

OUR TEAM



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Extended wolf-goat-cabbage problem

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01. Problem description

- The shepherd must bring a wolf, a goat, a cabbage, a wooden stick and a fire torch on the other side of a river.
- Without the shepherd:
 - If the wolf and the goat are together, the wolf eats the goat.
 - If the goat and the cabbage are together, the goat eats the cabbage.
 - If the stick and the wolf are together, the stick beats the wolf.
 - If the stick and the torch are together, the torch burns the stick.
- The boat can transport 2 objects or animals across the river at each step.

Objective: Bring all of them to the other side



Problem formulation

- **States:** boat location + animals and objects location. There are 6 things (shepherd, goat, cabbage, wolf, wooden stick, fire torch) and each one has 2 status (on each side of the river).
- **Initial state:** The three animals, two objects and the boat are on the left side of the river.
- **Actions:** Bring up to 2 animals or objects at each time the boat crossing the river
- **Goal test:** All the animals and objects are on the other side of the river.
- **Path cost:** Each step cost 1, so path cost = number of steps in path.



02

Algorithms

Generating states

```
def gen_brand(visited, parent_map):
```

```
    if boat on the right:
```

```
        for i in left:
```

```
            new_left = left(copy)
```

```
            new_right = right(copy)
```

```
            remove i from left
```

```
            append i in right
```

```
        for j in left:
```

```
            next_left = new_left(copy)
```

```
            next_right = new_right(copy)
```

```
            remove i from left
```

```
            append j in right
```

```
            if sorted(next_left) not conflict_states and not existed_states:
```

```
                child = new_state
```

```
                parent_map = current_state
```

```
            if sorted(new_left) not conflict_states and not existed_states:
```

```
                child = new_state
```

```
                parent_map = current_state
```

```
            if sorted(left) not conflict_states and not existed_states:
```

```
                child = new_state
```

```
                parent_map = current_state
```

```
    else:
```

```
        (quite similar)
```

Bringing things to the other side by removing it from the array left and appending it to array right

Check the state when bringing 2 things

Check the state when bringing 1 things

Check the state when the shepherd go alone

Do the same when the boat is on the left

Breadth-first Search

Depth-first Search

BFS	DFS
<ul style="list-style-type: none">- Check all the states- Give optimal solution	<ul style="list-style-type: none">- Much faster- Return solution but not optimal



03

Result analysis

BFS Solution



[W, G, C, S, T]~~~[]- The boat is on the Left
[G, C, S]~~~[T, W]- The boat is on the Right
[G, C, S]~~~[T, W]- The boat is on the Left
[G]~~~[T, W, S, C]- The boat is on the Right
[G, S]~~~[T, W, C]- The boat is on the Left
[]~~~[T, W, C, S, G]- The boat is on the Right

NOTATION

W: the wolf
G: the goat
C: the cabbage
S: the wooden stick
T: the fire torch

DFS Solution

[W, G, C, S, T]~~~[]- The boat is on the Left
[G, C, S]~~~[T, W]- The boat is on the Right
[G, C, S]~~~[T, W]- The boat is on the Left
[G, C]~~~[T, W, S]- The boat is on the Right
[G, C, S, W]~~~[T]- The boat is on the Left
[G, S]~~~[T, W, C]- The boat is on the Right
[G, S]~~~[T, W, C]- The boat is on the Left
[G]~~~[T, W, C, S]- The boat is on the Right
[G, S, W]~~~[T, C]- The boat is on the Left
[S]~~~[T, C, W, G]- The boat is on the Right
[S, G, T]~~~[C, W]- The boat is on the Left
[T]~~~[C, W, G, S]- The boat is on the Right
[T, S, W]~~~[C, G]- The boat is on the Left
[T, W]~~~[C, G, S]- The boat is on the Right
[T, W]~~~[C, G, S]- The boat is on the Left
[]~~~[C, G, S, W, T]- The boat is on the Right

NOTATION

W: the wolf
G: the goat
C: the cabbage
S: the wooden stick
T: the fire torch

	Complete ?	Time	Space	Optimal?
DFS	Yes	600	711	Yes
BFS	Yes	16	88	No

Breadth-first Search



The running time and the space complexity of BFS are much larger but the solution is optimal.

Depth-first Search




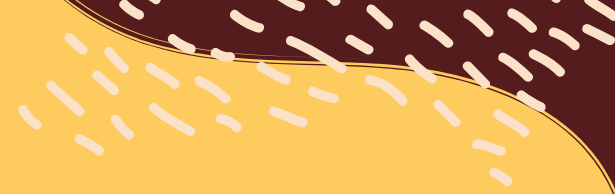
The running time and the space complexity of DFS are much smaller but the solution is not optimal.



WHOA!

FINAL
CONCLUSION!

- 
- Formulating a problem solved by searching
 - Analyzing and implementing search algorithms
 - Team work
 - Researching skills
 - Writing report skills



THANKS

Does anyone have any questions?

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Q & A?