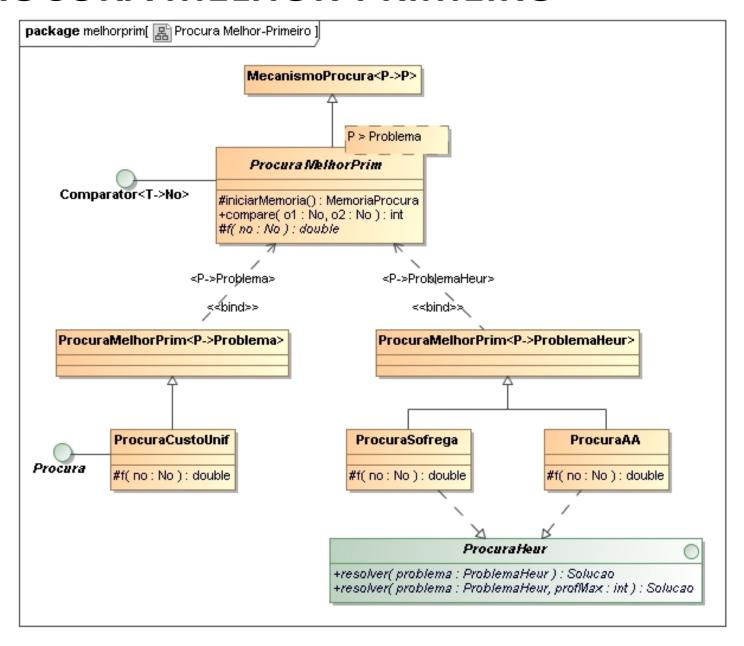
PROCURA EM PROFUNDIDADE



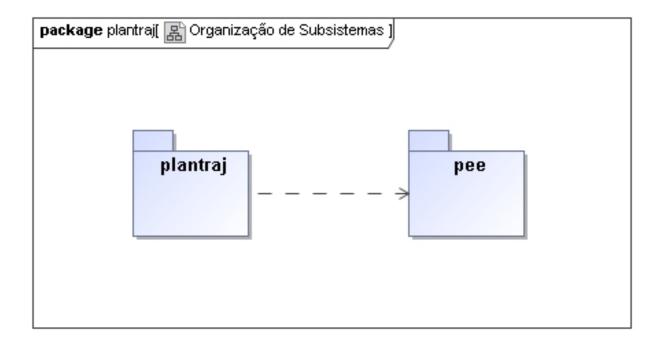
PROCURA EM LARGURA



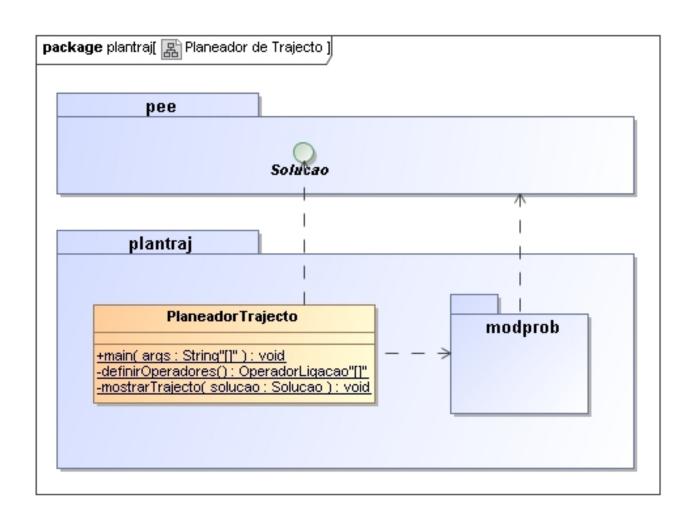
PROCURA MELHOR-PRIMEIRO



PLANEADOR DE TRAJECTO



PLANEADOR DE TRAJECTO - DETALHE



MODELO DO PROBLEMA DE PLANEAMENTO DE TRAJECTO

