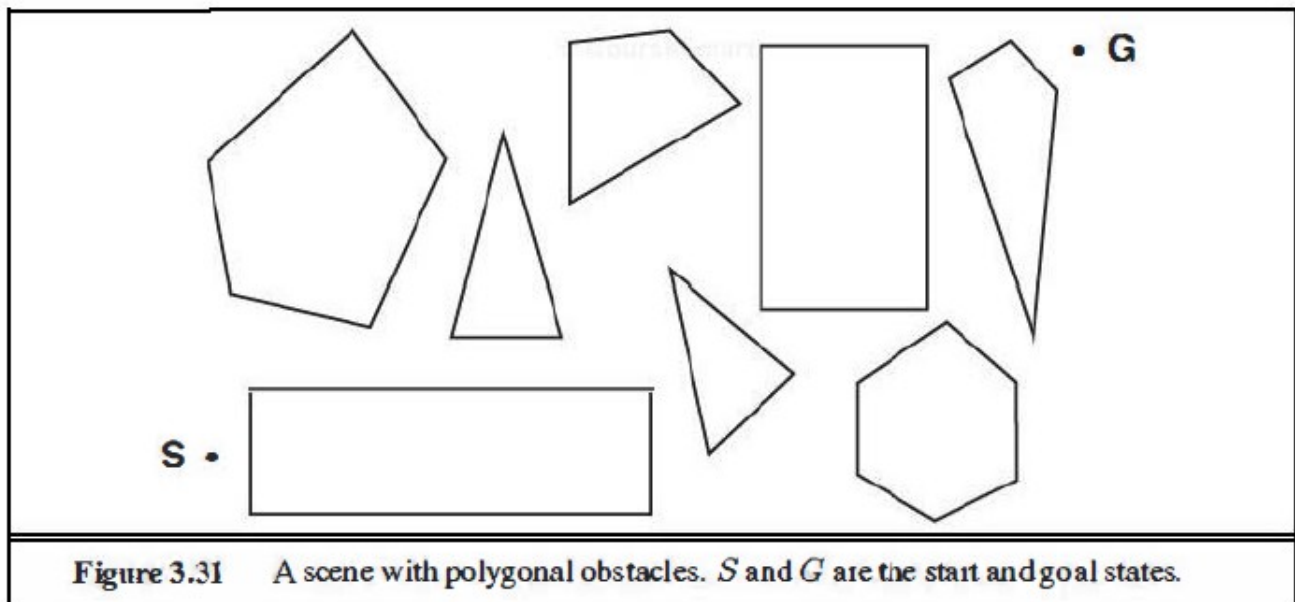


Exercícios do Cap. 3, Russell and Norvig, 3rd ed., 2009.

3.7 Consider the problem of finding the shortest path between two points on a plane that has convex polygonal obstacles as shown in Figure 3.31. This is an idealization of the problem that a robot has to solve to navigate in a crowded environment.

- Suppose the state space consists of all positions (x, y) in the plane. How many states are there? How many paths are there to the goal?
- Explain briefly why the shortest path from one polygon vertex to any other in the scene must consist of straight-line segments joining some of the vertices of the polygons. Define a good state space now. How large is this state space?
- Define the necessary functions to implement the search problem, including an ACTIONS function that takes a vertex as input and returns a set of vectors, each of which maps the current vertex to one of the vertices that can be reached in a straight line. (Do not forget the neighbors on the same polygon.) Use the straight-line distance for the heuristic function.
- Apply one or more of the algorithms in this chapter to solve a range of problems in the domain, and comment on their performance.



3.9 The missionaries and cannibals problem is usually stated as follows. Three missionaries and three cannibals are on one side of a river, along with a boat that can hold one or two people. Find a way to get everyone to the other side without ever leaving a group of missionaries in one place outnumbered by the cannibals in that place. This problem is famous in AI because it was the subject of the first paper that approached problem formulation from an analytical viewpoint (Ama1-el, 1968).

- Formulate the problem precisely, making only those distinctions necessary to

ensure a valid solution. Draw a diagram of the complete state space.

b. Implement and solve the problem optimally using an appropriate search algorithm. Is it a good idea to check for repeated states?

c. Why do you think people have a hard time solving this puzzle, given that the state space is so simple?