Unit III- Backtracking, Branch & Bound

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BackTracking

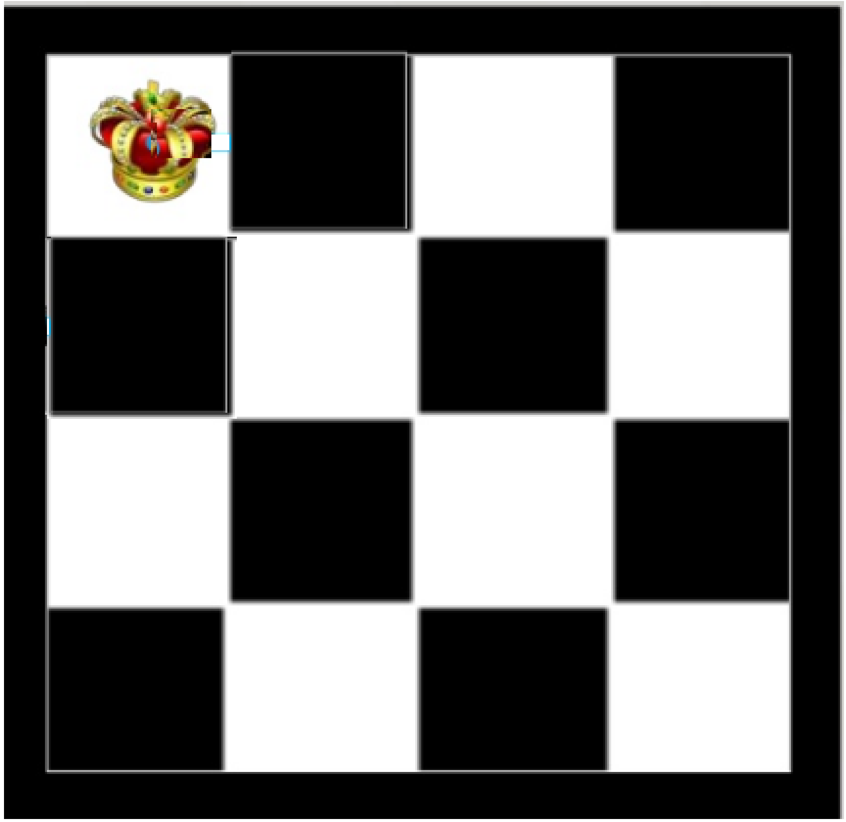
- Backtracking Algo has to satisfy the following set of rules:
- 1.Explicit constraint: Restrict elements to have values from a given set.
- 2.Implicit constraint: Rules specific to problem.

Algorithm

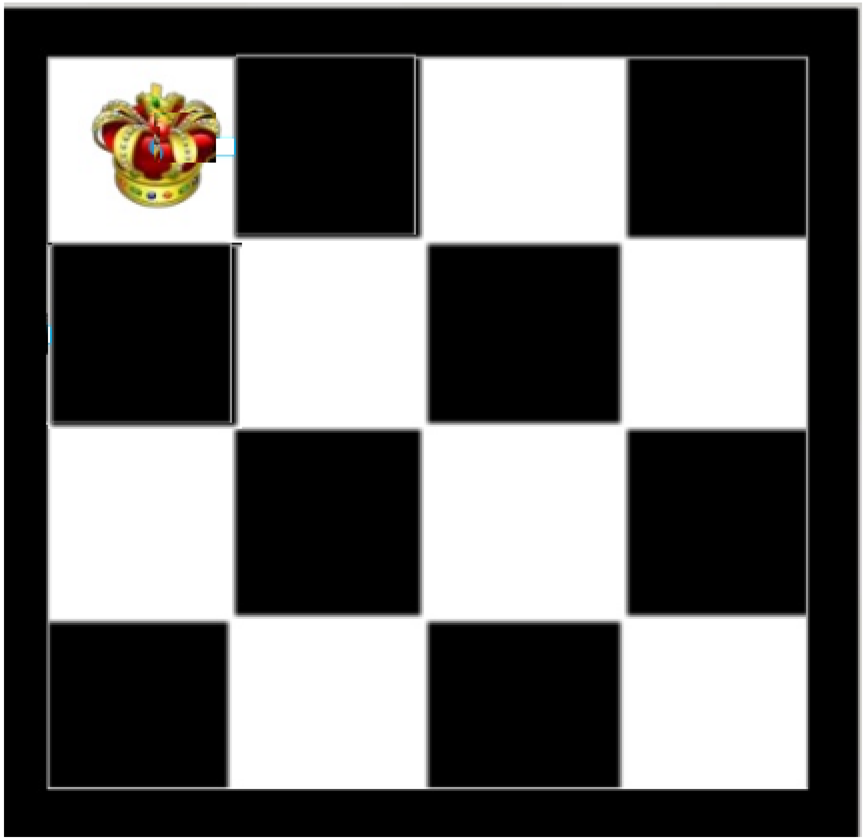
```
Algorithm Backtrack(k)
// This schema describes the backtracking process using
// recursion. On entering, the first k − 1 values
// x[1], x[2], . . . , x[k − 1] of the solution vector
// x[1 : n] have been assigned. x[ ] and n are global.
{
    for (each x[k] ∈ T(x[1], . . . , x[k − 1]) do
    {
        if (B_k(x[1], x[2], . . . , x[k]) ≠ 0) then
        {
            if (x[1], x[2], . . . , x[k] is a path to an answer node)
                then write (x[1 : k]);
            if (k < n) then Backtrack(k + 1);
        }
    }
}
```

N-Queens Problem

- The N Queen is the problem of placing N chess queens on an N×N chessboard so that no two queens attack each other.

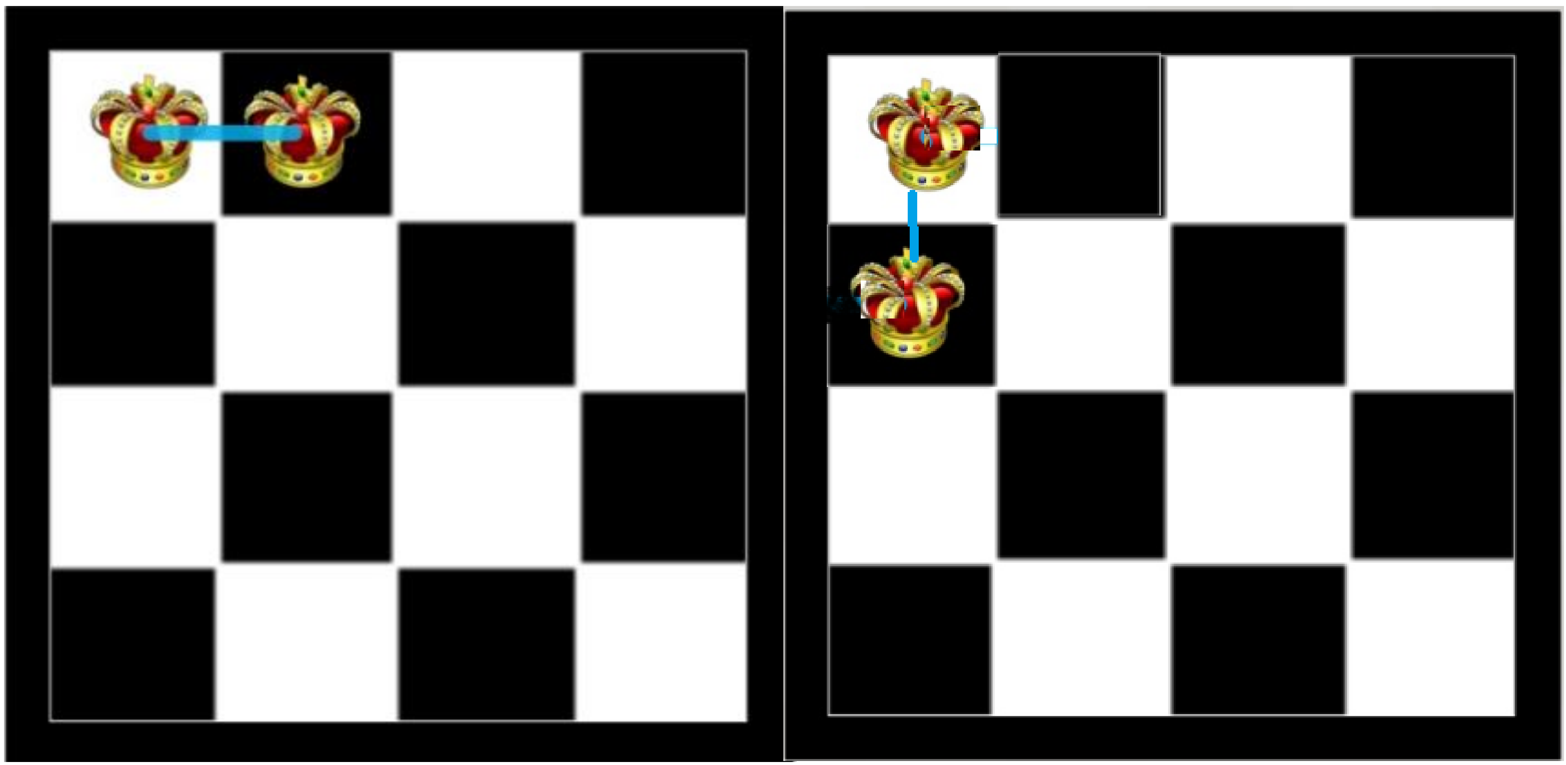


Explicit Constraint

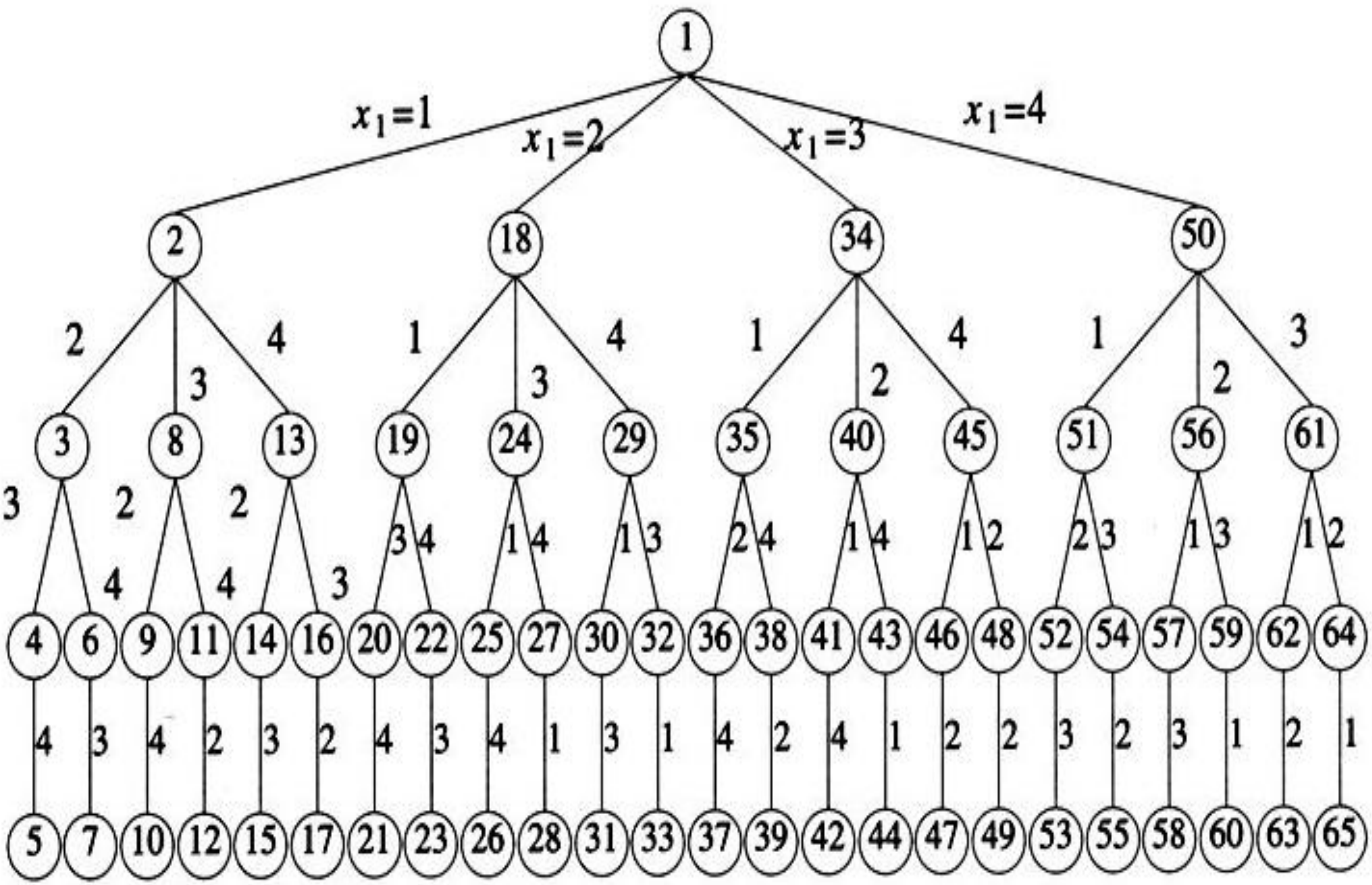


Xi can have values {1 2 3 4}

Implicit Constraint

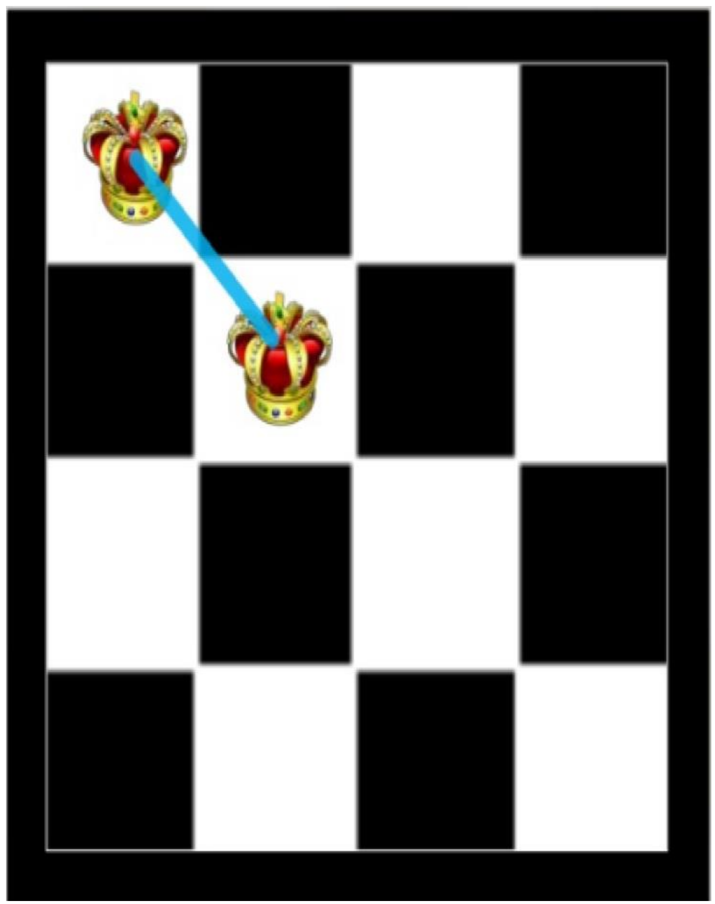


State Space Tree

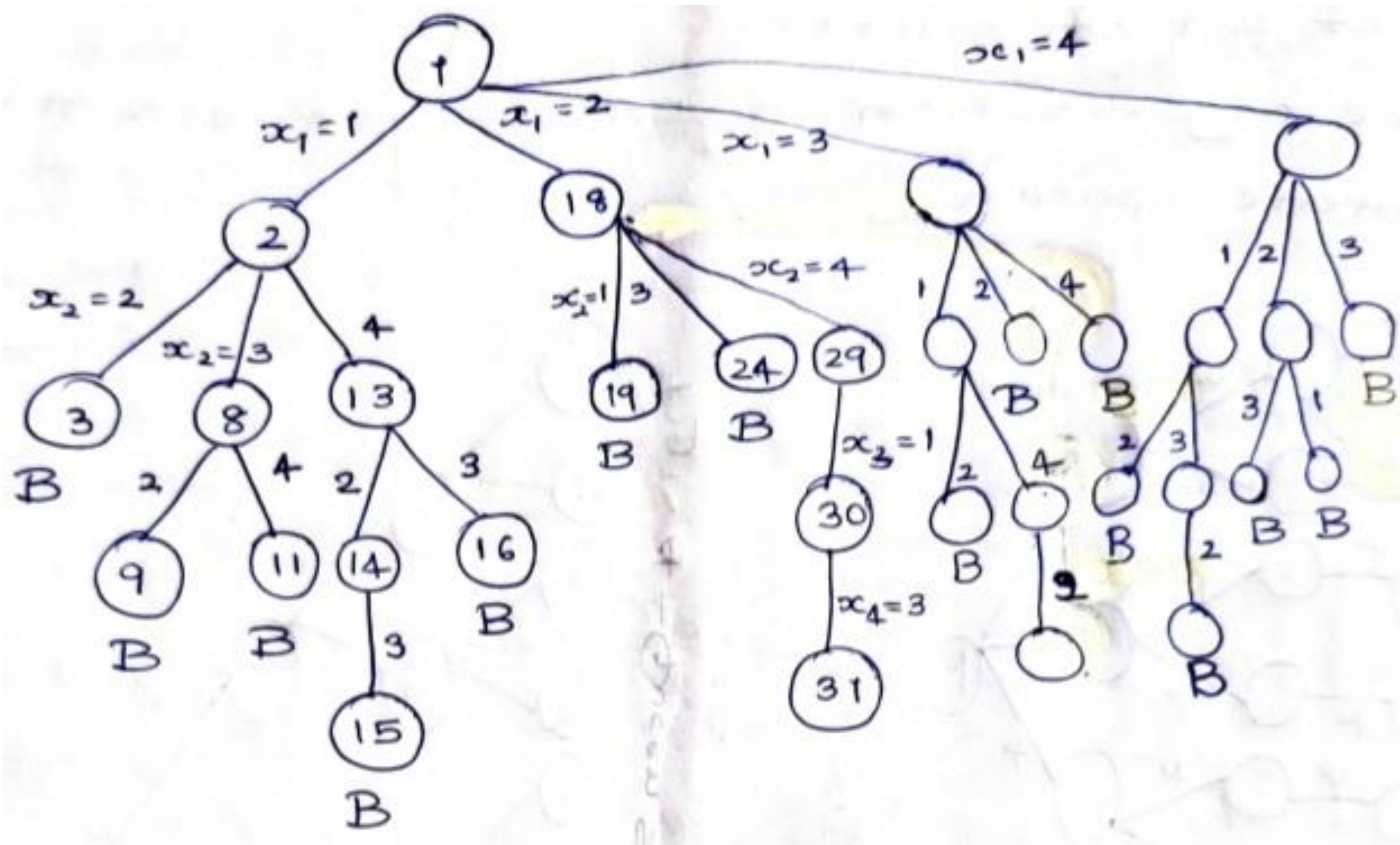


Bounding Function

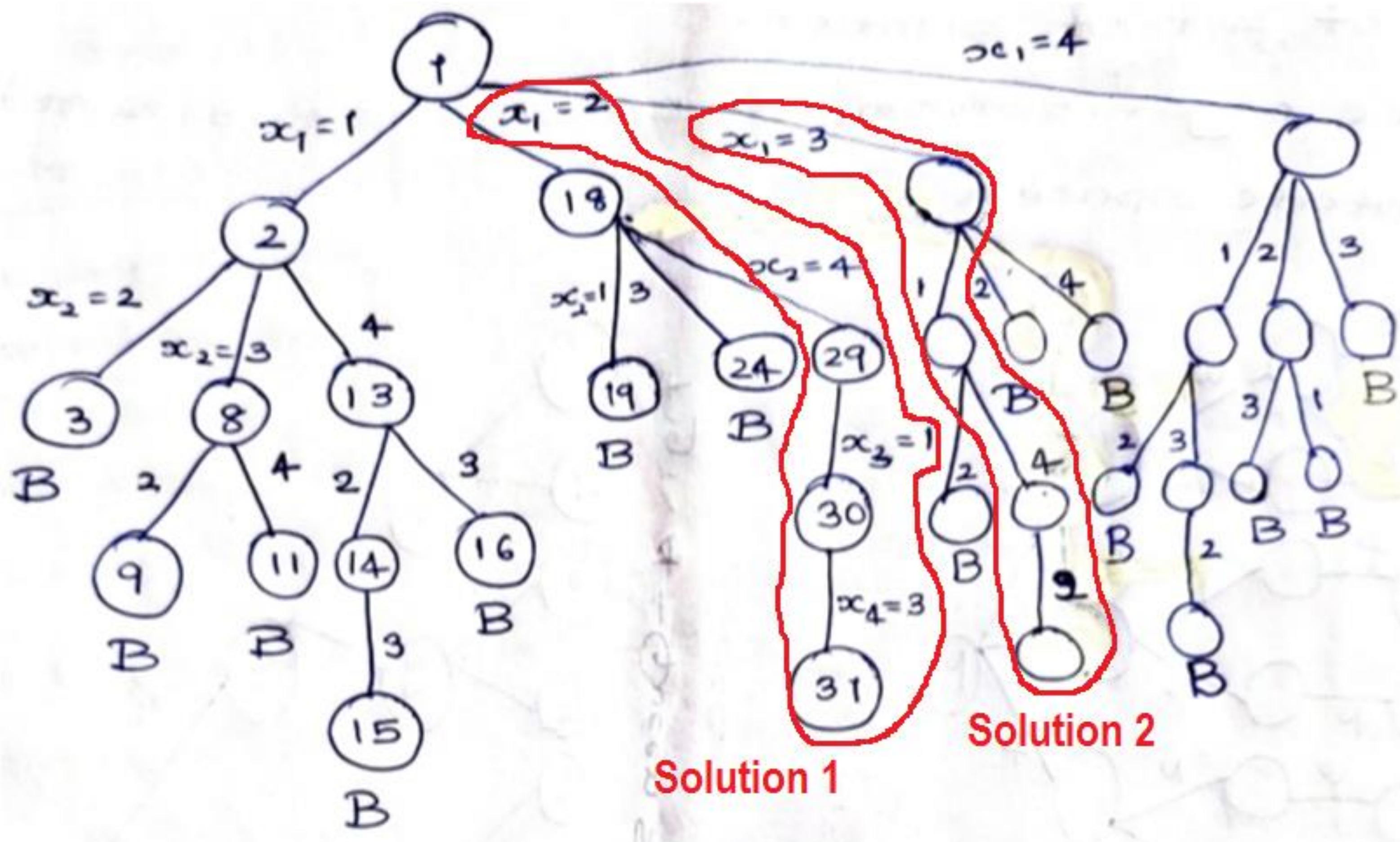
- Queen should not be diagonally opposite to each other.



4-Queen Solution



2 Solution to 4-Queens Problem



N-Queens Algorithm

```
Algorithm NQueens(k, n)
// Using backtracking, this procedure prints all
// possible placements of n queens on an n × n
// chessboard so that they are nonattacking.
{
    for i := 1 to n do
    {
        if Place(k, i) then
        {
            x[k] := i;
            if (k = n) then write (x[1 : n]);
            else NQueens(k + 1, n);
        }
    }
}
```

Algorithm is invoked by Nqueens(1,N)

N-Queens Algorithm

```
Algorithm Place(k, i)
// Returns true if a queen can be placed in kth row and
// ith column. Otherwise it returns false. x[ ] is a
// global array whose first (k − 1) values have been set.
// Abs(r) returns the absolute value of r.
{
    for j := 1 to k − 1 do
        if ((x[j] = i) // Two in the same column
            or (Abs(x[j] − i) = Abs(j − k)))
                // or in the same diagonal
            then return false;
    return true;
}
```

Time Complexity of N-Queens

- Time Complexity=$T(n)=n*T(n-1)+n^2$
- $=O(n!)=O(n^n)$
- Brute force approach=$O({}^{t}C_{n})$
- Where n- is no of rows and cols
- t-no of cells on the board

Sum of Subset Problem

- X={11,13,24,7}   ,M=31

- Solution:
- (11,13,7)
- (24,7)

Sum of Subset Problem

1. For $n=6$, $m=30$, $w[1:6]=\{5,10,12,13,15,18\}$. Find all possible subsets of w that sum to m.

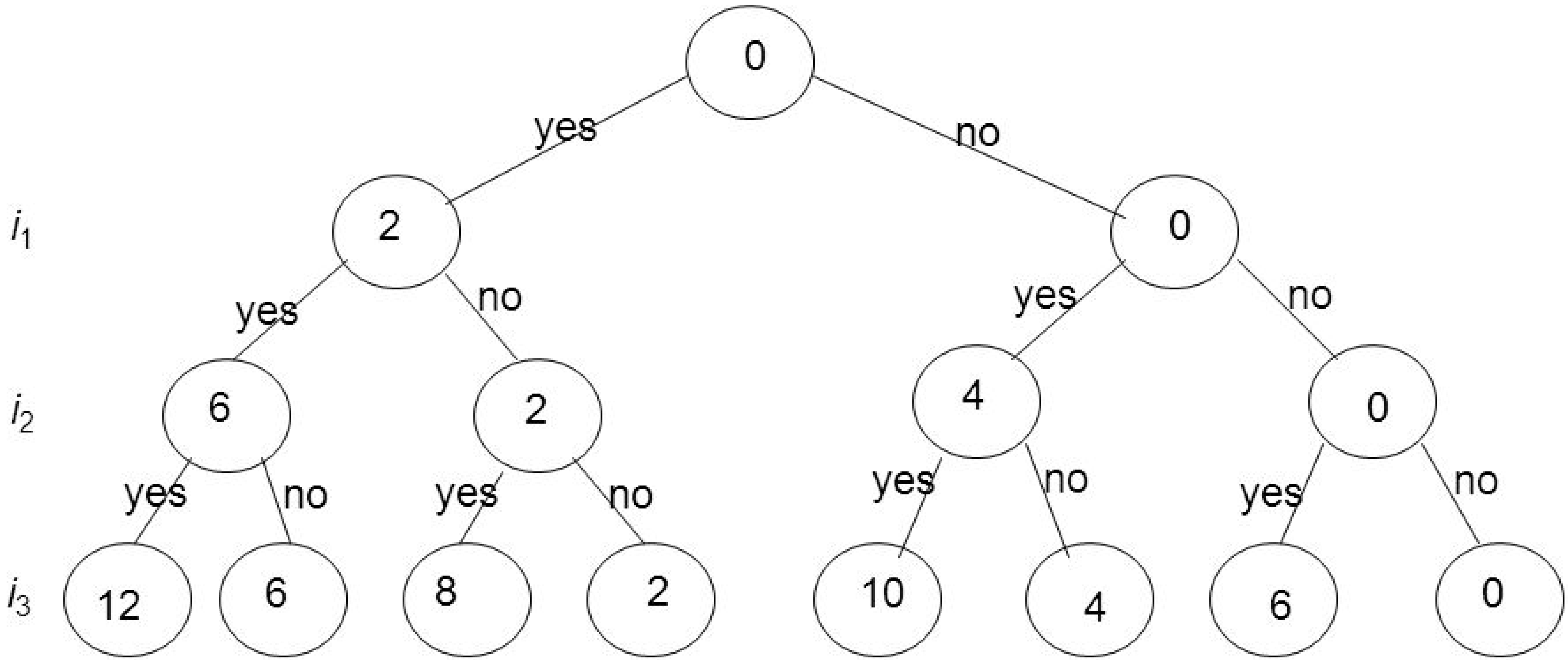
Sum Of Subset Problem

- **Explicit constraint** : If the set contains ‘n’ elements then Xi should be an integer and have values {from 1>=i<=n}
- **Implicit Constraint** :The sum of value[xi] should be equal to ‘m’

X={2,4,6}

Sum of subset Problem:
State SpaceTree for 3 items

$w_1 = 2$, $w_2 = 4$, $w_3 = 6$ and m $= 6$



The sum of the included integers is stored at the node.

Bounding Function

Function Sumofsubset(s,k,r)

- 1.If (s+w[k])=m print all xi values in set
- 2.If (s+w[k]+w[k+1]<=m) ->Navigate to the Left ,

call sumofsubset(s+w[k],k+1,r-w[k])

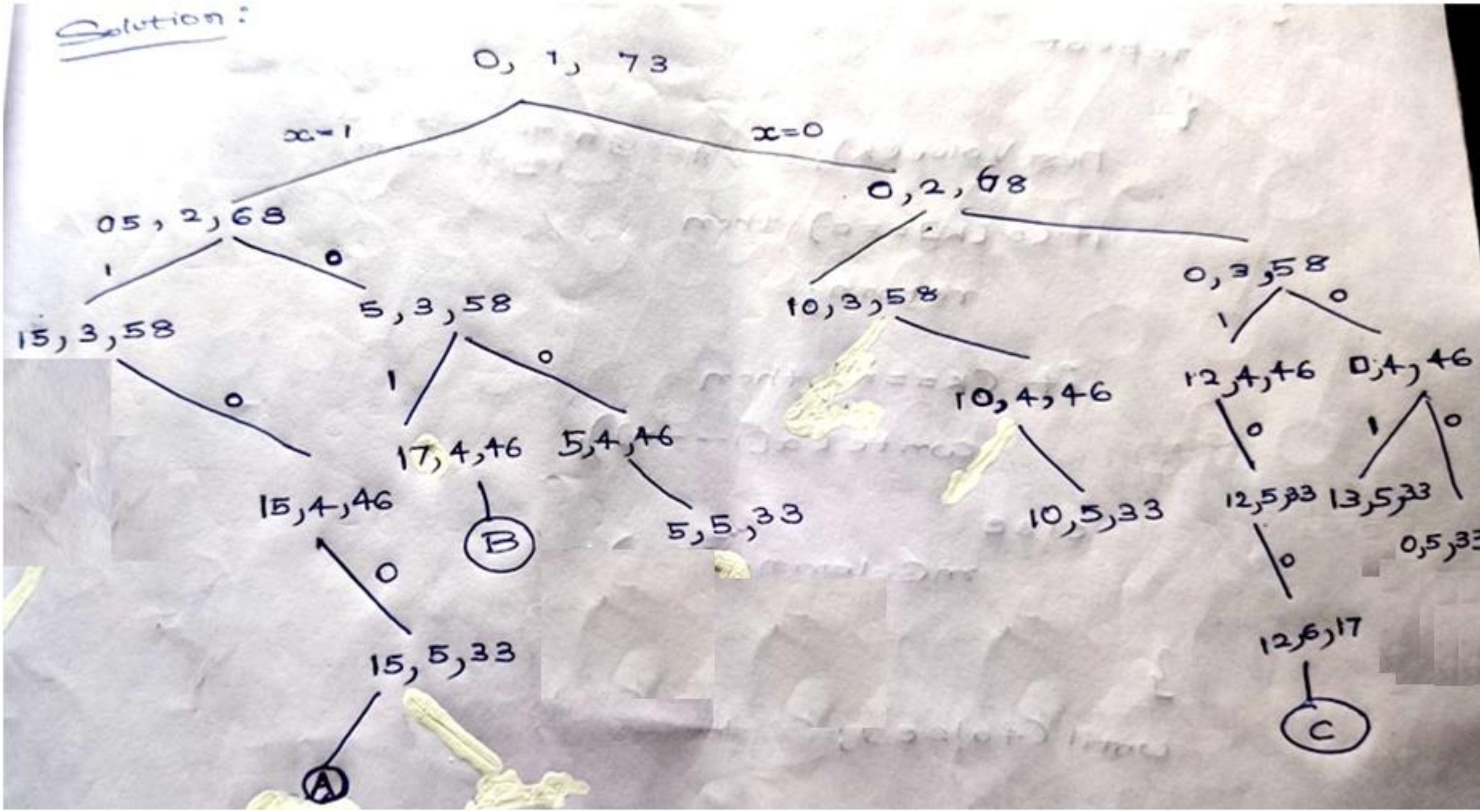
- 3.If (s+r-w[k]>=m) and (s+w[k+1]<=m)-> Navigate to the Right,

call sumofsubset(s,k+1,r-w[k])

W[1]	W[2]	W[3]	W[4]	W[5]	W[6]
5	10	12	13	15	18

m=30

(s,k,r) where
s=sum of values in subset
K-no of levels
r-capacity of set



SumofSubset Algorithm

```
Algorithm SumOfSub(s, k, r)
// Find all subsets of w[1 : n] that sum to m. The values of x[j],
// 1 ≤ j < k, have already been determined. s = Σ_{j=1}^{k-1} w[j] * x[j]
// and r = Σ_{j=k}^{n} w[j]. The w[j]'s are in nondecreasing order.
// It is assumed that w[1] ≤ m and Σ_{i=1}^{n} w[i] ≥ m.
{
    // Generate left child. Note: s + w[k] ≤ m since B_{k-1} is true.
    x[k] := 1;
    if (s + w[k] = m) then write (x[1 : k]); // Subset found
        // There is no recursive call here as w[j] > 0, 1 ≤ j ≤ n.
    else if (s + w[k] + w[k + 1] ≤ m)
         then SumOfSub(s + w[k], k + 1, r - w[k]);
    // Generate right child and evaluate B_k.
    if ((s + r - w[k] ≥ m) and (s + w[k + 1] ≤ m)) then
    {
        x[k] := 0;
        SumOfSub(s, k + 1, r - w[k]);
    }
}
```

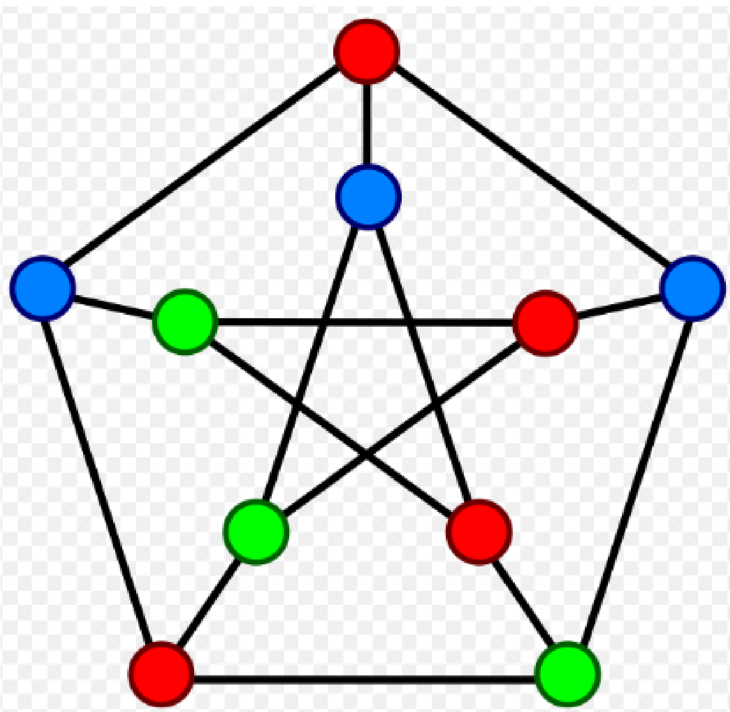
Algorithm starts with SumOfSub(0,1,r)

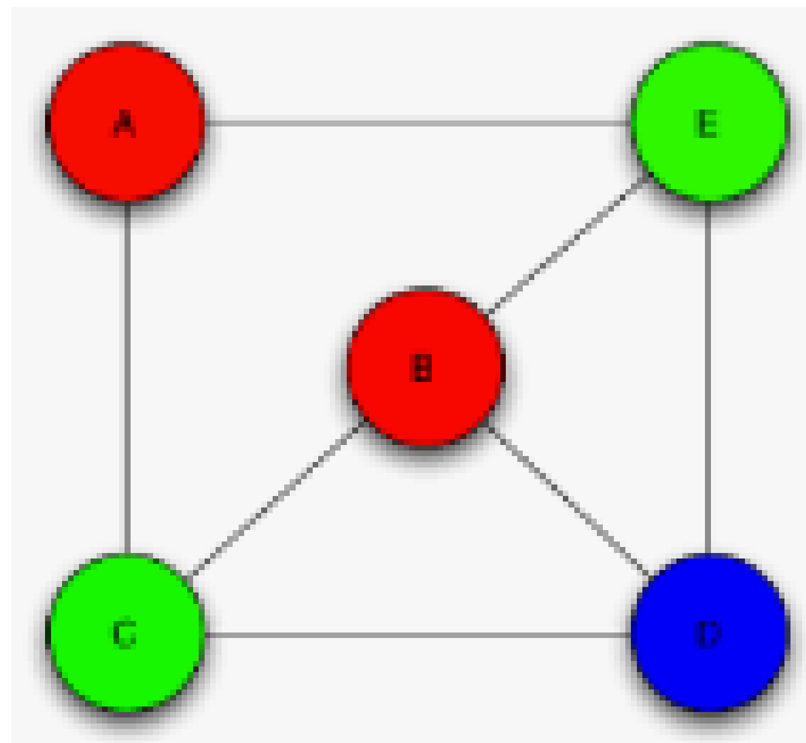
Time complexity of Sum of Subset

- $T(n)=O(2^{n})$

Graph Coloring Problem

Assignment of colors to the vertices or edges such that no two adjacent vertices are to be similarly colored.





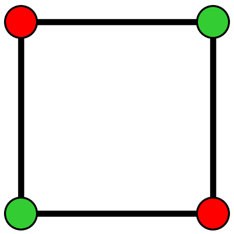
Graph Coloring Problem

- We want to minimize the number of colors used.
- Let G be undirected graph and let c be an integer that represent minimum number of colors used to color the vertices.
- The smallest c such that a c-coloring exists is called the graph's chromatic number and any such c-coloring is an optimal coloring.

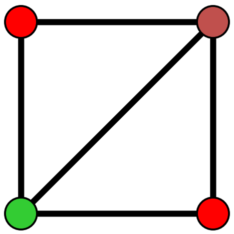
Coloring of Graph

1. The graph coloring optimization problem: find the minimum number of colors needed to color the vertices of a graph.

2. The graph coloring decision problem: determine if there exists a coloring for a given graph which uses at most m colors.

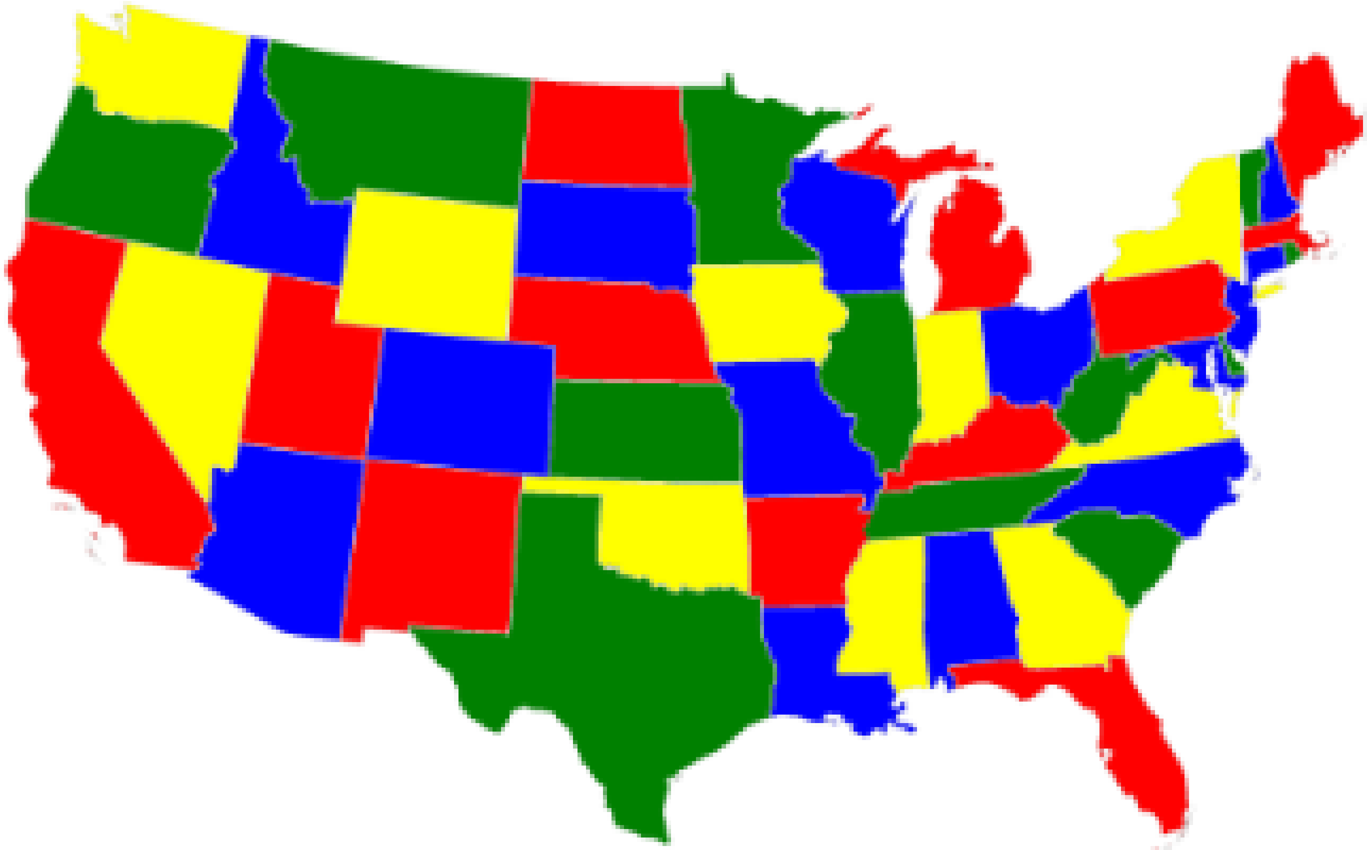


Two colors



No solution with two colors

An Application-Map Coloring

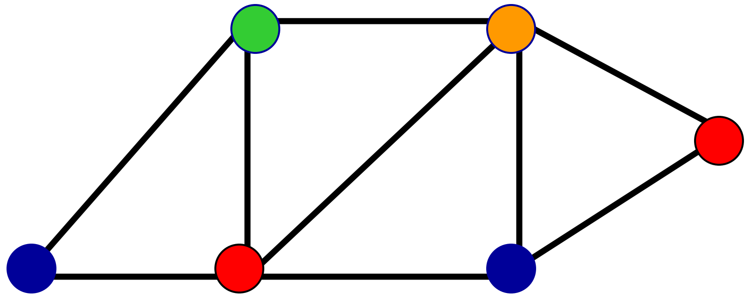


Coloring of Graphs

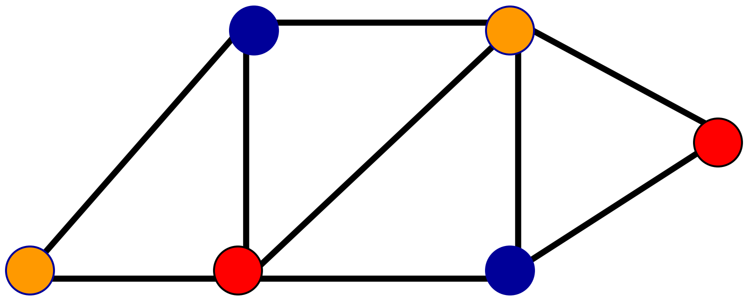
Practical applications: scheduling, time-tabling, register allocation for compilers, coloring of maps.

<u>A simple graph coloring algorithm</u> - choose a color and an arbitrary starting vertex and color all the vertices that can be colored with that color.

Choose next starting vertex and next color and repeat the coloring until all the vertices are colored.

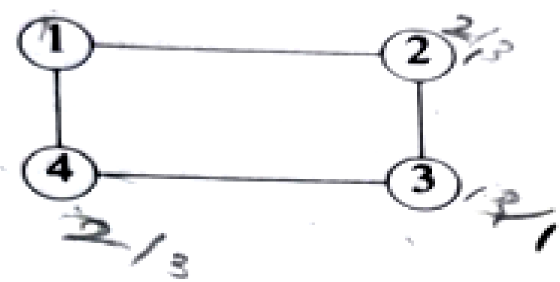


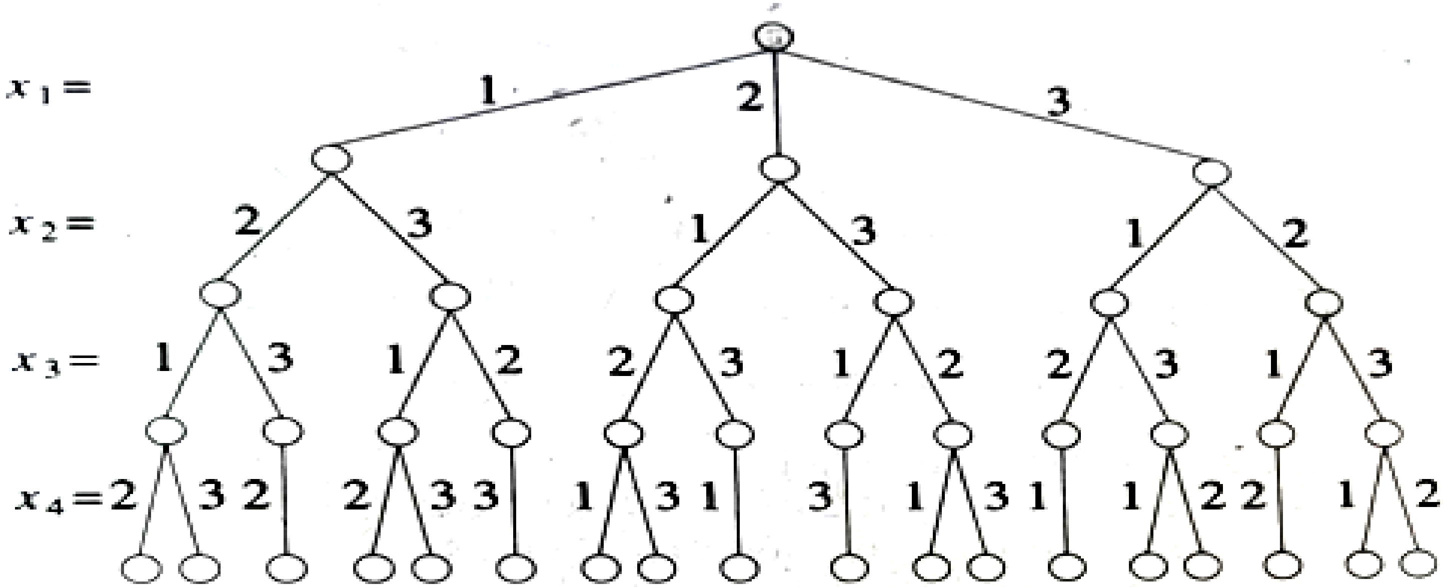
Four colors



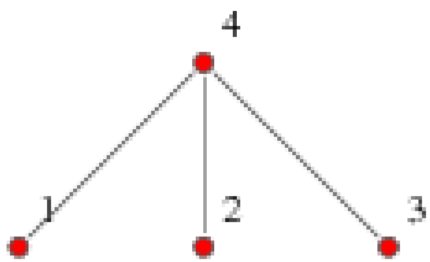
Three colors are enough

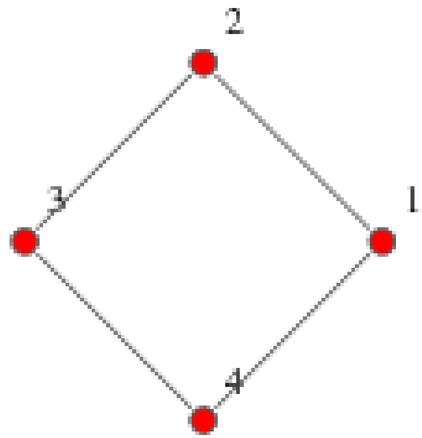
4 Node 3 coloring

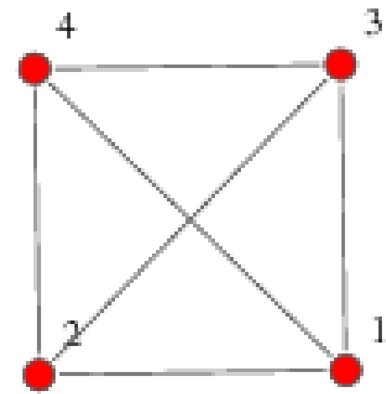




Adjacency Matrix







$$\begin{pmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 1 & 1 & 1 & 0 \end{pmatrix} \qquad \begin{pmatrix} 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 0 \end{pmatrix} \qquad \begin{pmatrix} 0 & 1 & 1 & 1 \\ 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 1 \\ 1 & 1 & 1 & 0 \end{pmatrix}$$

Backtracking Algorithm

```
Algorithm mColoring(k)
// This algorithm was formed using the recursive backtracking
// schema. The graph is represented by its boolean adjacency
// matrix G[1 : n, 1 : n]. All assignments of 1, 2, ..., m to the
// vertices of the graph such that adjacent vertices are
// assigned distinct integers are printed. k is the index
// of the next vertex to color.
{
    repeat
    {// Generate all legal assignments for x[k].
        NextValue(k); // Assign to x[k] a legal color.
        if (x[k] = 0) then return; // No new color possible
        if (k = n) then      // At most m colors have been
                             // used to color the n vertices.
            write (x[1 : n]);
        else mColoring(k + 1);
    } until (false);
}
```

mColoring(1) is called initially

Backtracking Algorithm

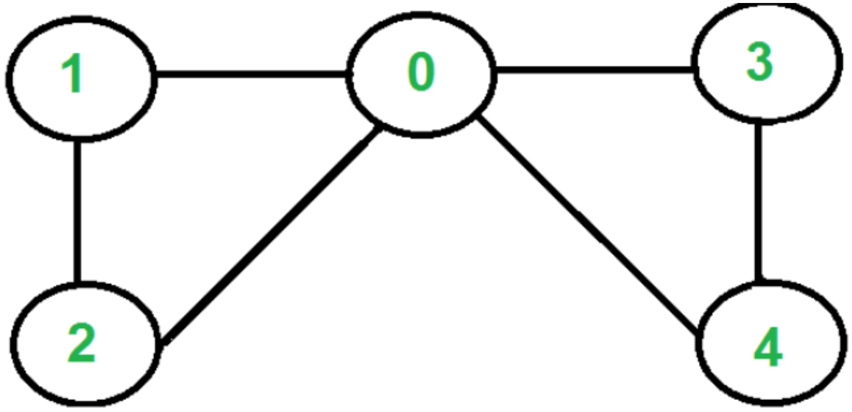
```
Algorithm NextValue(k)
// x[1], ..., x[k - 1] have been assigned integer values in
// the range [1, m] such that adjacent vertices have distinct
// integers. A value for x[k] is determined in the range
// [0, m]. x[k] is assigned the next highest numbered color
// while maintaining distinctness from the adjacent vertices
// of vertex k. If no such color exists, then x[k] is 0.
{
    repeat
    {
        x[k] := (++x[k]) mod (m + 1); // Next highest color.
        if (x[k] = 0) then return; // All colors have been used
        for j := 1 to n do
        {   // Check if this color is
            // distinct from adjacent colors.
            if ((G[k, j] ≠ 0) and (x[k] = x[j]))
            // If (k, j) is and edge and if adj.
            // vertices have the same color.
                then break;
        }
        if (j = n + 1) then return; // New color found
    } until (false); // Otherwise try to find another color.
}
```

Time complexity of graph coloring

- $T(n)=O(nm^n)$
  - Where n is no of vertices
  - m is no of colors

Hamiltonian Path

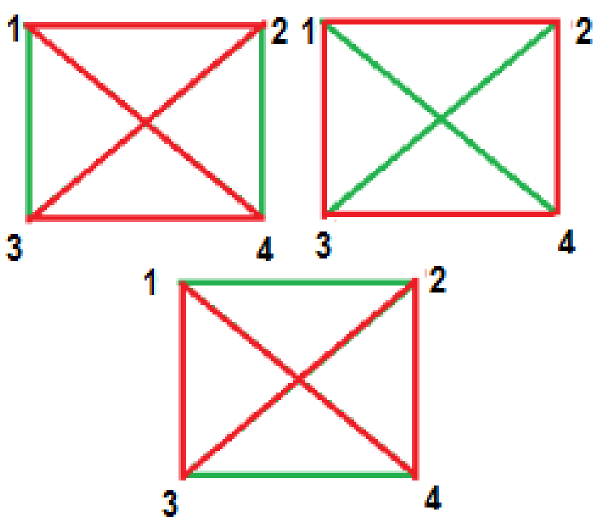
- A Hamiltonian path is a path in an undirected or directed graph that visits each vertex exactly once.



Hamiltonian Path => 2, 1, 0, 3, 4

Hamiltonian Cycle

- A Hamiltonian cycle (or Hamiltonian circuit) is a Hamiltonian path that is a cycle.
- A Hamiltonian cycle is a cycle that visits each vertex exactly once (except for the vertex that is both the start and end, which is visited twice).
- A graph that contains a Hamiltonian cycle is called a Hamiltonian graph.

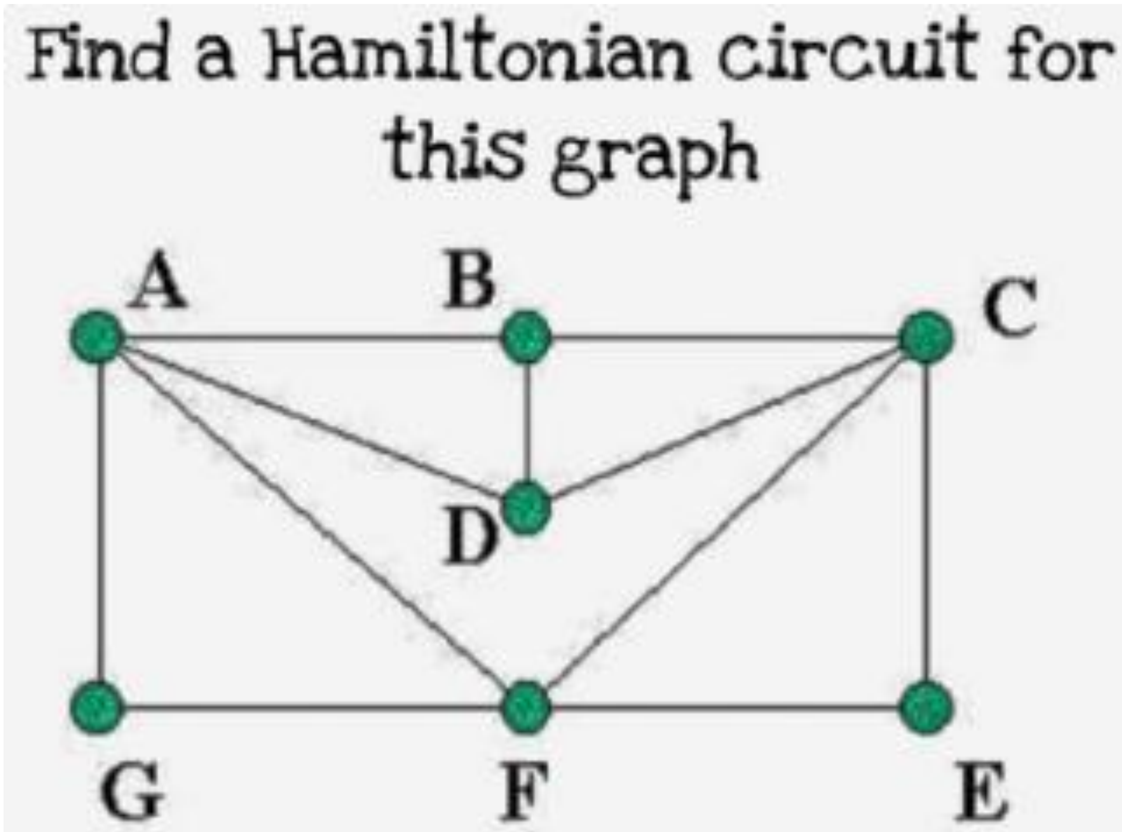


Hamiltonian Cycle=> 1,2,3,4,1

=>1,2,3,4,1

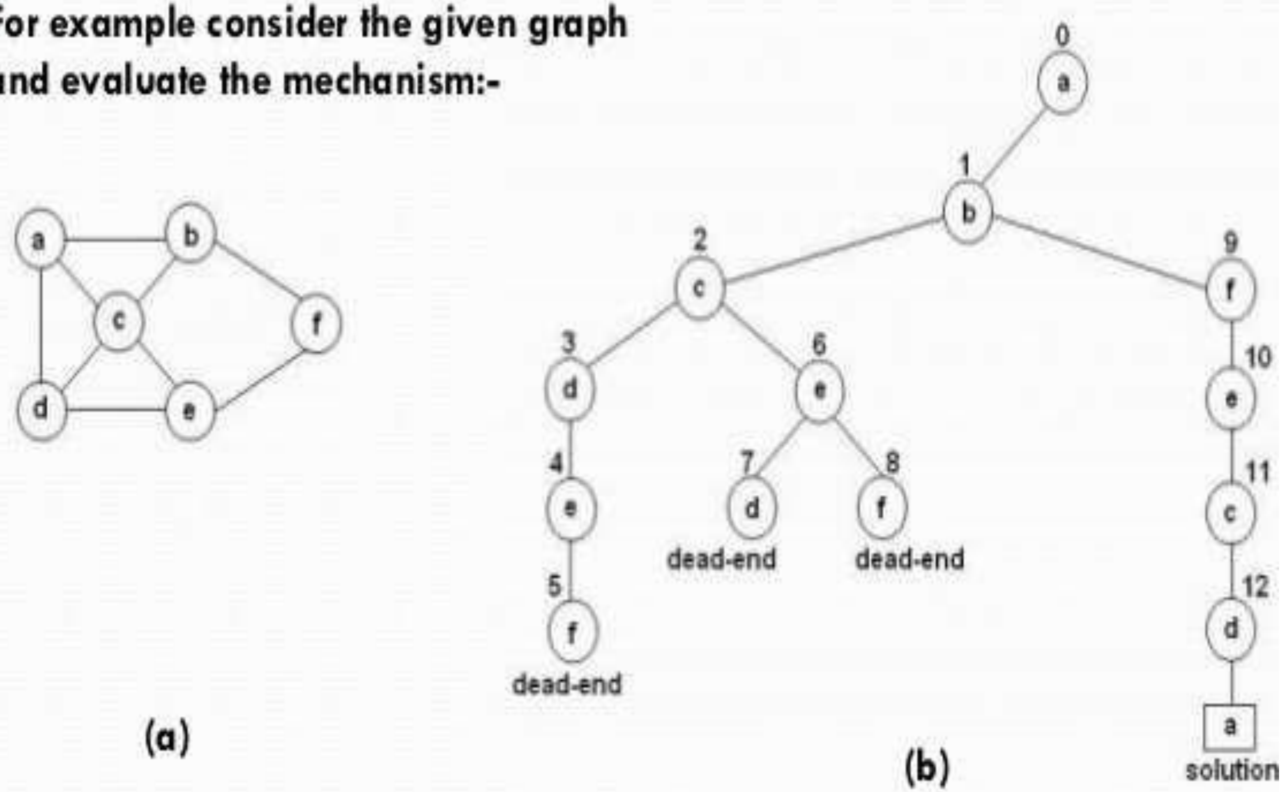
=>1,4,2,3,1

Hamiltonian Cycle: An Example



Hamiltonian Cycle Example

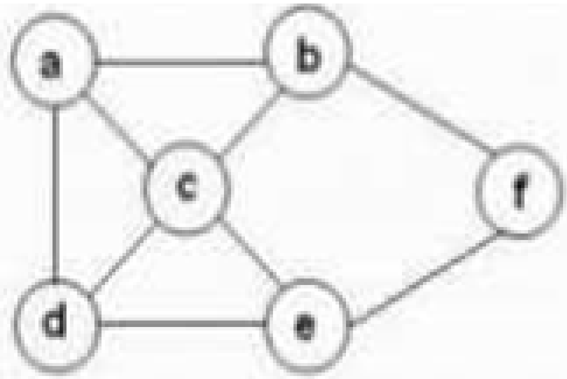
For example consider the given graph and evaluate the mechanism:-

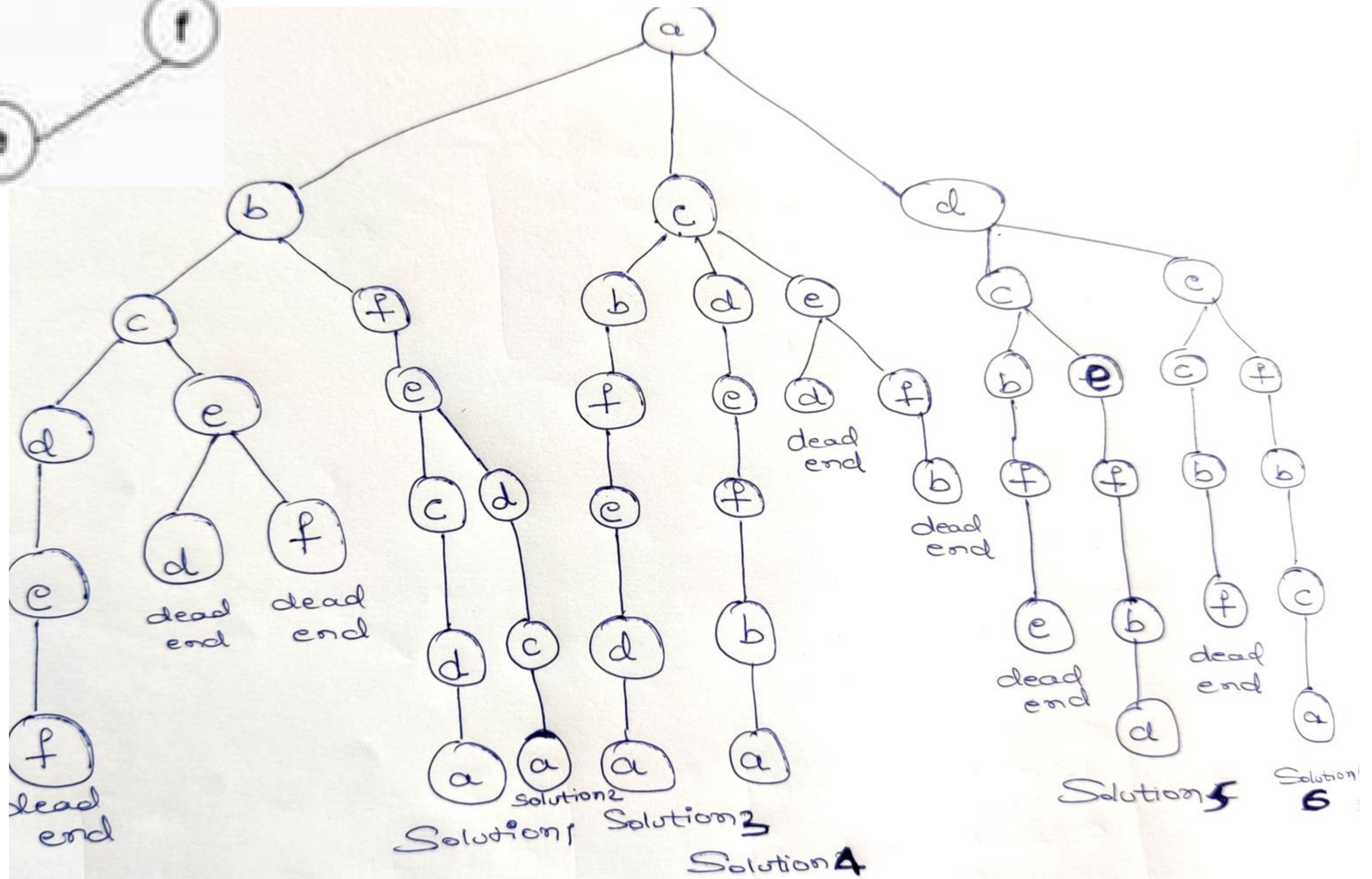


(a) (b)

Figure:
- (a) Graph.
- (b) State-space tree for finding a Hamiltonian circuit. The numbers above the nodes of the tree indicate the order the order in which nodes are generated.

Hamiltonian Cycle Example





Hamiltonian Cycle-Algorithm

```
Algorithm Hamiltonian(k)
// This algorithm uses the recursive formulation of
// backtracking to find all the Hamiltonian cycles
// of a graph. The graph is stored as an adjacency
// matrix G[1 : n, 1 : n]. All cycles begin at node 1.
{
    repeat
    { // Generate values for x[k].
        NextValue(k); // Assign a legal next value to x[k].
        if (x[k] = 0) then return;
        if (k = n) then write (x[1 : n]);
        else Hamiltonian(k + 1);
    } until (false);
}
```

Hamiltonian(1) is called initially

Hamiltonian Cycle-Algorithm

```
Algorithm NextValue(k)
// x[1 : k − 1] is a path of k − 1 distinct vertices. If x[k] = 0, then
// no vertex has as yet been assigned to x[k]. After execution,
// x[k] is assigned to the next highest numbered vertex which
// does not already appear in x[1 : k − 1] and is connected by
// an edge to x[k − 1]. Otherwise x[k] = 0. If k = n, then
// in addition x[k] is connected to x[1].
{
    repeat
    {
        x[k] := (++x[k] mod (n + 1); // Next vertex.
        if (x[k] = 0) then return;
        if (G[x[k − 1], x[k]] ≠ 0) then
        { // Is there an edge?
            for j := 1 to k − 1 do if (x[j] = x[k]) then break;
                          // Check for distinctness.
            if (j = k) then // If true, then the vertex is distinct.
                if ((k < n) or ((k = n) and G[x[n], x[1]] ≠ 0))
                    then  return;
        }
    } until (false);
}
```

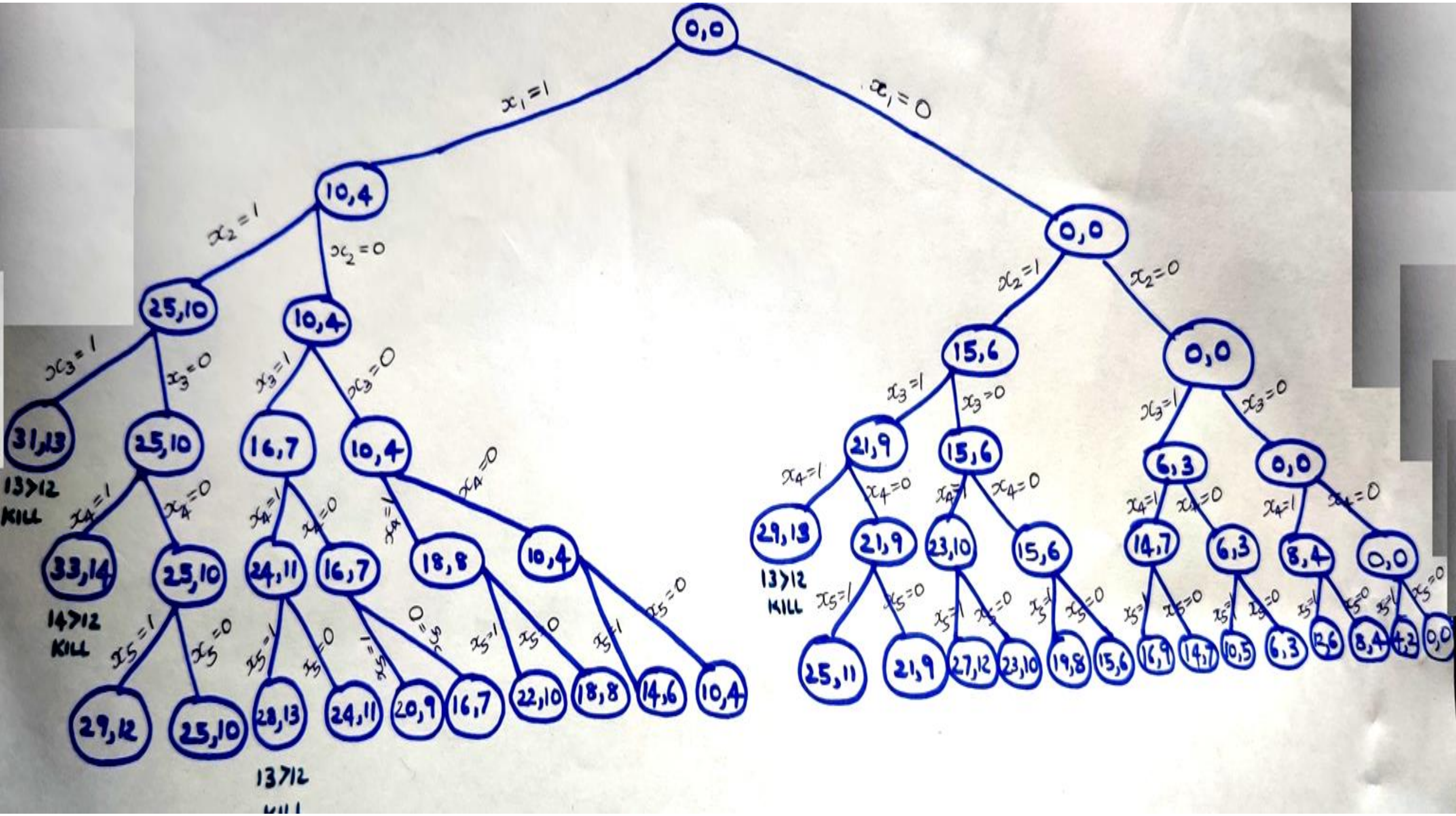
Time complexity of Hamiltonian Graph

- $T(n)=O(n!)=O(n^{n})$

0/1 Knapsack Example

- 1.Solve 0/1 knapsack problem using backtracking where n=5 and p={10,15,6,8,4} and w={4,6,3,4,2} and capacity=12.
- Solution: Place elements in decreasing order of p/w
  - X1=10/4=2.5
  - X2=15/6=2.5
  - X3=6/3=2
  - X4=8/4=2
  - X5=4/2=2

0/1 Knapsack Example



p={10,15,6,8,4} and w={4,6,3,4,2} and capacity=12

0/1 Knapsack using Backtracking

```
Algorithm BKnap(k, cp, cw)
// m is the size of the knapsack; n is the number of weights
// and profits. w[ ] and p[ ] are the weights and profits.
// p[i]/w[i] ≥ p[i + 1]/w[i + 1]. fw is the final weight of
// knapsack; fp is the final maximum profit. x[k] = 0 if w[k]
// is not in the knapsack; else x[k] = 1.
{
    // Generate left child.
    if (cw + w[k] ≤ m) then
    {
        y[k] := 1;
        if (k < n) then BKnap(k + 1, cp + p[k], cw + w[k]);
        if ((cp + p[k] > fp) and (k = n)) then
        {
            fp := cp + p[k]; fw := cw + w[k];
            for j := 1 to k do x[j] := y[j];
        }
    }
    // Generate right child.
    if (Bound(cp, cw, k) ≥ fp) then
    {
        y[k] := 0; if (k < n) then BKnap(k + 1, cp, cw);
        if ((cp > fp) and (k = n)) then
        {
            fp := cp; fw := cw;
            for j := 1 to k do x[j] := y[j];
        }
    }
}
```

Algorithm is called as Bknap(1,0,0)

0/1 Knapsack using Backtracking

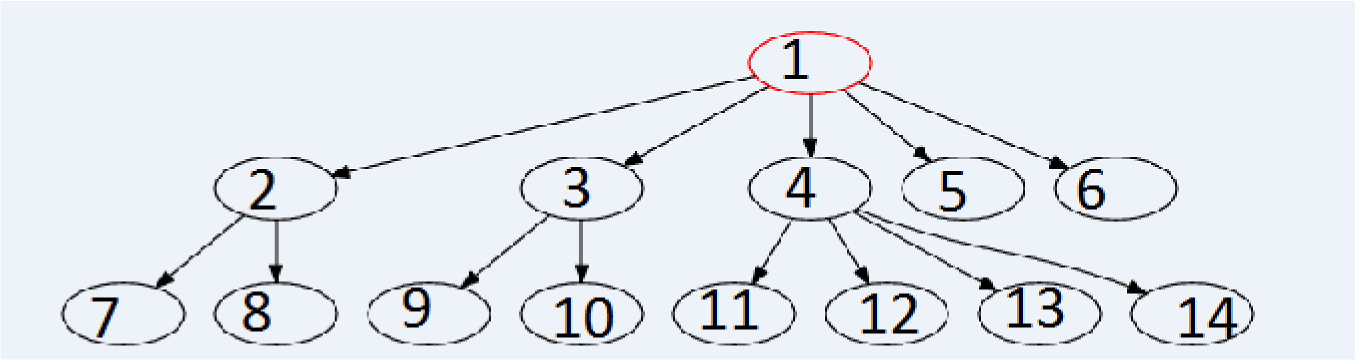
```
Algorithm Bound(cp, cw, k)
// cp is the current profit total, cw is the current
// weight total; k is the index of the last removed
// item; and m is the knapsack size.
{
    b := cp; c := cw;
    for i := k + 1 to n do
    {
        c := c + w[i];
        if (c < m) then b := b + p[i];
        else return b + (1 - (c - m)/w[i]) * p[i];
    }
    return b;
}
```

Time Complexity for Knapsack

- $T(n)=O(2^n)$

Branch and Bound

- 1.FIFO(Breadth First Search)
- 2.LIFO (Breadth First Search)
- 3.Least Count(LC)-Ranking function -ĉ



FIFO- 1,2,3,4,5,6,7,8,9,10,11,12,13,14
LIFO- 1,2,3,4,5,6,11,12,13,14,9,10,7,8
LC-1,2,3,4,5,6,9,10,7,8,11,12,13,14(depends on least cost function)

0/1 Knapsack using Least Count

- Consider 4 items with profit p=(10,10,12,18) and w=(2,4,6,9) and weight of knapsack m=15. Solve 0/1 Knapsack problem using Least count Branch and Bound method.

0/1 Knapsack using LCBB

e.g: Consider 4 items with profit $p = (10, 10, 12, 18)$ $w = (2, 4, 6, 9)$ and weight of knapsack $m = 15$. Solve 0-1 Knapsack using LCBB

$\hat{C} = \sum p_i x_i$ (with fraction)
$U = \sum p_i x_i$ (without fraction)

Sol:

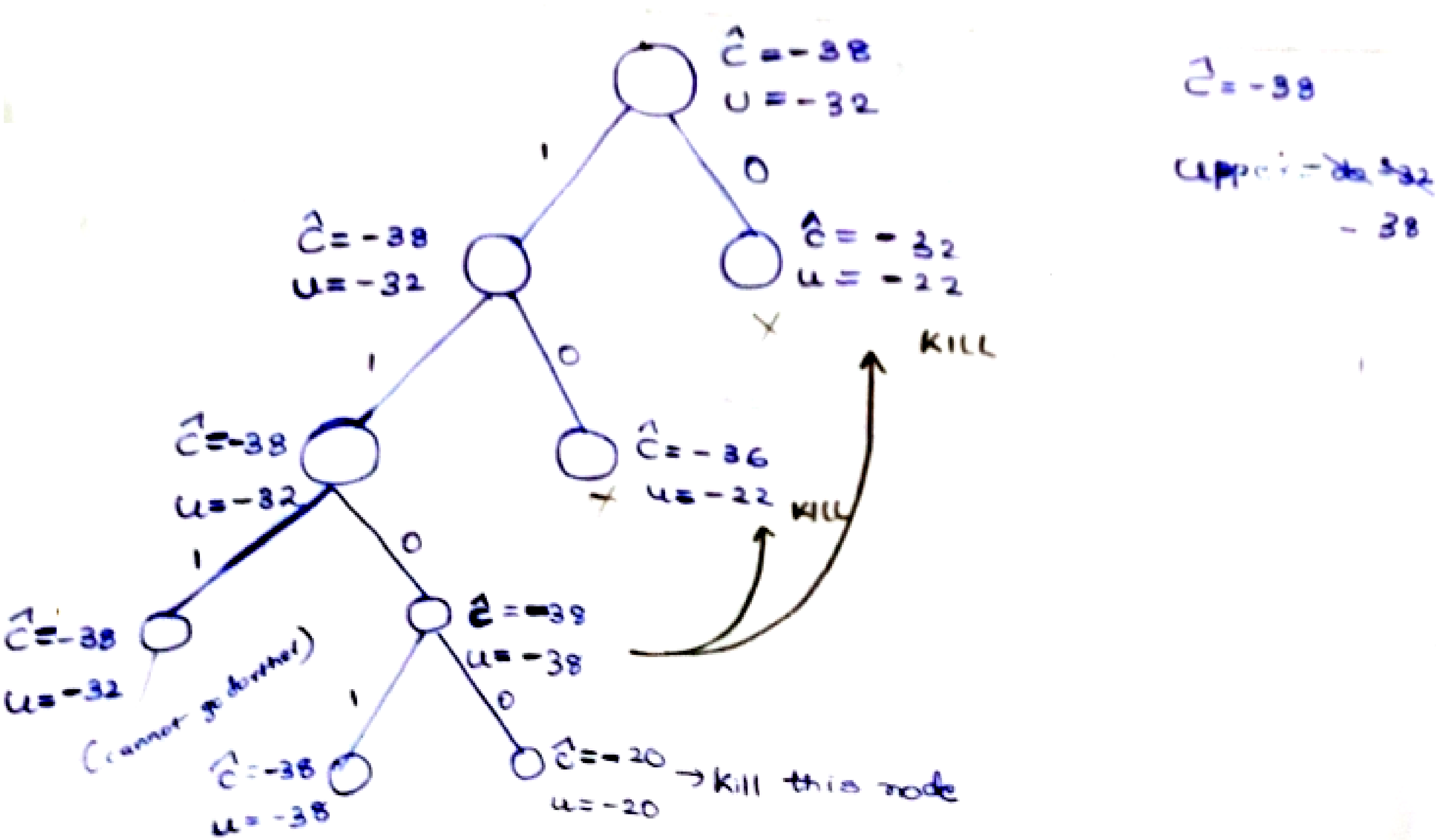
$$\hat{C} = 10 + 10 + 12 + \frac{3}{9} \times 18$$

$$= 32 + 6 = 38$$

$$\hat{C} = -38$$

$$U = -(10 + 10 + 12) = -32$$

0/1 Knapsack using LCBB



Knapsack using LCBB

$\hat{c} = 10+12+\frac{18}{9}\times 5 = -32$

$u = 10+12 = -22$

[if c > upper]

then

Kill node

$\hat{c} = 10+12+\frac{18}{9}\times 7 = -36$

$u = 10+12 = -22$

[Explore node with least node]

$\hat{c} = 10+10+18 = -38$

$u = 10+10+18 = -38$

$\hat{c} = 10+10 = -20$

$u = 10+10 = -20$

∴ The path with minimum cost $\{1, 1, 0, 1\}$

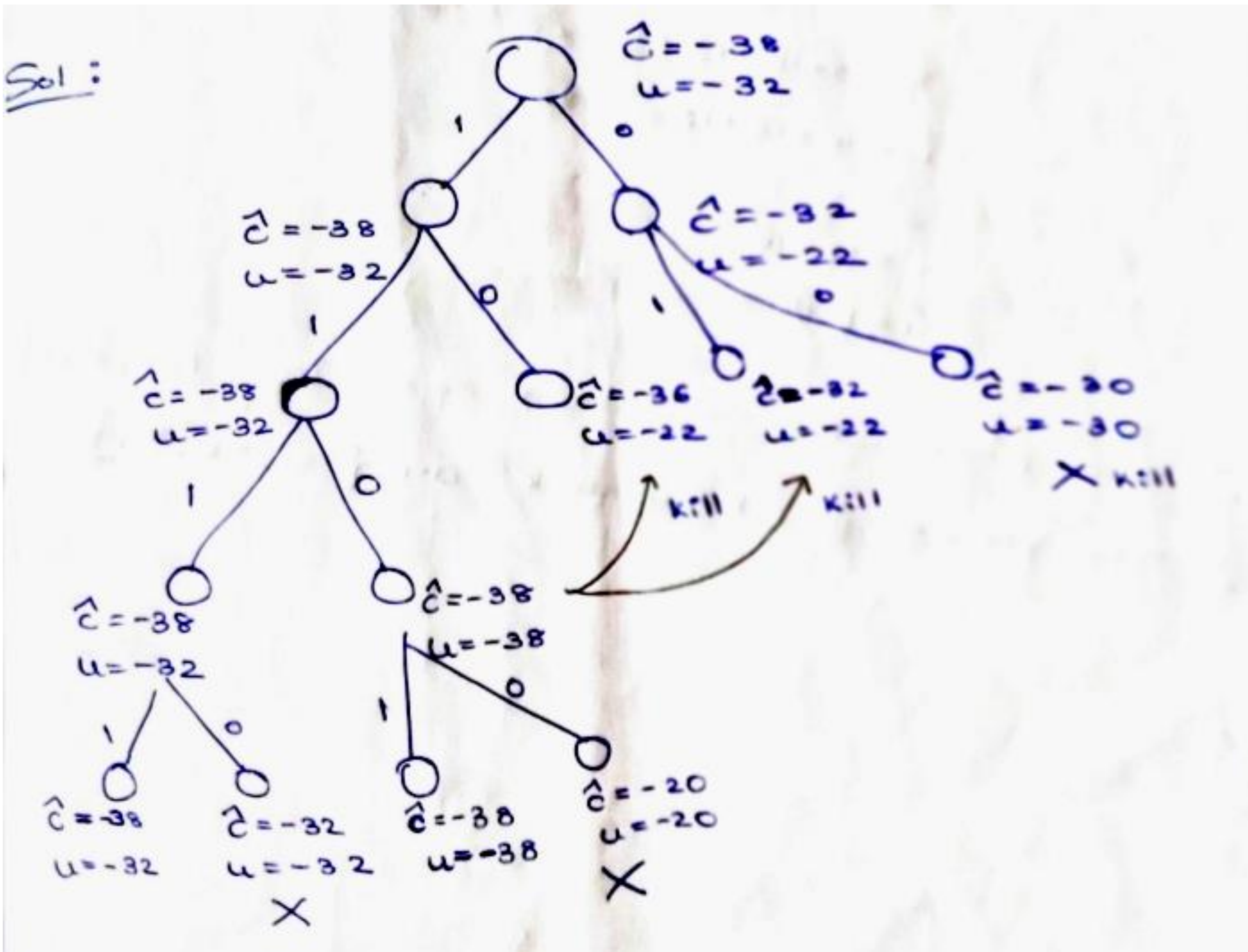
∴ The items included in knapsack $\rightarrow \{x_1, x_2, x_4\}$

0/1 Knapsack using FIFO

- Draw state space diagram using FIFO Branch and Bound for 0/1 knapsack where n=4 and p=(10,10,12,18) and weight w=(2,4,6,9) and capacity= 15

0/1 Knapsack using FIFO

Upper=inf->-32->-38



Knapsack using FIFO

$$\hat{c} = 10 + 12 + \frac{18}{9} \times 7 = -36$$

$$= 10 + 12 = -22$$

$$\hat{c} = 12 + 18 = -30$$

$$u = 12 + 18 = -30$$

$$\hat{c} = 10 + 10 + 18 = -38$$

$$u = 10 + 10 + 18 = -38$$

$$\hat{c} = 10 + 10 + 12 + \frac{18}{9} \times 3 = -38$$

$$\hat{u} = 10 + 10 + 12 = -32$$

$$\hat{c} = 10 + 10 = -20$$

$$\hat{u} = 10 + 10 = -20$$

∴ The path with minimum cost is $\{1, 1, 0, 1\}$

∴ The items in Knapsack are $\{x_1, x_2, x_4\}$

Travelling Salesman Problem

- **Problem Statement**
  - If there are n cities and cost of traveling from any city to any other city is given.
  - Then we have to obtain the cheapest round-trip such that each city is visited exactly ones returning to starting city, completes the tour.
  - Typically travelling salesman problem is represent by weighted graph.

Travelling Salesman Problem

1) Find the shortest possible route that the Salesman must follow to complete his tour using LC-BB

upper $= \infty$

Solution:

$$\begin{bmatrix} \infty & 20 & 30 & 10 & 11 \\ 15 & \infty & 16 & 4 & 2 \\ 3 & 5 & \infty & 2 & 4 \\ 19 & 6 & 18 & \infty & 3 \\ 16 & 4 & 7 & 16 & \infty \end{bmatrix} \begin{array}{c} 10 \\ 2 \\ 2 \\ 3 \\ 4 \\ \hline 21 \end{array}$$

Travelling Salesman Problem

$$\begin{bmatrix} \infty & 10 & 20 & 0 & 1 \\ 13 & \infty & 14 & 2 & 0 \\ 1 & 3 & \infty & 0 & 2 \\ 16 & 3 & 15 & \infty & 0 \\ 12 & 0 & 3 & 12 & \infty \end{bmatrix} = \begin{bmatrix} \infty & 10 & 17 & 0 & 1 \\ 12 & \infty & 11 & 2 & 0 \\ 0 & 3 & \infty & 0 & 2 \\ 15 & 3 & 12 & \infty & 0 \\ 11 & 0 & 0 & 12 & \infty \end{bmatrix}$$

$$1 + 0 + 3 + 0 + 0 = 4$$

Reduced cost $r = 21 + 4 = 25$

Travelling Salesman Problem

$c\ \langle 1,2 \rangle$

$$\begin{array}{c} \begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ \infty & \infty & 11 & 2 & 0 \\ 0 & \infty & \infty & 0 & 2 \\ 15 & \infty & 12 & \infty & 0 \\ 11 & \infty & 0 & 12 & \infty \end{bmatrix} \begin{matrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{matrix} \\ \begin{matrix} 0 & \quad 0 & \quad 0 & \quad 0 & \quad 0 \end{matrix} \end{array}$$

$$= \begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ \infty & \infty & 11 & 2 & 0 \\ 0 & \infty & \infty & 0 & 2 \\ 15 & \infty & 12 & \infty & 0 \\ 11 & \infty & 0 & 12 & \infty \end{bmatrix}$$

$$\hat{c}_{\langle 1,2 \rangle} = c_{i,j} + r + \hat{r}$$

$$= 10 + 25 + 0 = 35$$

$c\ \langle 1,3 \rangle$

$$\begin{array}{c} \begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ 12 & \infty & \infty & 2 & 0 \\ \infty & 3 & \infty & 0 & 2 \\ 15 & 3 & \infty & \infty & 0 \\ 11 & 0 & \infty & 12 & \infty \end{bmatrix} \begin{matrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{matrix} \\ \begin{matrix} 11 & \quad 0 & \quad & \quad 0 & \quad 0 \end{matrix} \end{array}$$

$$= \begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ 1 & \infty & \infty & 2 & 0 \\ \infty & 3 & \infty & 0 & 2 \\ 4 & 3 & \infty & \infty & 0 \\ 0 & 0 & \infty & 12 & \infty \end{bmatrix}$$

$$\hat{c}_{\langle 1,3 \rangle} = c_{1,3} + r + \hat{r}$$

$$= 17 + 25 + 11$$

$$= 53$$

c<2,1> and c<3,1> is set to ∞

Travelling Salesman Problem

$$C_{\langle 1,4\rangle} = \begin{array}{c}\begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ 12 & \infty & 11 & \infty & 0 \\ 0 & 3 & \infty & \infty & 2 \\ \infty & 3 & 12 & \infty & 0 \\ 11 & 0 & 0 & \infty & \infty \end{bmatrix}\begin{array}{c} \\ 0 \\ 0 \\ 0 \\ \\ \end{array} \\ \begin{array}{ccccc} 0 & 0 & 0 & & 0 \end{array}\end{array}$$

$$\hat{C}_{\langle 1,4\rangle} = 0 + 25 + 0 = 25$$

c<4,1> is set to ∞

Travelling Salesman Problem

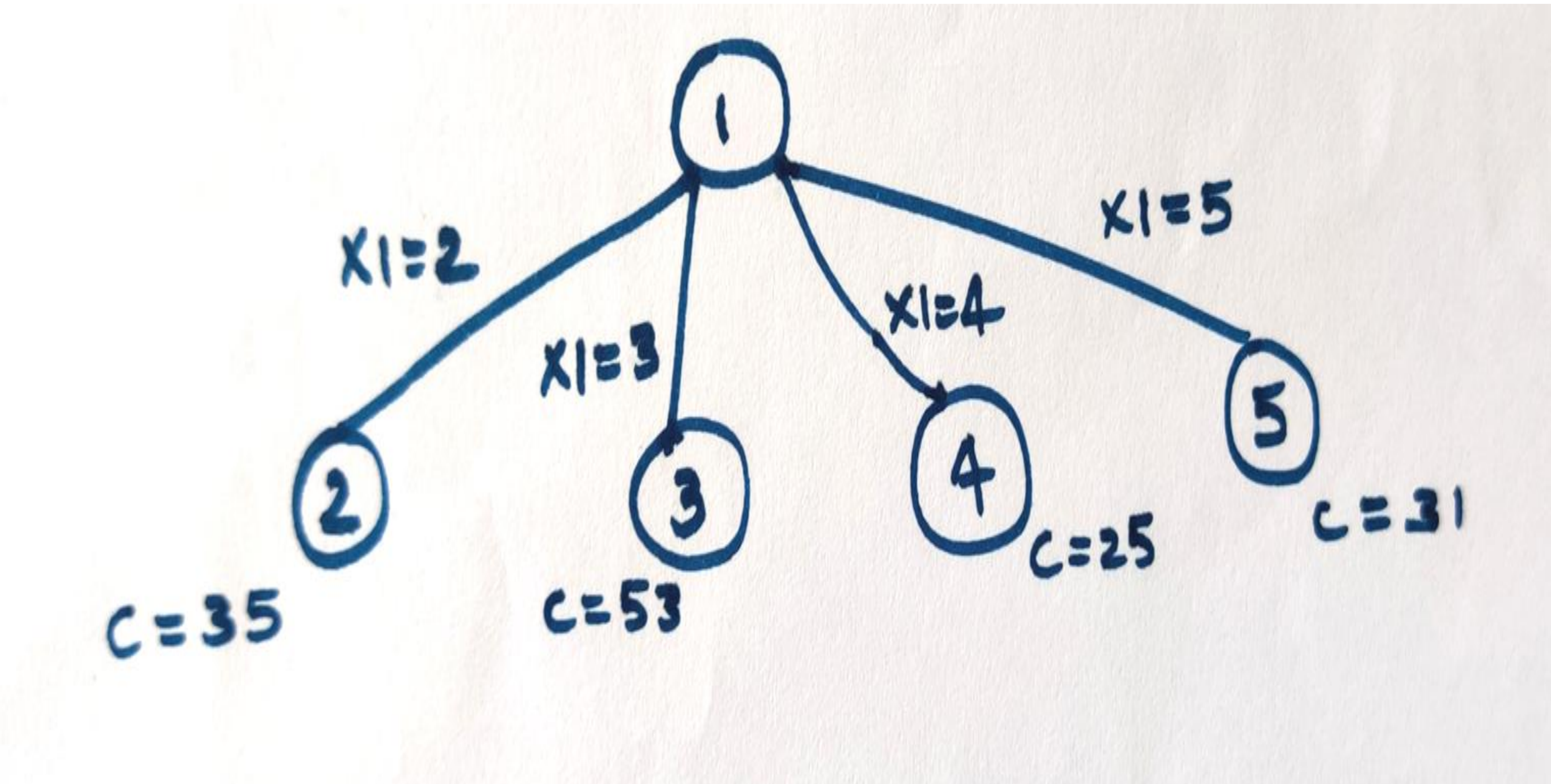
$$C_{\langle 1,5\rangle} = \begin{array}{cc} \begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ 12 & \infty & 11 & 2 & \infty \\ 0 & 3 & \infty & 0 & \infty \\ 15 & 3 & 12 & \infty & \infty \\ \infty & 0 & 0 & 12 & \infty \end{bmatrix} & \begin{array}{c} \\ 2 \\ 0 \\ 3 \\ 0 \end{array} \\ \begin{array}{ccccc} 0 & 0 & 0 & 0 & \end{array} & \overline{5} \end{array} = \begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ 10 & \infty & 9 & 0 & \infty \\ 0 & 3 & \infty & 0 & \infty \\ 12 & 0 & 9 & \infty & \infty \\ \infty & 0 & 0 & 12 & \infty \end{bmatrix}$$

$$\hat{C}_{\langle 1,5\rangle} = 1 + 25 + 5$$

$$= 31$$

c<5,1> is set to ∞

Travelling Salesman Problem



Travelling Salesman Problem

Lowest cost is $C_{\langle 1,4 \rangle} = 25$, hence consider node 4

$$C_{\langle 1,4,2 \rangle} = \begin{array}{cc} \left[\begin{array}{ccccc} \infty & \infty & \infty & \infty & \infty \\ \infty & \infty & 11 & \infty & 0 \\ 0 & \infty & \infty & \infty & 2 \\ \infty & \infty & \infty & \infty & \infty \\ 11 & \infty & 0 & \infty & \infty \end{array}\right] & \begin{array}{c} \\ 0 \\ 0 \\ \\ \\ \end{array} \\ \begin{array}{ccccc} 0 & & 0 & & 0 \end{array} & \end{array}$$

$$\hat{C}_{\langle 1,4,2 \rangle} = C_{\langle 4,2 \rangle} + r + \hat{r}$$
$$= 3 + 25 + 0$$
$$= 28$$

$c\langle 2,1 \rangle$ is set to ∞

Travelling Salesman Problem

$$c\langle 1,4,3\rangle = \begin{array}{c} \begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ 12 & \infty & \infty & \infty & 0 \\ \infty & 3 & \infty & \infty & 2 \\ \infty & \infty & \infty & \infty & \infty \\ 11 & 0 & \infty & \infty & \infty \end{bmatrix} \begin{array}{c} \\ 0 \\ 2 \\ \\ 0 \end{array} \\ \begin{array}{ccccc} 11 & 0 & & & 0 \end{array} \end{array} \qquad 2 + 11 = 13$$

$$= \begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ 1 & \infty & \infty & \infty & 0 \\ \infty & 1 & \infty & \infty & 0 \\ \infty & \infty & \infty & \infty & \infty \\ 0 & 0 & \infty & \infty & \infty \end{bmatrix}$$

$$\hat{c}\langle 1,4,3\rangle = 12 + 25 + 13 = 50$$

c<3,1> is set to ȸ

Travelling Salesman Problem

$$1,4,5\rangle = \begin{bmatrix} 12 & \infty & 11 & \infty & \infty \\ 0 & 2 & \infty & \infty & \infty \\ \infty & \infty & \infty & \infty & \infty \\ \infty & 0 & 0 & \infty & \infty \end{bmatrix} \begin{matrix} 11 \\ 0 \\ \\ 0 \end{matrix}$$

$$\begin{matrix} 0 & 0 & 0 \end{matrix}$$

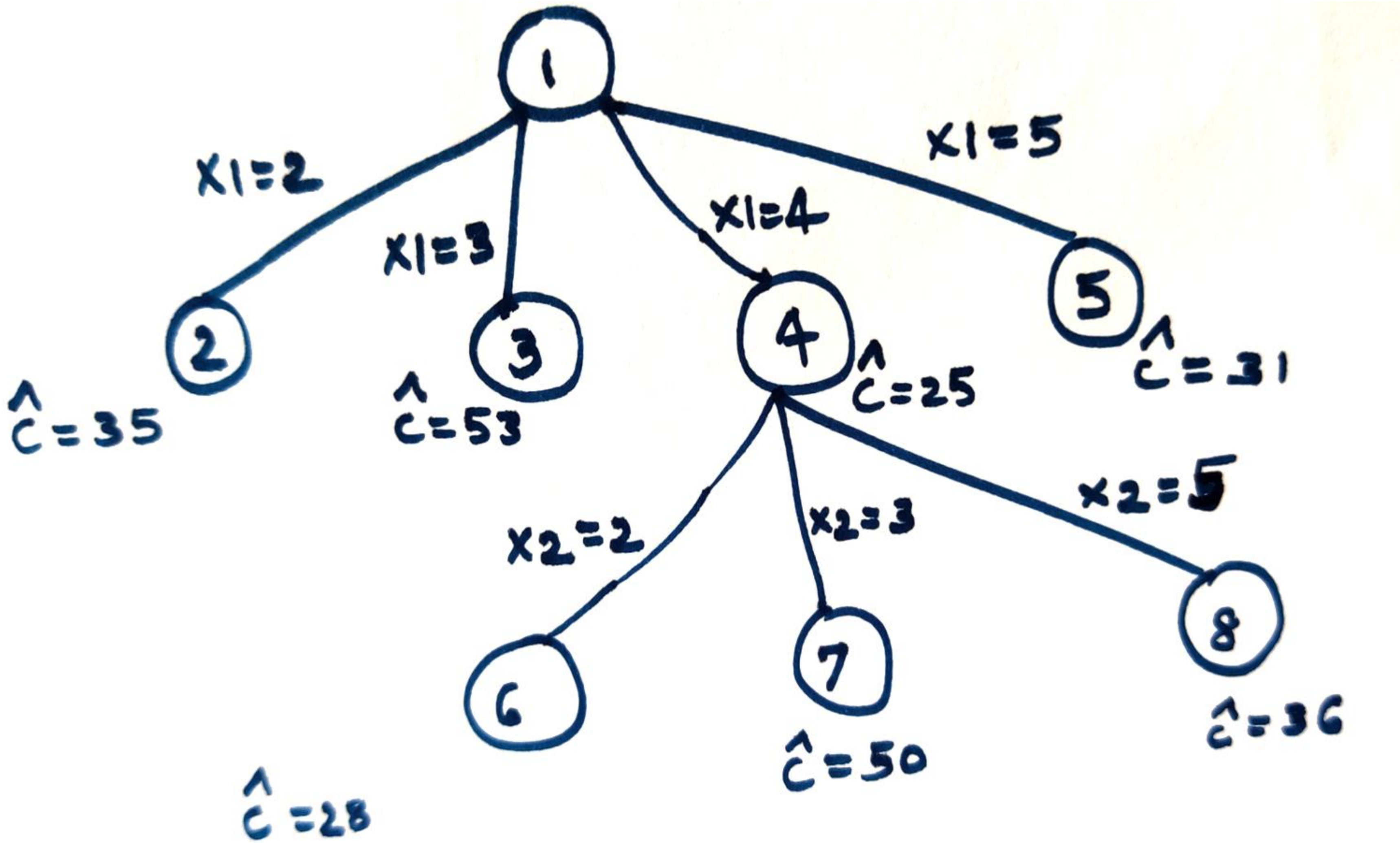
$$= \begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ 1 & \infty & 0 & \infty & \infty \\ 0 & 3 & \infty & \infty & \infty \\ \infty & \infty & \infty & \infty & \infty \\ \infty & 0 & 0 & \infty & \infty \end{bmatrix}$$

$$\hat{c}_{\langle 1,4,5\rangle} = c_{\langle 4,5\rangle} + r + \hat{r}$$

$$= 0 + 25 + 11$$

$$= 36$$

Travelling Salesman Problem



C<1,4,2> is least

Travelling Salesman Problem

$c\langle 1,4,2,3\rangle$

$$\begin{array}{c c}
\begin{bmatrix}
\infty & \infty & \infty & \infty & \infty \\
\infty & \infty & \infty & \infty & \infty \\
\infty & \infty & \infty & \infty & 2 \\
\infty & \infty & \infty & \infty & \infty \\
11 & \infty & \infty & \infty & \infty
\end{bmatrix} &
\begin{matrix} \\ 4 \\ 2 \\ \\ 0 \end{matrix} \\
\begin{matrix} 11 & & & & \end{matrix} &
\end{array}$$

$$= \begin{bmatrix}
\infty & \infty & \infty & \infty & \infty \\
\infty & \infty & \infty & \infty & \infty \\
\infty & \infty & \infty & \infty & 0 \\
\infty & \infty & \infty & \infty & \infty \\
0 & \infty & \infty & \infty & \infty
\end{bmatrix}$$

$$\hat{C}\langle 1,4,2,3\rangle = c\langle 2,3\rangle + r + \hat{r} = 11+28+11+2$$
$$= 52$$

c<3,1> is set to ∞

Travelling Salesman Problem

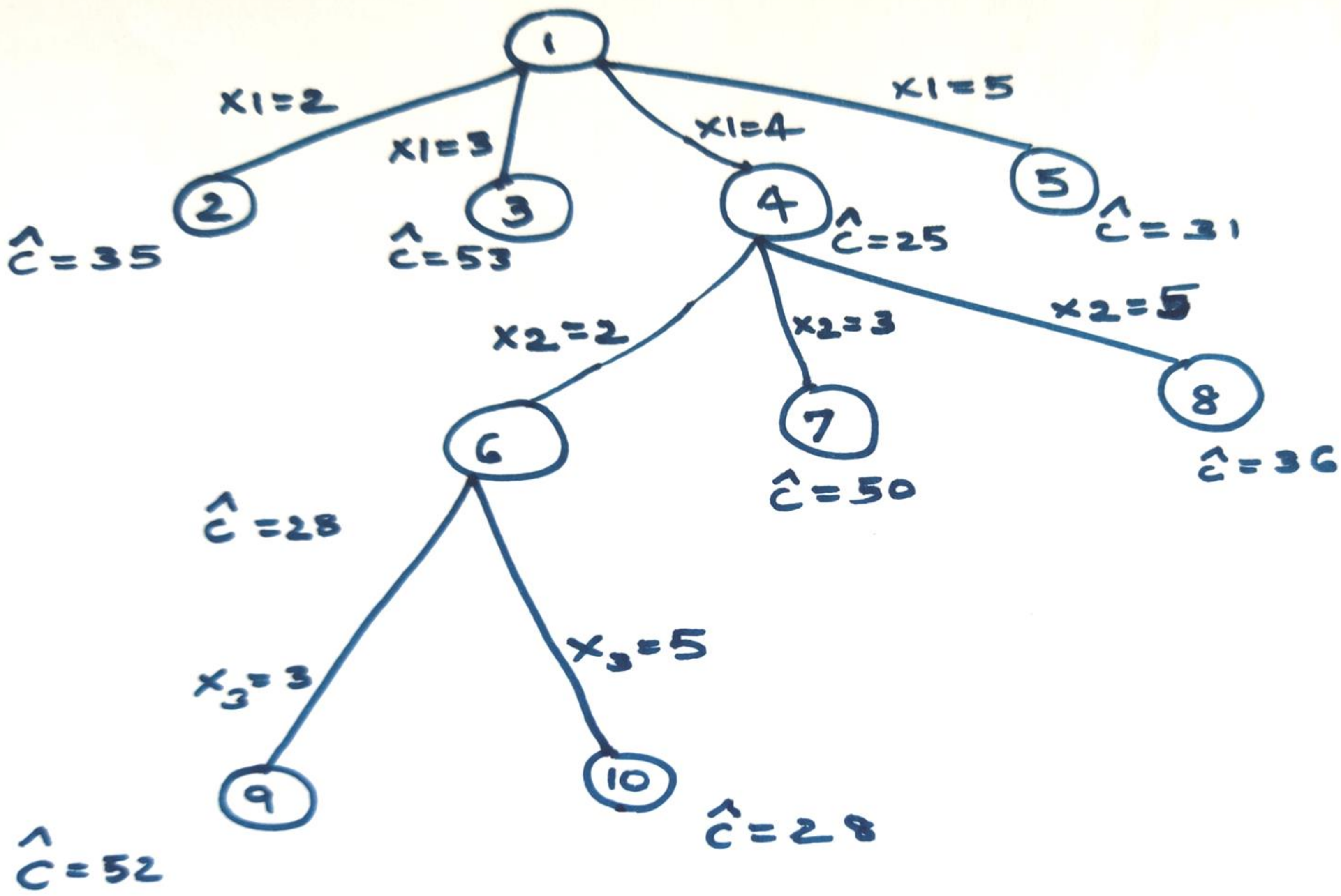
$$c_{\langle 1,4,2,5\rangle} \begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ \infty & \infty & \infty & \infty & \infty \\ 0 & \infty & \infty & \infty & \infty \\ \infty & \infty & \infty & \infty & \infty \\ \infty & \infty & 0 & \infty & \infty \end{bmatrix} \rightarrow \hat{c}_{\langle 1,4,2,5\rangle} = c_{\langle 2,5\rangle} + r + \hat{r}$$

$$= 0 + 28 + 0$$

$$= 28$$

c<5,1> is set to ȸ

Travelling salesman



Travelling Salesman Problem

$$\ldots,2,5,3\rangle = \begin{bmatrix} \infty & \infty & \infty & \infty & \infty \\ \infty & \infty & \infty & \infty & \infty \\ 0 & \infty & \infty & \infty & \infty \\ \infty & \infty & \infty & \infty & \infty \\ \infty & \infty & \infty & \infty & \infty \end{bmatrix}$$

$$\hat{c}_{\langle 1,4,2,5,3\rangle} = c_{\langle 5,3\rangle} + r + \hat{r}$$

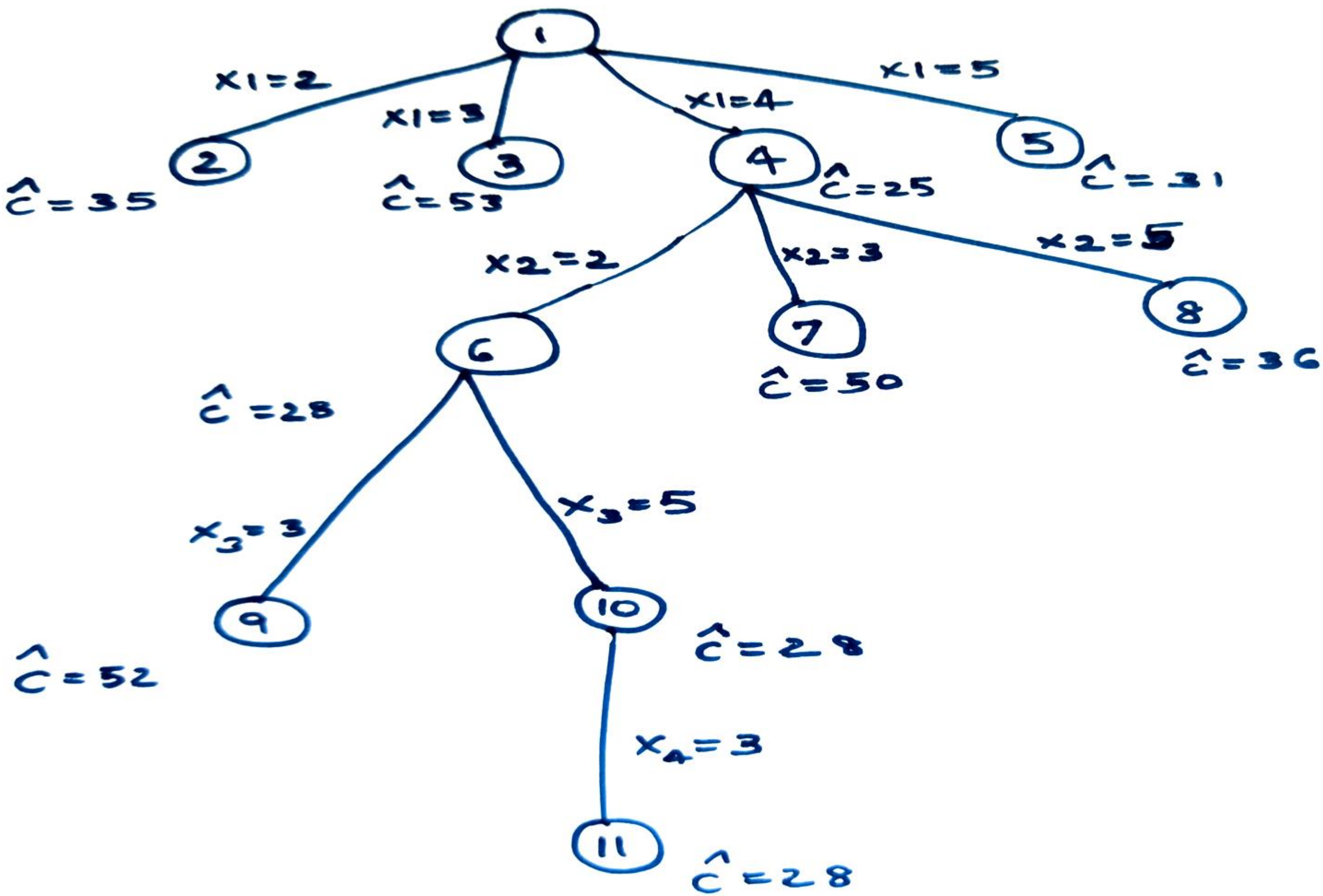
$$= 0 + 28 + 0$$

$\therefore$ The shortest path is $\langle 1, 4, 2, 5, 3$

& minimum cost $= 28$

$= 52$

Travelling Salesman Problem



Travelling Salesman Problem

$$c_{\langle 1,4,2,5,3\rangle} = c_{\langle 5,3\rangle} + r + \hat{r}$$

$$= 0 + 28 + 0$$

$\therefore$ The shortest path is $\langle 1, 4, 2, 5, 3$

& minimum cost $= 28$

Questions asked so far?

Write the algorithm for N-Queen's problem. Draw the solution space tree for 4 Queen's problem.

Draw the solution space tree for the set $n = 4$ $w[1:4] = \{3, 4, 5, 6\}$ and $M = 9$ for sum of subset problem.

Write an algorithm for graph coloring problem.

Explain the concept of least cost search with the help of an example.

Write an algorithm for sum of subset problem.

Questions asked so far?

Explain the concept of Hamiltonian cycle in a graph with the help of an example. Further write an algorithm to find all Hamiltonian cycles in a graph.

Write short note on Branch and Bound Technique.

Draw the state space tree for the graph coloring problem when the number of vertices n=3 and the colors m=3. Write the algorithm for graph coloring problem.

With the help of an iterative algorithm explain the concept of backtracking.

Find the solution for the sum of subset problem also draw the state space generated for the following data.
n=6, M=30, W(1:6) = (5,10,12,13,15,18)

Questions asked so far?

Explain the implicit and explicit constraints for the 8 Queens problem and sum of subsets problem.
Explain LC search strategy in Branch and Bound with the help of an example.
Derive the algorithm for m coloring problem for graph using backtracking techniques.

With the help of an example explain the concept of Hamiltonian cycle in a graph. Develop a backtracking algorithm which finds all possible Hamiltonian cycle in a graph.
Use backtracking technique to solve sum of subset problem. Given S={5,10,10,25} and M=25. Draw the search tree for variable sized tuple formation.
Explain the concept of FIFO Branch and Bound with the help of an example.

Questions asked so far?

Explain the concept of backtracking with the help of N Queens problem.

Write an algorithm for generating Hamiltonian cycle in a graph.

Explain FIFO branch and bound technique with the help of an example.

Draw the solution space tree for n = 4, w[1, 2, 3, 4] = [3, 4, 5, 6] and M = 6 using sum of subset algorithm.

Write an algorithm for recursively backtracking in a tree in general.

Questions asked so far?

What is backtracking ? Explain with the help of an example.

Write an algorithm for sum of subsets problem using backtracking technique. Solve the sum of subset problem for M = 25 S = {5, 10, 10, 25}.

Explain the concept of graph coloring problem with the help of an example.

Explain Least Cost Search Technique used in Branch and Bound.

Write the algorithm for the backtracking solution to the 0/1 knapsack problem.

Write the algorithm for N-Queen's problem using backtracking.

Text Books

- 1 Fundamentals of Computer Algorithms – E. Horowitz et al, 2nd Edition UP.- Backtracking and Branch and Bound Algorithm