

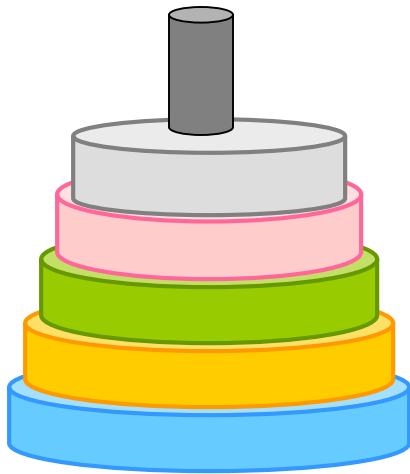
EE2331 Data Structures and Algorithms

Recursion

Outline

- Recursion
 - Towers of Hanoi
 - Factorial
 - Fibonacci Sequence
 - Binary Search
 - Greatest Common Divisor (GCD)
- Backtracking
 - Cross River Problem
 - Maze Solver
 - N Queen

Towers of Hanoi



A



B



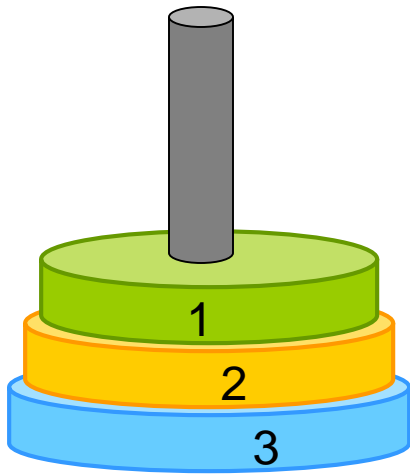
C

The initial setup of the Towers of Hanoi

Towers of Hanoi

- Three pegs, named as A , B , and C .
- n disks each with different diameters, stacked in order of diameter.
- Disk with larger diameter always below disk with smaller diameter
- Only the top disk on a peg can be moved to another peg (but a larger disk cannot never rest on a smaller disk)
- The disks are initially placed in peg A
- The task is: to move all n disks to peg C (in smallest no. of move)

Towers of Hanoi



A



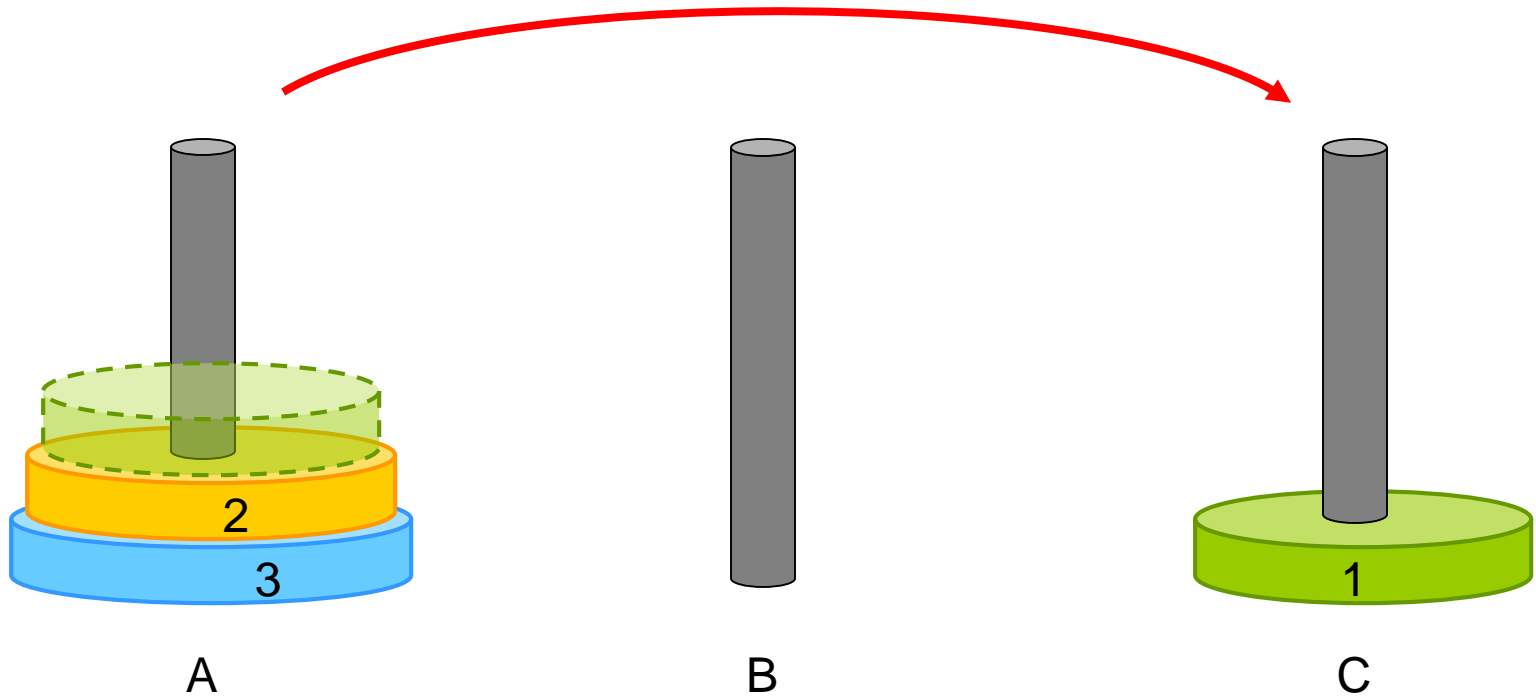
B



C

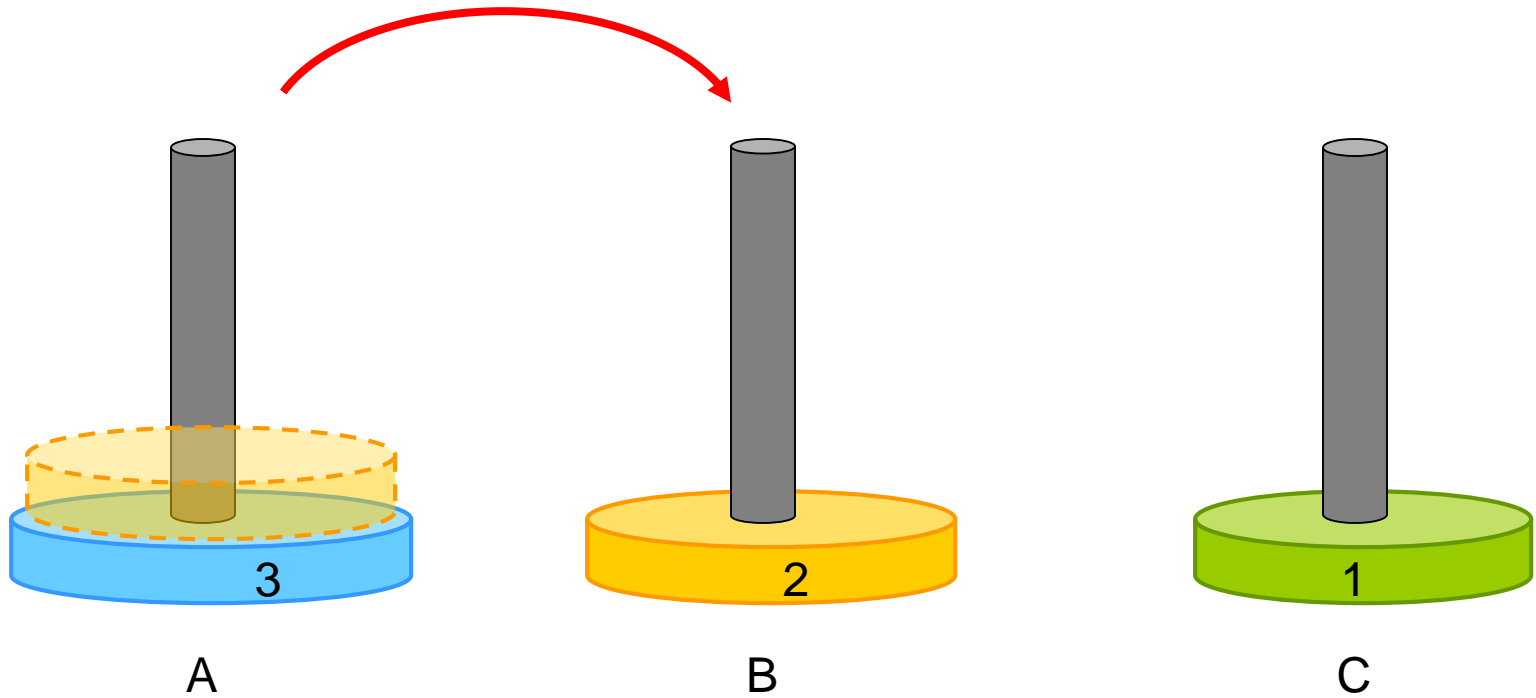
Let's try a simple case first

Towers of Hanoi



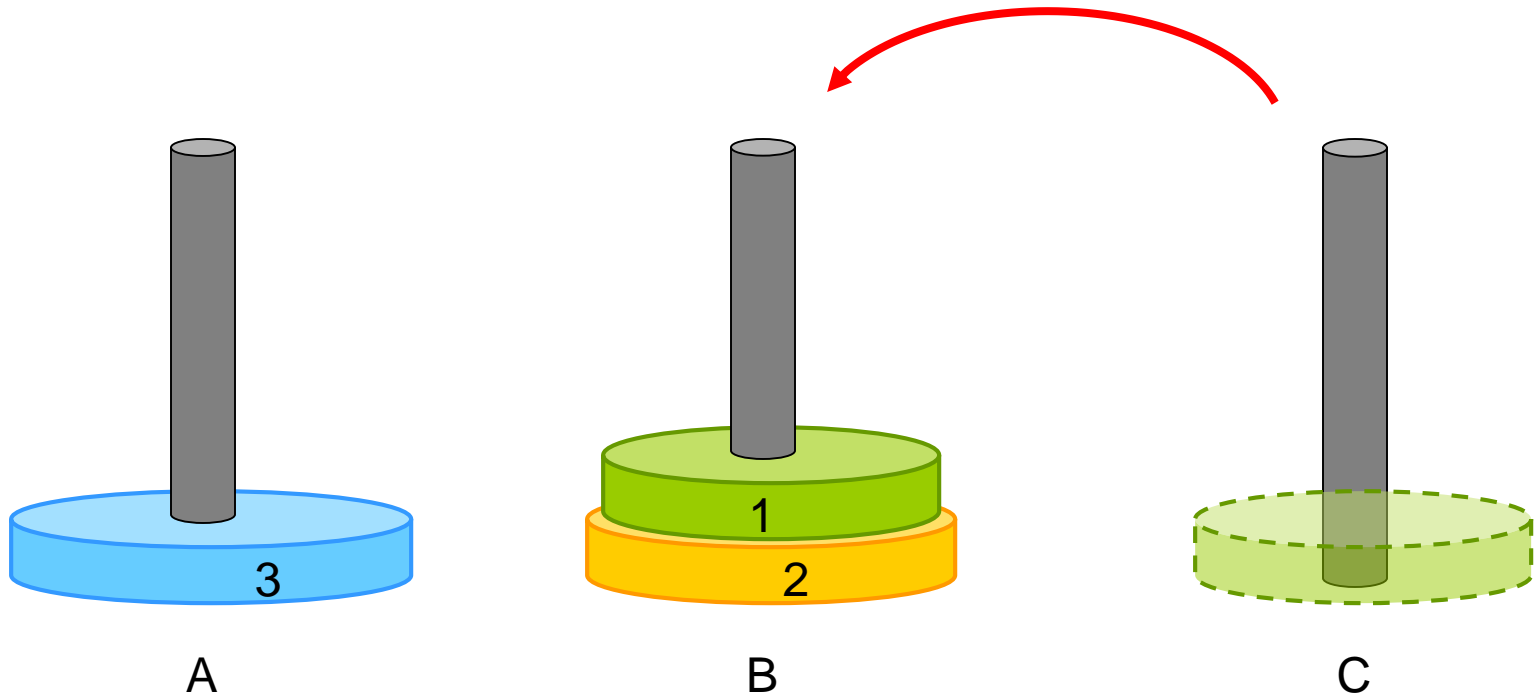
Move disk 1 from A to C

Towers of Hanoi



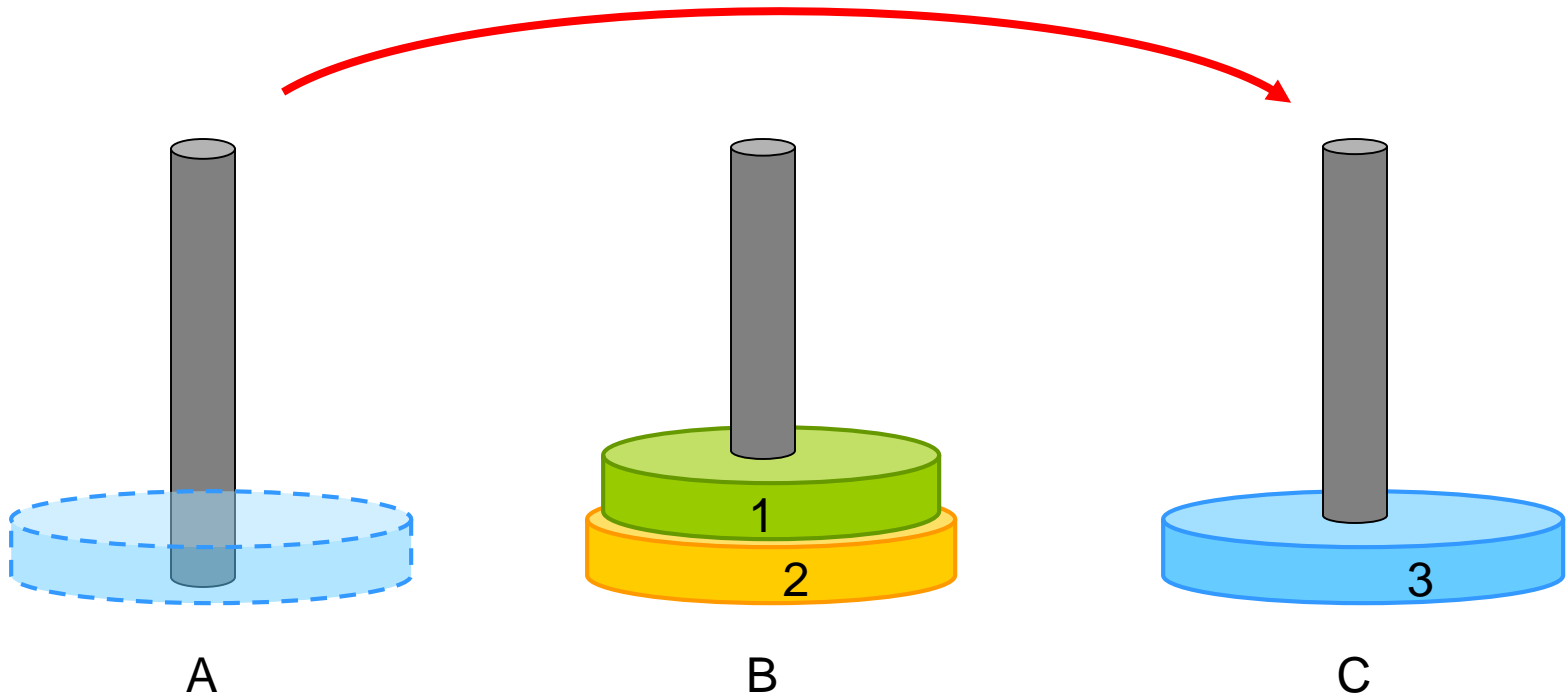
Move disk 2 from A to B

Towers of Hanoi



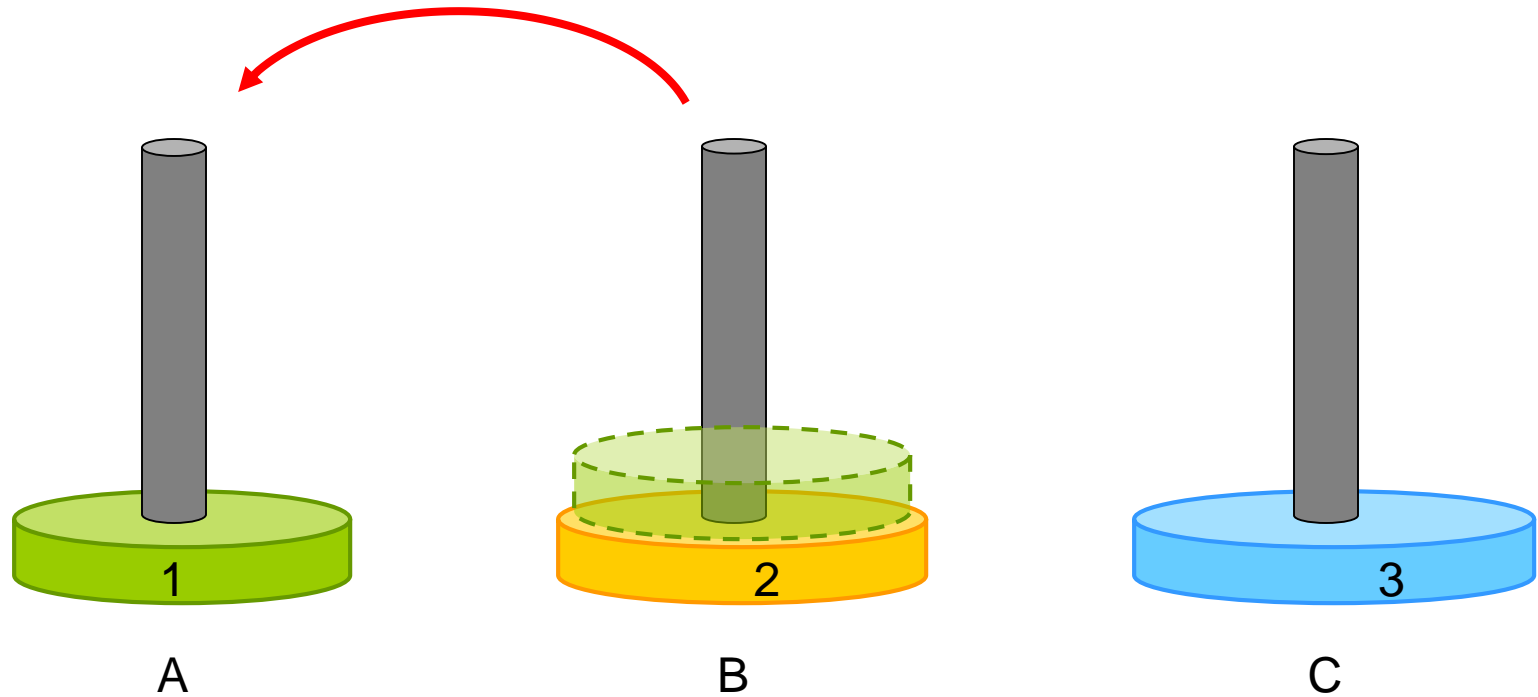
Move disk 1 from C to B

Towers of Hanoi



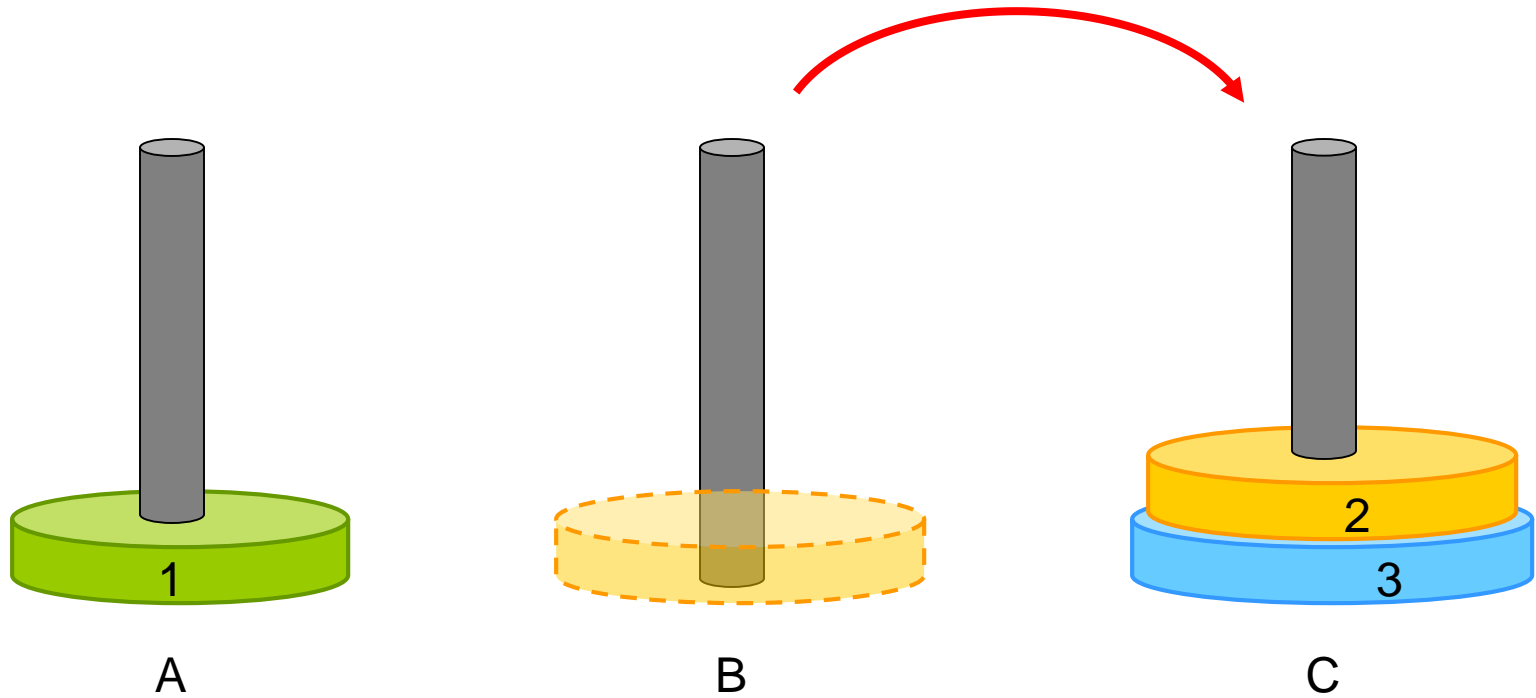
Move disk 3 from A to C

Towers of Hanoi



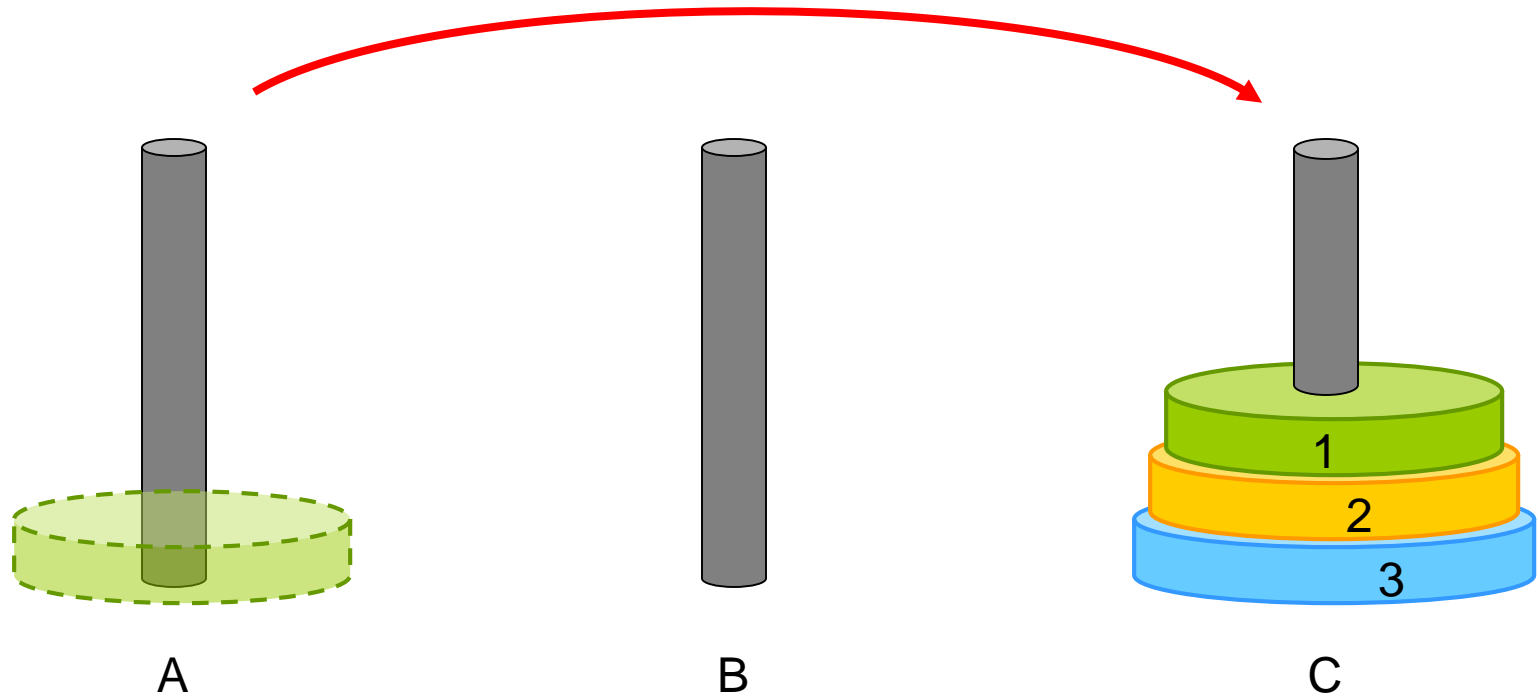
Move disk 1 from B to A

Towers of Hanoi



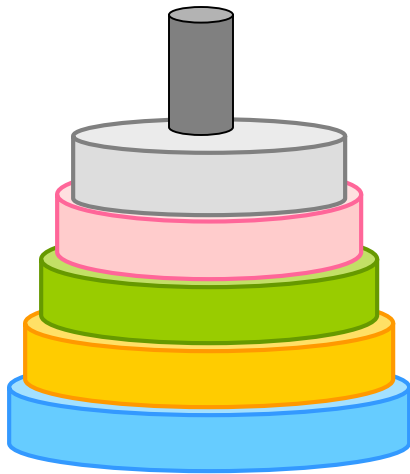
Move disk 2 from B to C

Towers of Hanoi



Finally, move disk 1 from A to C

Towers of Hanoi



A



B



C

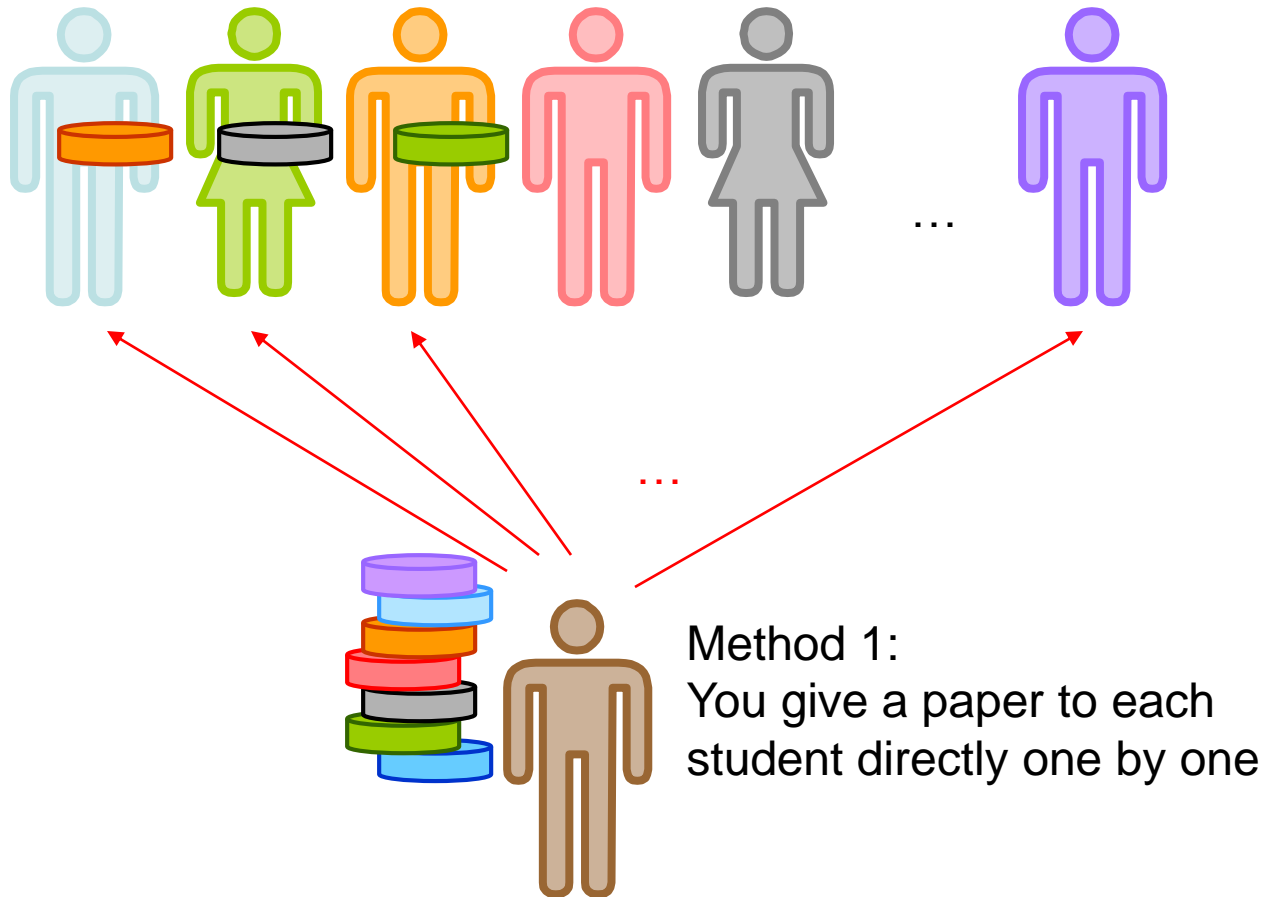
How about if the no. of disk increased?

**Any systemic procedure?
(revisit this problem at the end of this topic)**

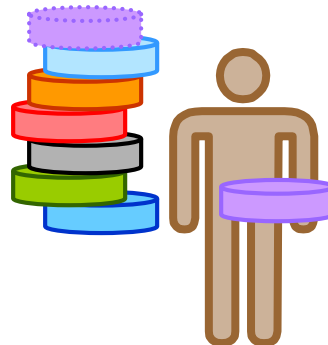
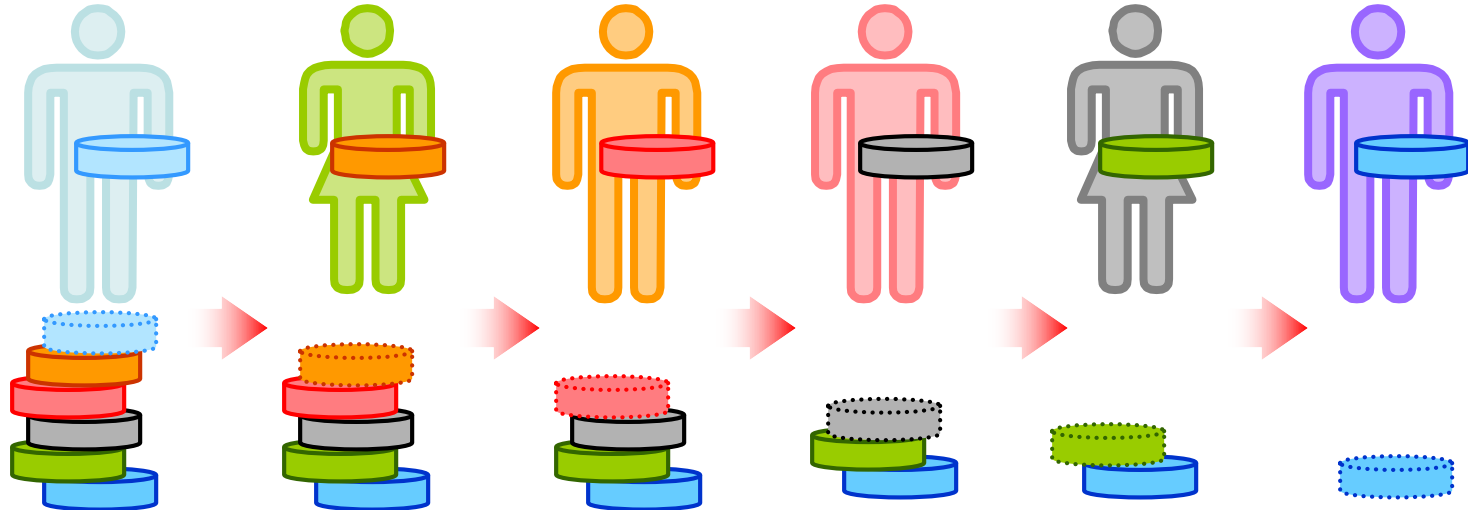
Introduction

- Recursion is a **powerful** and **elegant** algorithm in solving complex problems. It usually results in more “clean” code that is easier to understand
- For simple problem, recursion is a kind of overkill
- Daily life problems solved by recursion
 - Distributing quiz papers
 - You want to distribute the quiz papers to each of the students in the classroom.
 - Method 1 – You give one paper to each student directly one by one
 - Method 2 – You ask each student to pick up one paper and pass the rest to the neighbor until everyone has a paper

Introduction



Introduction



Method 2:
Each student picks up one
paper and passes the rest ($n-1$) to the neighbor

Introduction

- Method 1 – Iteration (Pseudo Code):

```
distributeSomething(people[], items[]) {  
  for each person in people[]  
    take one item from items[]  
    give item to person  
}
```

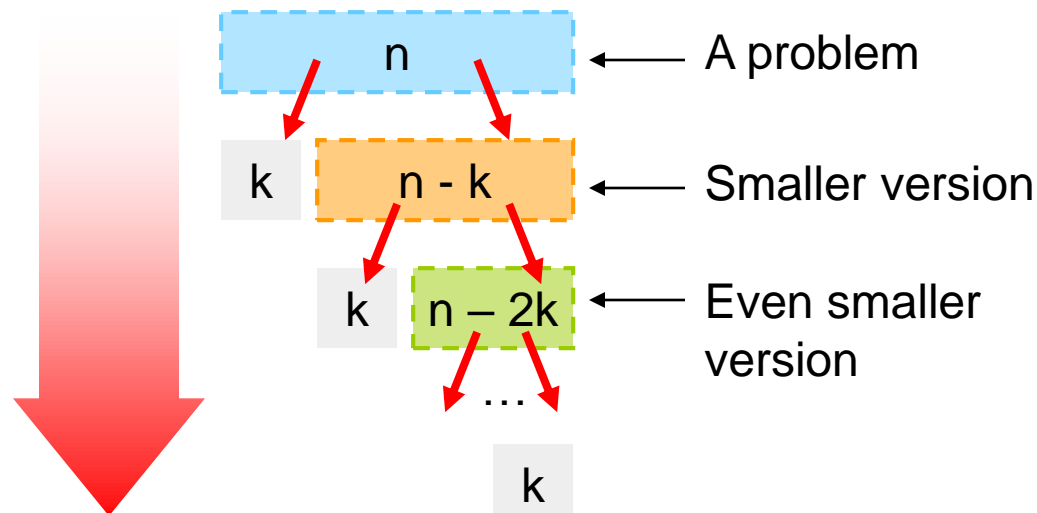
- Method 2 – Recursion (Pseudo Code):

```
distributeSomething(people[], items[], k) {  
  if (each person in people[] got an item)  
    return  
  
  pick one item from items[]  
  give item to kth person  
  distributeSomething(people[], items[], k+1)  
}
```

pass to (k+1)th person in the next cycle

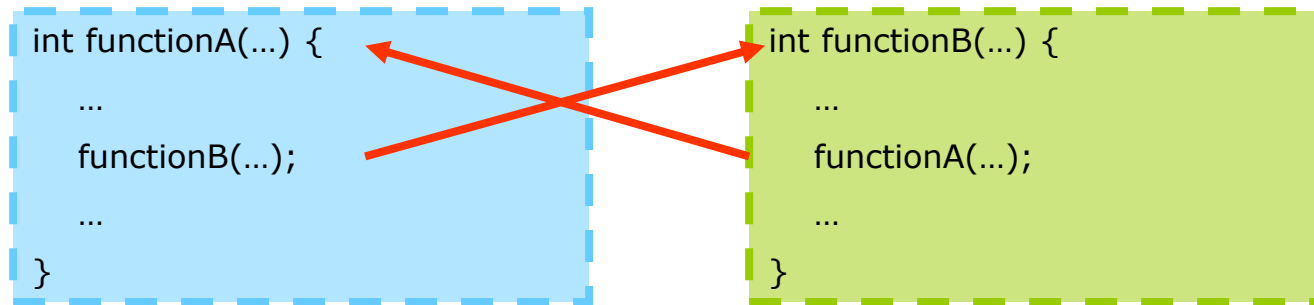
Recursion

- Sometimes, a complicated problem can be simplified by breaking it into same problems of **smaller scale**
- Recursion is a technique that solves a problem by solving a **smaller problem** of the same kind
- Recursion is good when the problem is **recursively defined**, or when the data structure that the algorithm operates on is recursively defined.



Recursion

- In C++, a function may call itself either directly or indirectly through other calls.



- When a function call itself recursively, each invocation gets a fresh set of all automatic (local) variables, independent of the previous set. These automatic variables, parameters and return address (back to the caller) are stored collectively into a call stack, known as an activation record. The record is removed (pop from stack) when the function returns. Since each call creates a separate record, a subroutine can be reentrant, and recursion is automatically supported.

Two Essential Steps

- Express the problem in the form of recurrence essentially requires to define two things:
- **Base Case**
 - You must have some base cases, which can be solved without recursion
- **Recursive Case**
 - The cases that are to be solved recursively, the recursive call must always be to a case that **makes progress** toward a base case

Factorial Function

- *n factorial*, $n!$, is defined as the product of all integers between n and 1
- $n! = n \times (n - 1) \times (n - 2) \times \dots \times 1$
- $0! = 1$ (the base case)
- $1! = 1$
- $2! = 2 \times 1 = 2$
- $3! = 3 \times 2 \times 1 = 6$
- ...

Factorial Function

- $n! = n \times (n - 1) \times (n - 2) \times \dots \times 1$

```
int factorial(int n) {  
    int result = 1;  
    while (n > 1)      } Loop  $n-1$   
        result *= n--; } times  
    return result;  
}
```

Time Complexity:

$O(n)$

Space Complexity:

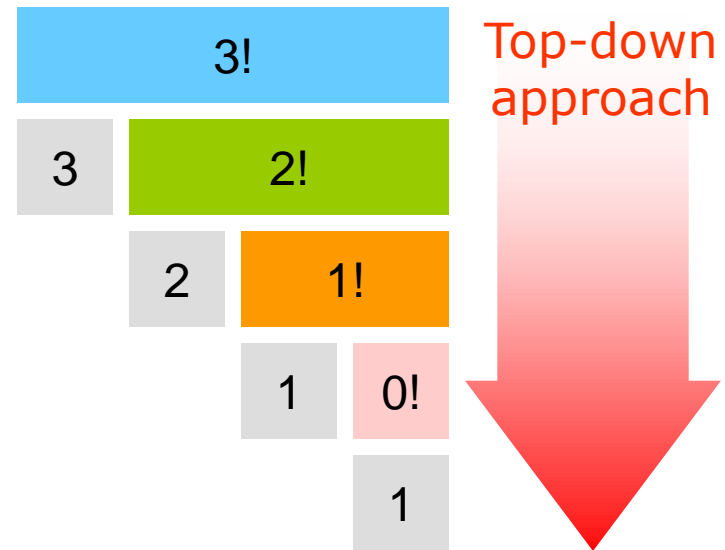
2 variables (n and *result*)
throughout the whole function
= $O(1)$

(i.e. independent of the size of n)

Factorial Function

- $n! = n \times (n-1) \times (n-2) \times \dots \times 1$ (closed-form)
- $n! = n \times (n-1)!$ (recursive form)

- $3! = 3 \times 2!$
- $2! = 2 \times 1!$
- $1! = 1 \times 0!$
- $0! = 1$ (base case)



Factorial Function

- $n! = n \times (n - 1)!$

```
int factorial(int n) {
```

```
    //precondition:  $n \geq 0$ 
```

```
    if (n == 0) return 1;
```

```
    return (n * factorial(n - 1));
```

```
}
```

Terminate condition (base case, not solved by recursion)

Invariant: as $n > 0$, so $n - 1 \geq 0$
Therefore, factorial($n-1$) returns $(n-1)!$ correctly

```
int factorial(int n) {
```

```
    return (n == 0? 1: n * factorial(n - 1));
```

```
}
```


Factorial Function: Example

- Calling factorial(20)

```
int factorial(int n) { n = 20
    if (n == 0) return 1;
    return (n * factorial(n - 1));
}
```

Space requirement: allocated
one integer (int n) through out the
whole function

20!	
20	19!

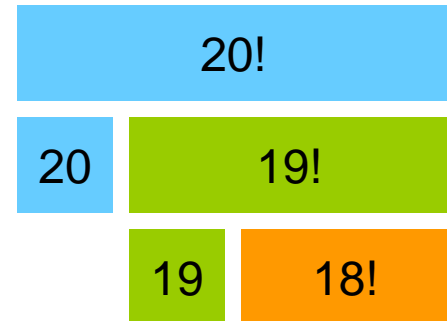
Factorial Function: Example

- Calling factorial(20)

```
int factorial(int n) { n = 20  
    if (n == 0) return 1;  
    return (n * factorial(n - 1));  
}
```

```
int factorial(int n) { n = 19  
    if (n == 0) return 1;  
    return (n * factorial(n - 1));  
}
```

Another integer (int n) being allocated in this function (i.e. totally 2 integers in memory)



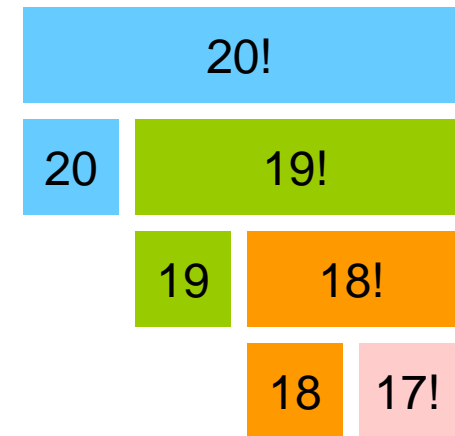
Factorial Function: Example

- Calling factorial(20)

```
int factorial(int n) { n = 20  
    if (n == 0) return 1;  
    return (n * factorial(n - 1));  
}
```

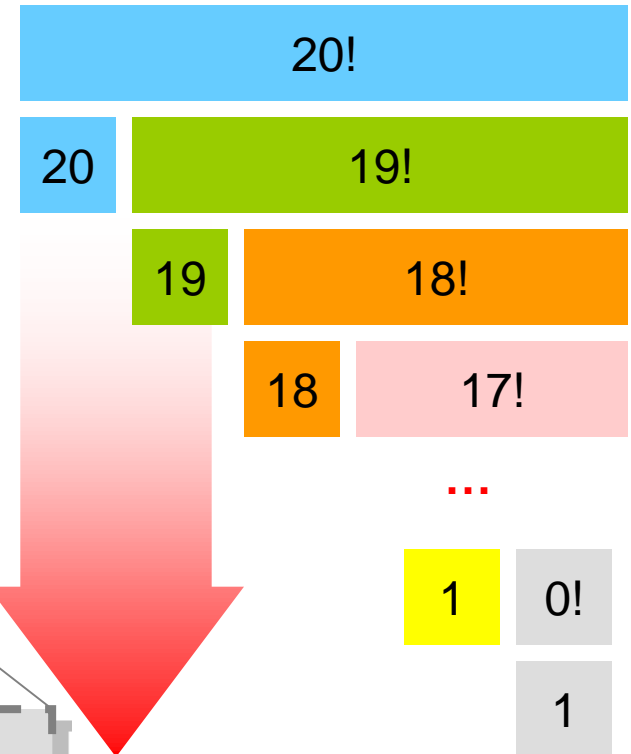
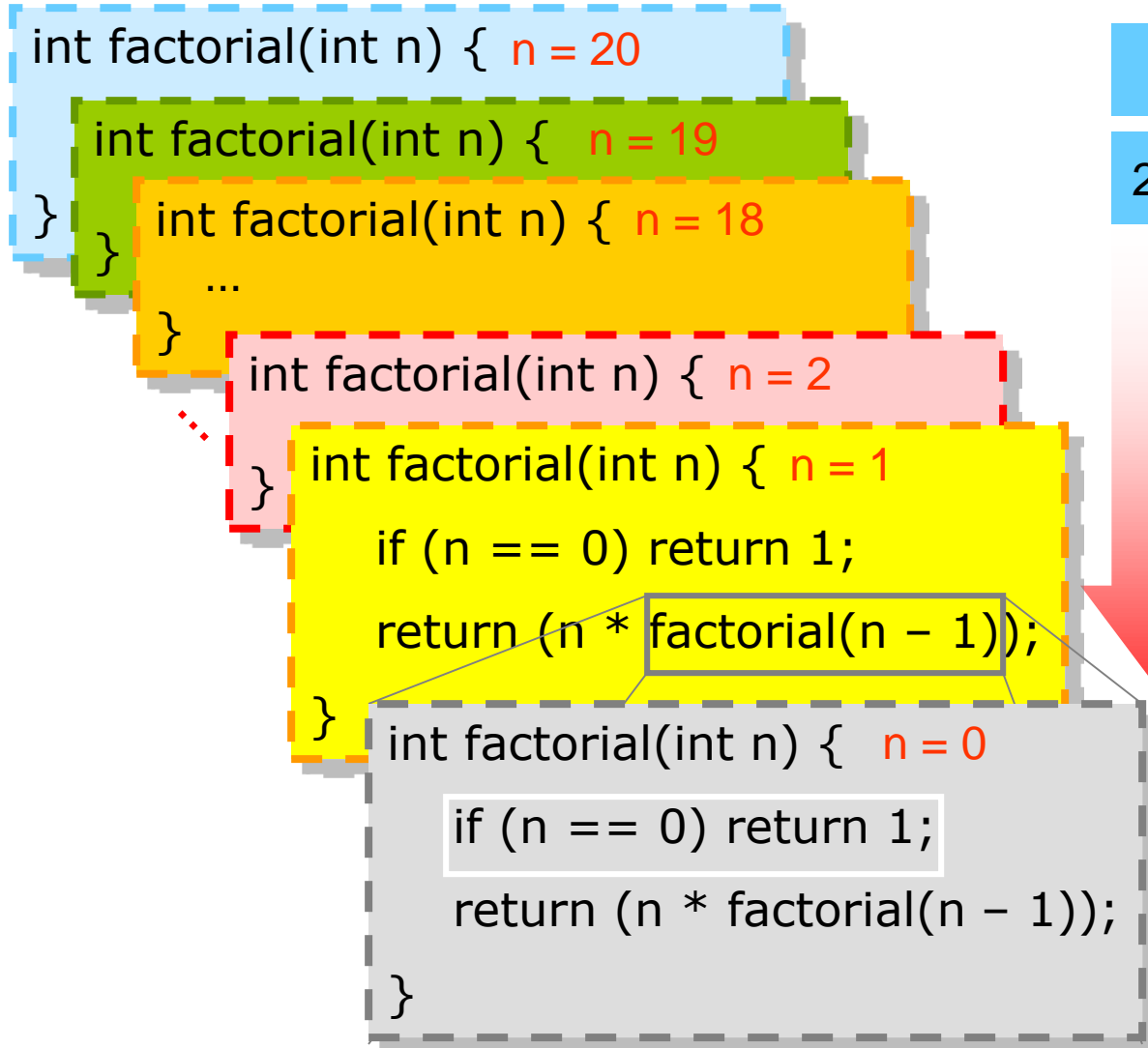
```
int factorial(int n) { n = 19  
    if (n == 0) return 1;  
    return (n * factorial(n - 1));  
}
```

```
int factorial(int n) { n = 18  
    if (n == 0) return 1;  
    return (n * factorial(n - 1));  
}
```



Another integer (int n) being allocated in this function (i.e. totally 3 integers in memory)

Factorial Function: Example

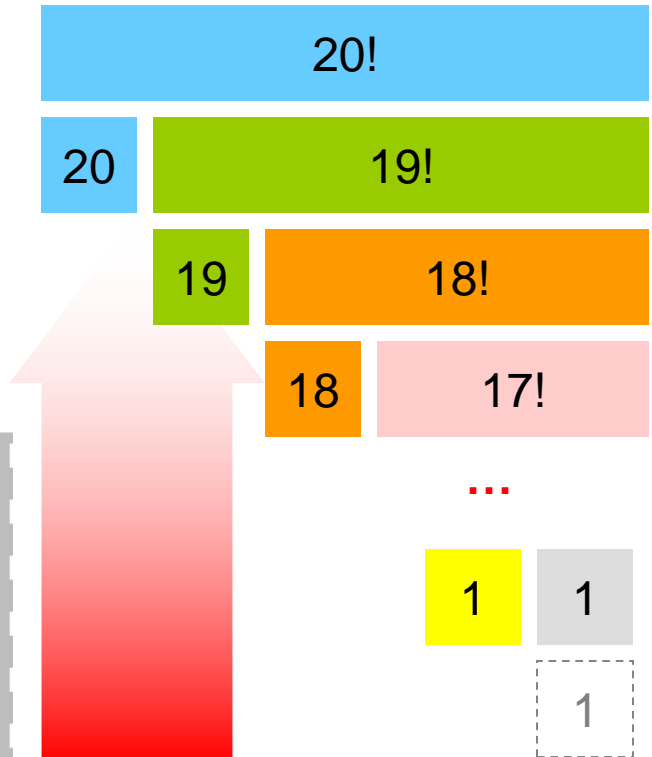


Another integer (int n) being allocated in this function (i.e. totally 21 integers in memory)

Factorial Function: Example

```
int factorial(int n) { n = 20
}
int factorial(int n) { n = 19
}
int factorial(int n) { n = 18
...
}
int factorial(int n) { n = 2
...
}
int factorial(int n) { n = 1
    if (n == 0) return 1;
    return (n * 1);
}
```

The function of $n = 0$ returns 1
and now totally only 20 integers
in memory



Factorial Function: Example

```
int factorial(int n) { n = 20
```

```
int factorial(int n) { n = 19
```

```
}  
int factorial(int n) { n = 18
```

```
...  
}
```

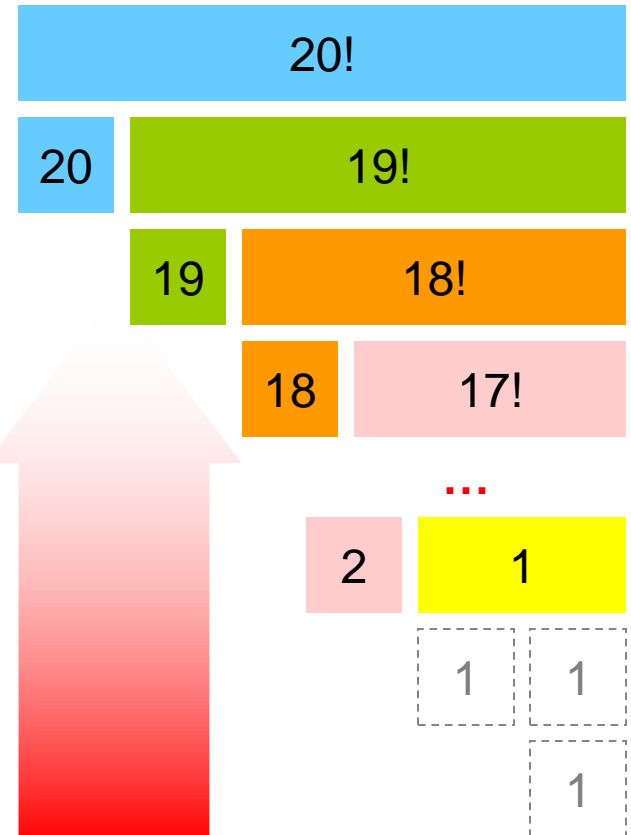
```
int factorial(int n) { n = 2
```

```
if (n == 0) return 1;
```

```
return (n * 1);
```

```
}
```

The function of $n = 1$ returns 1
and now totally only 19 integers
in memory

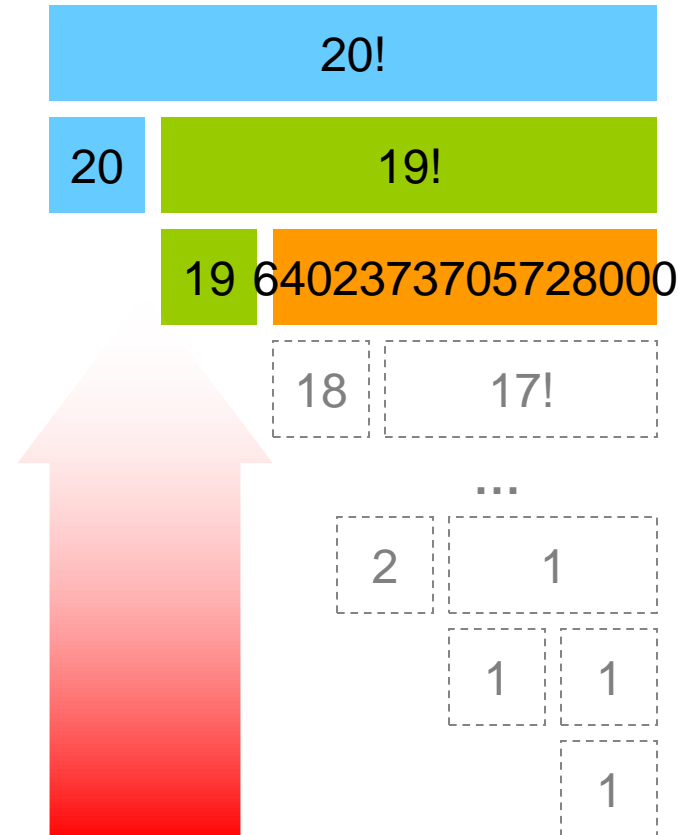


Factorial Function: Example

```
int factorial(int n) { n = 20
```

```
int factorial(int n) { n = 19  
    if (n == 0) return 1;  
    return (n * 6402373705728000);  
}
```

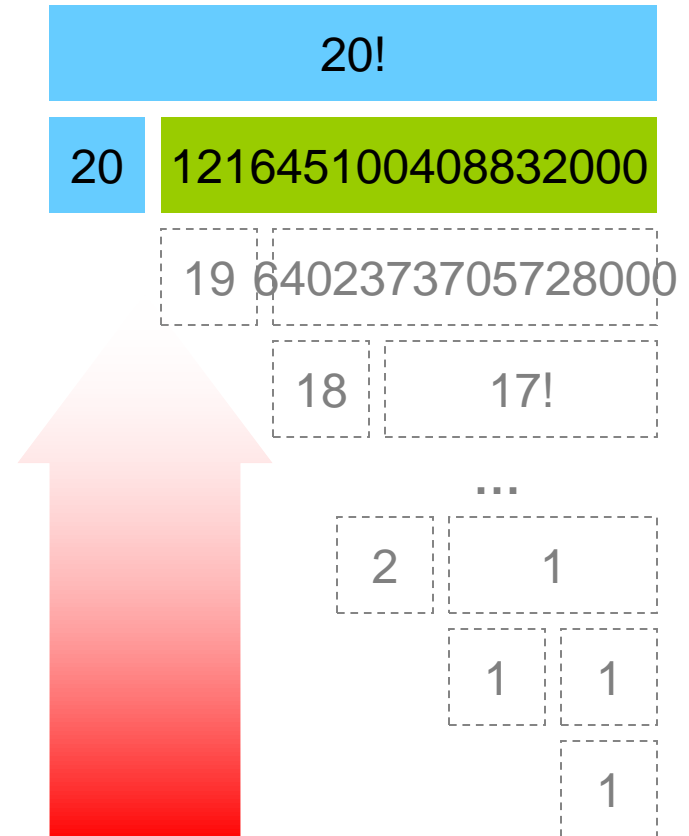
The function of $n = 18$ returns 6402373705728000 and now totally only 2 integers in memory



Factorial Function: Example

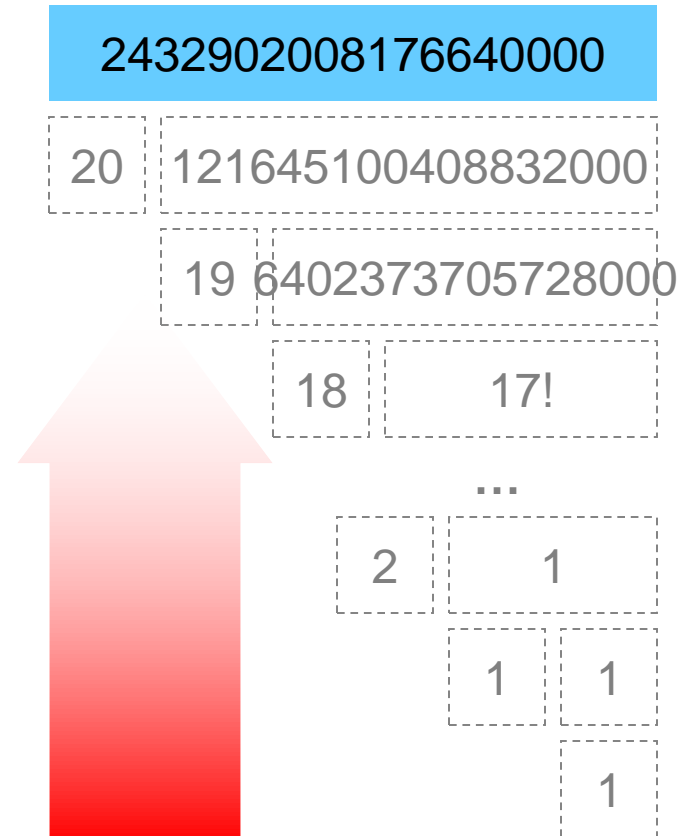
```
int factorial(int n) { n = 20  
    if (n == 0) return 1;  
    return (n * 121645100408832000);  
}
```

The function of $n = 19$ returns
121645100408832000 and now
totally only 1 integer in memory



Factorial Function: Example

The function of $n = 20$ returns
2432902008176640000 and
now no integers in memory



Space Complexity =
Time Complexity =

Time Complexity

```
int factorial(int n) {  
  ① if (n == 0) return 1;  
  ② return (n * factorial(n - 1));  
}
```

■ Let $T(n)$ be the running time of input size equals to n

■ The running time for line 1 is a constant c_1

■ The running time for line 2 is equal to a constant $c_2 + T(n-1)$

$$T(n) = \begin{cases} c_1 & , n = 0 \\ c_2 + T(n-1) & , n \geq 1 \end{cases}$$

For $n \geq 1$,

$$T(n) = 2c_2 + T(n-2)$$

$$T(n) = 3c_2 + T(n-3)$$

\vdots

$$T(n) = n \cdot c_2 + T(0)$$

$$T(n) = n \cdot c_2 + c_1$$

$$T(n) = O(n)$$

Space Complexity = $O(n)$

Rabbit Breeding Problem

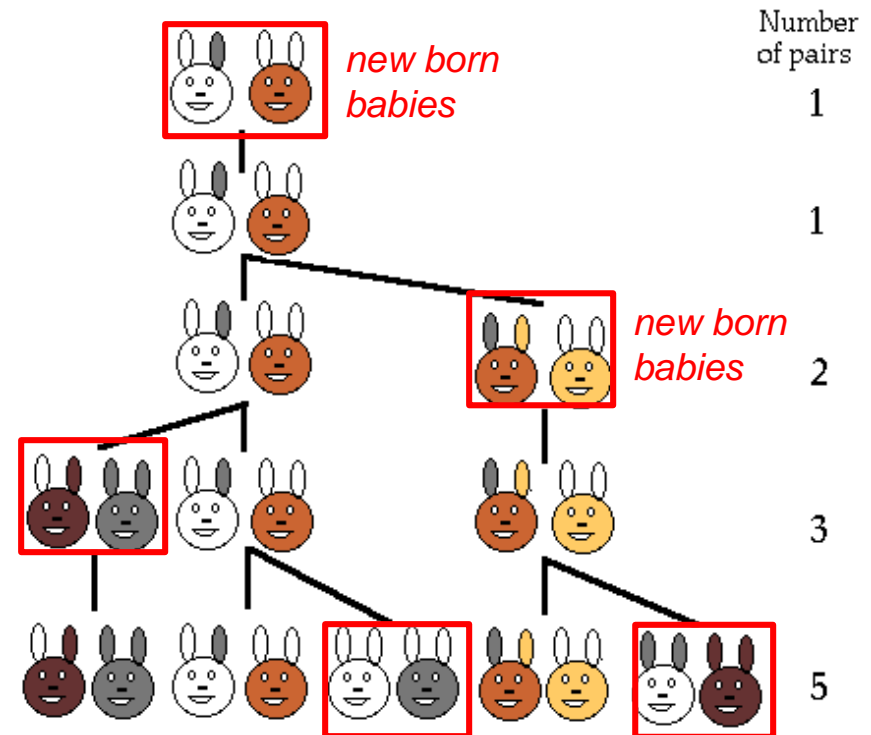
- In the year 1202, Fibonacci became interested in the reproduction of rabbits.
- He created an imaginary set of ideal conditions under which rabbits could breed, and posed the question:
 - How many pairs of rabbits will there be a year from now?
 - The ideal set of conditions was as follows:
 - You begin with one male rabbit and one female rabbit. These rabbits have just been born.
 - A rabbit will reach sexual maturity after one month.
 - The gestation period of a rabbit is one month.
 - Once it has reached sexual maturity, a female rabbit will give birth every month.
 - A female rabbit will always give birth to one male rabbit and one female rabbit.
 - Rabbits never die.



Leonardo Fibonacci

Rabbit Breeding Problem

1. At the end of the first month, they mate, but there is still only 1 pair.
2. At the end of the second month the female produces a new pair, so now there are 2 pairs of rabbits in the field.
3. At the end of the third month, the original female produces a second pair, making 3 pairs in all in the field.
4. At the end of the fourth month, the original female has produced yet another new pair, the female born two months ago produces her first pair also, making 5 pairs.



Rabbit Breeding Problem

- Did you notice the pattern?
 - $\text{rabbit}(2_{\text{nd}} \text{ month}) = \text{rabbit}(1_{\text{st}} \text{ month}) + \text{rabbit}(0_{\text{th}} \text{ month})$
 - $\text{rabbit}(3_{\text{rd}} \text{ month}) = \text{rabbit}(2_{\text{nd}} \text{ month}) + \text{rabbit}(1_{\text{st}} \text{ month})$
 - $\text{rabbit}(4_{\text{th}} \text{ month}) = \text{rabbit}(3_{\text{rd}} \text{ month}) + \text{rabbit}(2_{\text{nd}} \text{ month})$
 - ...
- Let the population at month n be $\text{fib}(n)$. At this time, only rabbits who were alive at month $n - 2$ are fertile and able to produce offspring, so $\text{fib}(n - 2)$ pairs are added to the current population of $\text{fib}(n - 1)$.
- Thus the total is $\text{fib}(n) = \text{fib}(n - 1) + \text{fib}(n - 2)$



Recursively defined

Fibonacci Sequence

- By definition, the first two Fibonacci numbers are 0 and 1, and each remaining number is the sum of the previous two.
- In mathematical terms, the sequence F_n of Fibonacci numbers is defined by the recurrence relation:

$$F_n = F_{n-1} + F_{n-2} \quad \text{where } F_0 = 0 \text{ and } F_1 = 1$$

- So the Fibonacci number sequence is as follows:

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89...

Fibonacci Sequence

- $fib(n) = fib(n - 1) + fib(n - 2)$
- e.g. Compute $fib(4)$
 - $= fib(3) + fib(2)$
 - $= [fib(2) + fib(1)] + [fib(1) + fib(0)]$
 - $= [\{ fib(1) + fib(0) \} + fib(1)] + [fib(1) + fib(0)]$
 - $= [\{ 1 + 0 \} + 1] + [1 + 0]$
 - $= \underline{3}$

Fibonacci Sequence

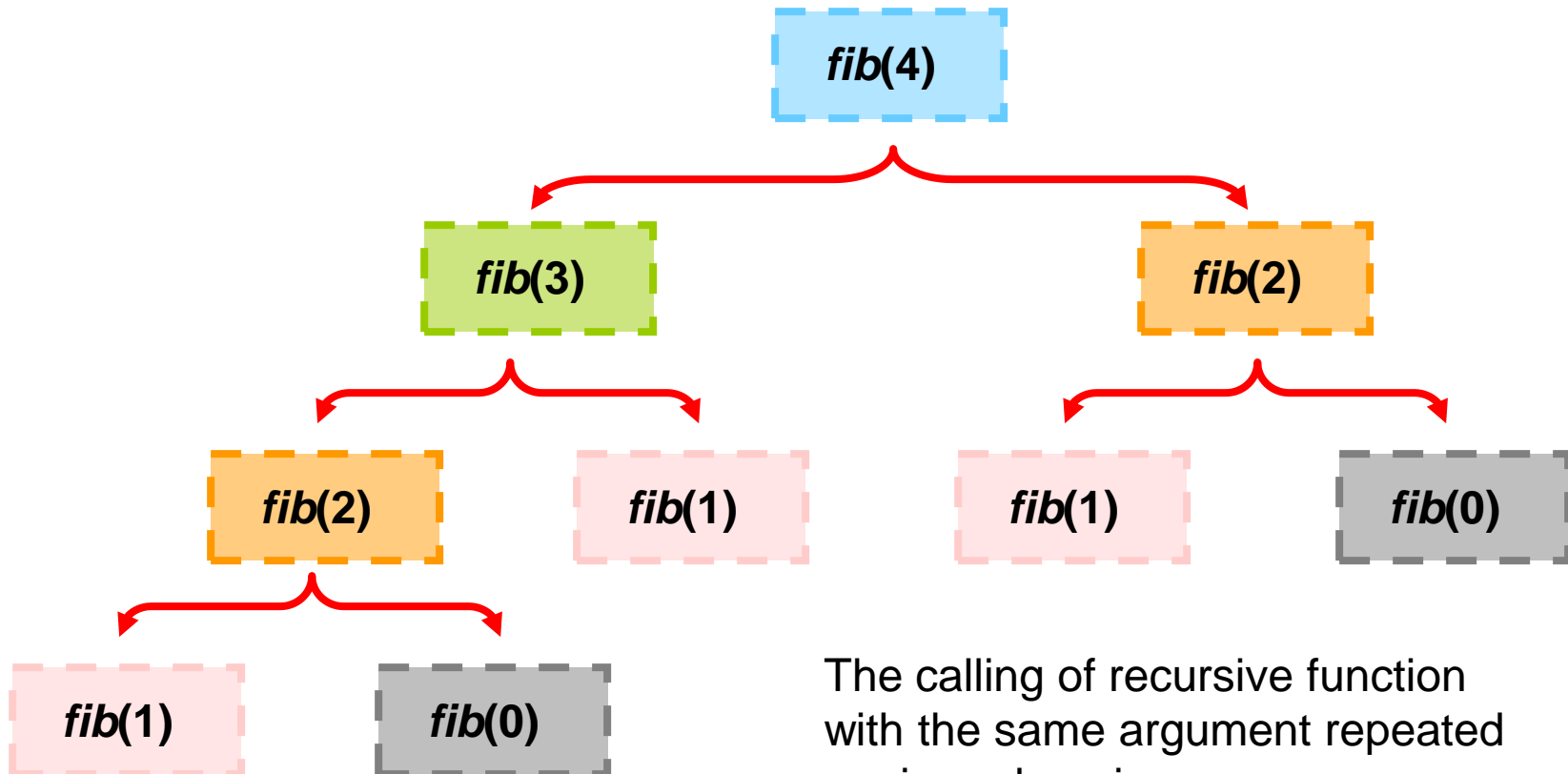
- $fib(n) = fib(n - 1) + fib(n - 2)$

```
int fib(int n) {  
    if (n == 0) return 0;  
    if (n == 1) return 1;  
    return (fib(n - 1) + fib(n - 2));  
    .....  
}
```

Check base cases before
recursion

Calling itself
(recursion)

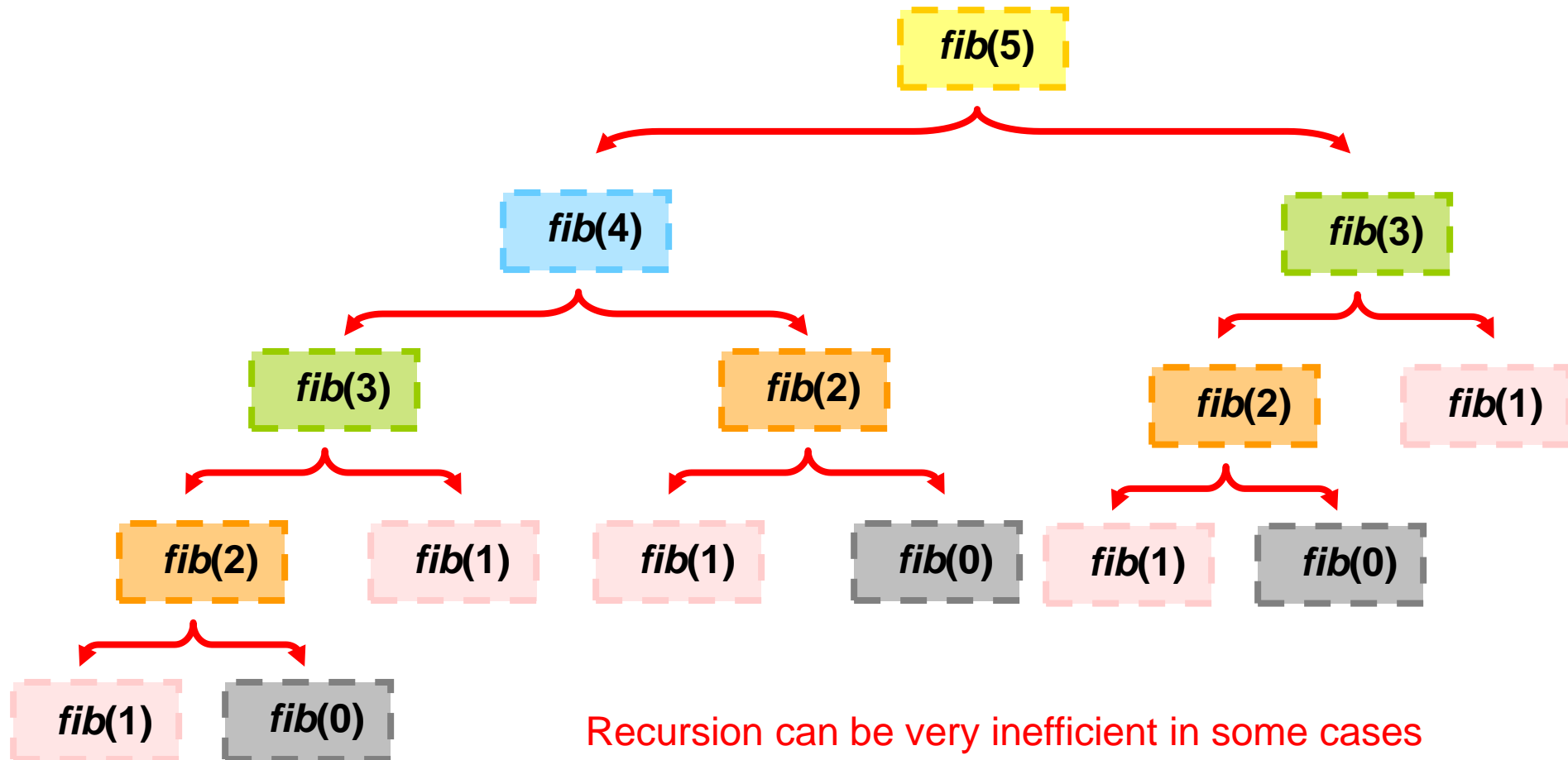
Fibonacci Sequence



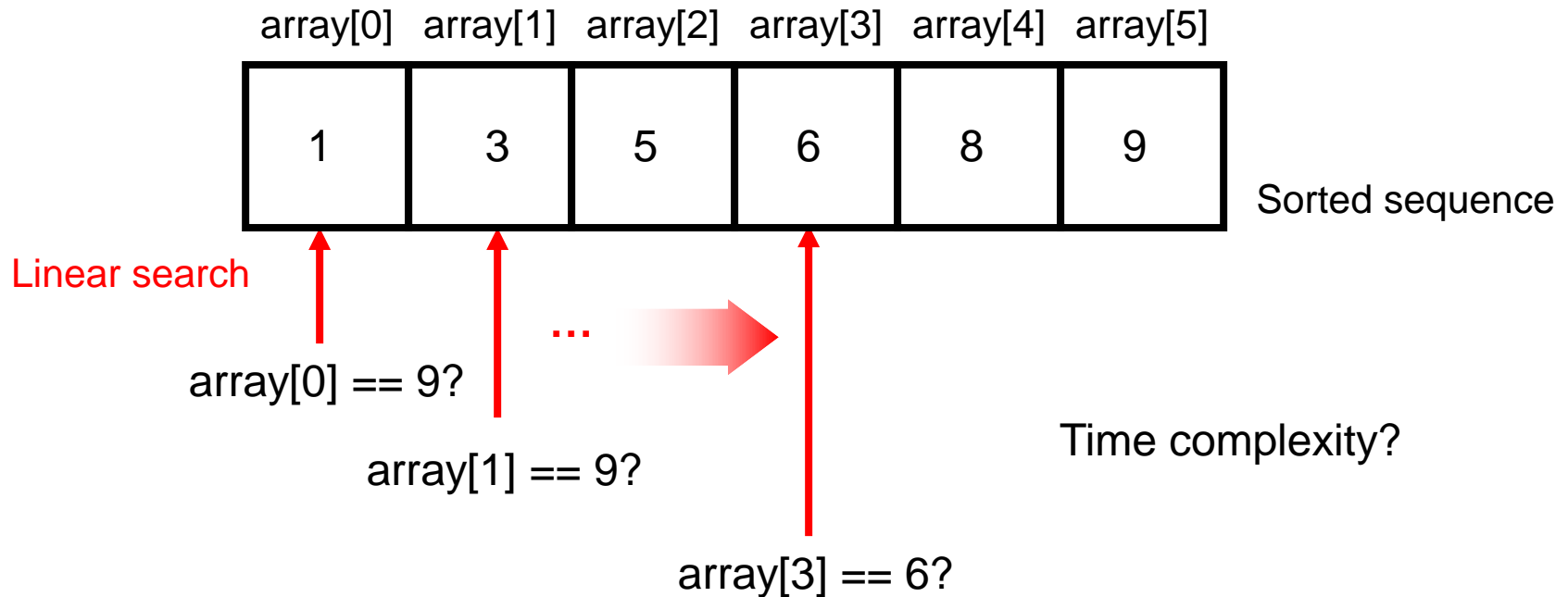
The calling of recursive function with the same argument repeated again and again

e.g. $fib(2)$ being called twice, $fib(1)$ being called 3 times

Fibonacci Sequence

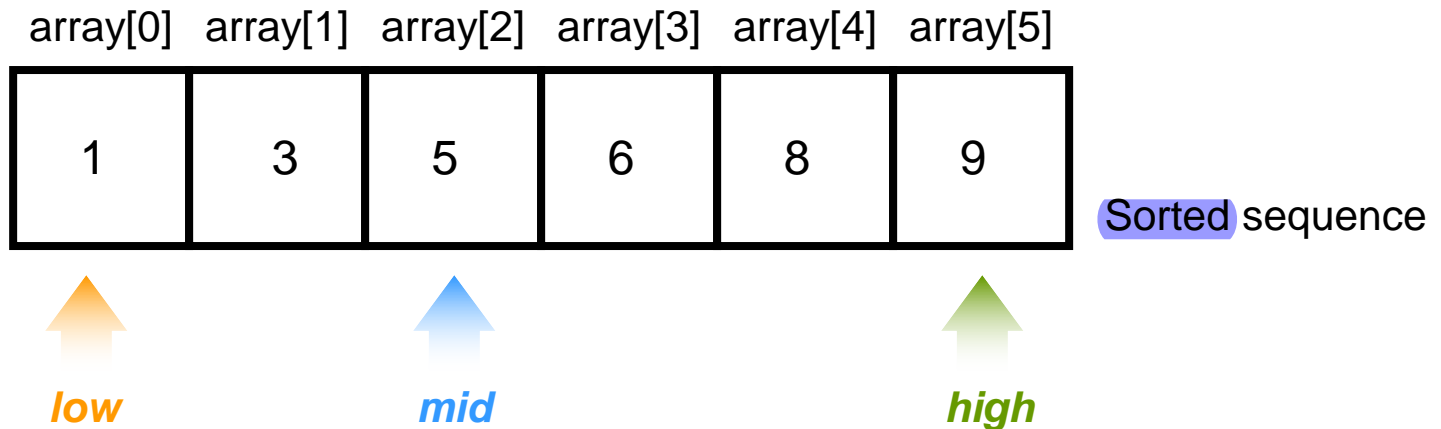


Searching in Sorted Array



To look for a certain element in the array, e.g. 6

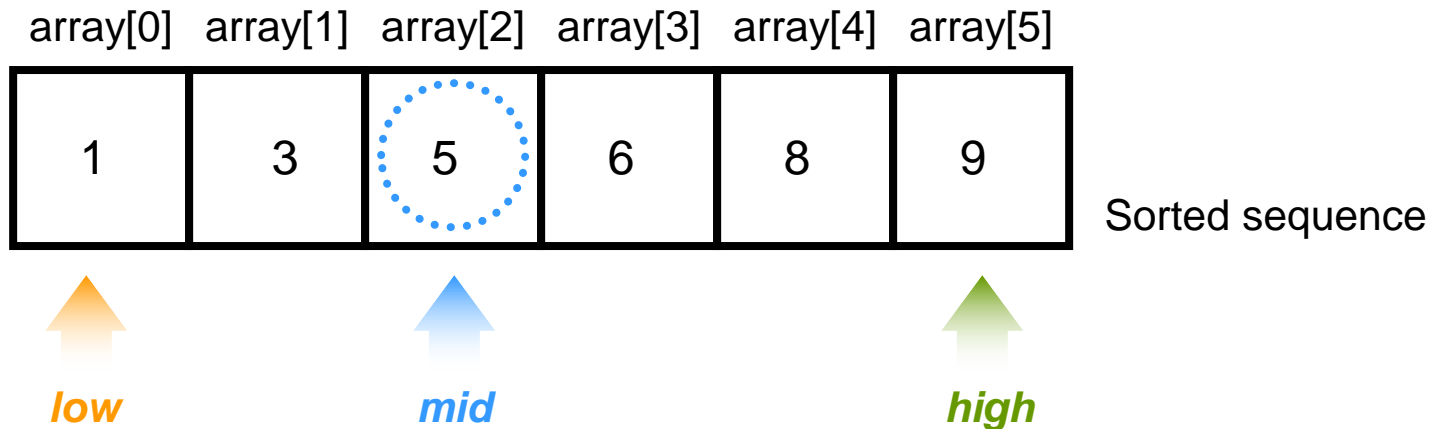
Binary Search



low = left most element
high = right most element
mid = (*high* + *low*) / 2

To look for a certain element in the array, e.g. 6

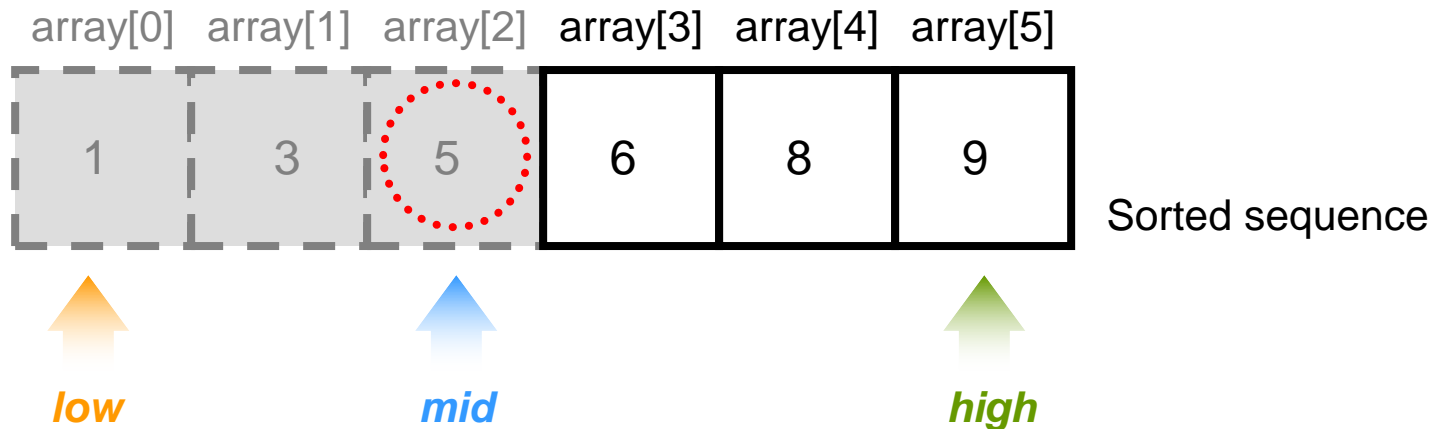
Binary Search



Compare array[*mid*] with 6

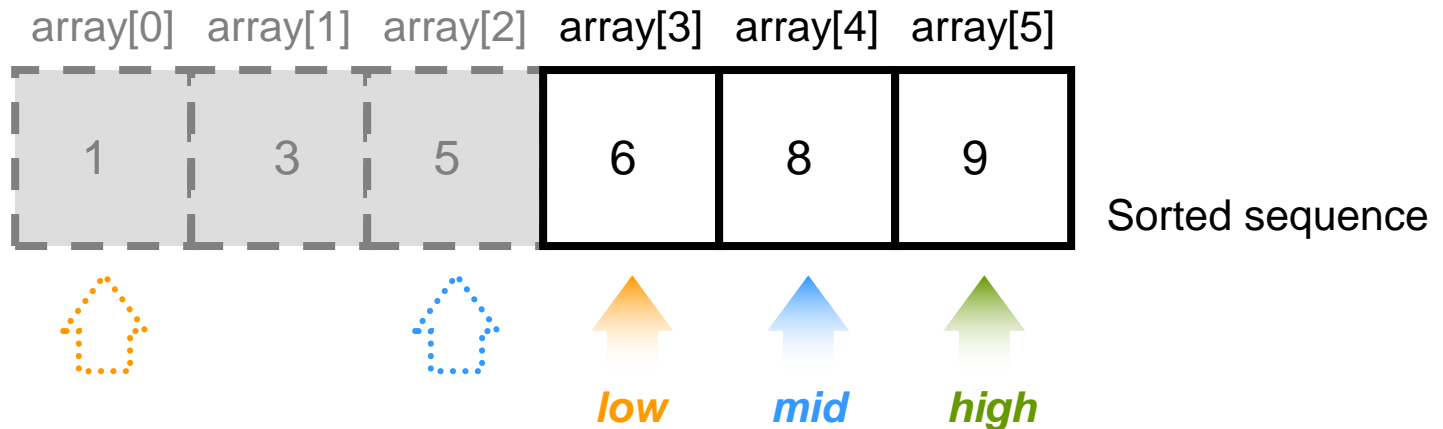
- array[*mid*] > 6 : search left sub-sequence
- array[*mid*] == 6 : the answer!
- array[*mid*] < 6 : search right sub-sequence

Binary Search



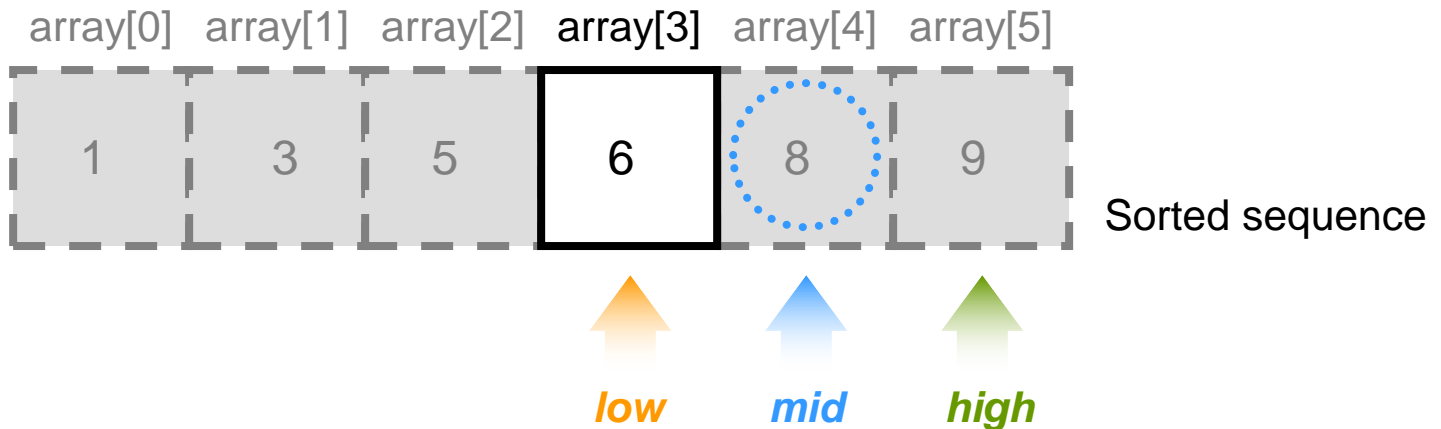
Since $5 < 6$, the answer must be in the right sub-sequence

Binary Search



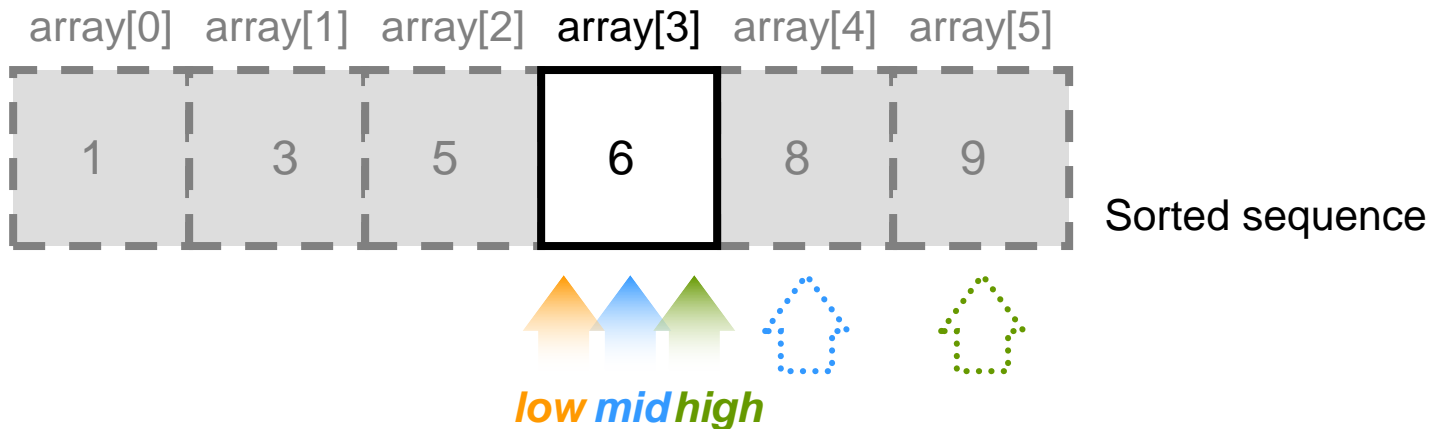
The new search windows is [*mid* + 1, *high*]
update *low* and recalculate *mid* pointers

Binary Search



Since $8 > 6$, the answer must be in the left sub-sequence

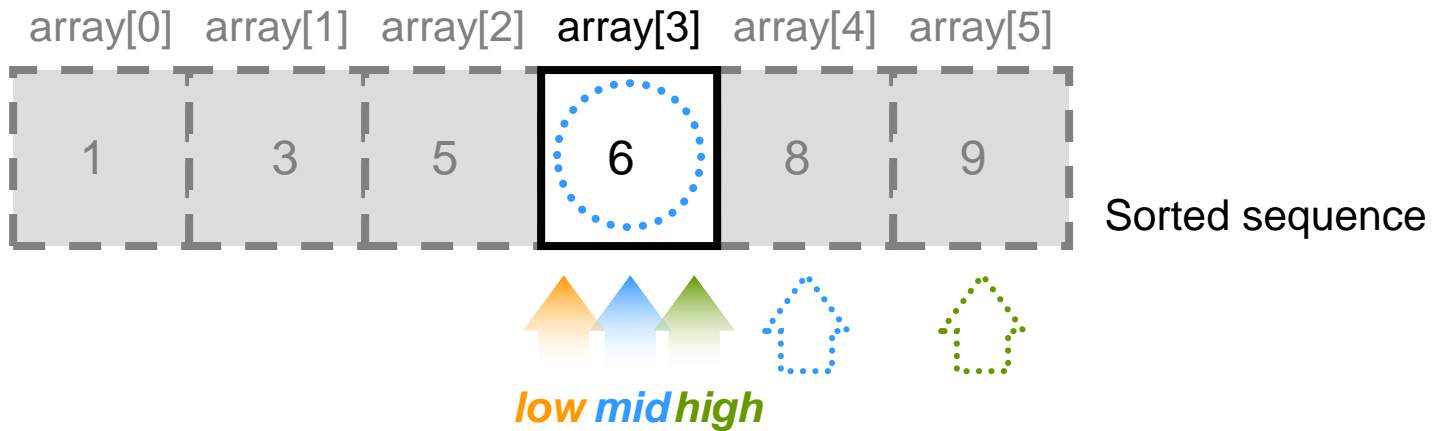
Binary Search



The new search window is [*low*, *mid* - 1]

Update *high* and recalculate *mid* pointers

Binary Search



array[3] == 6

The answer is 3

Binary Search

- The no. of elements to be searched is halved in each search cycle
- The expected number of elements to be searched is $\log_2 n + 1$, where n is total number of elements
- The procedures in each search cycle are the same and could be recursively defined
- Binary Search can be implemented with **Iterative** (looping) approach or **Recursive** approach

Iterative Implementation of Binary Search

- An iterative approach (using loops)
 - Update either the *mid*, *low* or *high* indexes in each iteration
 - Loop until *low* > *high* (the failure condition)
 - Time: $O(\log n)$ / Space: $O(1)$

```
int binsch(int array[], int low, int high, int x) {
```

```
    int mid;
    while (low <= high) {
        mid = (high + low) / 2;
        if (array[mid] == x) return mid; //x has been found
        if (array[mid] > x) high = mid - 1;
        if (array[mid] < x) low = mid + 1;
    }
    return -1; //cannot find x in the array
```

```
}
```

Recursive Implementation of Binary Search

```
int binsch(int array[], int low, int high, int x) {
```

```
    int mid = (high + low) / 2;
```

```
    if (low > high)
```

```
        return -1; //cannot find x in the array
```

```
    if (array[mid] == x)
```

```
        return mid; //x is found
```

```
    if (array[mid] > x)
```

```
        return binsch(array, low, mid - 1, x);
```

```
    if (array[mid] < x)
```

```
        return binsch(array, mid + 1, high, x);
```

```
}
```

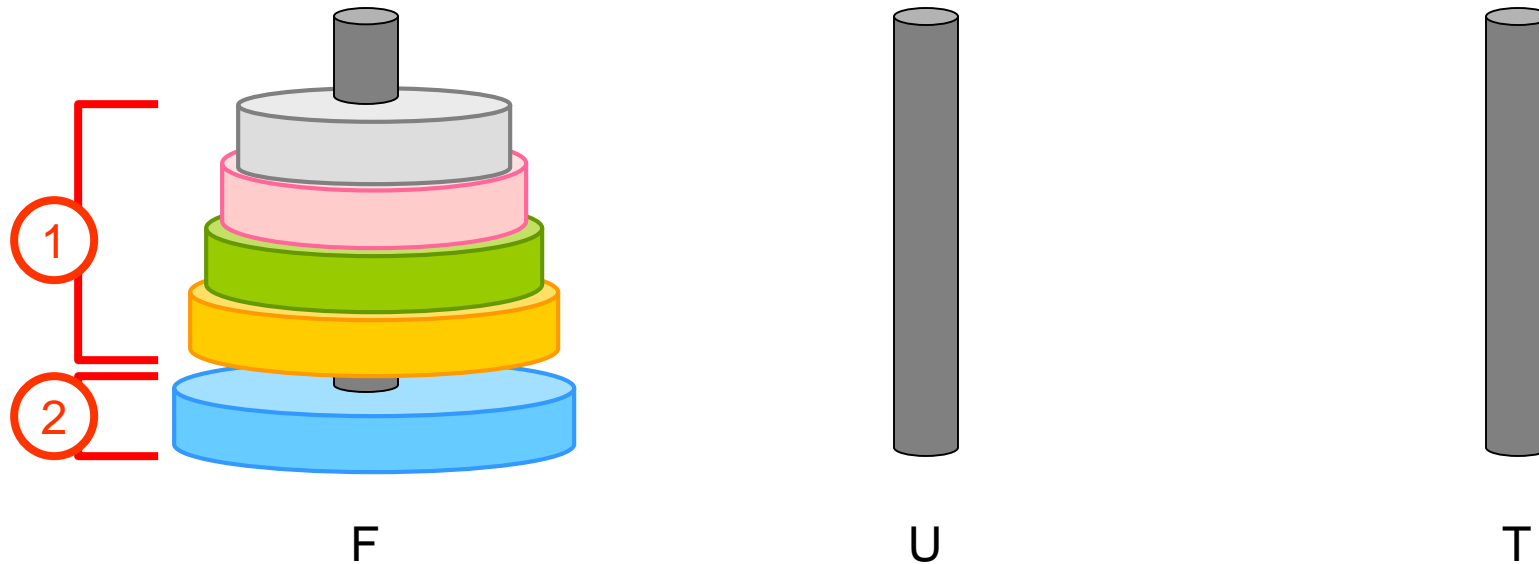
Time complexity? Space complexity?

Recursion vs. Iteration

- Iteration sometimes can be used in place of recursion
 - An iterative algorithm uses a looping structure
 - A recursive algorithm uses a branching structure
- Recursive solutions are often less efficient, in terms of both time and space, than iterative solutions
- Recursion can simplify the solution of a problem, often resulting in shorter, more easily understood source code

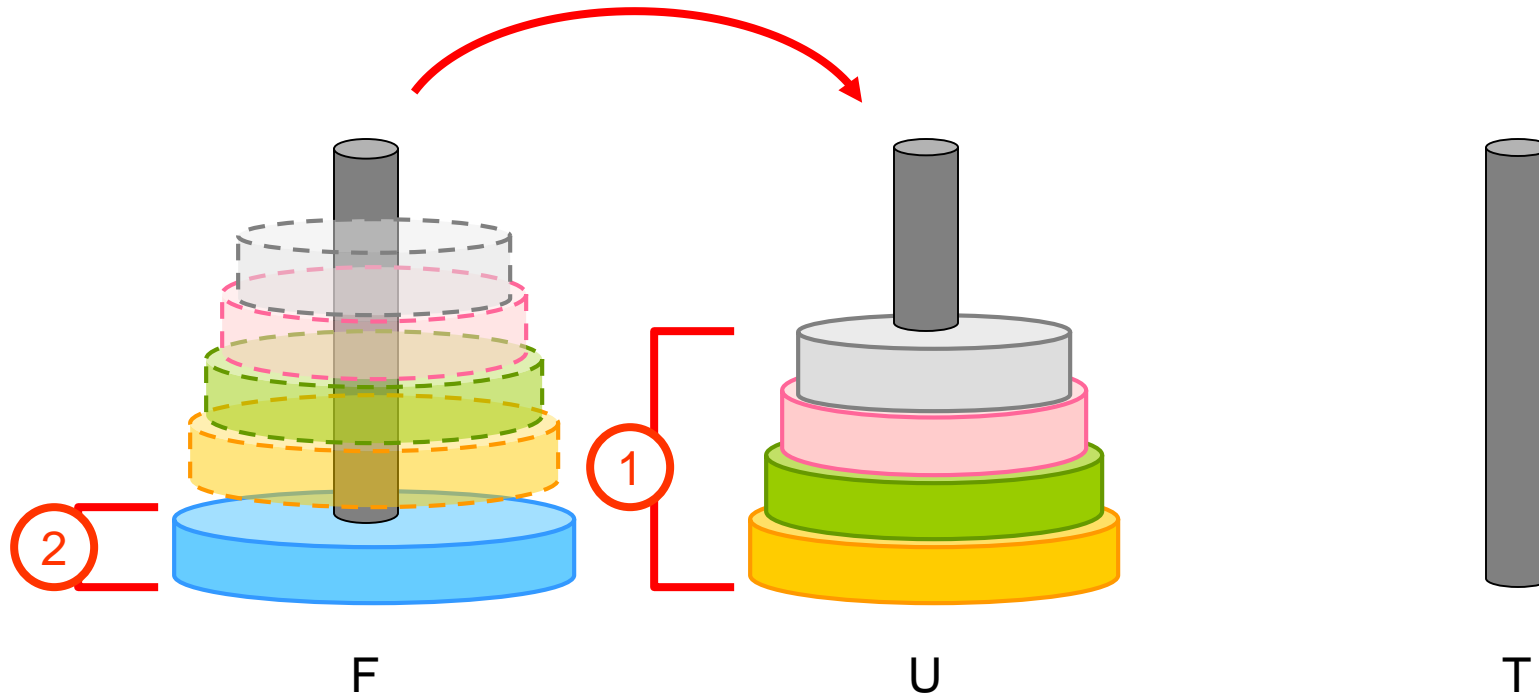
Towers of Hanoi

Towers of Hanoi



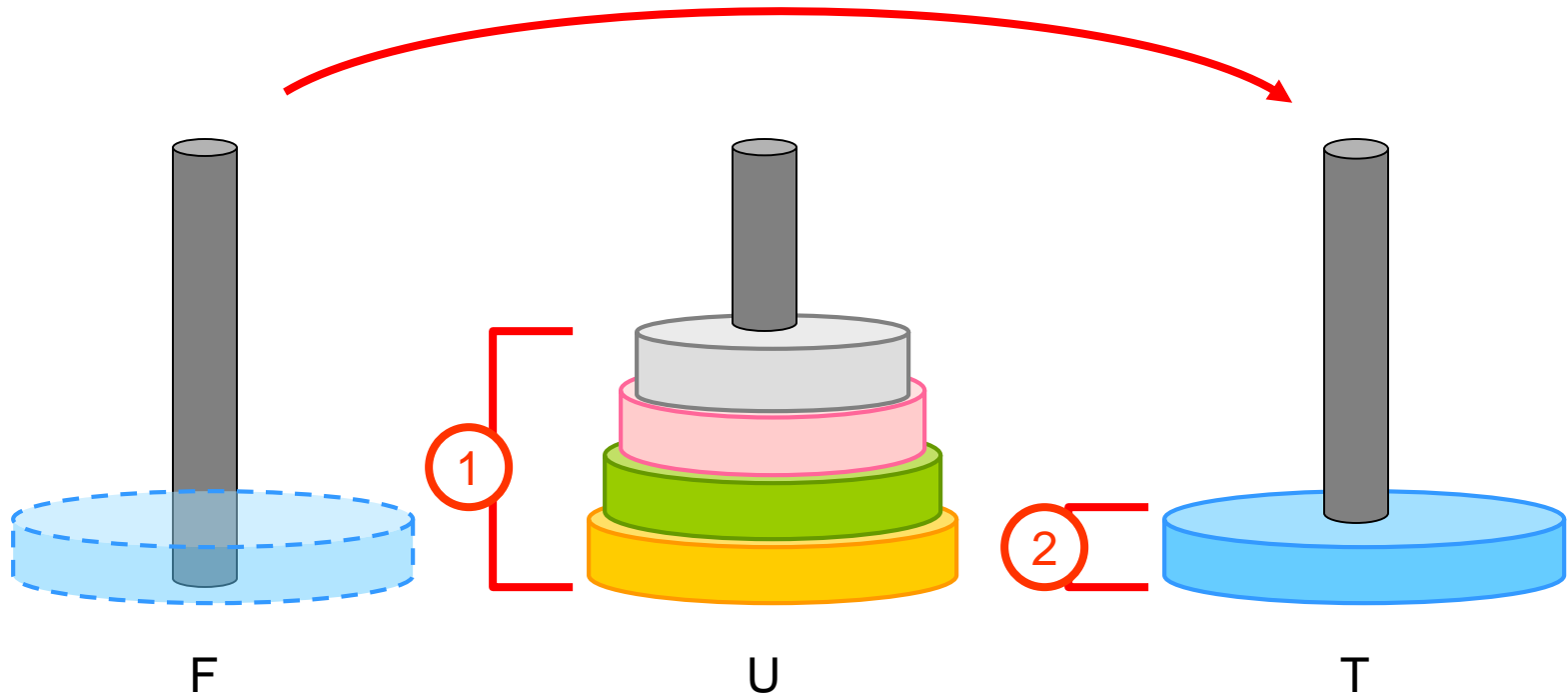
Imagine that the disks are divided into 2 groups

Towers of Hanoi: Step 1



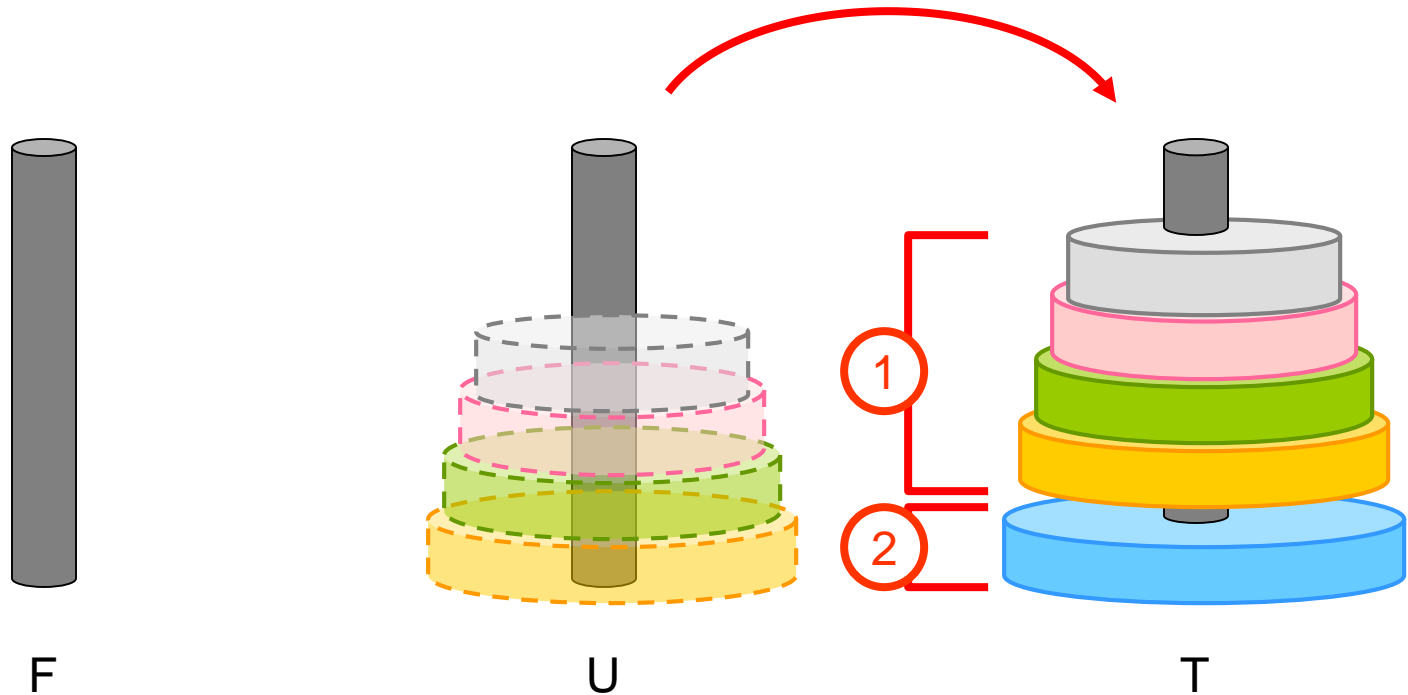
**Move group 1 ($n-1$ disks) from F to U
(involves a lot of steps)**

Towers of Hanoi: Step 2



**Move group 2 (1 disk) from F to T
(just one step)**

Towers of Hanoi: Step 3



**Move group 1 from U to T
(involves a lot of steps)**

The Procedure

- To move n disks from F to T , using U as buffer
 1. Move the top $n-1$ disks from F to U , using T as auxiliary (recursion step)
 2. Move the remaining largest disk from F to T
 3. Move the $n-1$ disks from U to T , using F as auxiliary (recursion step)
- $Rmove(n) \Rightarrow Rmove(n-1) + move(1) + Rmove(n-1)$
- The problem is reduced to moving $n-1$ disks
- If $n == 1$, simply move the single disk from F to T (base case)

Towers of Hanoi (Stack Version)

```
// Let the function below denotes the operation of moving N
// disks from tower F to tower T using tower U.

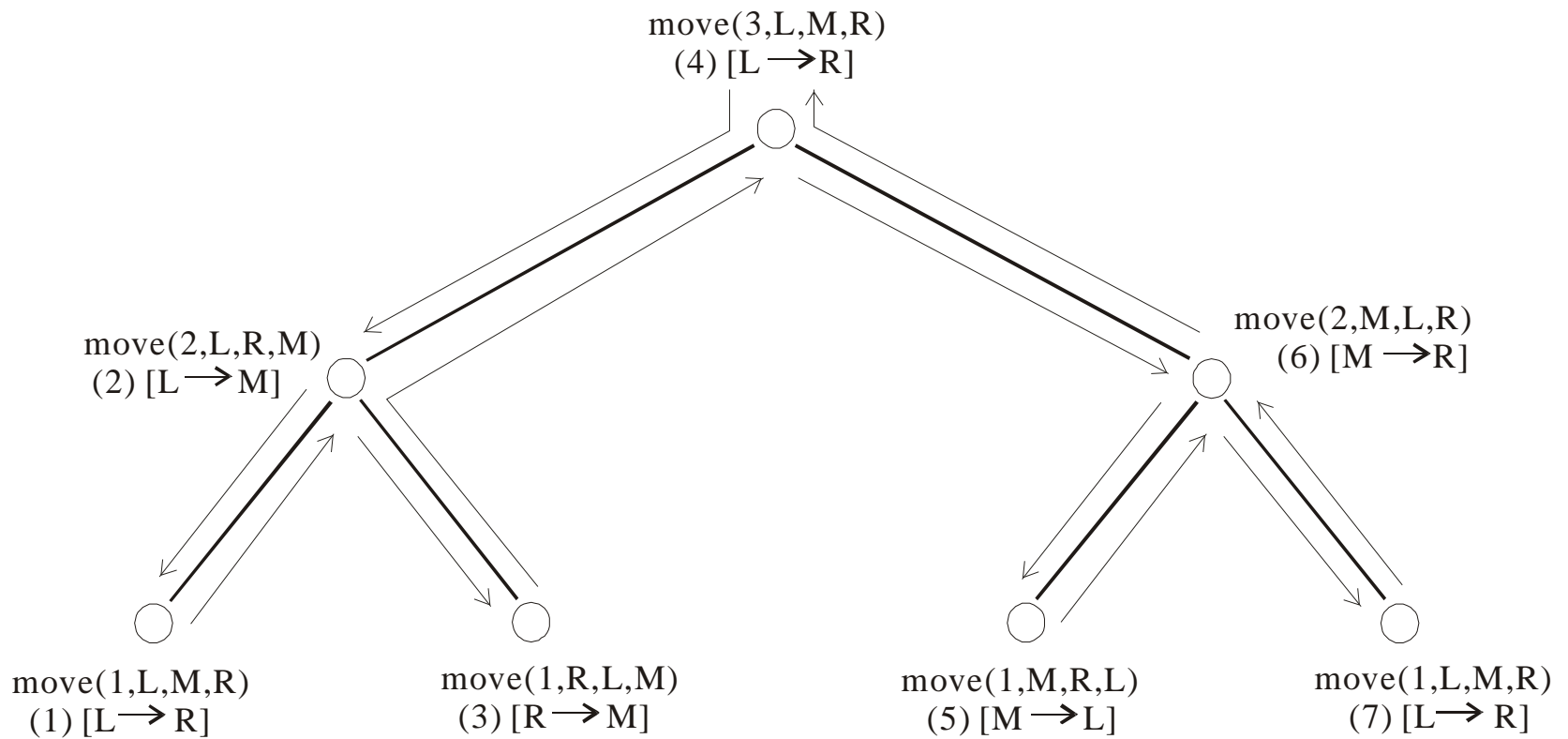
void move(int N, stack<disk>& F, stack<disk>& U, stack<disk>& T) {
    if (N == 1) {                                // base case
        T.push(F.top());
        F.pop();
    } else if(N > 1) {
        move(N-1, F, T, U);                      // F → U
        T.push(F.top());                          // F → T
        F.pop();
        move(N-1, U, F, T);                      // U → T
    }
}
```

Towers of Hanoi (Print Version)

```
// Let the function below denotes the operation of moving N  
// disks from tower F to tower T using tower U.  
  
//version 2, without the else statement  
void move(int N, char F, char U, char T) {  
    if (N > 0) {  
        move(N-1, F, T, U);  
        cout << F << " -> " << T << endl;  
        move(N-1, U, F, T);  
    }  
}
```

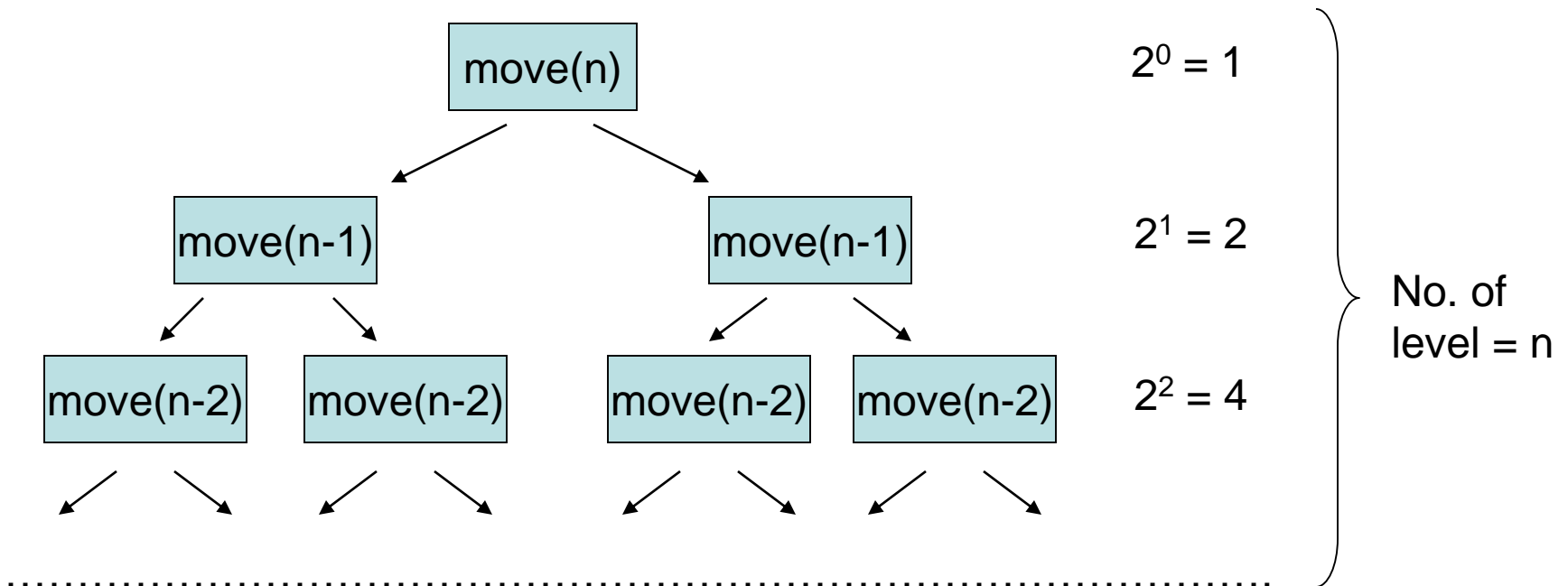
Recursion Tree

- For moving 3 disks, from **L** to **R** using **M**



Time Complexity

- Each call makes one move of disk



The total no. of move is:

$$2^0 + 2^1 + 2^2 + \dots + 2^{n-2} + 2^{n-1} = 2^n - 1$$

Pros of Using Recursion

- Natural and elegant way of solving problems
- Logical simplicity
 - e.g. Fibonacci sequence
- Self-documentation, increase readability
 - e.g. factorial, recursive binary search
- Handle complicated problems
 - e.g. towers of Hanoi
- Programming efficiency

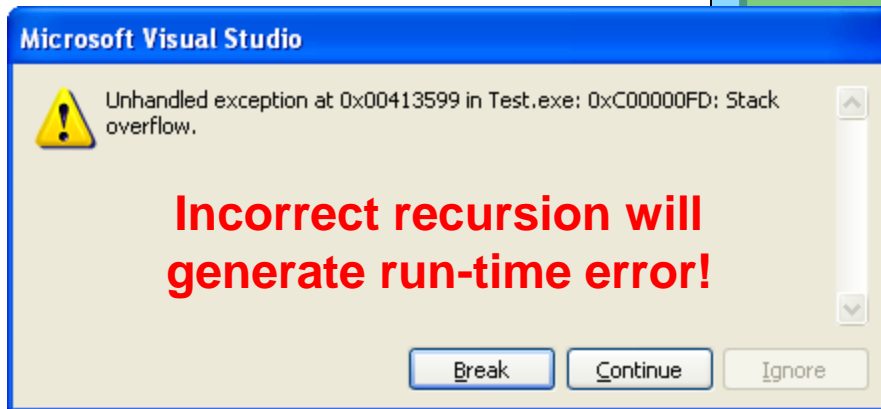
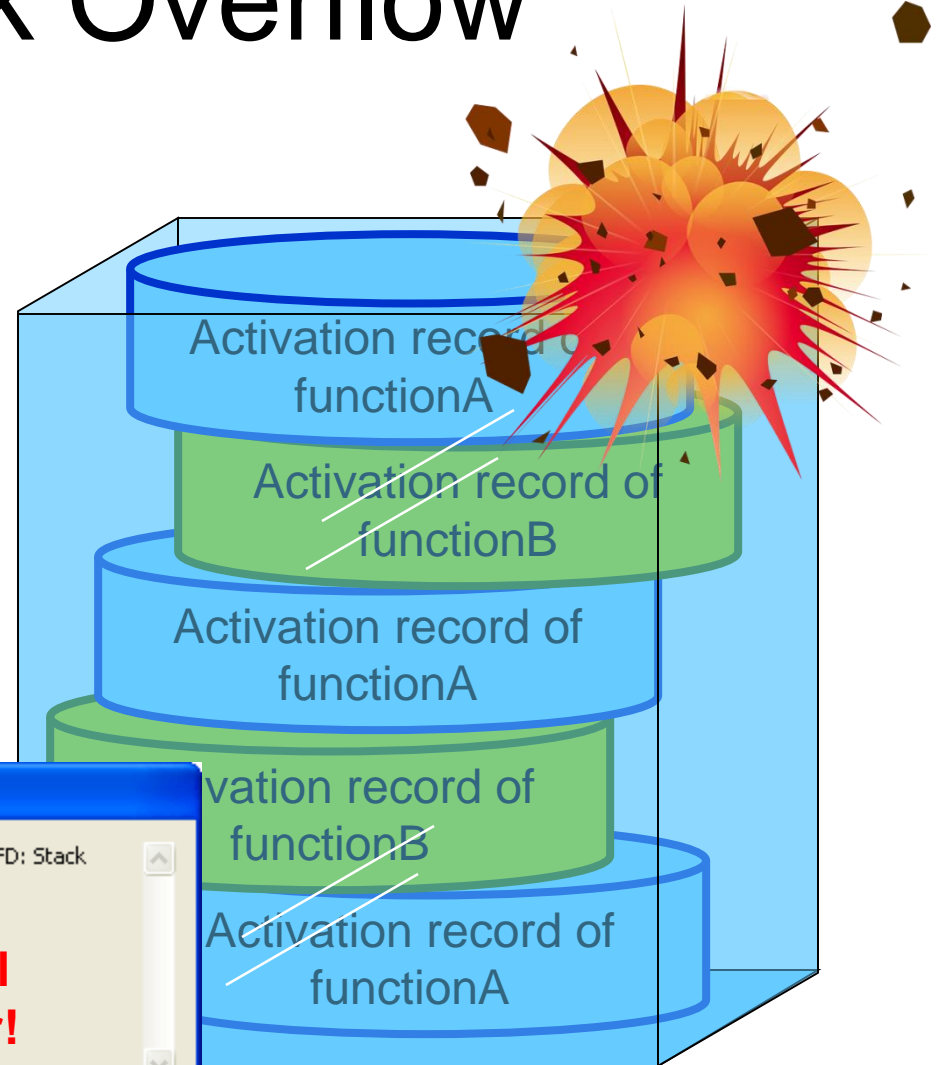
Cons of Using Recursion

- Often more expensive than non-recursive solution, in terms of time and space
- Space:
 - Activation record and stack
 - Recursive algorithm may need space proportional to the number of nested calls to the same function.
- Time:
 - Introduced overhead
 - The operations involved in calling a function - allocating, and later releasing, local memory, copying values into the local memory for the parameters, branching to / returning from the function

Call Stack Overflow

```
void functionA() {  
    functionB();  
}
```

```
void functionB() {  
    functionA();  
}
```



Class Exercise

- Compute the **Greatest Common Divisor (GCD)** of two numbers.
 - Let $M > N$, and $M = CN + R$ such that $0 \leq R < N$
 - If $R = 0$, then $M = CN$, and $\text{gcd}(M, N) = N$
 - If $R > 0$, then $N > R$, and $\text{gcd}(M, N) = \text{gcd}(N, R)$
- Write a recursive function to compute the GCD of M and N where $M \geq N > 0$

```
int gcd(int M, int N) {
```

```
    int R;  
    R = M % N;  
    if (R == 0)  
        return N;  
    else  
        return gcd(N, R);
```

```
}
```

Backtracking

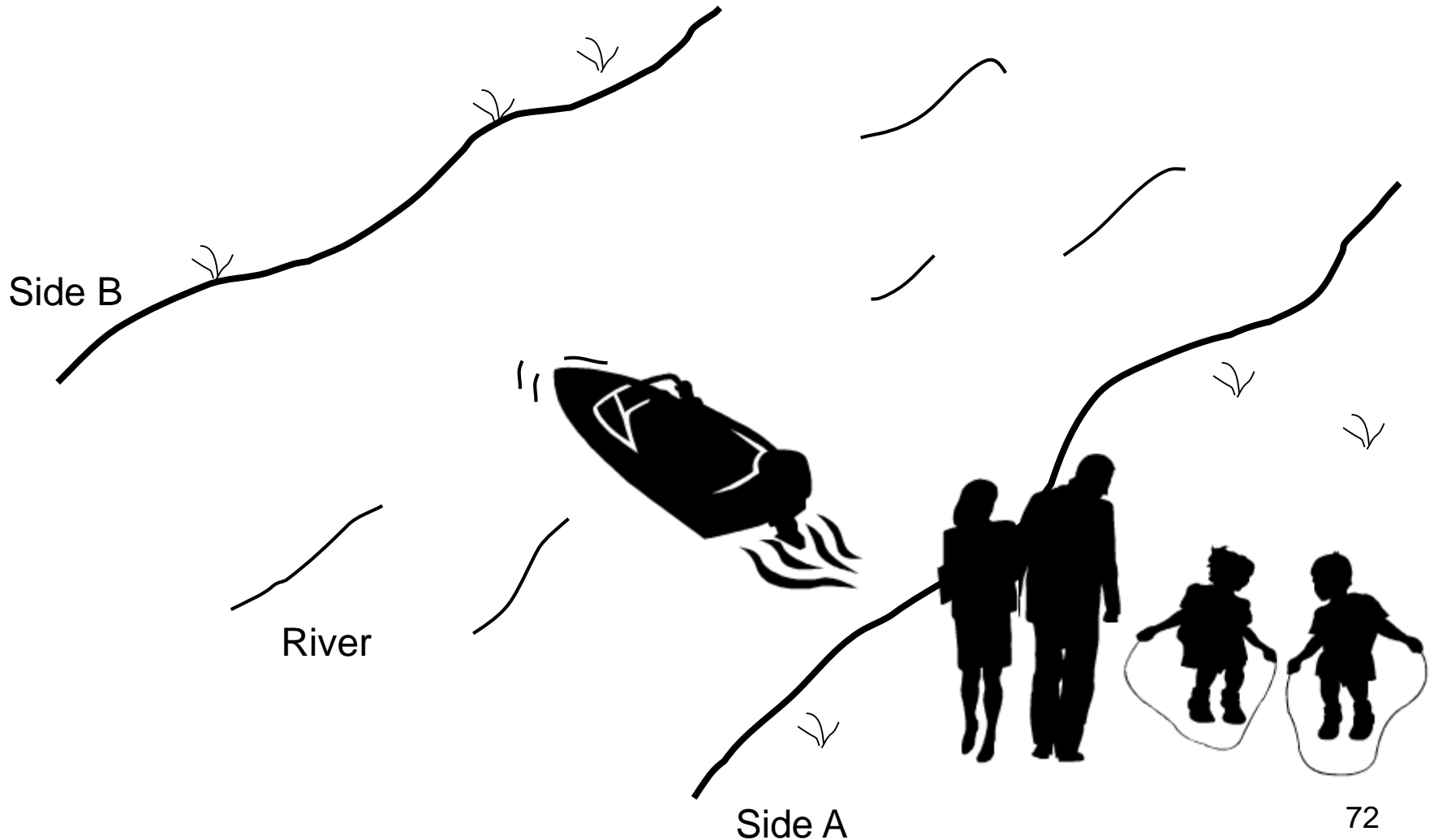
Introduction

- *Search space* is a set of possible right answers to be explored.
- *Backtracking* is a technique whereby the search space is explored by *systematically* trying each possible path, backing up to try another whenever a dead end is encountered.
- Examples
 - Cross River Problem
 - Maze Solver
 - N Queens Problem

The First Example

Cross River Problem

How to Solve this Problem using Computer Program?

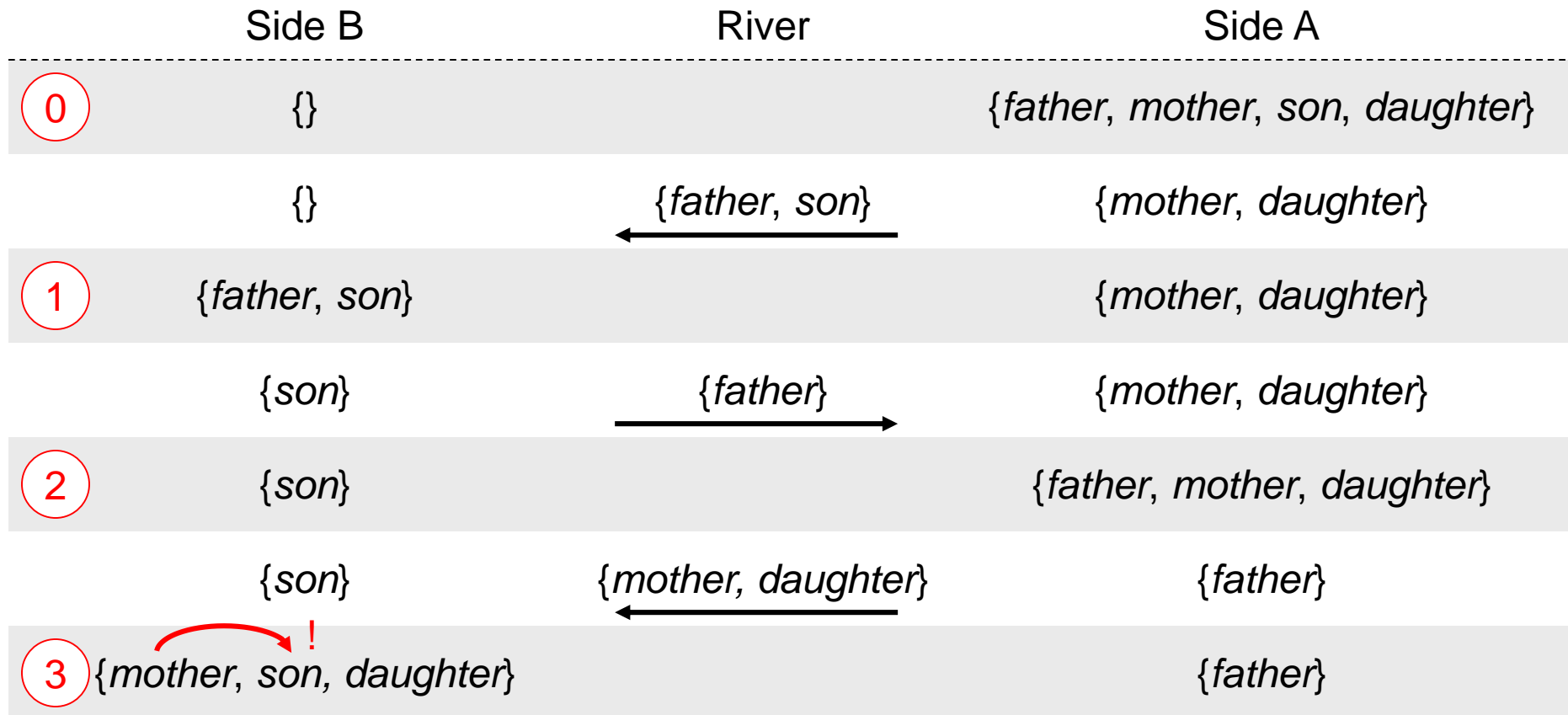


Cross River Problem

- A family of 4 members (father, mother, son and daughter) go to picnic
- On their way to the destination, there is a river and a boat
- The boat can **only take 2 people** and **only adult can sail** the boat
- But
 - When father is not around, mother will hit her son
 - When mother is not around, father will hit his daughter
 - When both parents are not around, the brother will hit his sister
- How can they cross the river without letting any family member get injured?



Trial-and-Error



Retrace if Meet Any Errors

Side B

River

Side A

0

{}

{father, mother, son, daughter}

{}

{father, son}

{mother, daughter}

1

{father, son}

{mother, daughter}

{son}

{father}

{mother, daughter}

2

{son}

{father, mother, daughter}

{son}

{mother, daughter}

{father}

3

{mother, son, daughter}

{father}

{son}

{father, mother}

{daughter}

3

{father, mother, son}

{daughter}



!

Continue

Side B

River

Side A

3

{*father, mother, son*}

{*daughter*}

{*father, son*}

{*mother*}

{*daughter*}

4

{*father, son*}

{*mother, daughter*}

{*father, son*}

{*mother, daughter*}

{ }

{*father, mother, son, daughter*}

{ }

5

Got the solution!

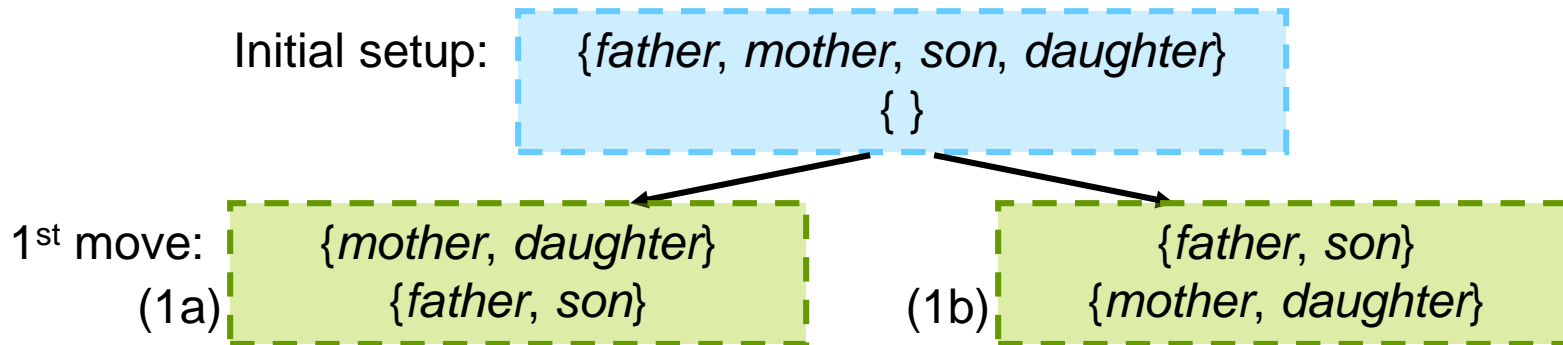
Is it a systemic way to solve this kind of problem?

Do you observe anything?

Do You Observe...

- Actually we have used the **tree** concept to search all possible moves
- If we meet an error, we trace back to pervious step and continue all other untried moves
- Let's redraw the steps using a tree diagram

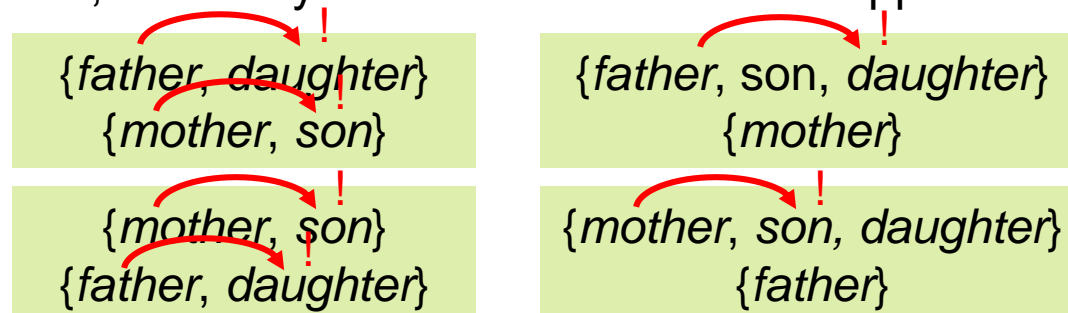
The Solution Tree



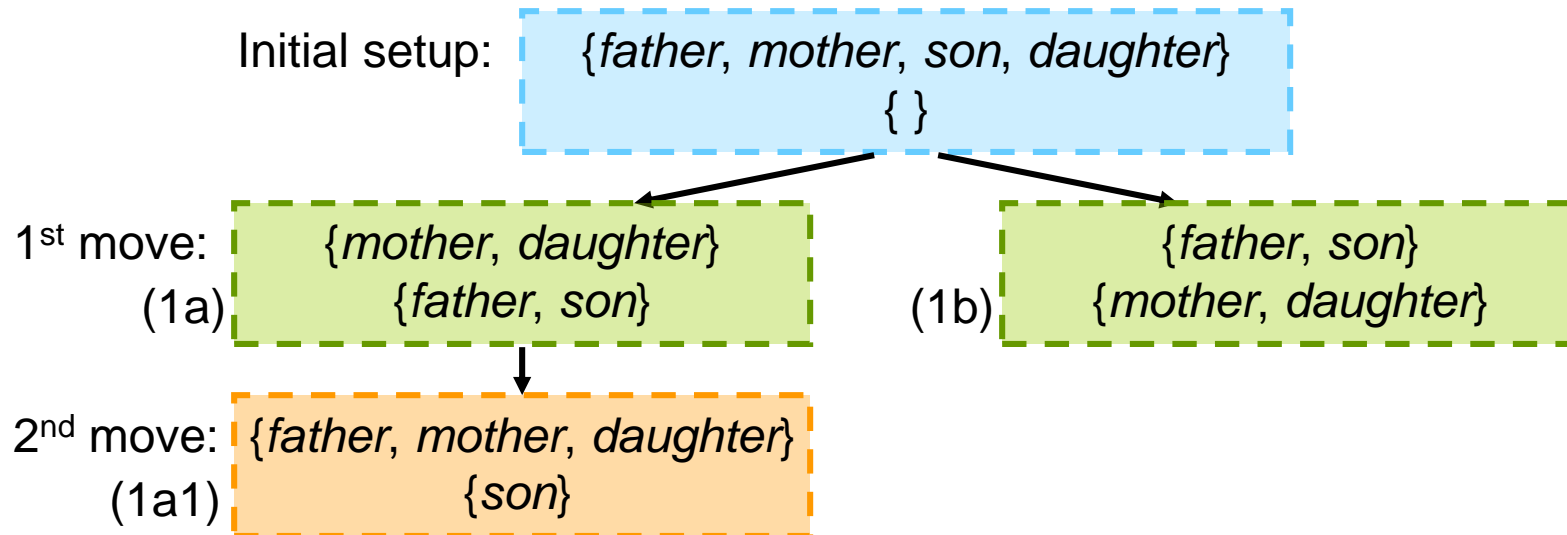
The first move has 2 choices only

From the game rule, *father* cannot stay with *daughter* alone and *mother* also cannot stay with *son* alone

So, obviously these 4 situations won't appeared:



The Solution Tree



Consider move (1a) first

The boat is on side B. Since only *father* can sail the boat, the only move is *father* back to side A.

The Solution Tree

Initial setup:

{father, mother, son, daughter}
{ }

1st move:

(1a)

{mother, daughter}
{father, son}

(1b)

{father, son}
{mother, daughter}

2nd move:

(1a1)

{father, mother, daughter}
{son}

(1a1a)

{father}

{mother, son, daughter}

(1a1b)

{daughter}

{father, mother, son}

3rd move:

Now consider (1a1)

Since *father* cannot sail with *daughter*, only 2 moves left.
Either *mother* take the boat with *daughter*, or
father take the boat with *mother*

The Solution Tree

Initial setup:

{father, mother, son, daughter}
{ }

1st move:

(1a)

{mother, daughter}
{father, son}

(1b)

{father, son}
{mother, daughter}

2nd move:

(1a1)

{father, mother, daughter}
{son}

(1a1a)

{father}

{mother, son, daughter}

Error!

(1a1b)

{daughter}

{father, mother, son}

3rd move:

Consider (1a1a) first:

Now *mother* and *son* are on side B but *father* is not around! It violates the game rule!

The Solution Tree

Initial setup:

$\{father, mother, son, daughter\}$
 $\{\}$

1st move:

(1a)

$\{mother, daughter\}$
 $\{father, son\}$

(1b)

$\{father, son\}$
 $\{mother, daughter\}$

2nd move:

(1a1)

$\{father, mother, daughter\}$
 $\{son\}$

(1a1a)

$\{father\}$

$\{mother, son, daughter\}$

Error!

(1a1b)

$\{daughter\}$

$\{father, mother, son\}$

3rd move:

Since (1a1a) cannot lead to the solution, we backtrack to its previous step (1a1).

As (1a1) still have another move, we now consider (1a1b)

The Solution Tree

Initial setup:

$\{father, mother, son, daughter\}$
 $\{\}$

1st move:

(1a)

$\{mother, daughter\}$
 $\{father, son\}$

(1b)

$\{father, son\}$
 $\{mother, daughter\}$

2nd move:

(1a1)

$\{father, mother, daughter\}$
 $\{son\}$

(1a1a)

$\{father\}$

$\{mother, son, daughter\}$

Error!

(1a1b)

$\{daughter\}$

$\{father, mother, son\}$

3rd move:

4th move:

(1a1b1)

$\{mother, daughter\}$
 $\{father, son\}$

Using the same analysis, we know that (1a1b) has 1 move only₈₃

The Solution Tree

Initial setup:

$\{father, mother, son, daughter\}$
 $\{\}$

1st move:

(1a)

$\{mother, daughter\}$
 $\{father, son\}$

(1b)

$\{father, son\}$
 $\{mother, daughter\}$

2nd move:

(1a1)

$\{father, mother, daughter\}$
 $\{son\}$

(1a1a)

$\{father\}$

$\{mother, son, daughter\}$

Error!

(1a1b)

$\{daughter\}$

$\{father, mother, son\}$

3rd move:

(1a1b1)

$\{mother, daughter\}$
 $\{father, son\}$

4th move:

(1a1b1a)

$\{\}$

$\{father, mother, son, daughter\}$

5th move:

We got the solution now!

(Backtrack and continue to search (1b) if we want to obtain all solutions)

Backtracking Algorithm

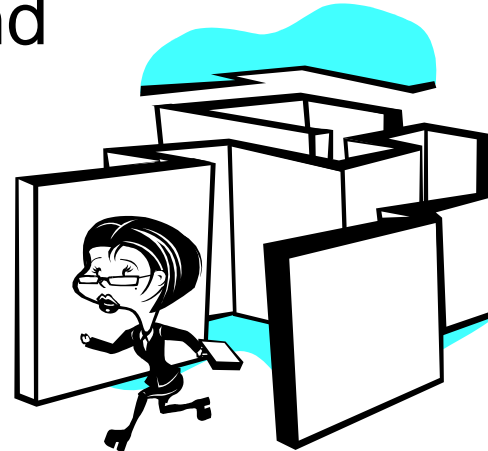
- The previous strategy is called **backtracking**
- You try each branch in the solution tree orderly in a systematic manner.
- You can abandon a branch (sub-tree) due to the imposed constraints. If this happens, **go back to try another branch**
- Used to find solutions to specific problems by **trail-and-error**
- Involves both **recursion** and a sequence of guesses that ultimately lead to a solution

The Second Example

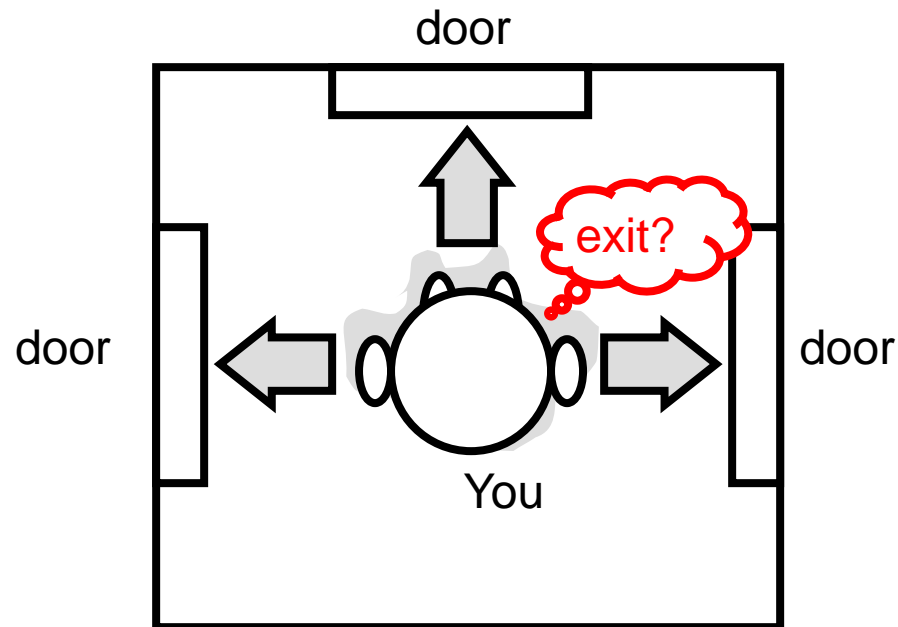
Maze Solver

Maze Solver

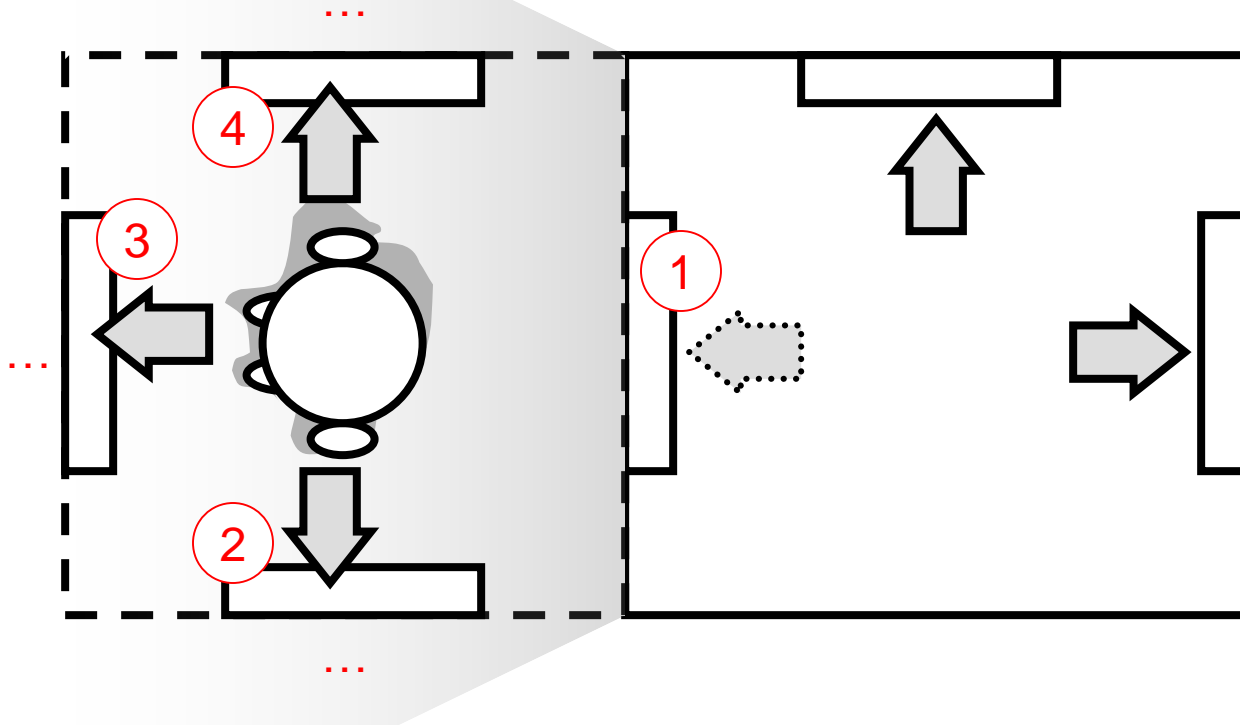
- How do you escape from a maze in a Role Playing Game (RPG)?
- e.g. use left or right convention
 - You probably try every way (always left or right first) and retrace your path (i.e. backtrack) when you reach a dead-end



How to Exit the Maze?

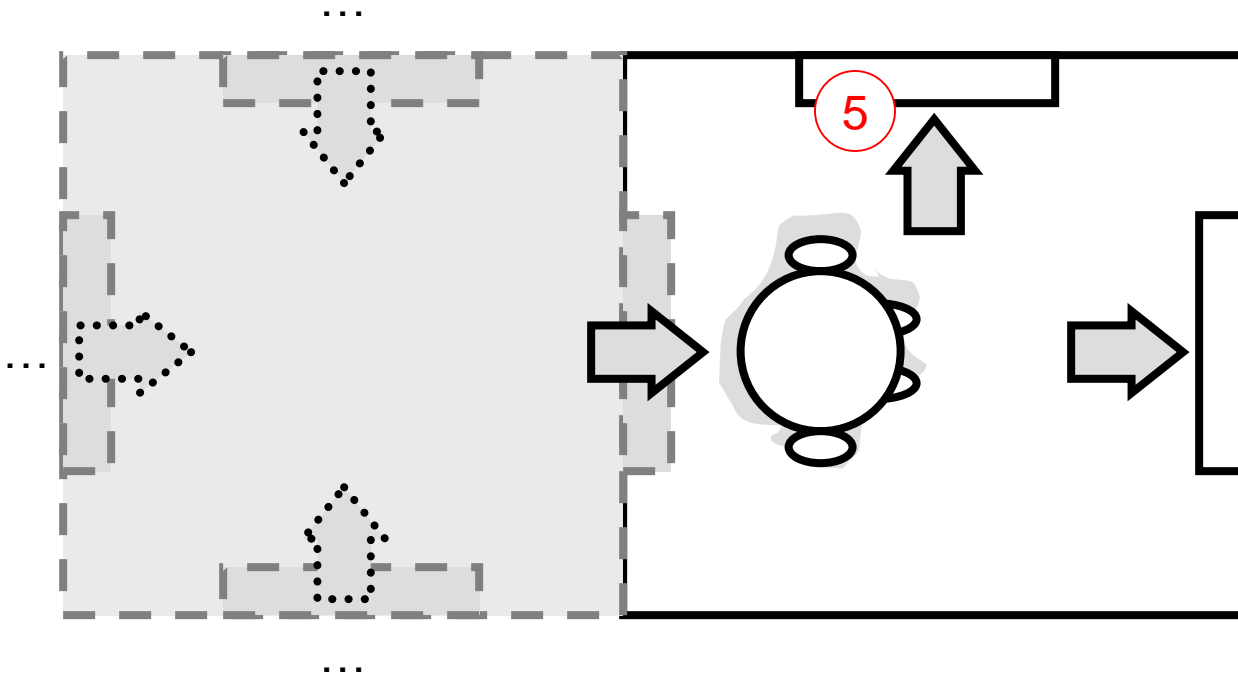


Try the Left Room?

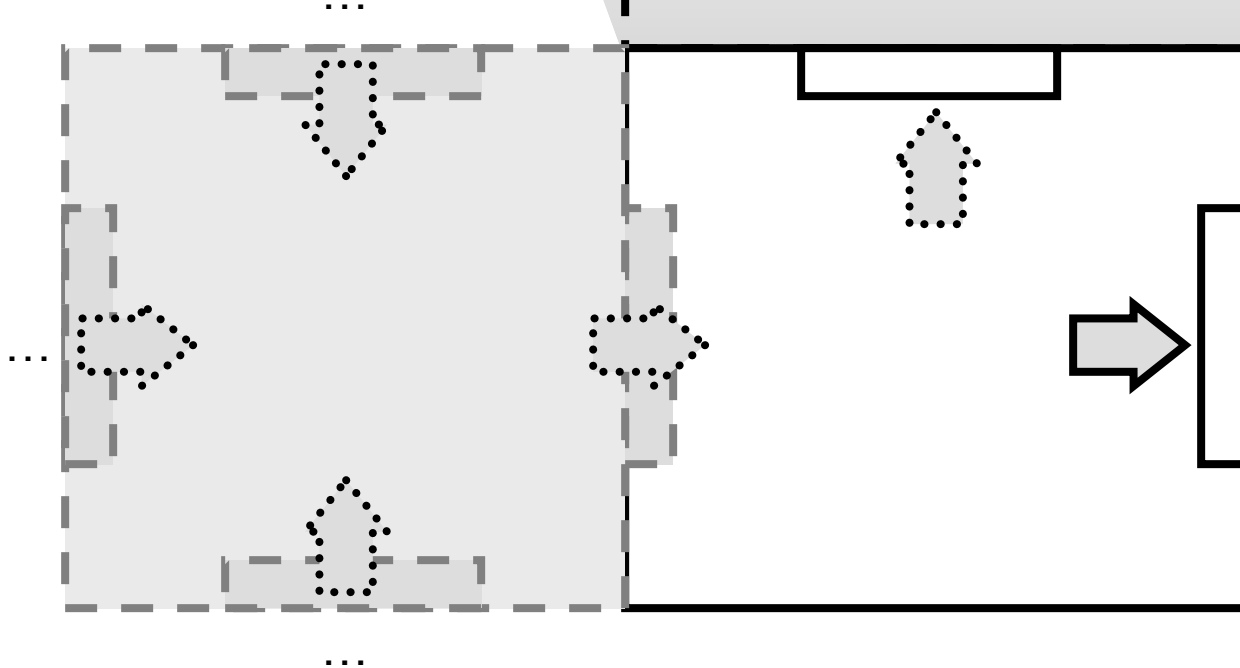


Come Back If Left Room Cannot Reach the Exit

Come back eventually when every possible paths in left room are tried but still cannot reach the goal



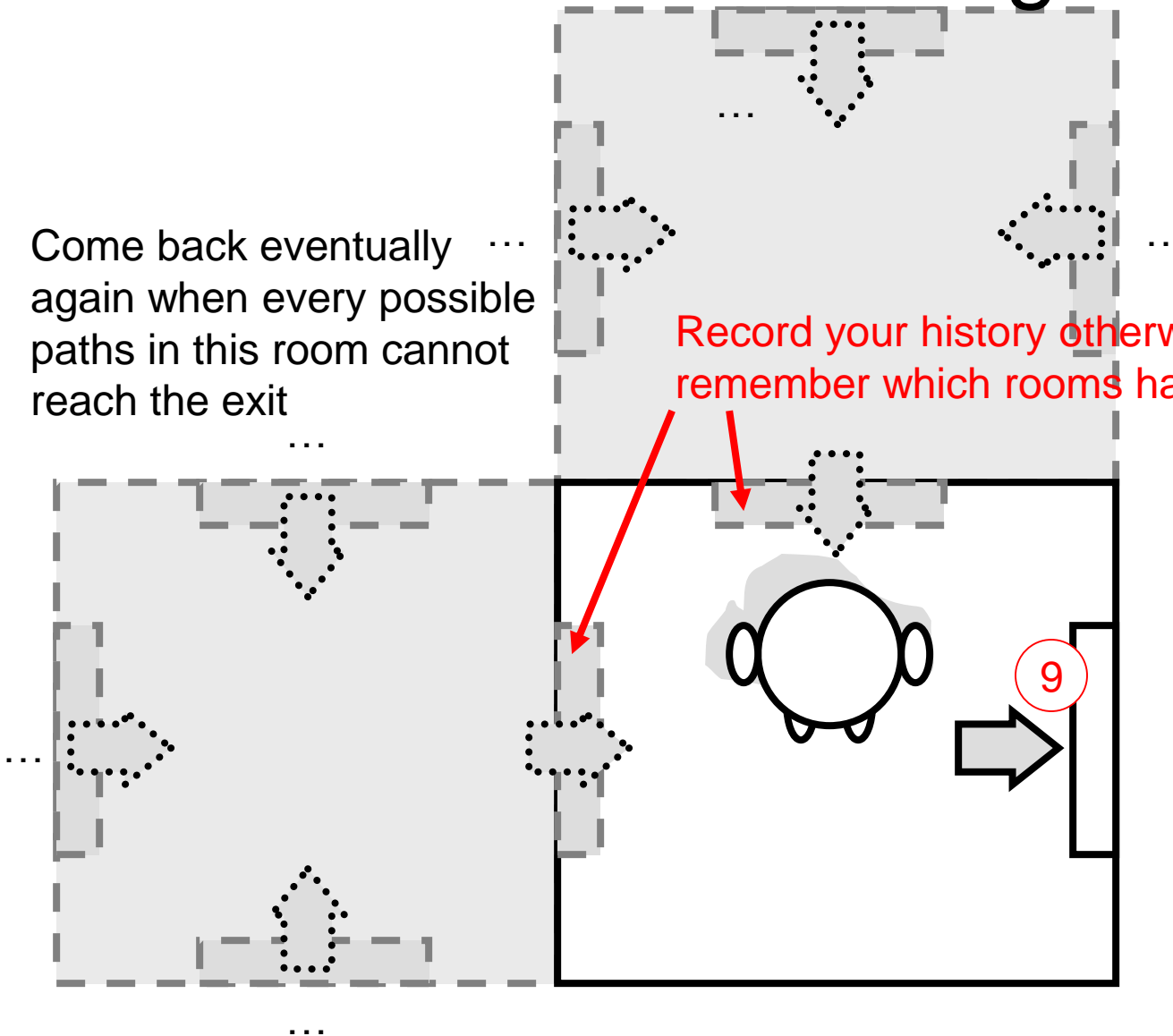
A diagram showing a robot (a white circle with two eyes and a shadow) in the center of a hallway. The hallway has dashed lines for walls. Three targets are marked with red circles containing numbers: 6 on the left wall, 7 on the top wall, and 8 on the right wall. Gray arrows point from the robot to each target. Red ellipses (...) are placed near the targets and at the ends of the hallway.



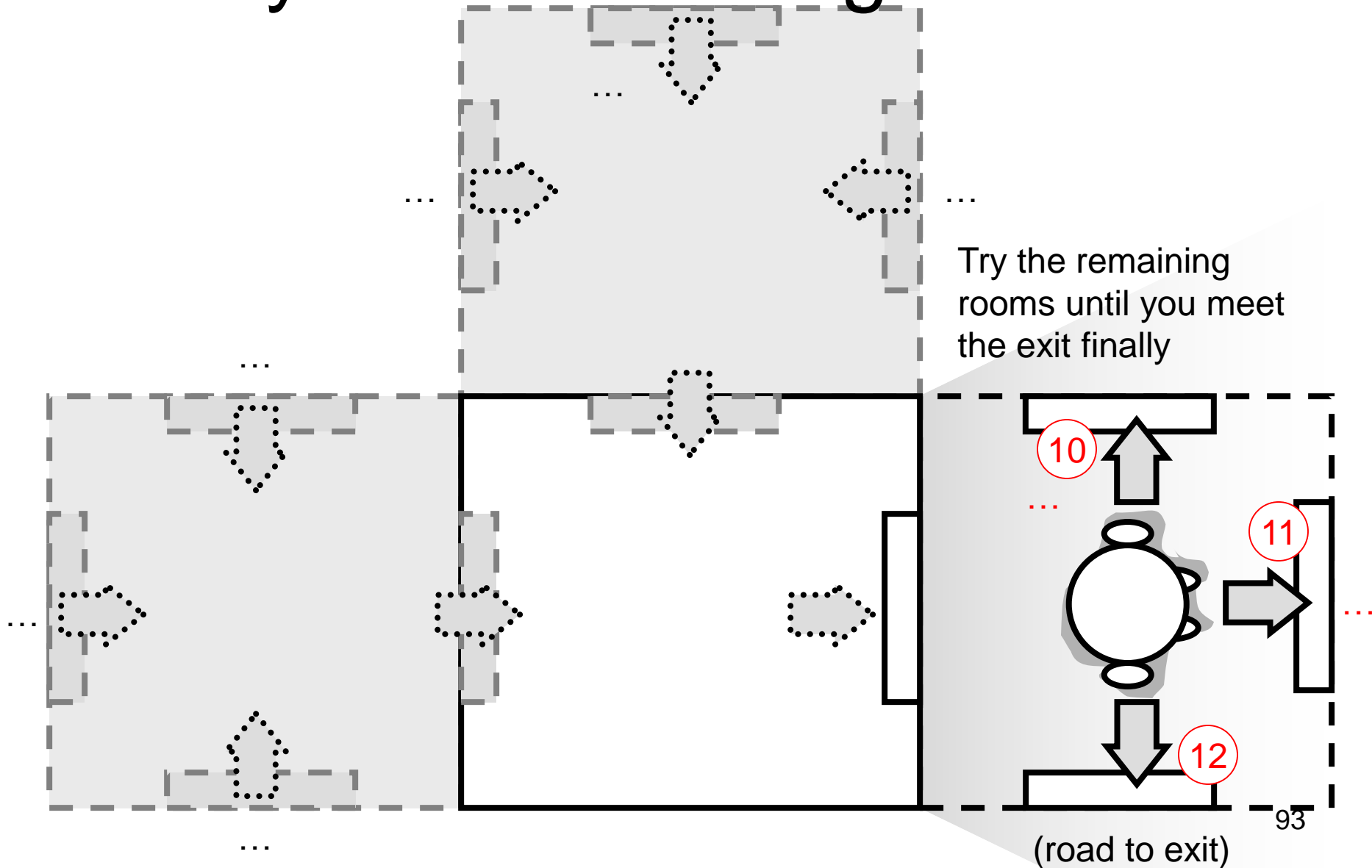
Come Back Again?

Come back eventually ...
again when every possible
paths in this room cannot
reach the exit

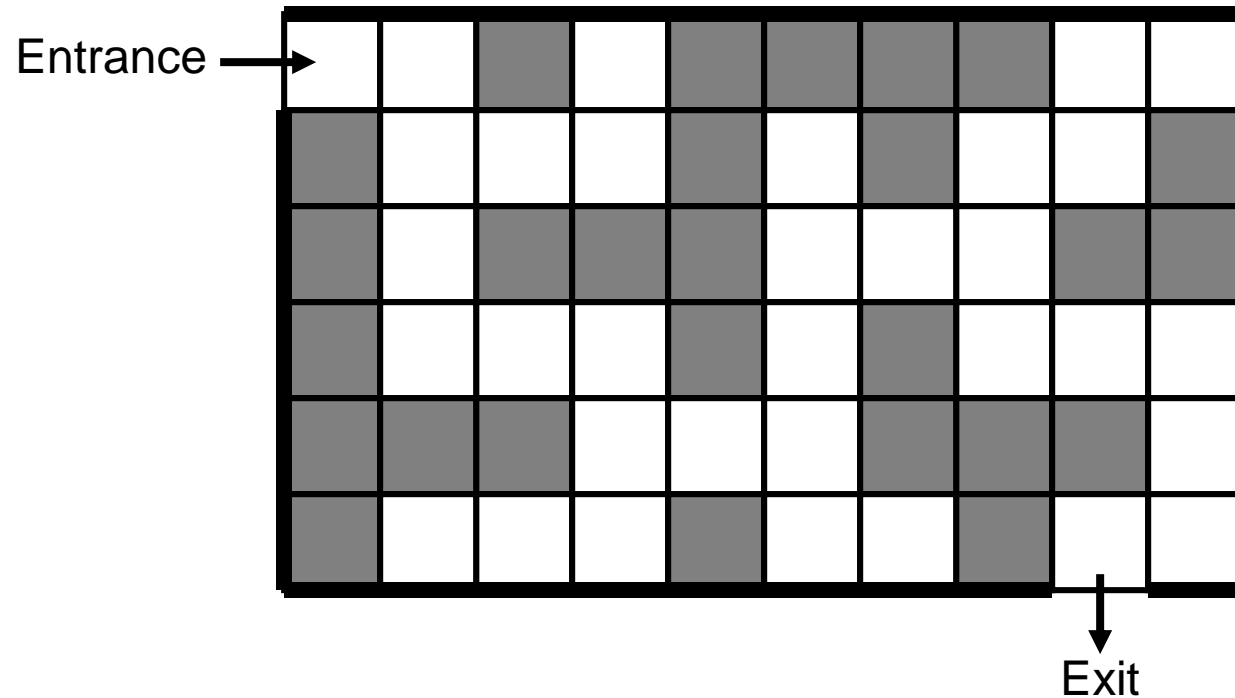
Record your history otherwise cannot
remember which rooms have been visited



Try the Remaining Rooms



Move from Entrance to Exit



Pseudocode

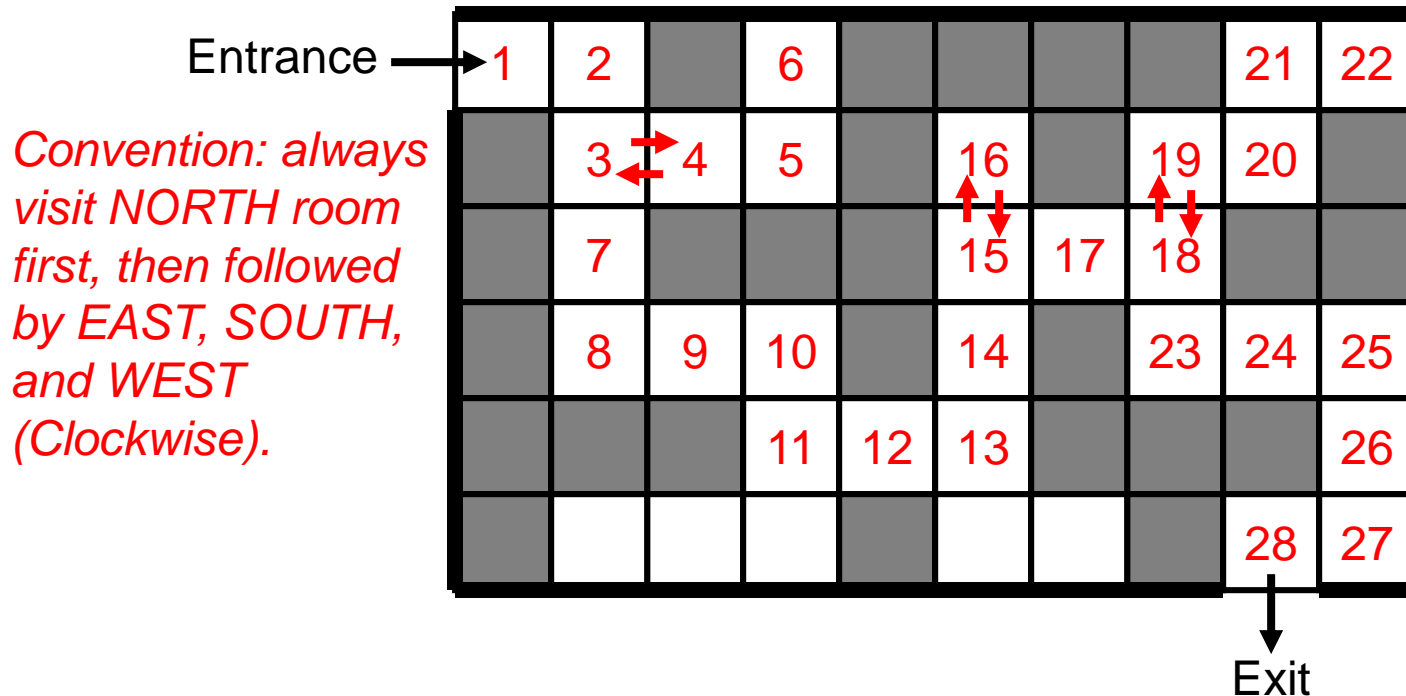
```

function try (Room  $r$ )
  if  $r$  is exit, the maze has been solved, return (success)
  if  $r$  has been visited or is a dead end, return (fail)
  for each connected room  $r_i$  {
     $result = \text{try}(r_i)$ 
    if  $result$  is success, record the move  $r_i$ , return (success)
  }
  return (fail)           // all connected rooms fail
end function
  
```

Base case

Recursive case

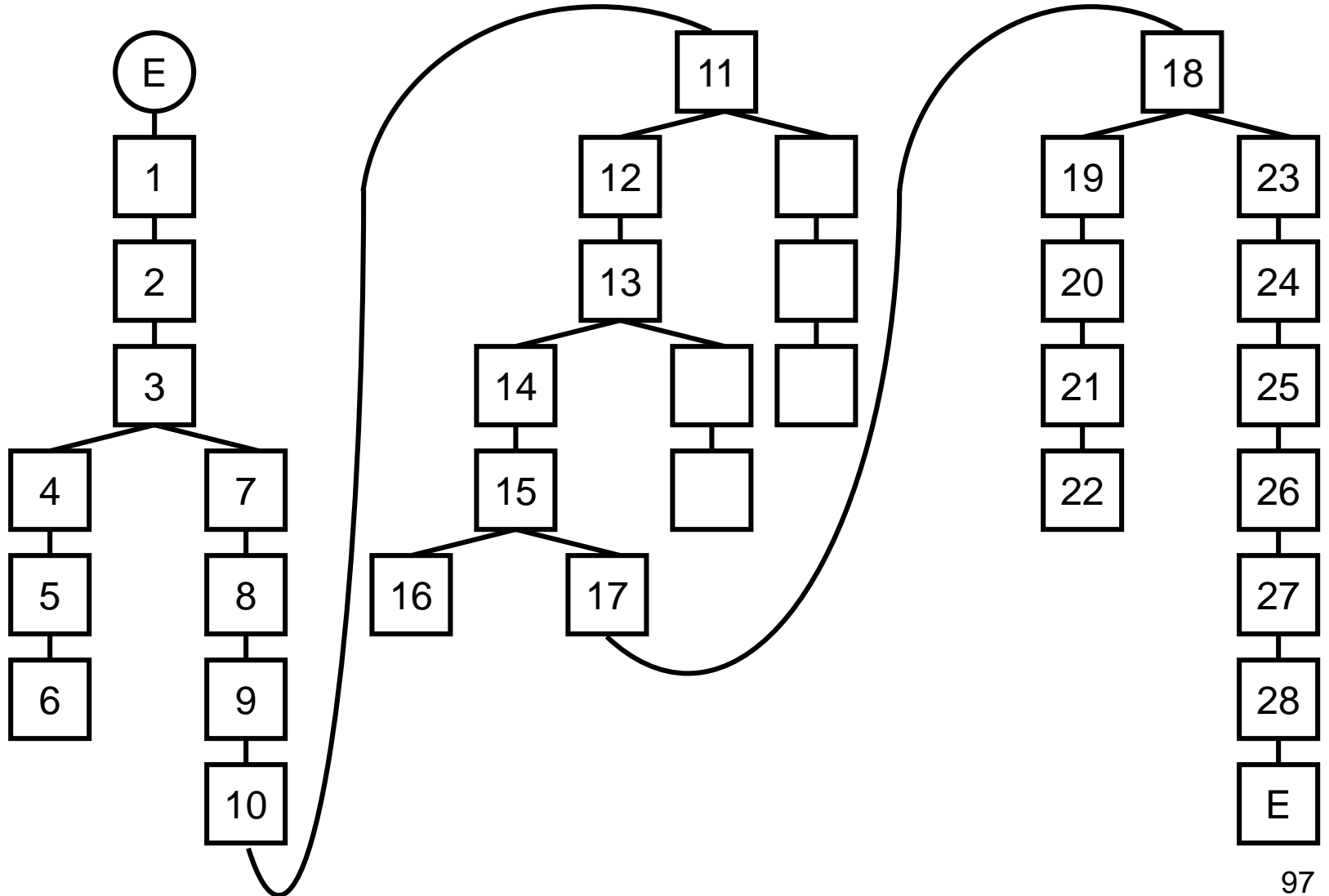
Move from Entrance to Exit



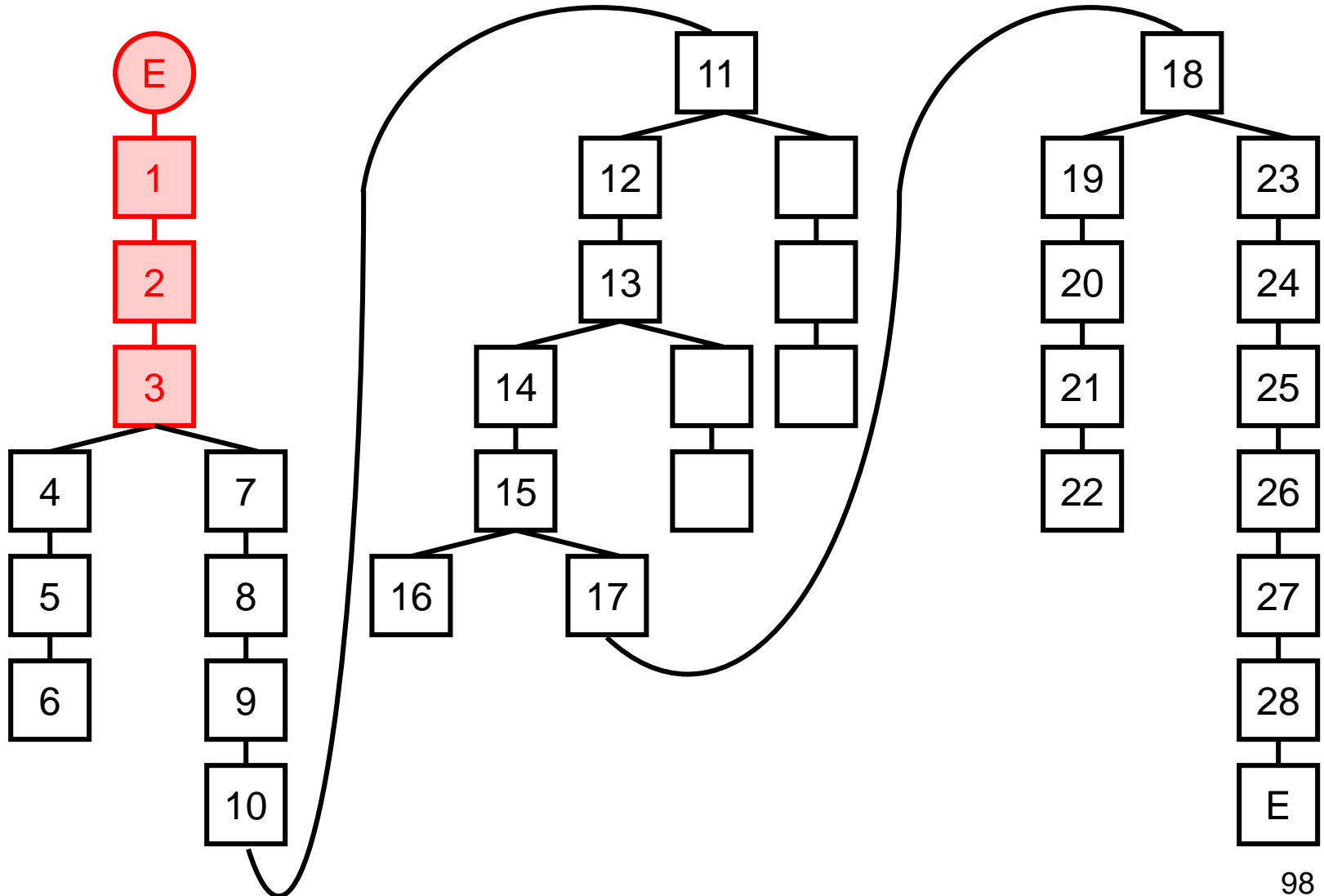
Note: for backtracking, 6 back to 5, then back to 4, then back to 3 and start over at 3 again

It's commonly misunderstand as 6 backtrack to 3 directly!

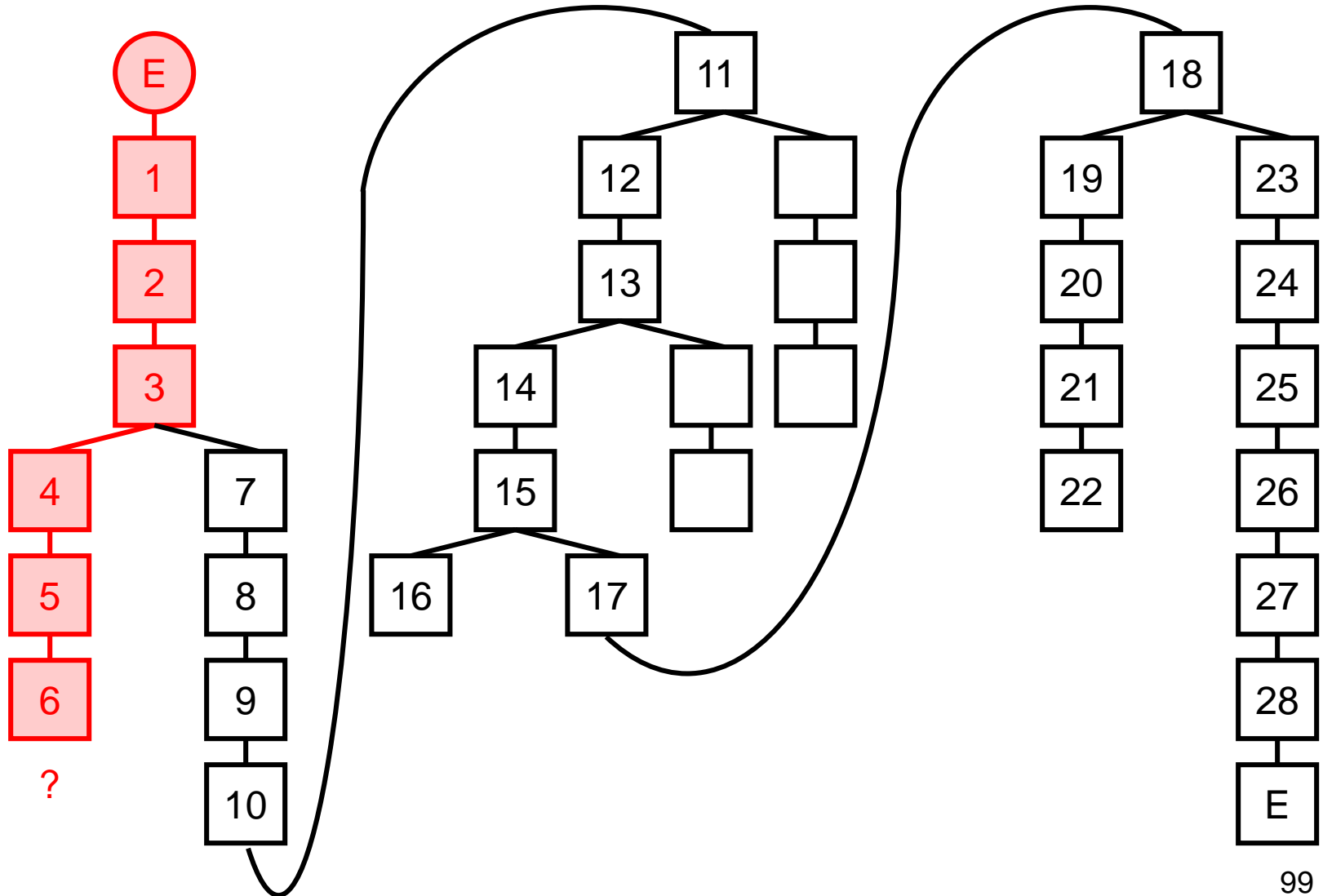
Transform into a Tree



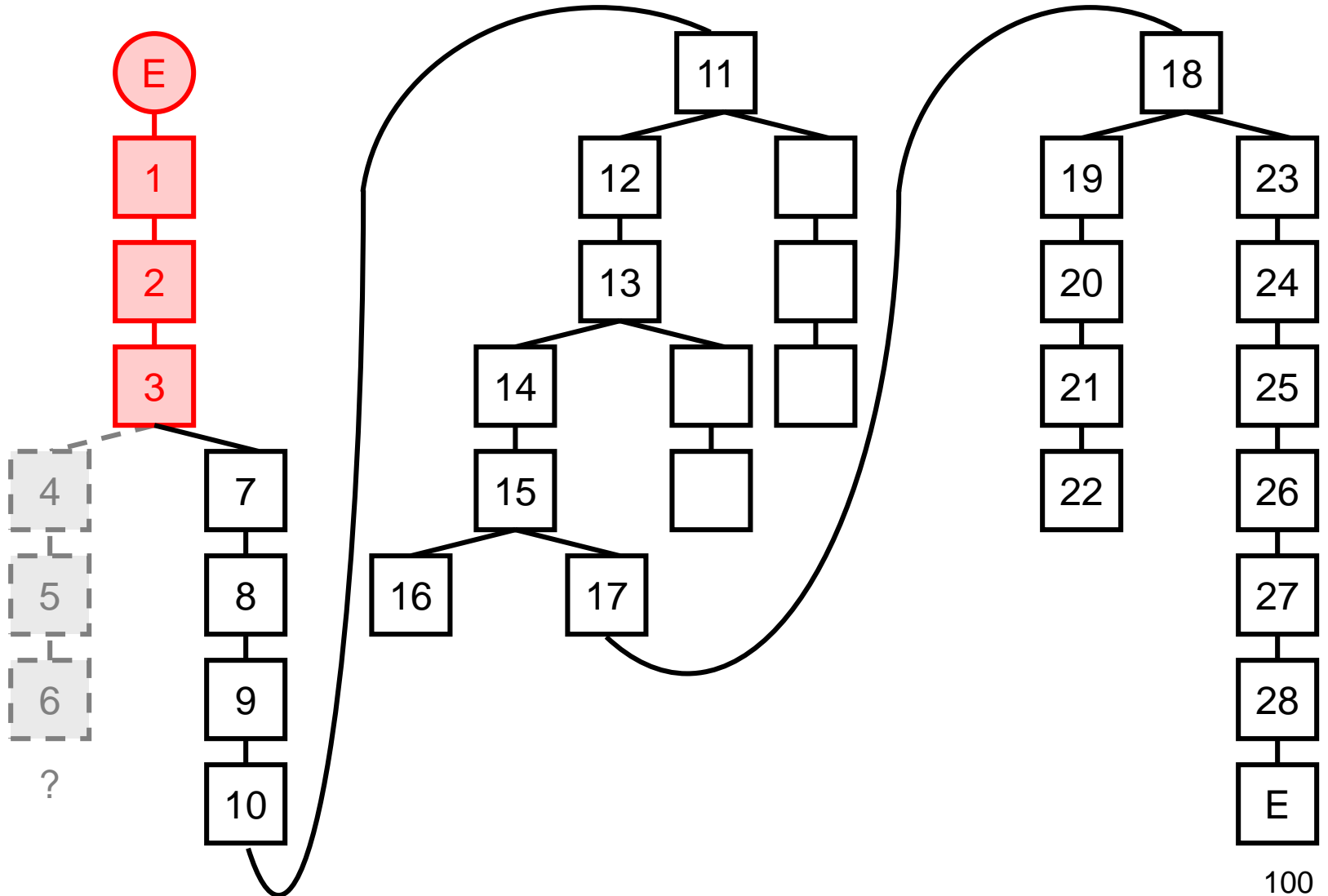
How Backtracking Works



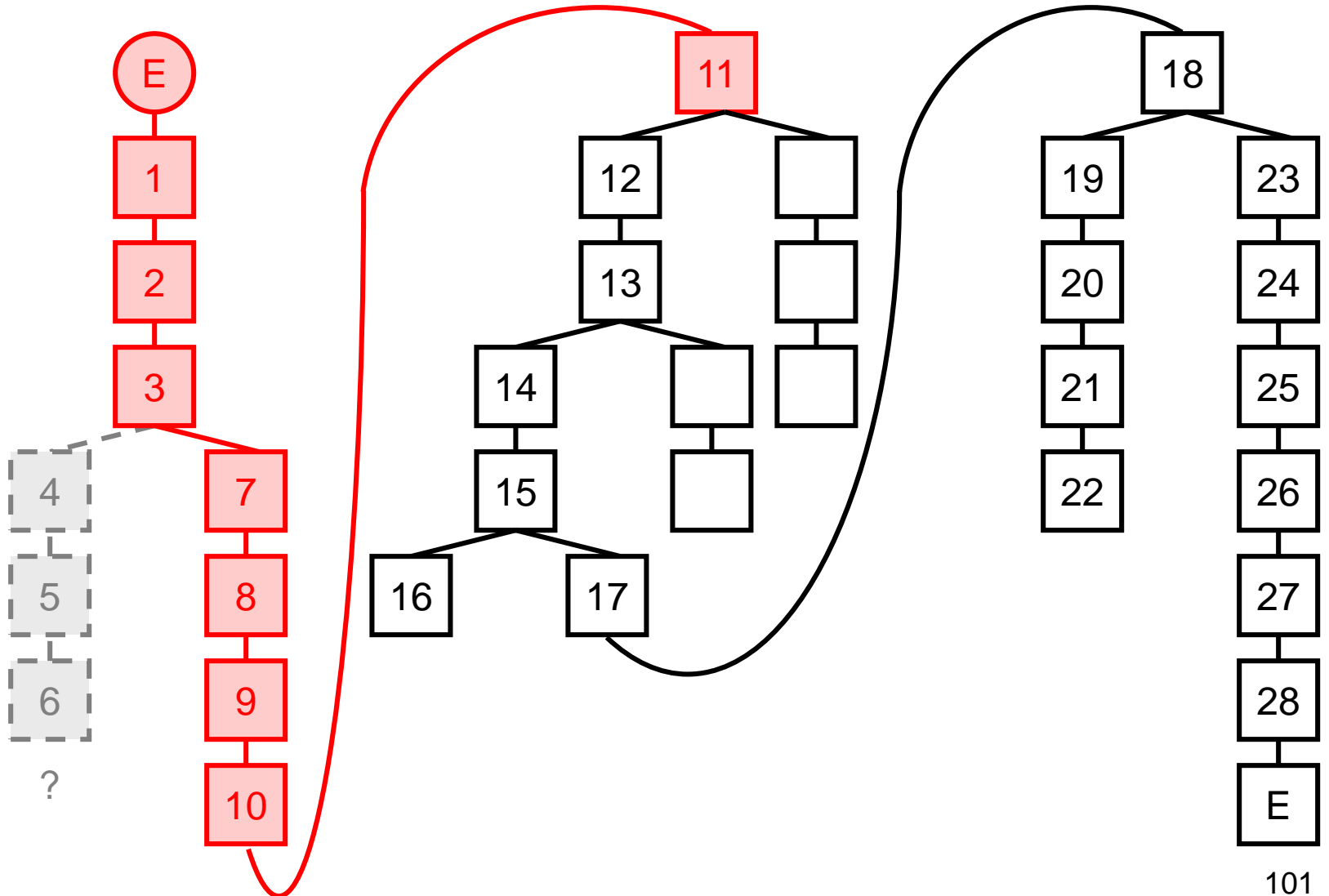
How Backtracking Works



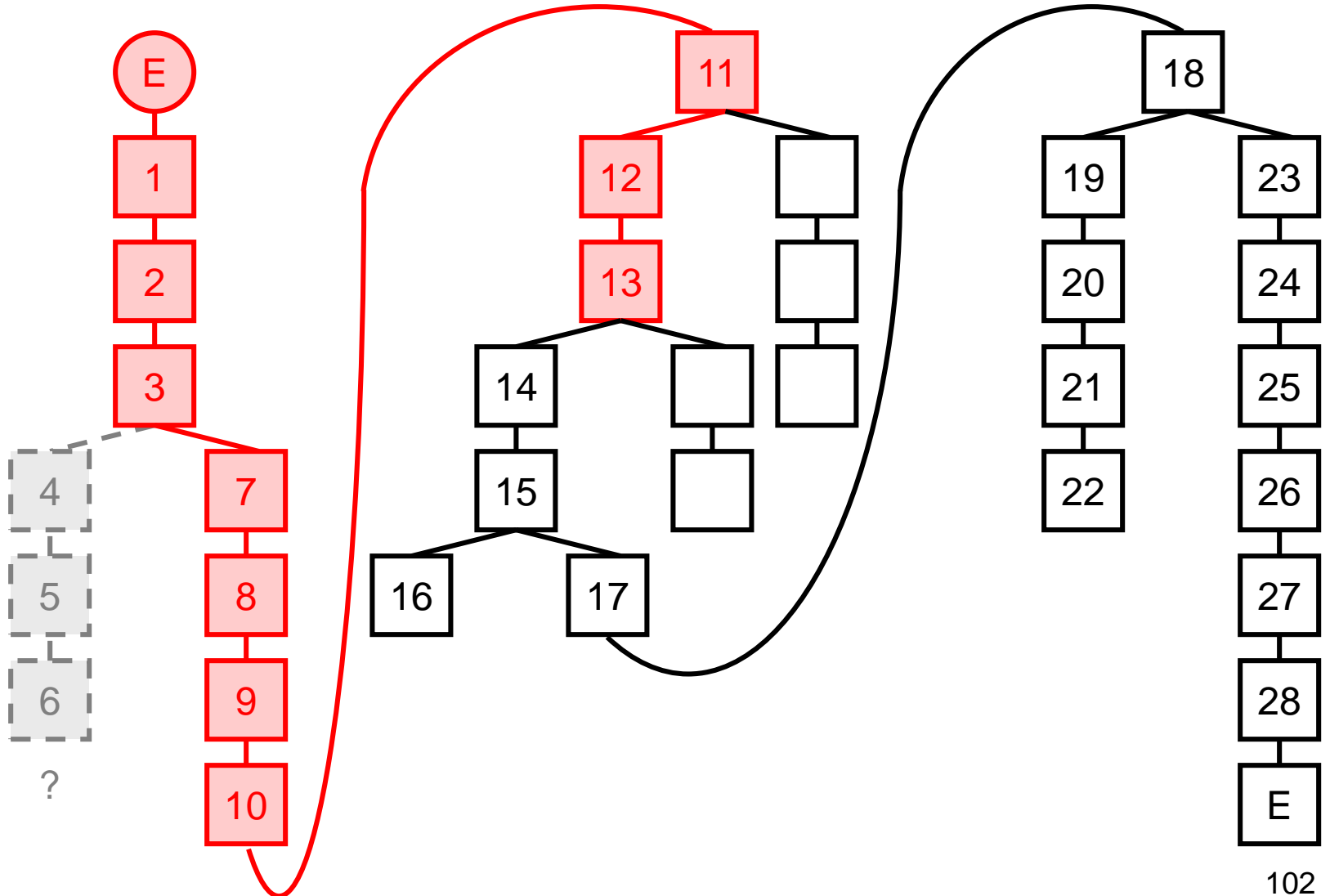
How Backtracking Works



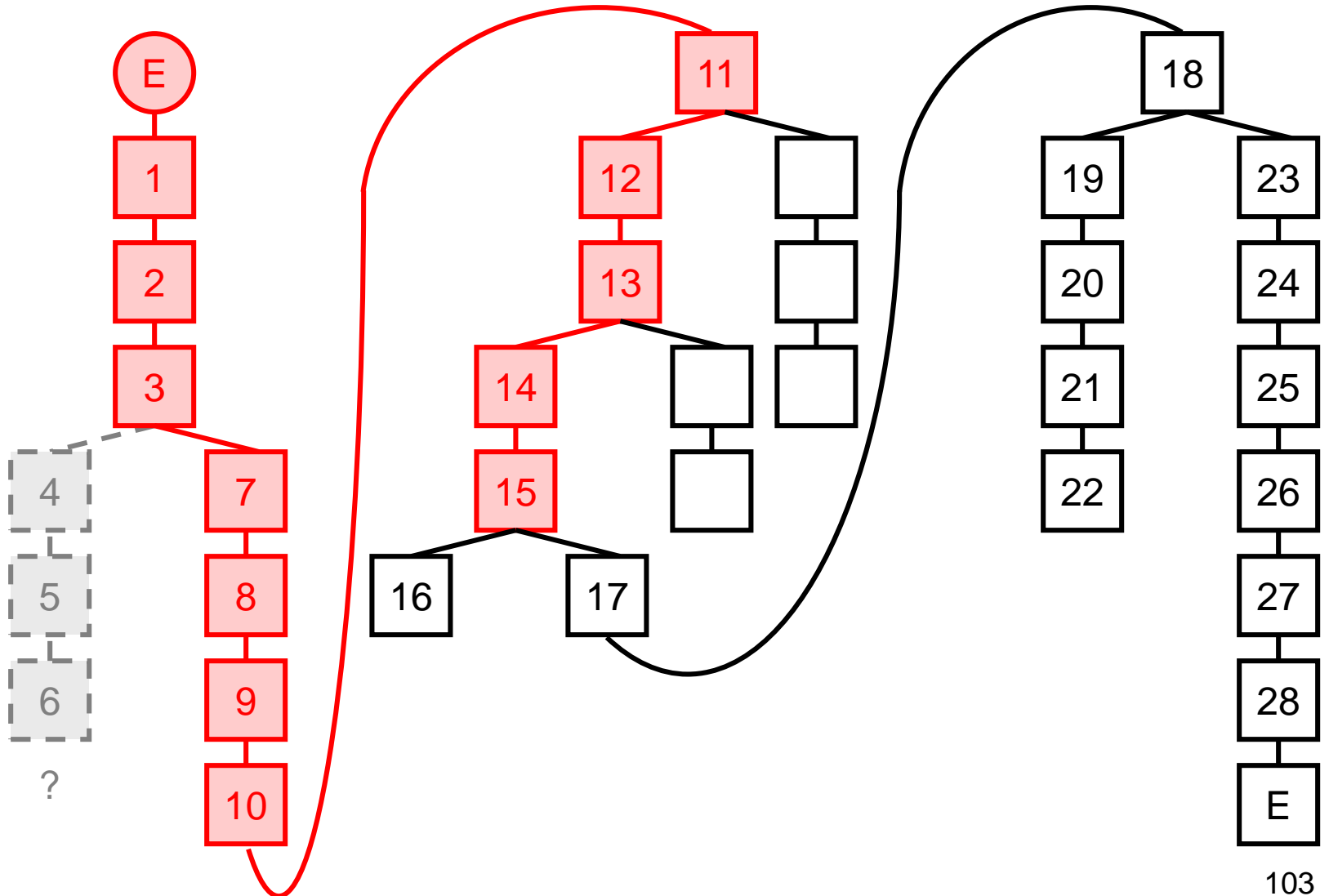
How Backtracking Works



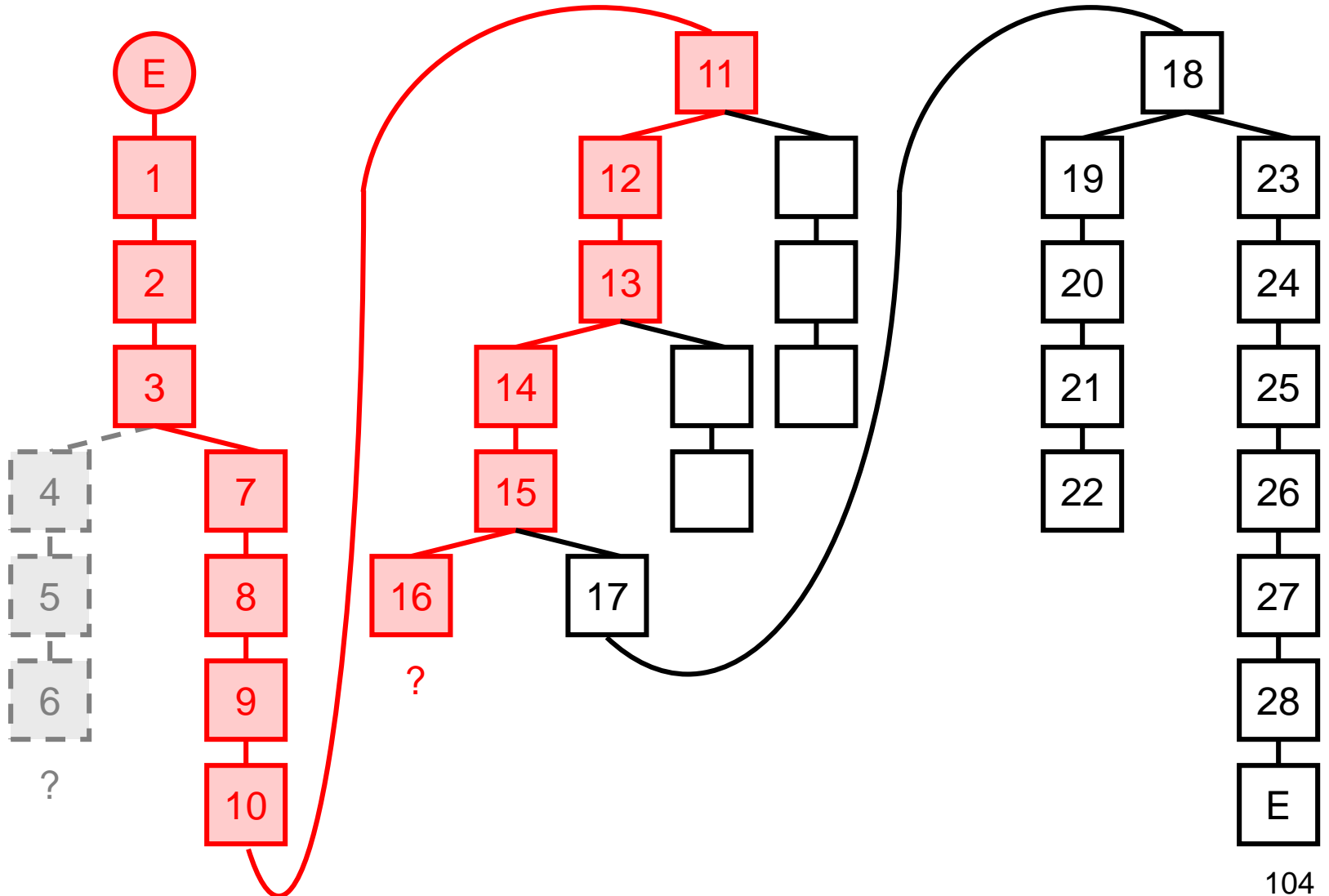
How Backtracking Works



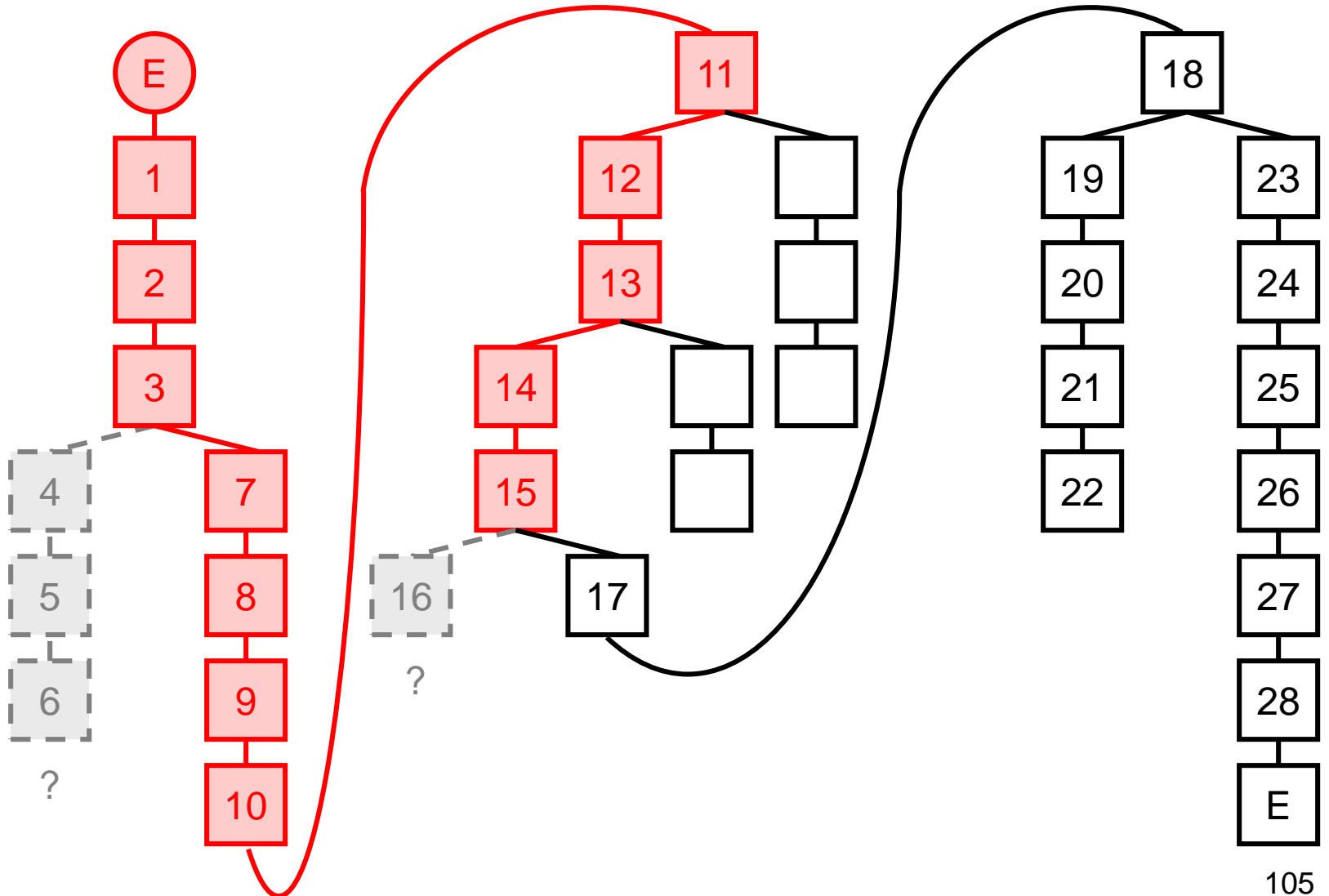
How Backtracking Works



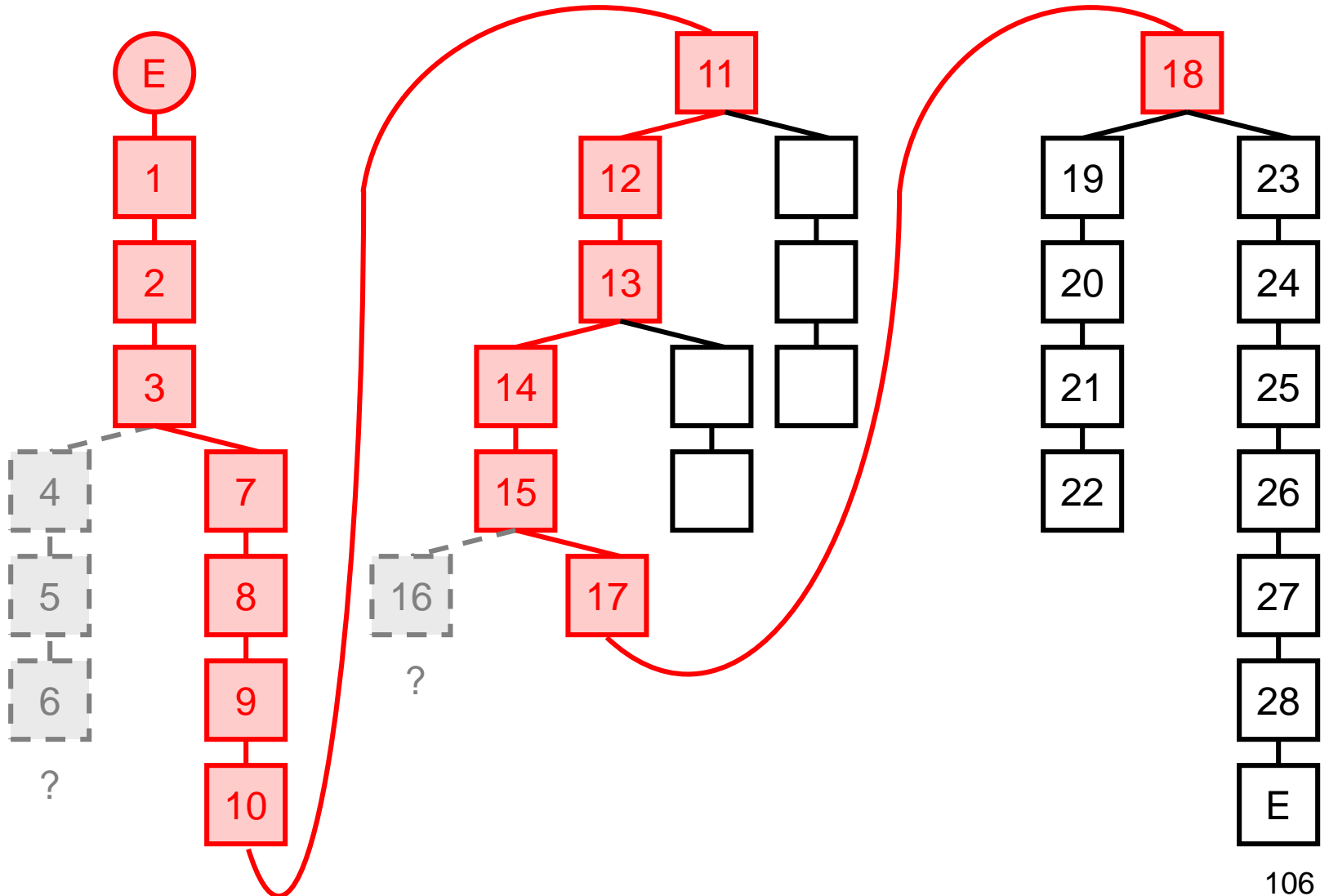
How Backtracking Works



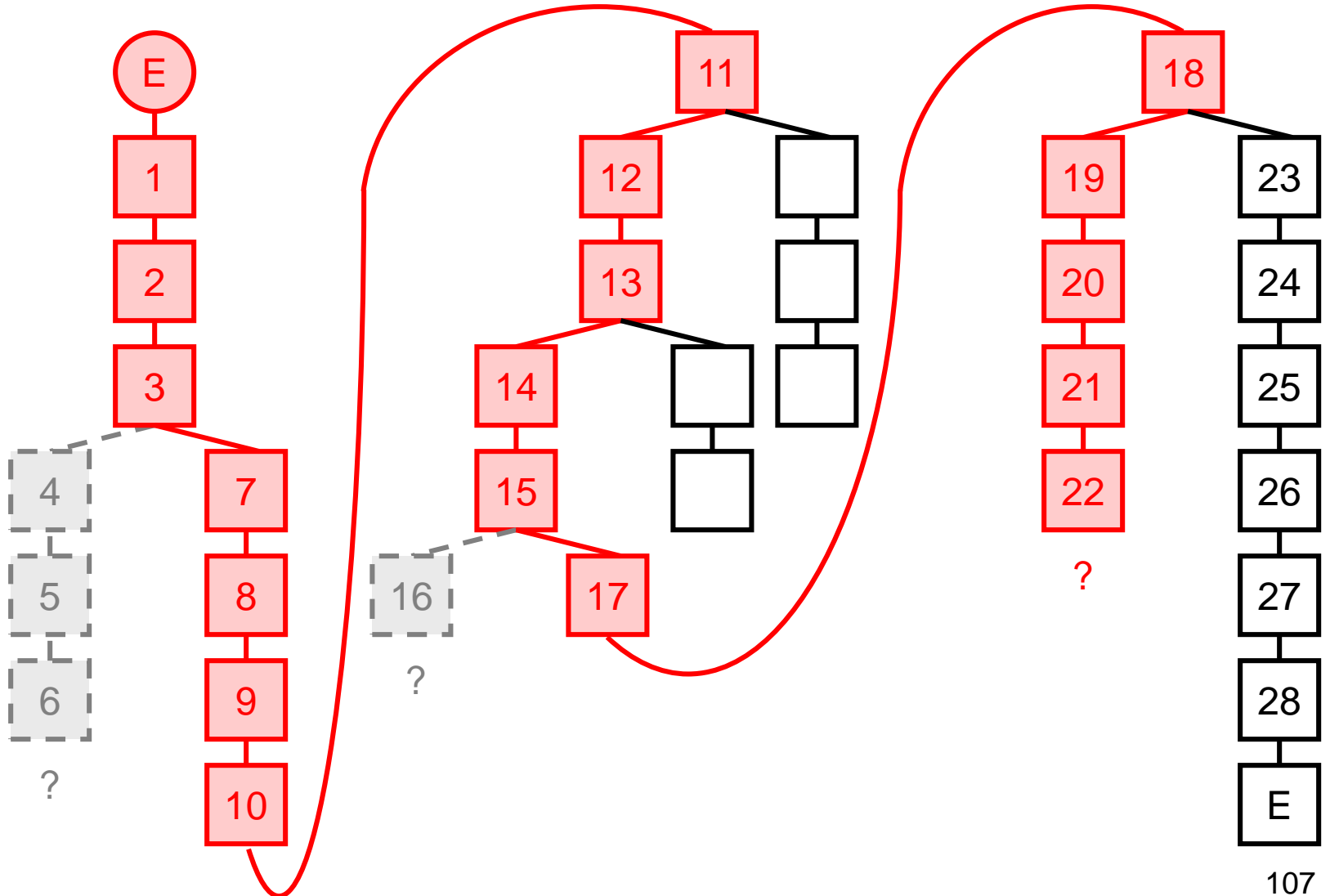
How Backtracking Works



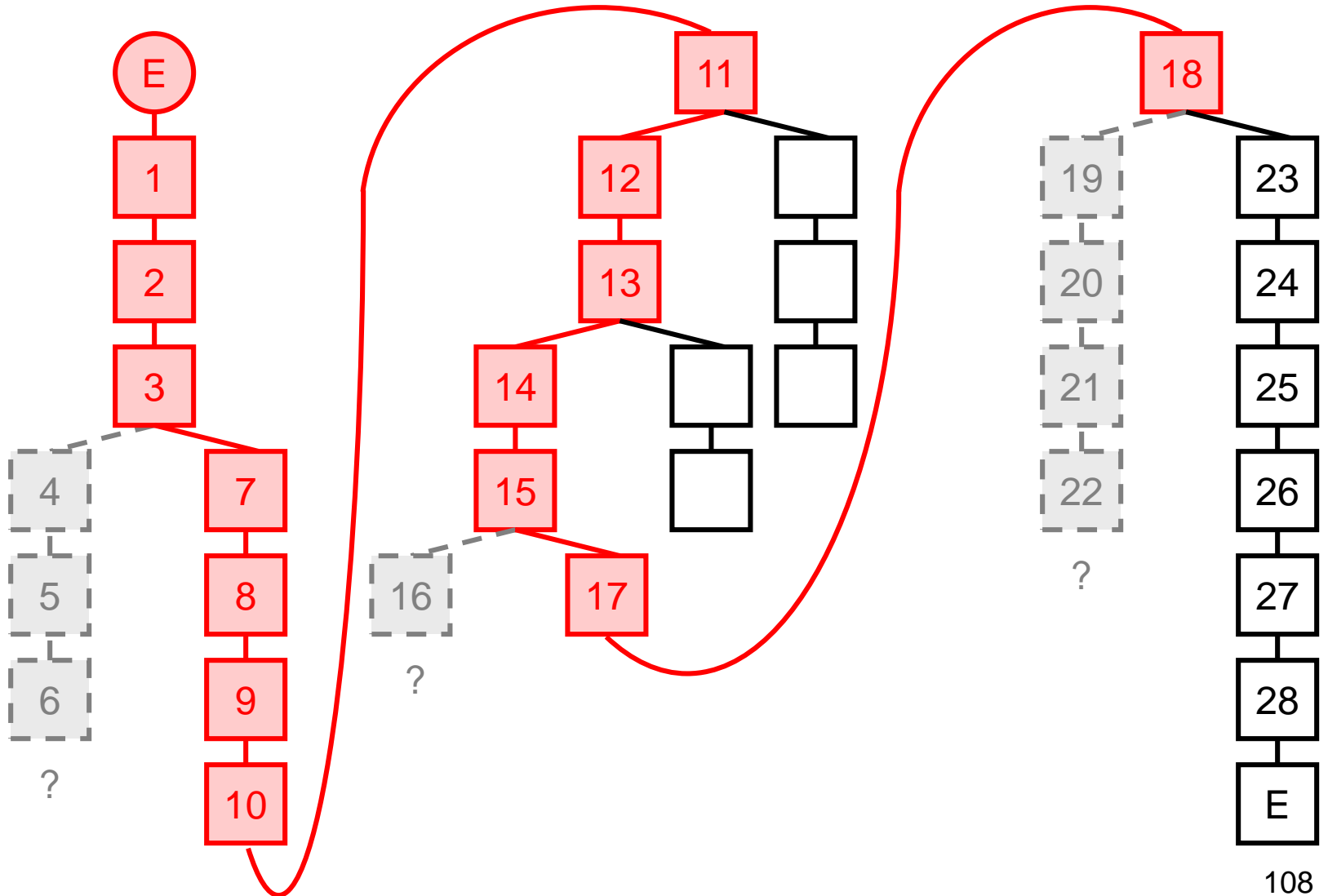
How Backtracking Works



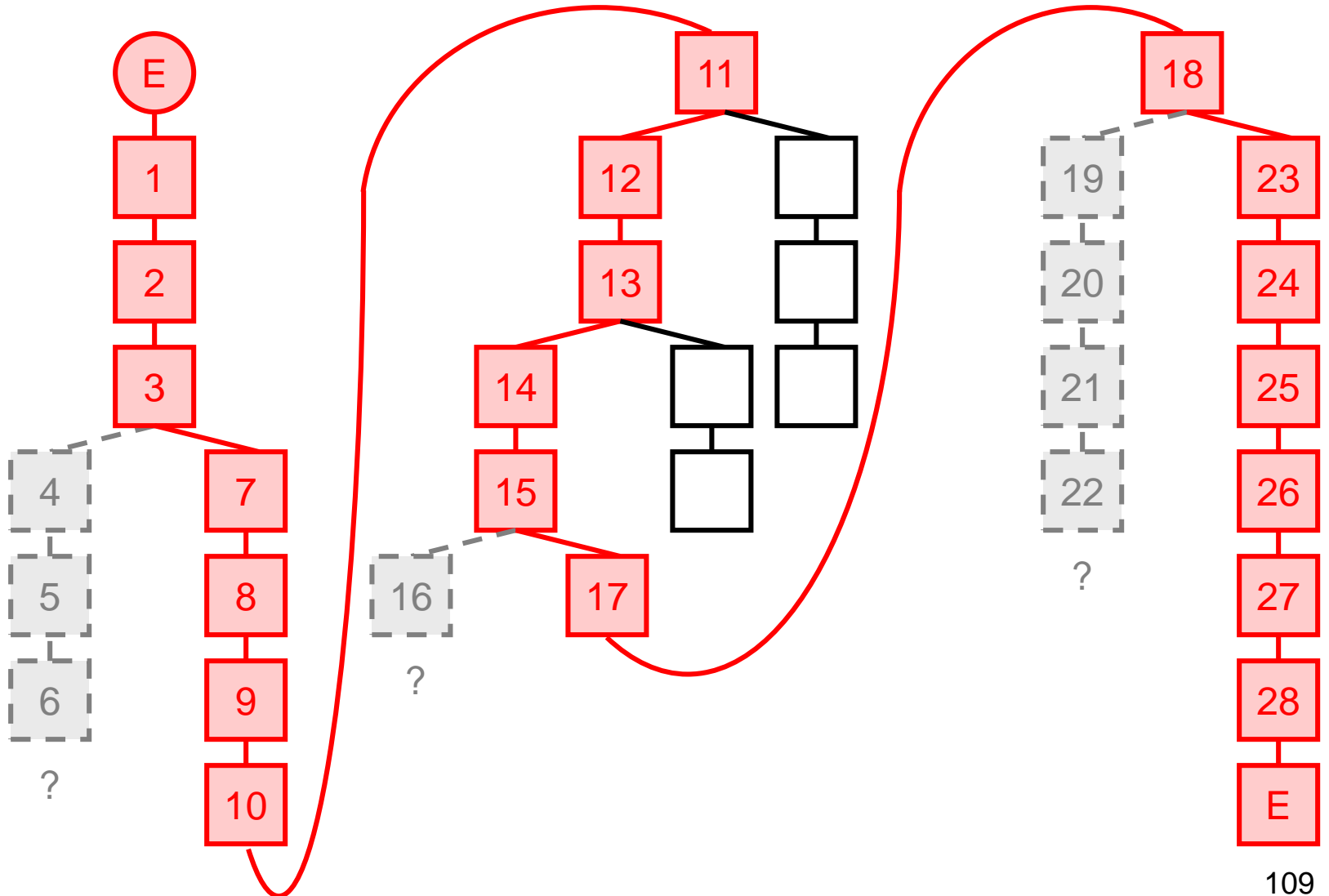
How Backtracking Works



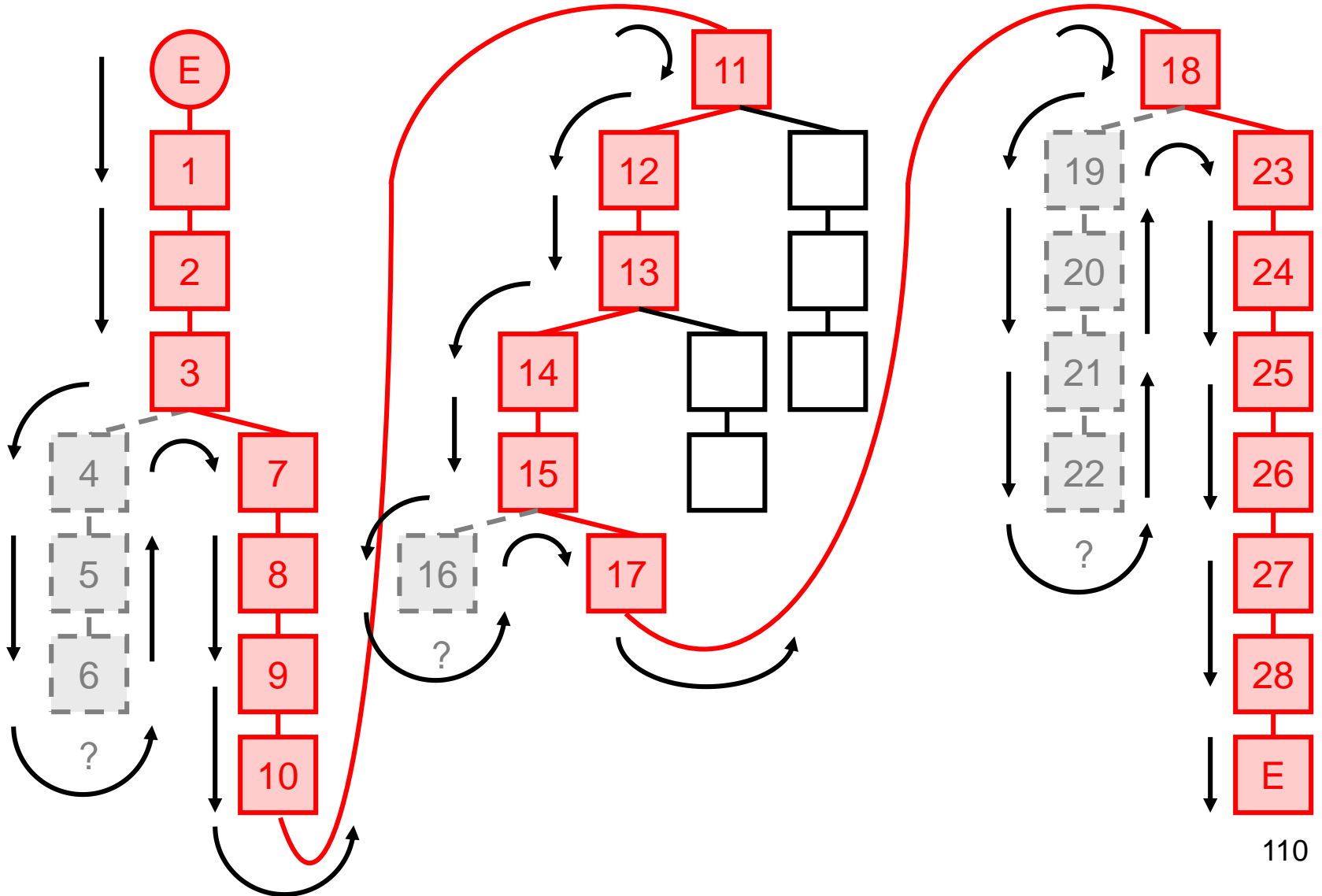
How Backtracking Works



How Backtracking Works



The Traverse Sequence



Solve Problem by Backtracking

- Trial-and-error
- Transform the search space into a tree diagram
- Try the next moves using recursion
- Whenever there is **error** (dead end) or solution, **backtrack and return the result to previous point**
- A **depth-first** recursive search (go down to the bottom of the tree first)

The Third Example

N Queens Problem

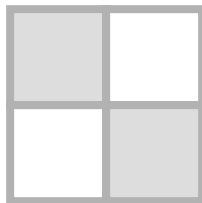
N Queens Problem

- A queen can capture a chess that is in the **same row, column or diagonal**
- To place N queens in a $N \times N$ chess board in the way such that the queens will not be captured by each other

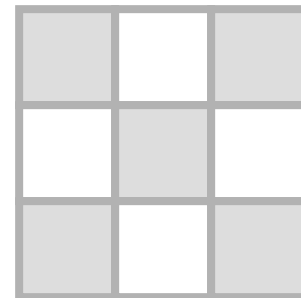
$N = 1$



$N = 2$



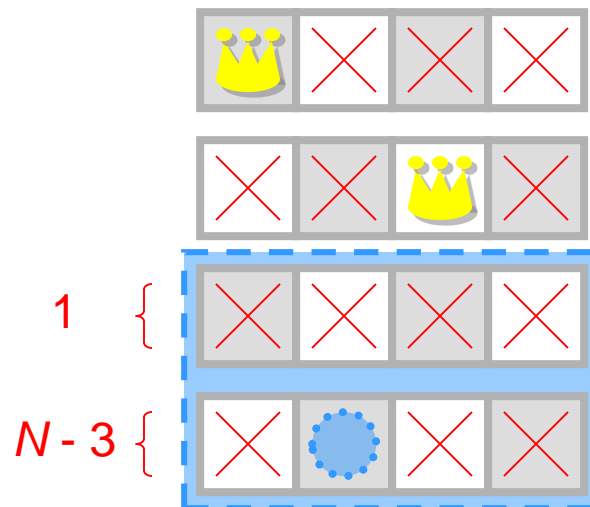
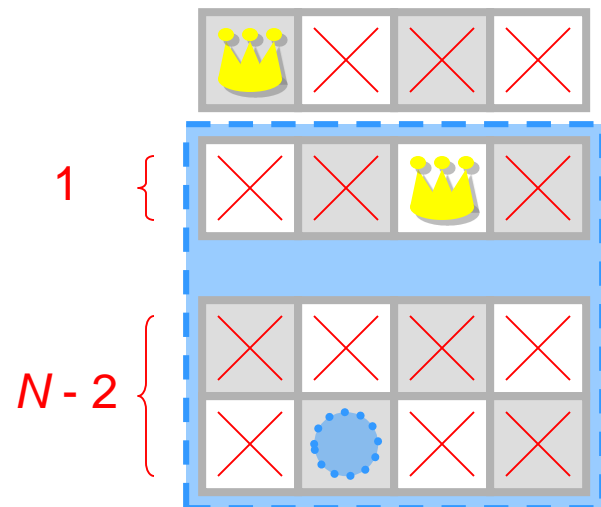
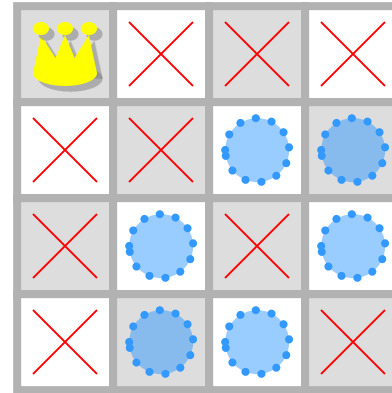
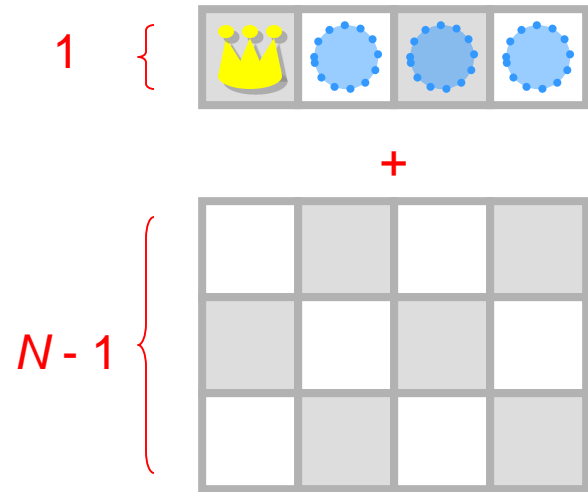
$N = 3$



Outline of Solution

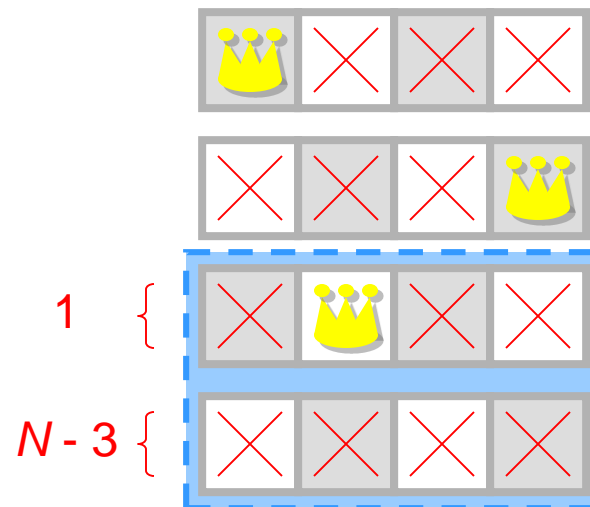
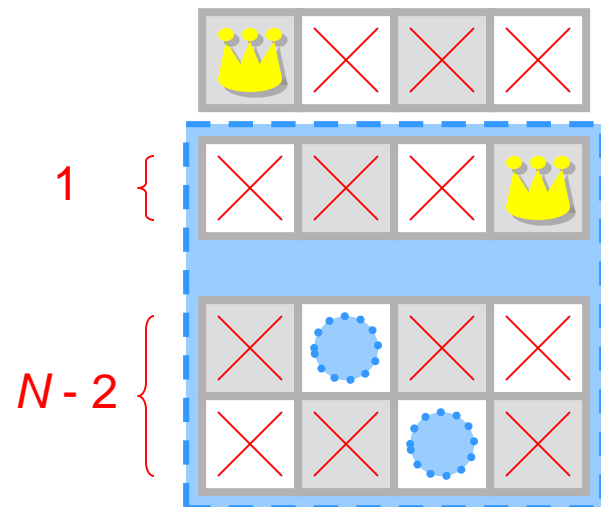
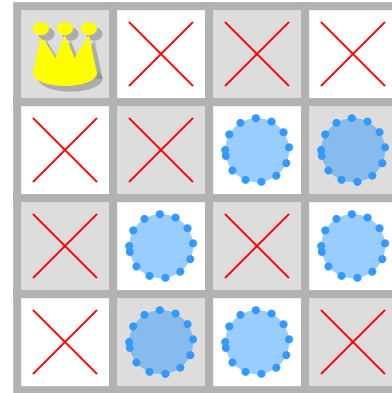
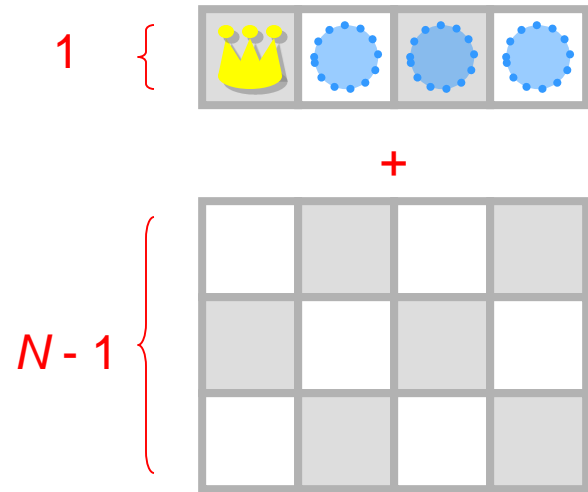
- Rather than viewing the chessboard as consisting of $N \times N$ squares, it can be seen as being comprised of N rows, each with N columns
- Each row/column/diagonal must have one Queen only
- Starting from the first row and first column, place a Queen and then take a step forward by making a recursive call
- This call will return having either **succeeded** in finding a solution, or having **failed**, meaning that there is no solution given the current placement of Queens.
- If the recursive call fails, we move the Queen to next column and try again.

Trial-and-Error



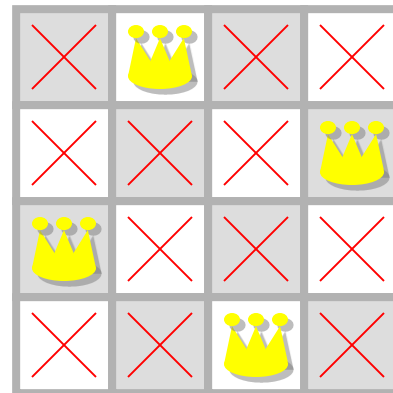
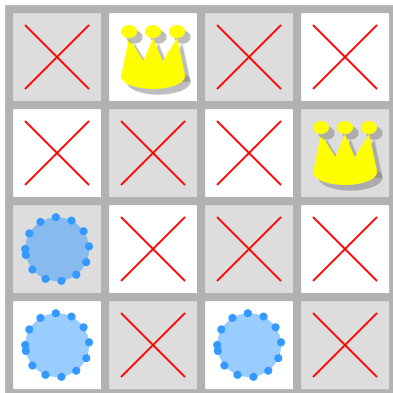
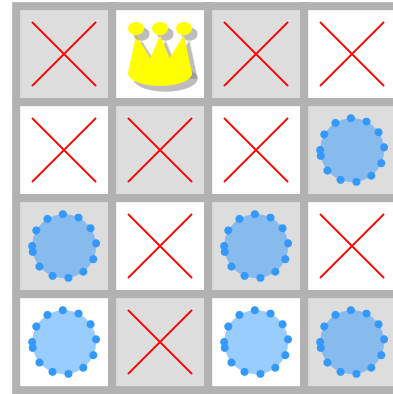
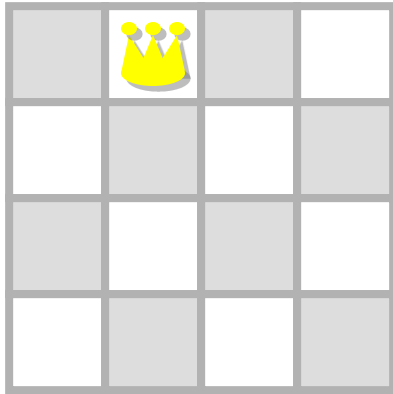
No solution!

Trial-and-Error



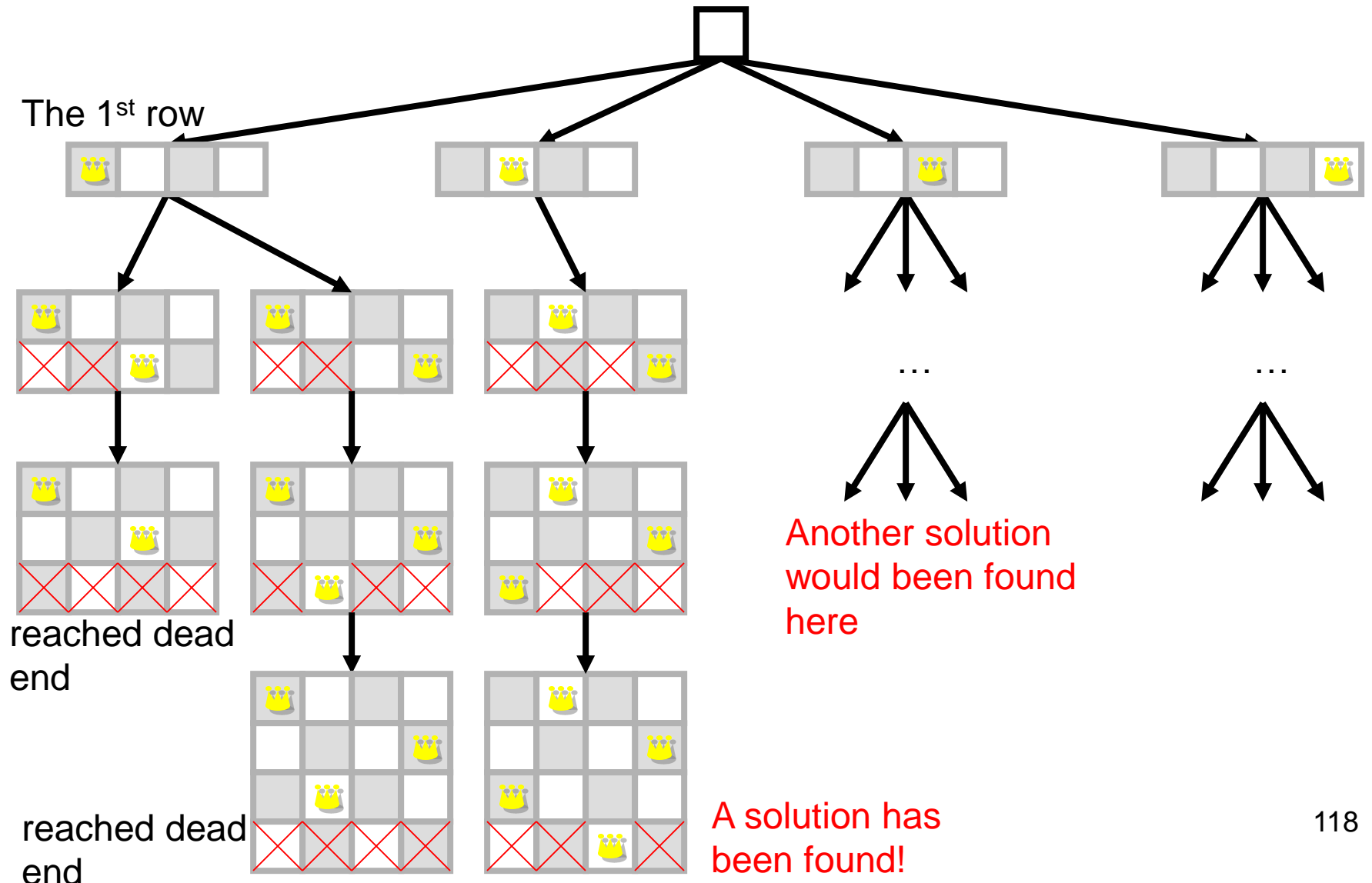
No solution!

Trial-and-Error



How to
translate into
tree diagram?

Transform into Tree Diagram



N Queens's Pseudocode

function try (Row r)

if r is **beyond the last row**, a solution has been found!
 return (*success*)

Base
case

for each coordinate (r, col_i) in row r {

if coordinate (r, col_i) is safe {

record the coordinate (r, col_i)

result = try($r + 1$)

if *result* is *fail*, erase previous (r, col_i) record

if *result* is *success*, return (*success*)

}

}

return (*fail*)

// all positions not safe

Recursive
case

end function