

Project 1

Using REDLIB to solve the
cannibals & missionaries game.

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FMV project 1 announcement

1

Project 1: *Cannibals & Missionaries (1/6)*

3 cannibals and 3 missionaries at a bank.

They want to cross the river.

- Only 1 boat.
- At most 2 persons in the boat at at time.
- At a bank, if there are more cannibals than missionaries, the cannibals will eat the missionaries.
- Please help the cannibals and the missionaries cross the river safely.



Project 1: *Cannibals & Missionaries (2/6)*

LEMMA: If there is a solution sequence, then the sequence is no longer than $4 \times 4 = 16$.

Proof: At any step, there can be 0, 1, 2, 3 missionaries and 0, 1, 2, 3 cannibals at the starting bank. ■



Project 1: *Cannibals & Missionaries (3/6)*

Representing a solution sequence with logics.

atomic propositions of the form $s(i,j,k)$

- $i \in \{0,1,2,3\}$
- $j \in \{0,1,2,3\}$
- $k \in \{1,2,\dots,16\}$

$s(i,j,k)$: at step k , there are i missionaries and j cannibals at the starting bank.



Project 1:

Cannibals & Missionaries (4/6)

What is a safe step?

$s(i,j,k) \rightarrow i \geq j$

$s(0,0,k)$

$\vee s(1,0,k) \vee s(1,1,k)$

$\vee s(2,0,k) \vee s(2,1,k) \vee s(2,2,k)$

$\vee s(3,0,k) \vee s(3,1,k) \vee s(3,2,k) \vee s(3,3,k)$

What is a safe step ?

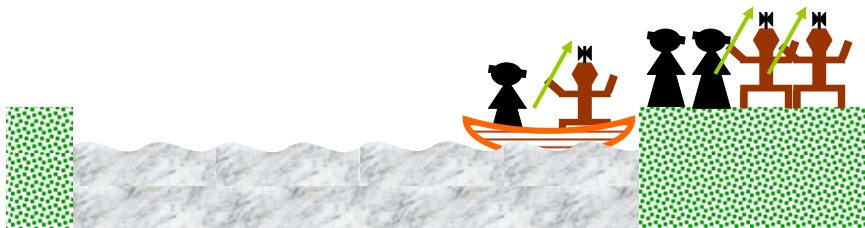


Project 1:

Cannibals & Missionaries (5/6)

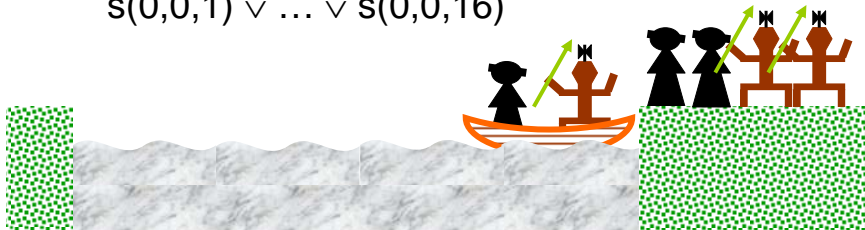
What is the relation between two steps ?

$s(i,j,k) \rightarrow \left(\begin{array}{l} s(i-1,j,k+1) \vee s(i,j-1,k+1) \\ \vee s(i-1,j-1,k+1) \vee s(i+1,j+1,k+1) \\ \vee s(i-2,j,k+1) \vee s(i,j-2,k+1) \\ \vee s(i+2,j,k+1) \vee s(i,j+2,k+1) \end{array} \right)$



Project 1: *Cannibals & Missionaries (6/6)*

- What is the initial step ? $s(3,3,1)$
- What is the mutual exclusion of different steps ?
 $\forall i, \forall j, \forall k, (s(i,j,k) \rightarrow \forall i', \forall j', (s(i',j',k) \rightarrow (i=i' \wedge j=j'))))$
- What is a solution ?
 $\exists k, s(0,0,k)$, or we can write
 $s(0,0,1) \vee \dots \vee s(0,0,16)$



Project 1 assignment

Please use **REDLIB** at

<http://sourceforge.net/projects/redlib>

to construct a program that does the following.

- The program accepts an input natural number n .
- The program answer if there is a step sequence to move n missionaries and n cannibals crossing the river safely.
- If there is, the program also out the step sequence.