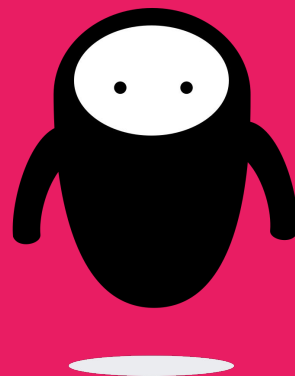
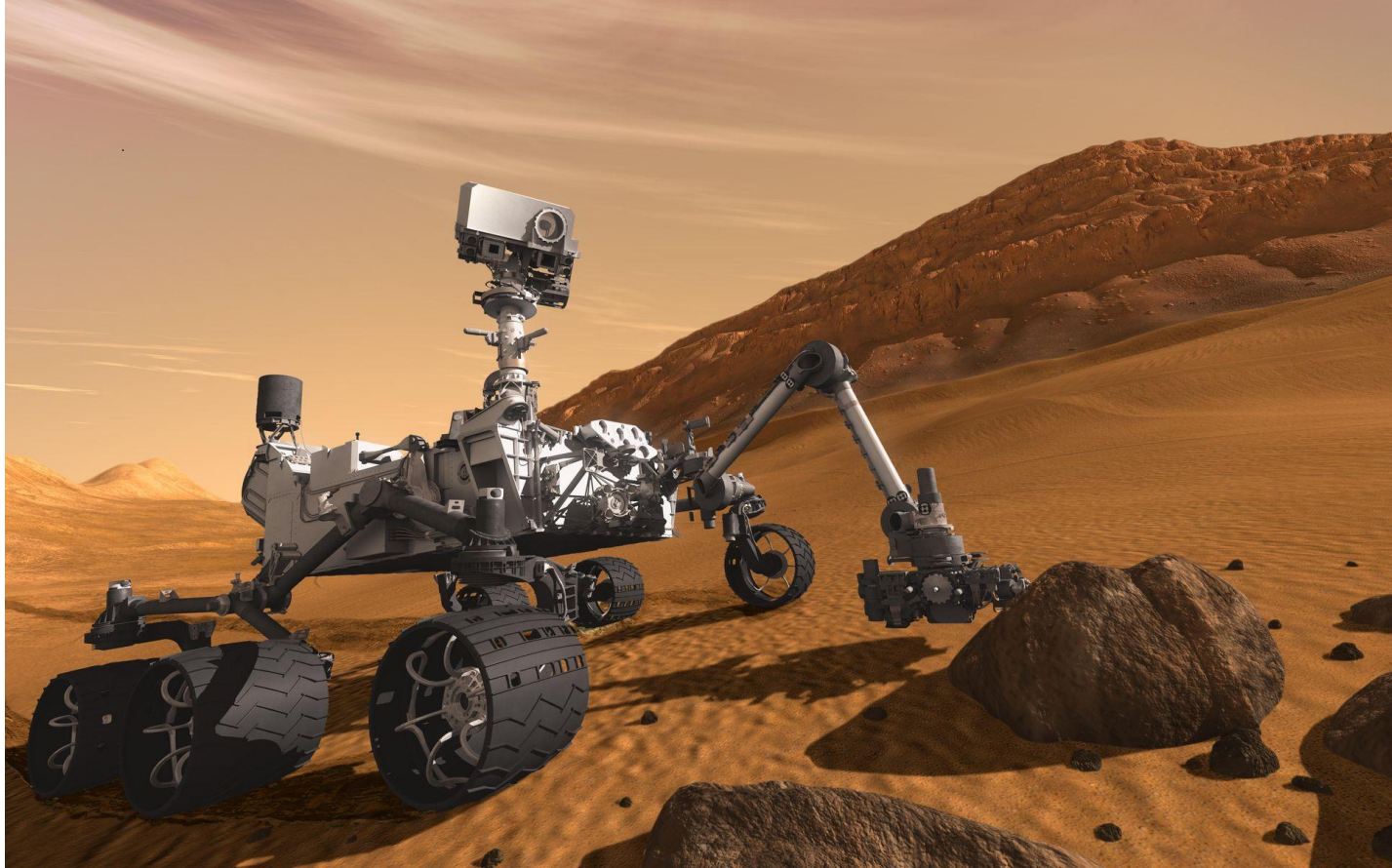


Orienteering Problem

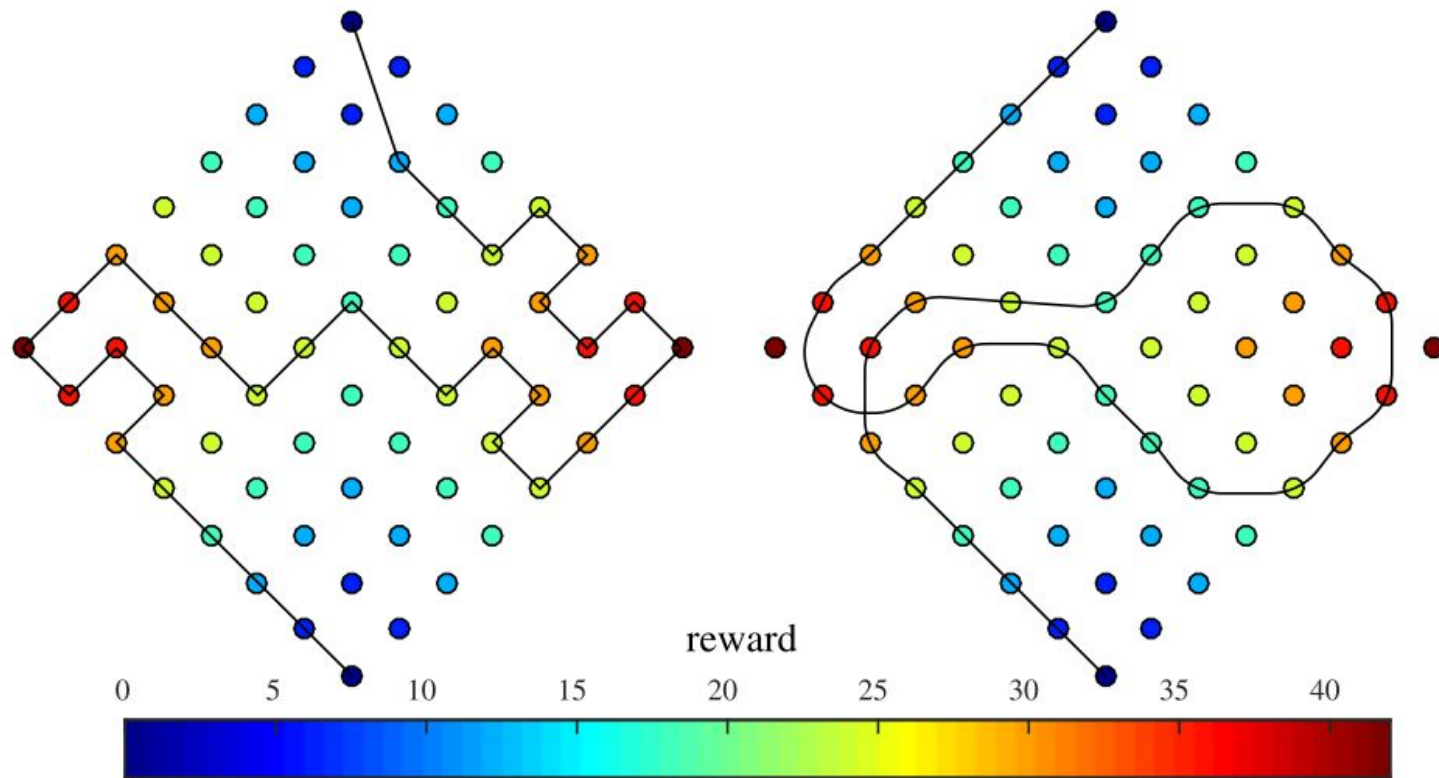


Hugo Araújo de Sousa
Robótica Móvel

Motivação

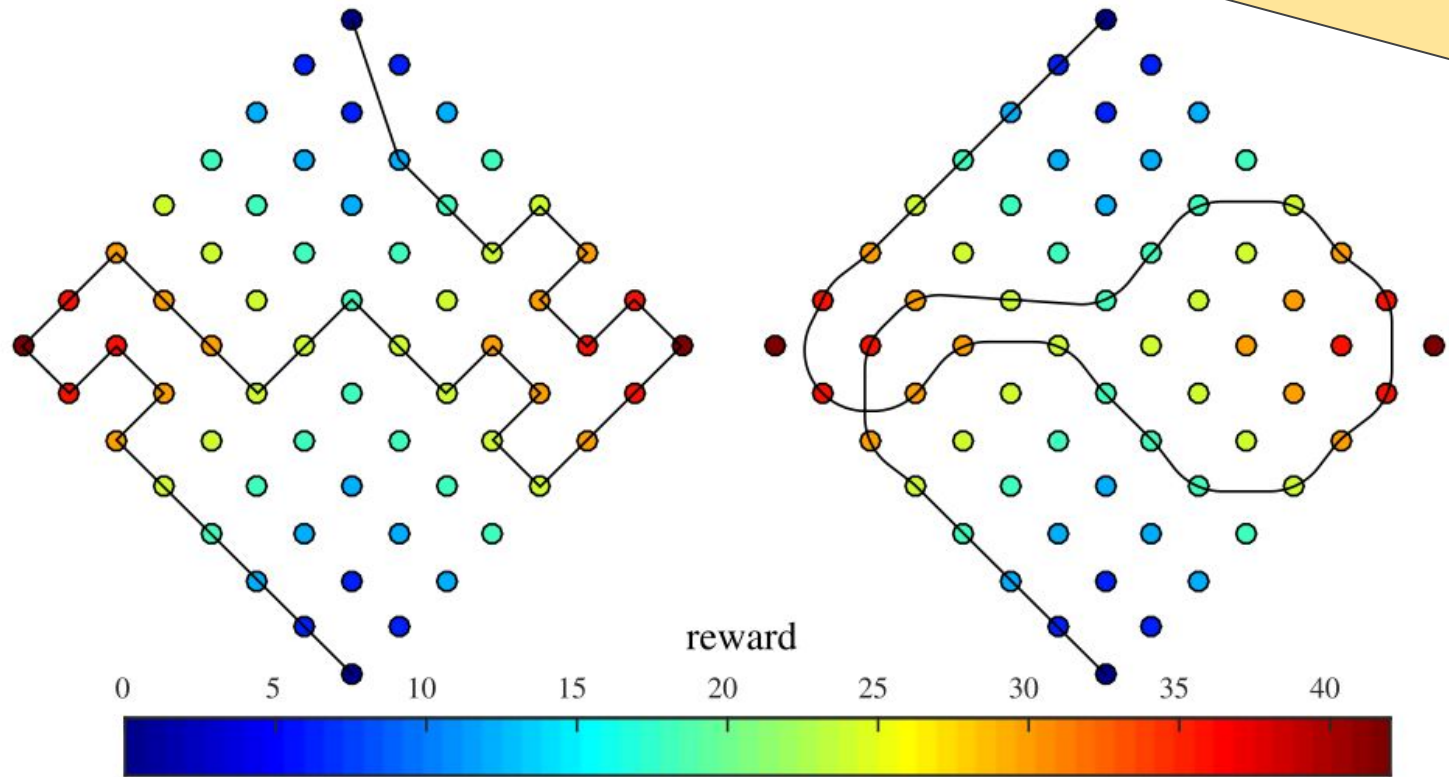


Orienteering Problem



Orienteering Problem

NP-Difícil



Soluções Propostas

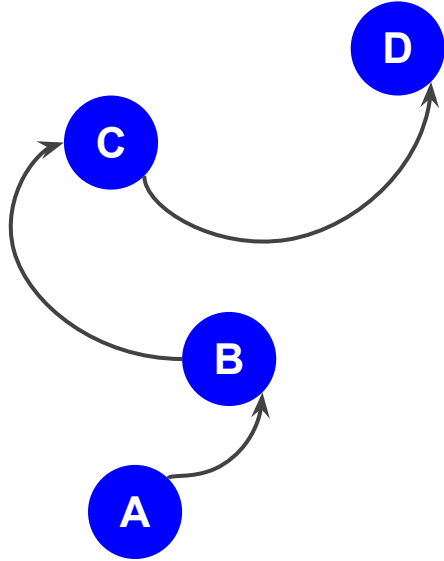
Algoritmos
de
aproximação

**Algoritmos
Evolutivos**

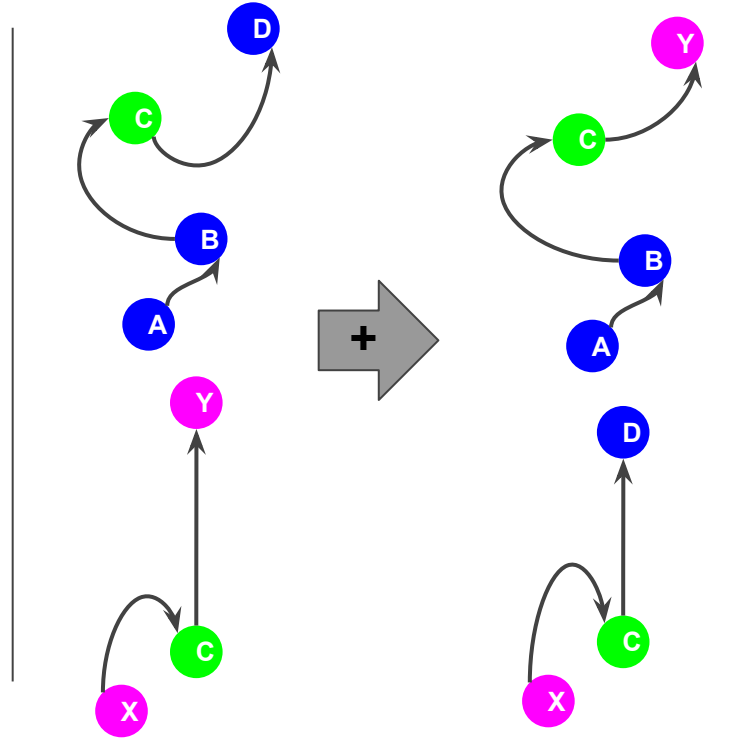
Busca em
vizinhança
variável

Branch and
cut

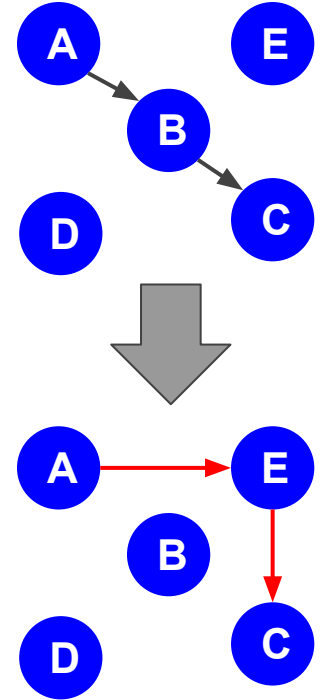
Indivíduo



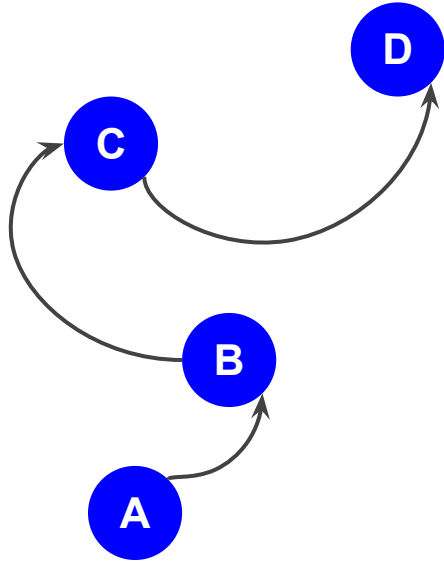
Cruzamento



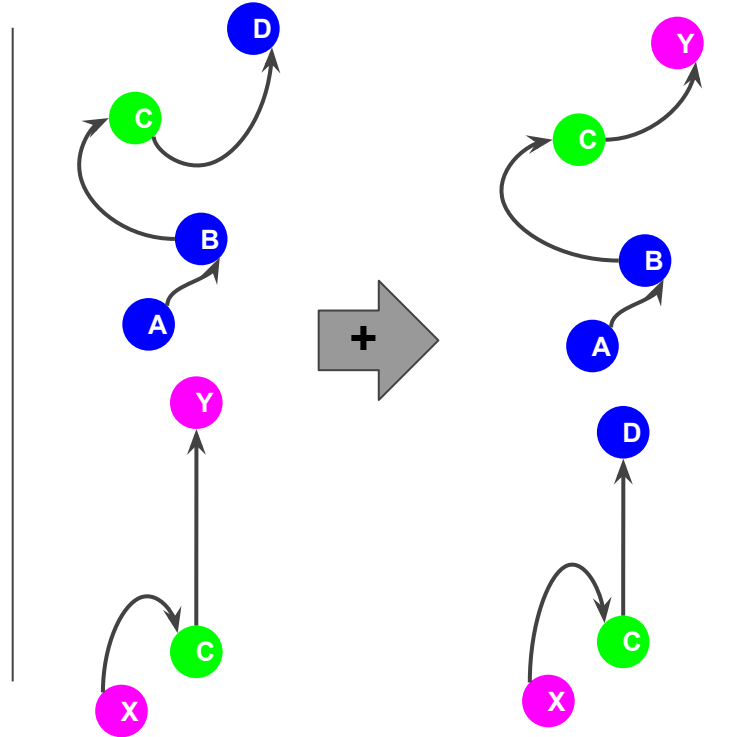
Mutação



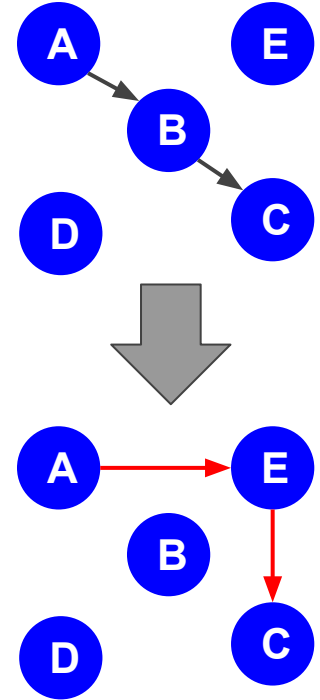
Indivíduo



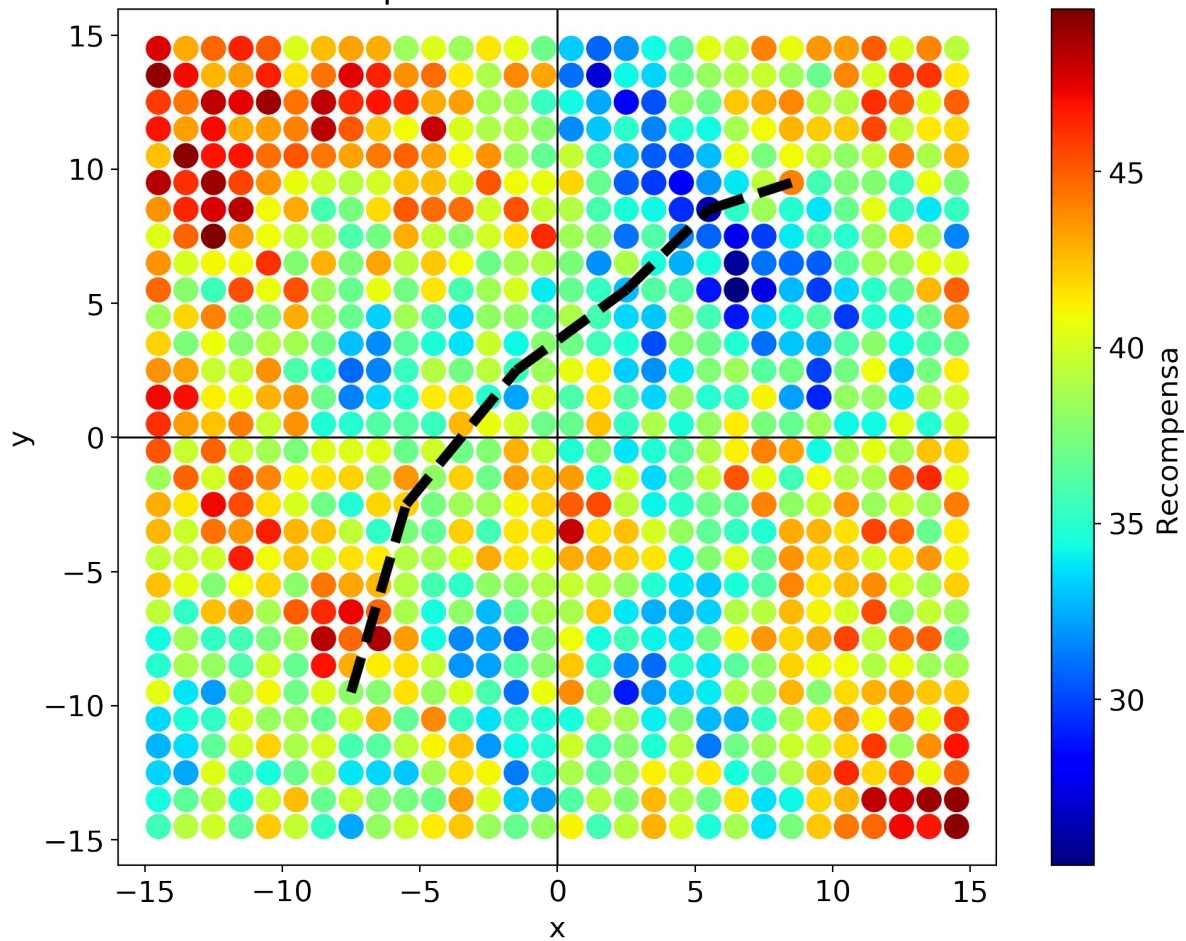
Cruzamento



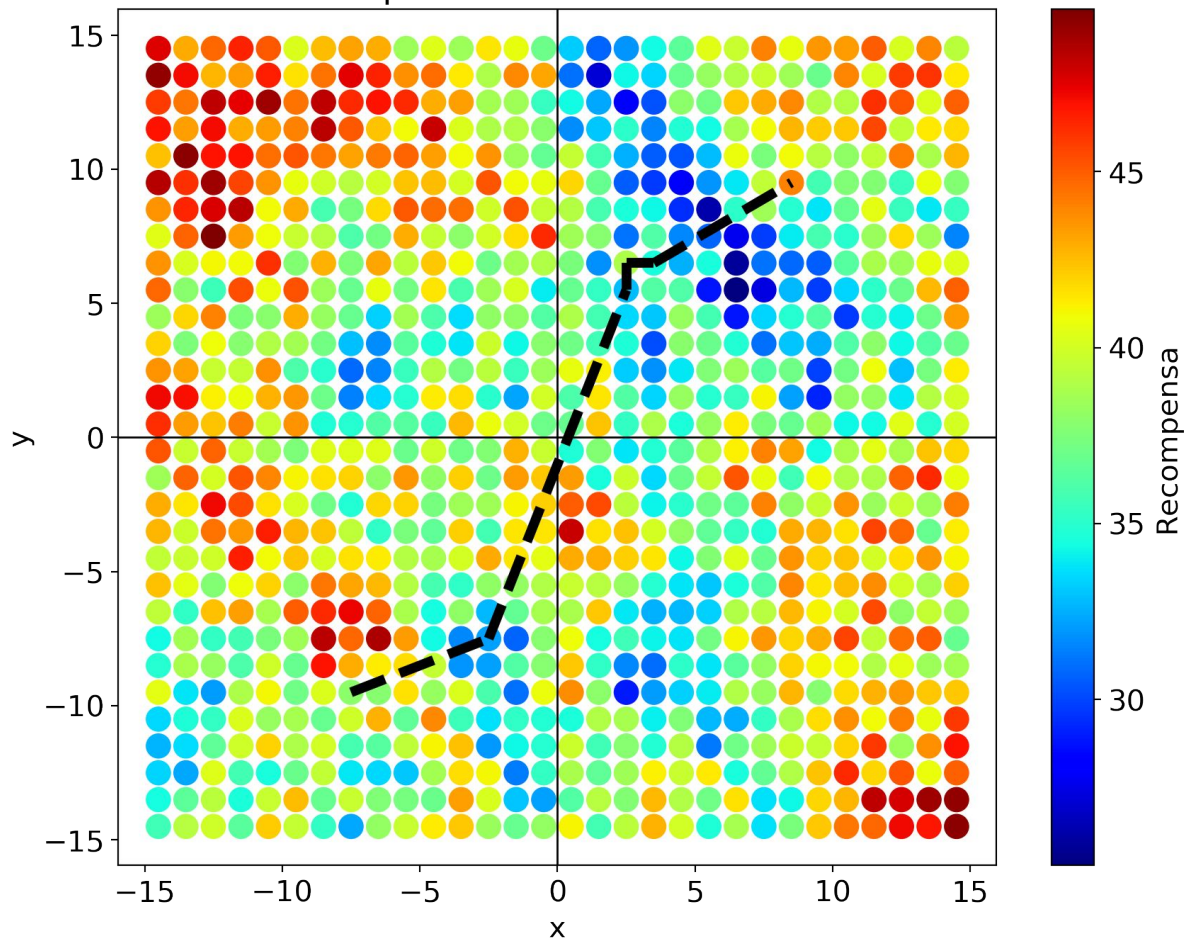
Mutação



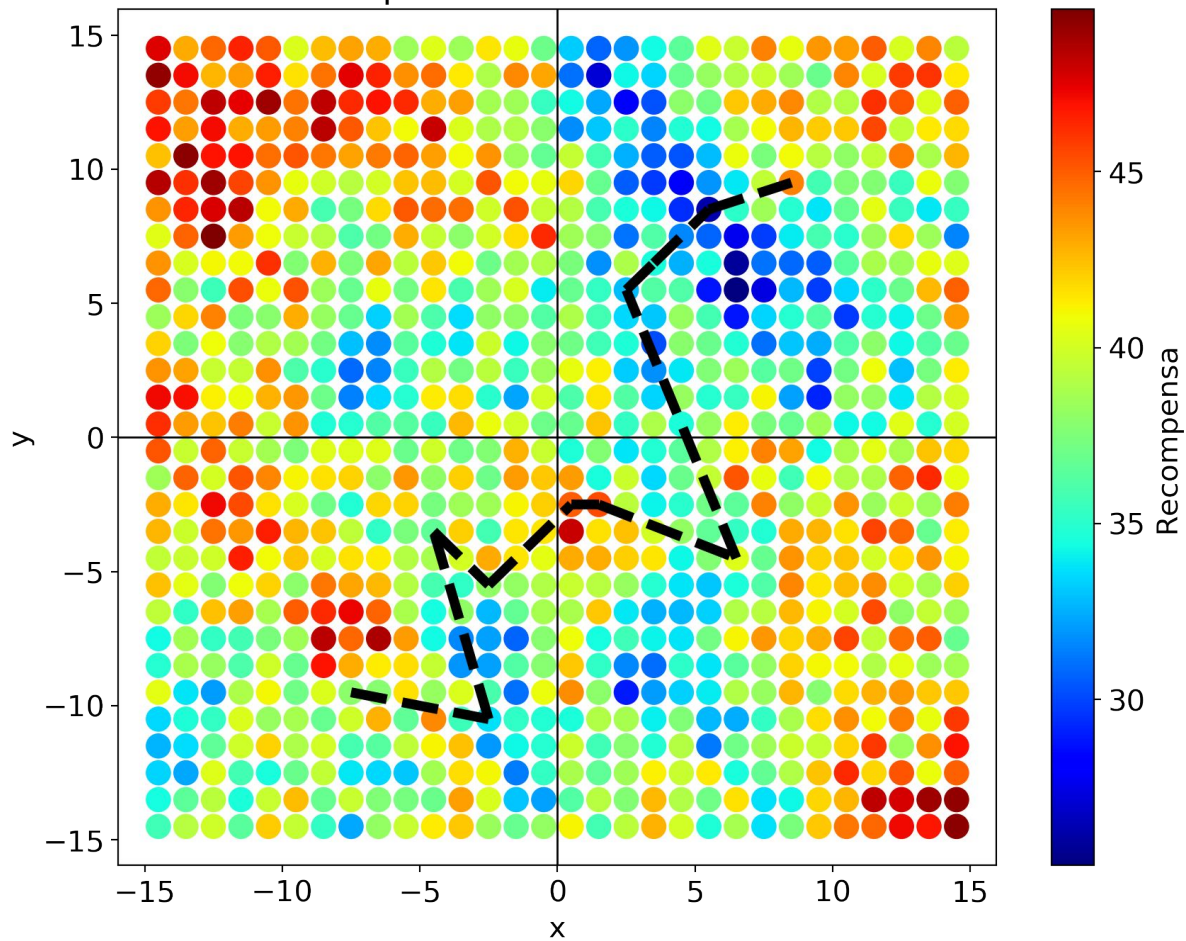
Custo máximo: 44.0
Custo do caminho: 26.09
Recompensa do caminho: 211.22



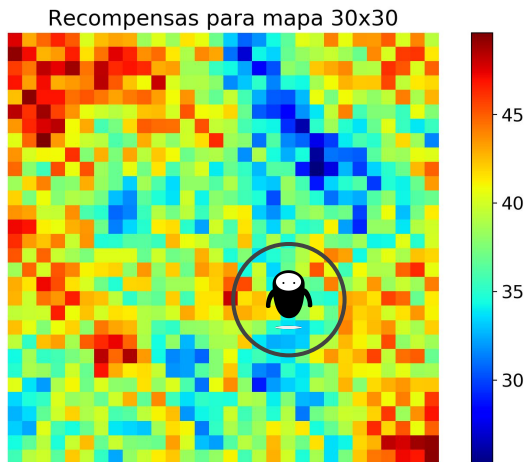
Custo máximo: 50.0
Custo do caminho: 27.14
Recompensa do caminho: 221.36



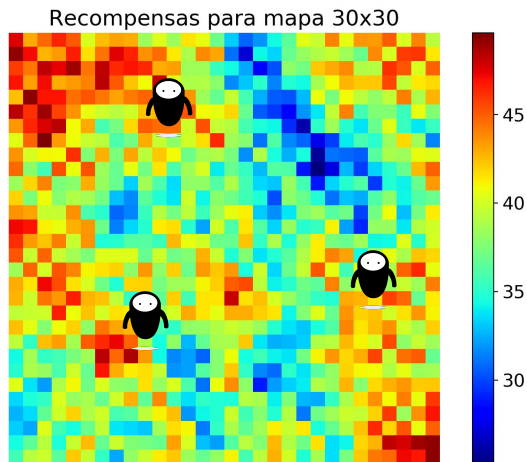
Custo máximo: 75.0
Custo do caminho: 44.01
Recompensa do caminho: 359.01



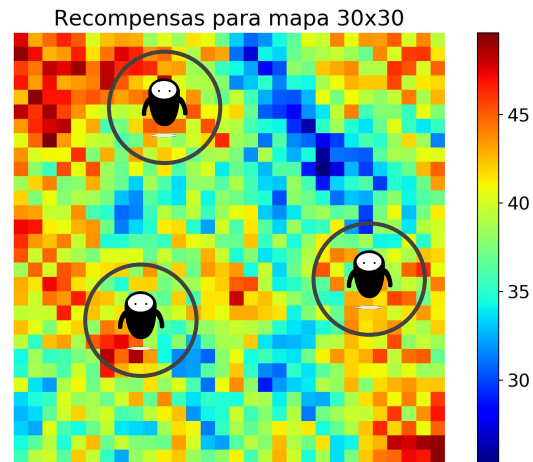
COP



TOP



CTOP



Trabalhos Futuros

Obrigado

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