Backtracking (1)

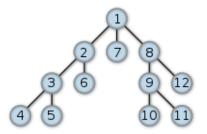
By: Aminul Islam

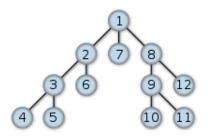
Based on Chapter 5 of Foundations of Algorithms

Objectives

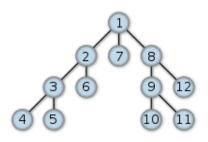
Objectives

- Describe the backtrack programming technique
- Determine when the backtracking technique is an appropriate approach to solving a problem
- Define a state space tree for a given problem
- Define when a node in a state space tree for a given problem is promising/non-promising
- Create an algorithm to prune a state space tree
- Create an algorithm to apply the backtracking technique to solve a given problem

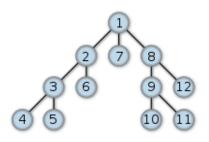




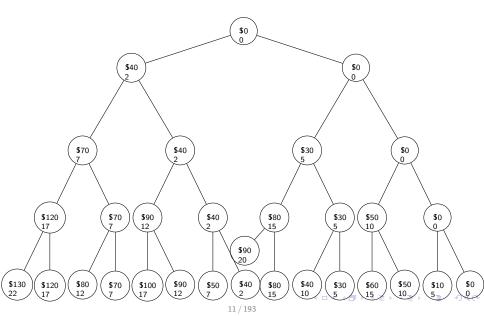
■ The root is visited first

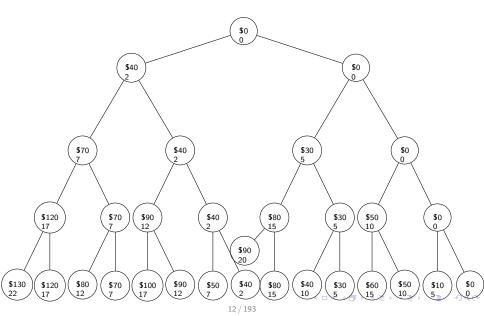


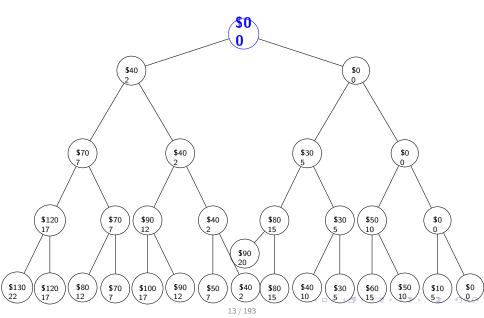
- The root is visited first
- followed by its descendants

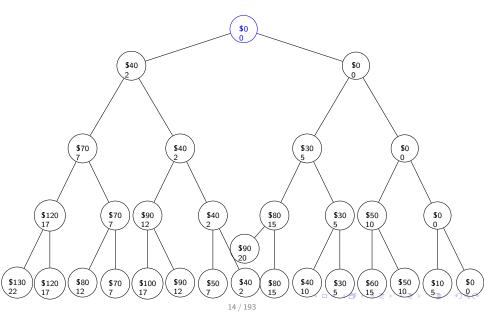


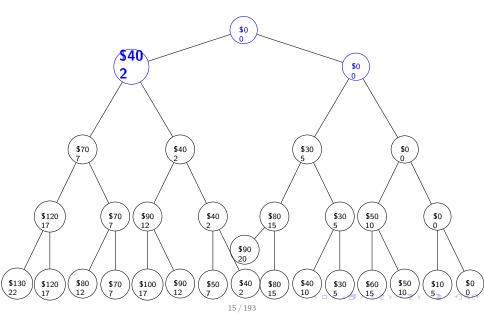
- The root is visited first
- followed by its descendants
- Assume the children of a node is visited from left to right

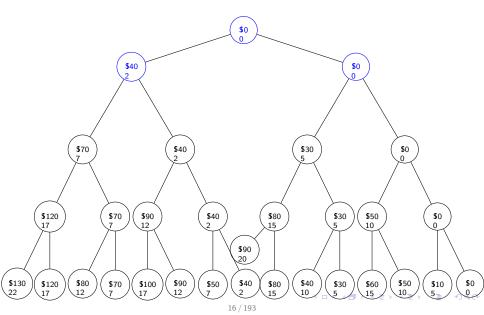


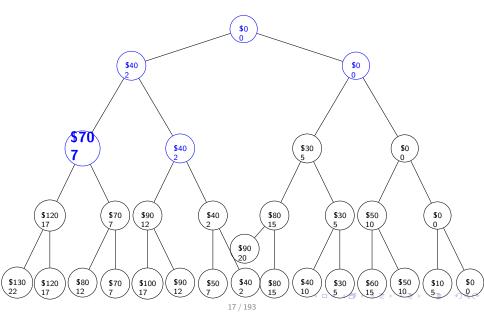


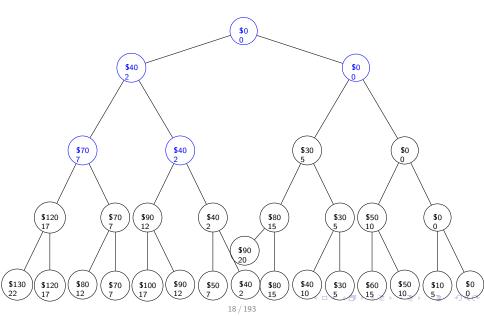


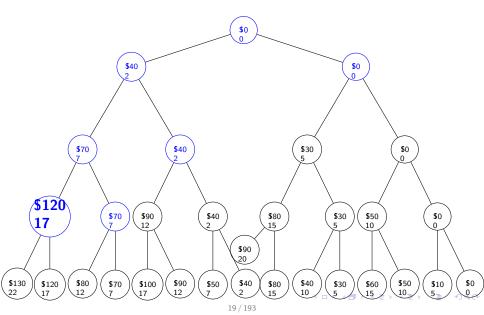


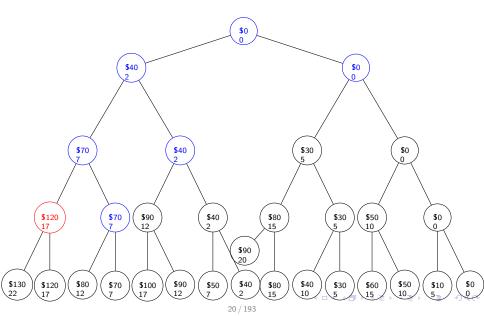


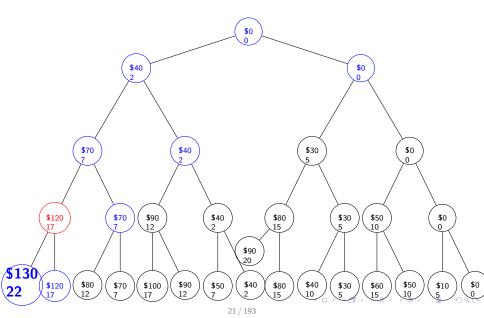


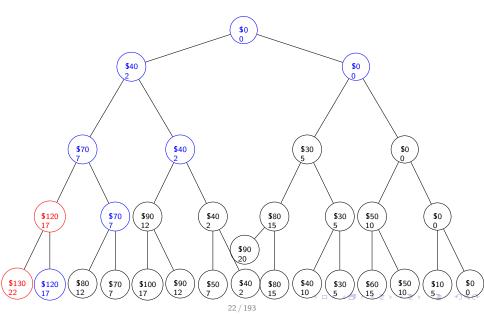


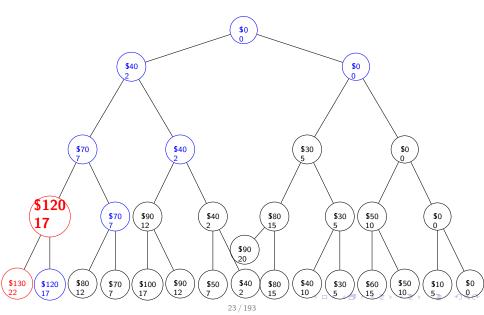


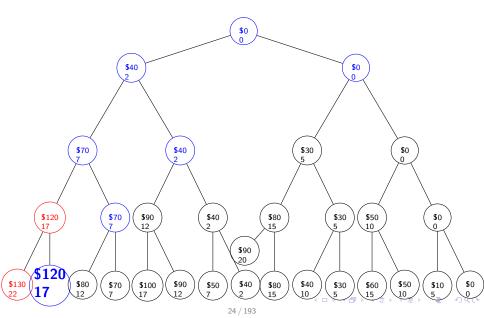


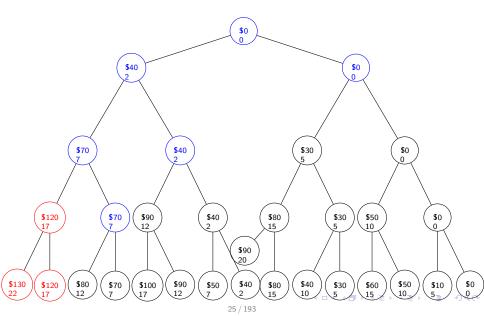


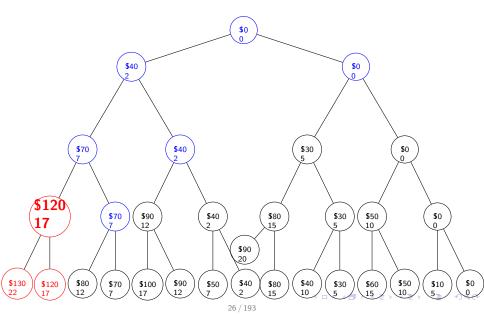


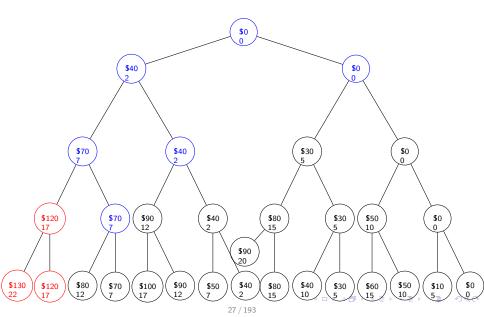


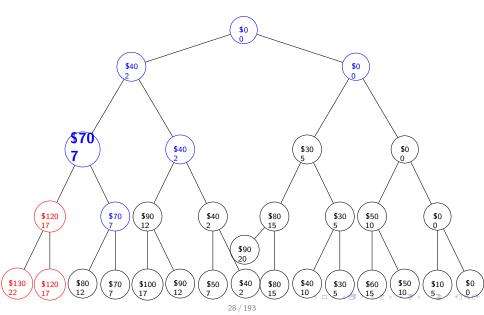


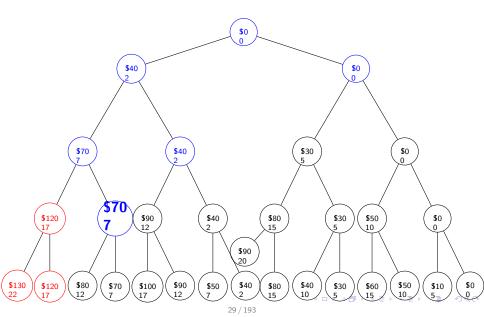


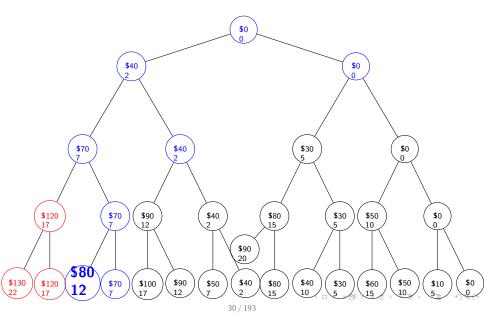


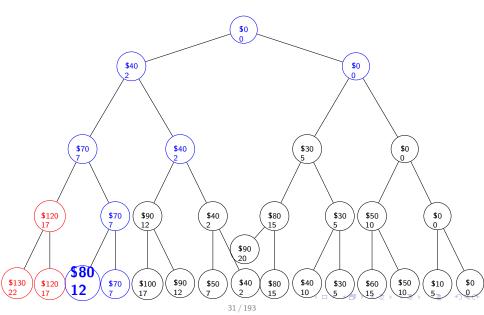


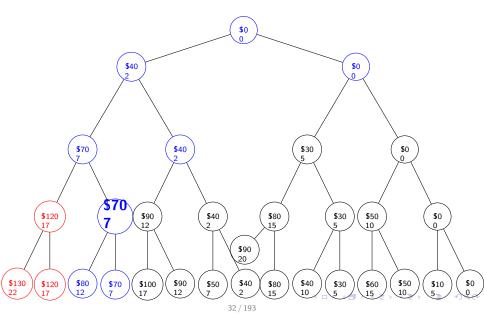


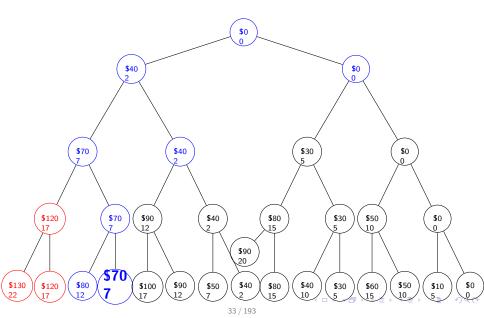


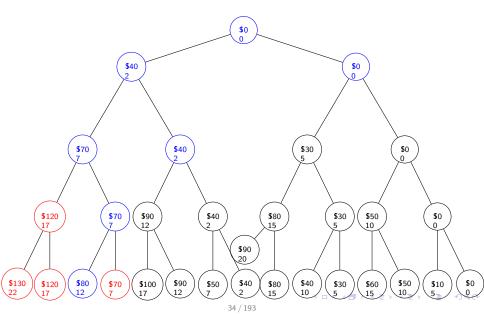


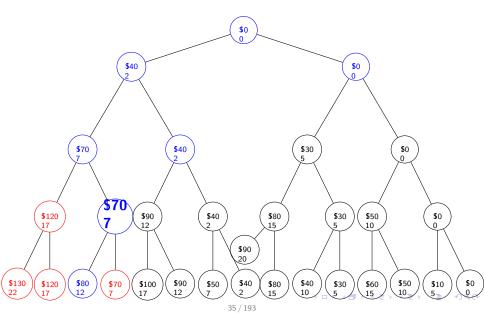


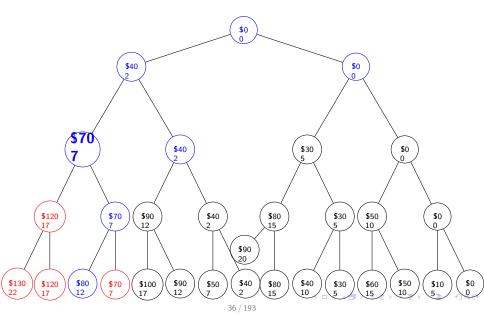


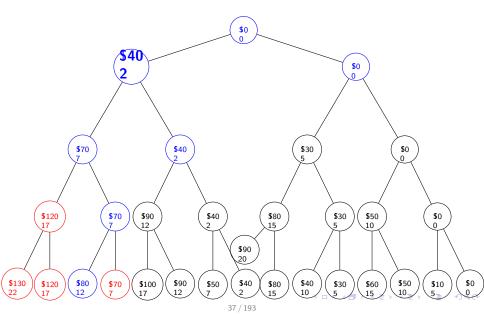


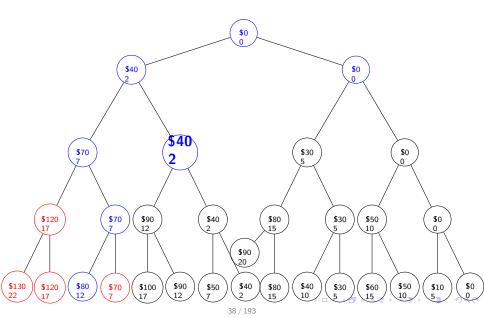


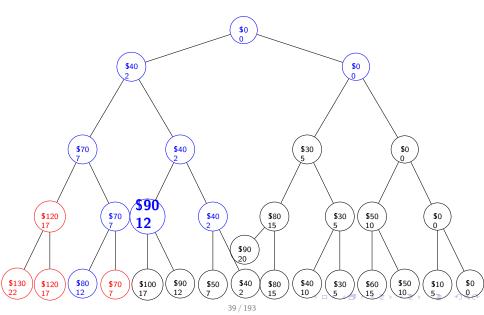


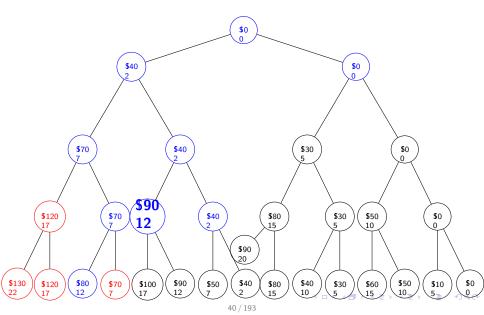


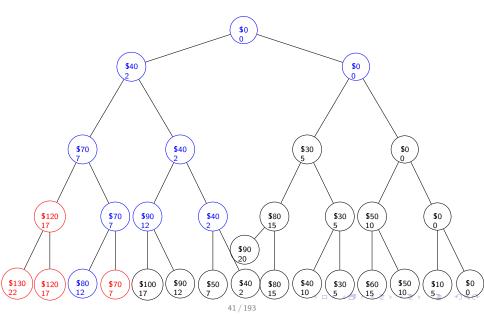


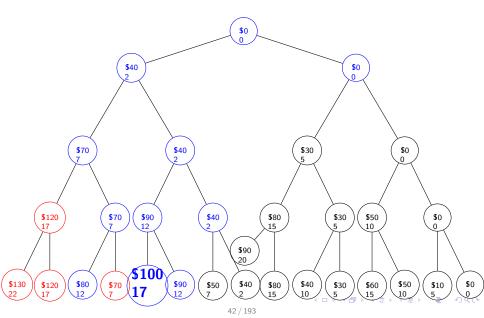


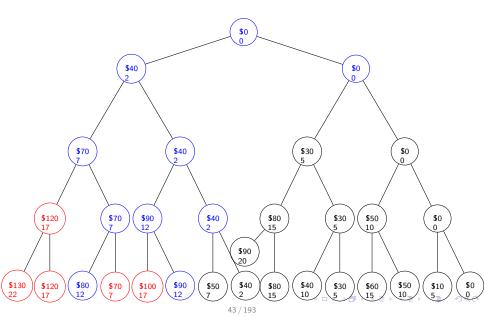


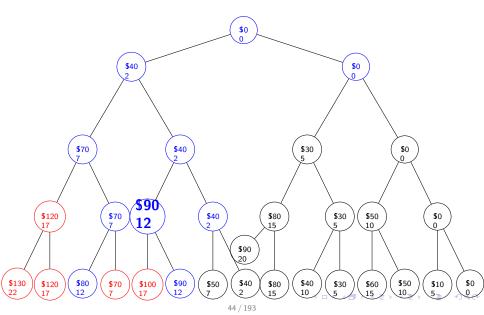


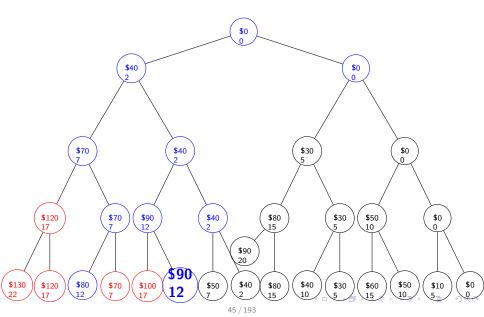


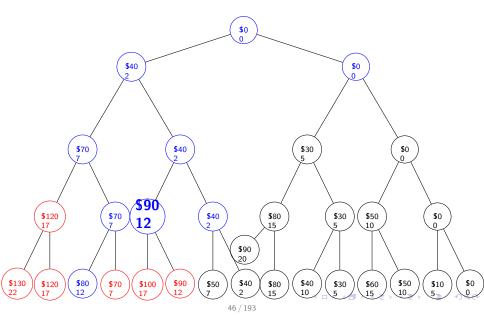


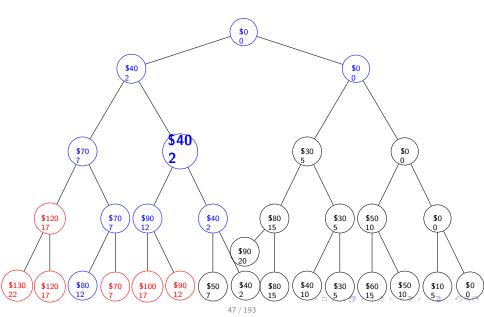


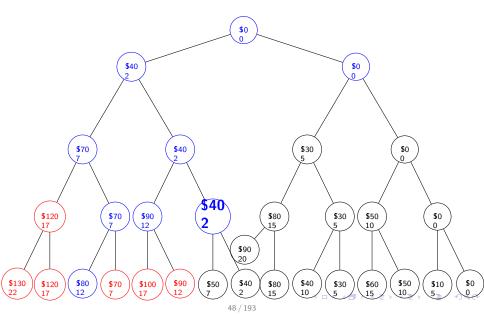


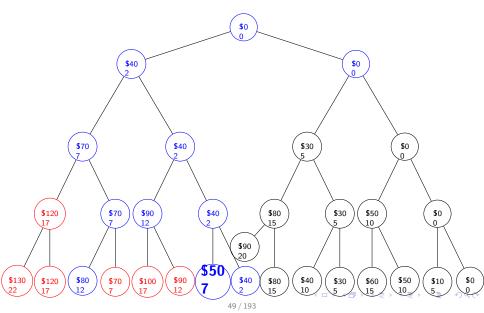


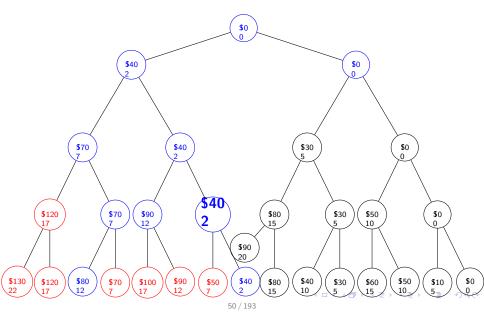


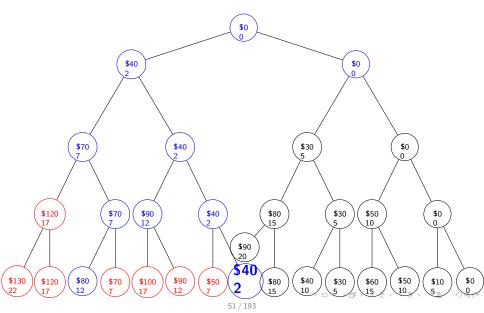


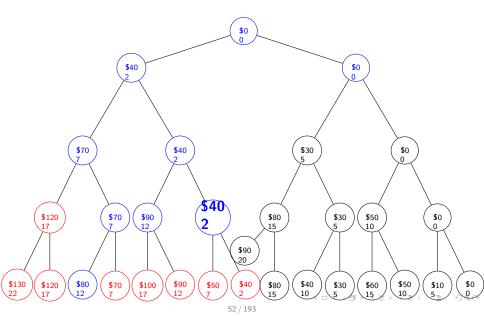


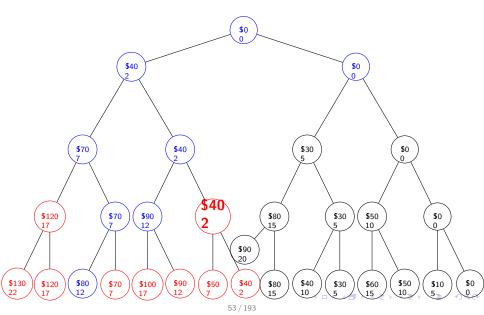


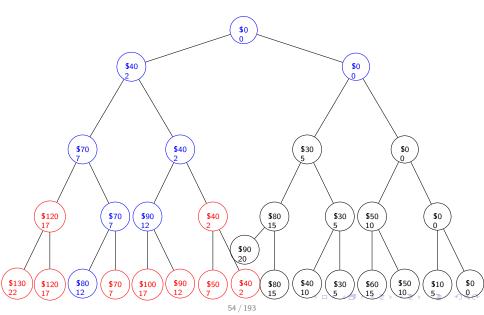


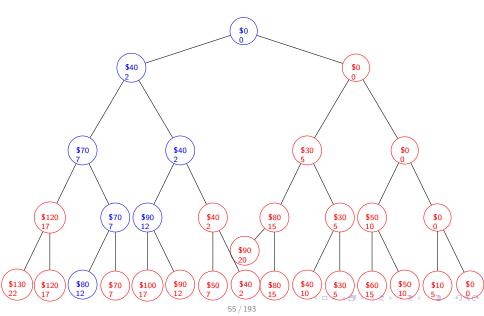












Goal: position n queens on a $n \times n$ board such that no two queens threaten each other

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 - No two queens may be in the same row, column, or diagonal
- Sequence: *n* positions where queens are placed
- \blacksquare Set: n^2 positions on the board
- Criterion: no two queens threaten each other





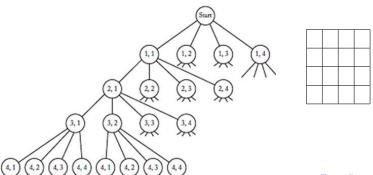
■ Consider a 4-queen problem for simplicity



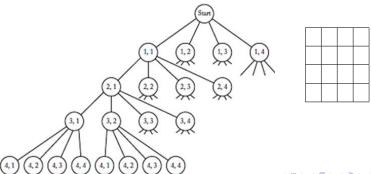
- Consider a 4-queen problem for simplicity
- Assign each queen a different row



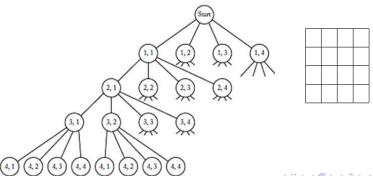
- Consider a 4-queen problem for simplicity
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- Check which column combinations yield solutions



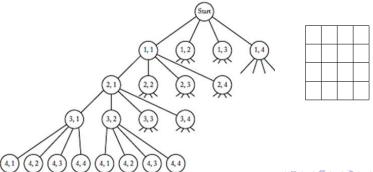
- Consider a 4-queen problem for simplicity
- Assign each queen a different row
- Check which column combinations yield solutions
- We can represent this idea in a 'State space tree'



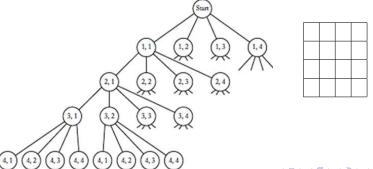
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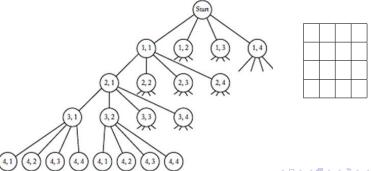
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- What would be the total number of nodes in this 'State space tree' $1 + 4 + 4^2 + 4^3 + 4^4$



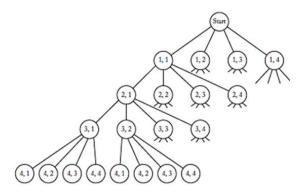
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- What would be the total number of sequence in this 'State space tree'?

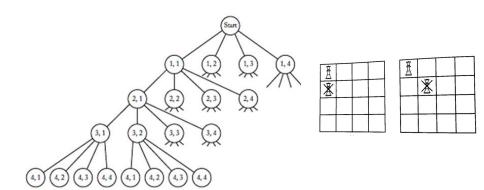


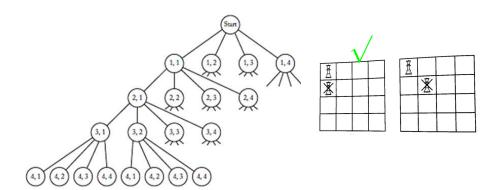
- Consider a 4-queen problem for simplicity
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- What would be the total number of nodes in this 'State space tree' $1 + 4 + 4^2 + 4^3 + 4^4$
- What would be the total number of sequence in this 'State space tree'? 4⁴

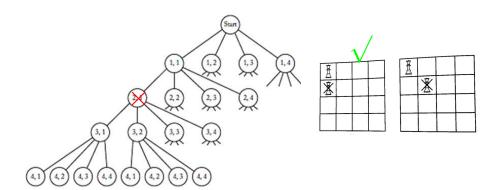


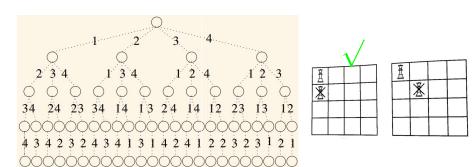
4-Queens problem (improving from DFS)

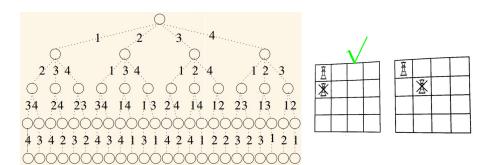




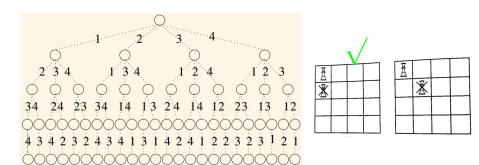




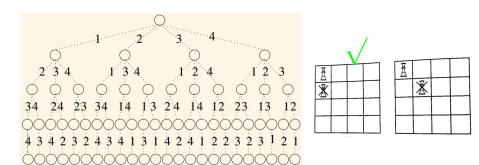




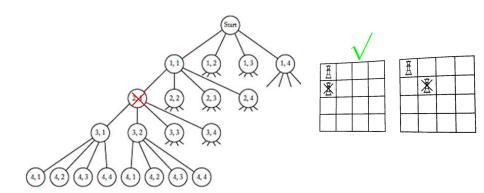
■ What would be the total number of sequence in this 'State space tree'?

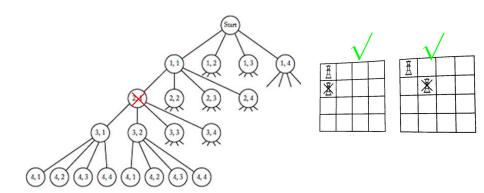


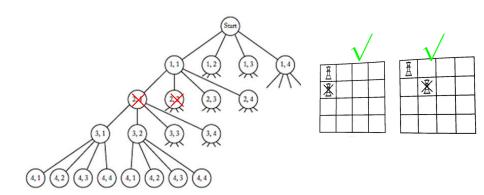
What would be the total number of sequence in this 'State space tree'? $4 \times 3 \times 2 \times 1$



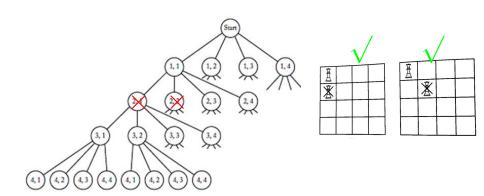
What would be the total number of sequence in this 'State space tree'? $4 \times 3 \times 2 \times 1 = 4!$



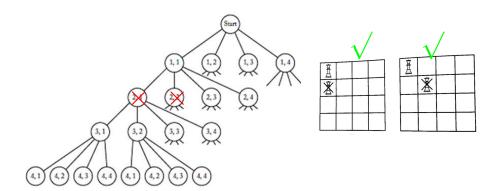




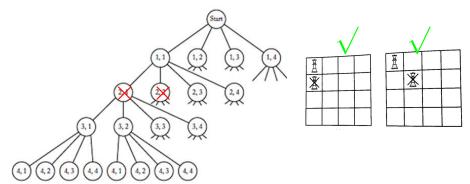
After realizing a path is not promising



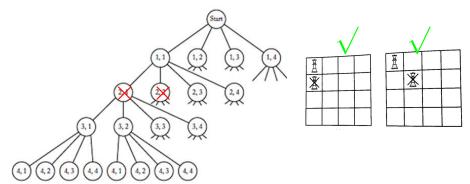
- After realizing a path is not promising
 - Backtrack to the parent



- After realizing a path is not promising
 - Backtrack to the parent
 - Proceed with the next child



- After realizing a path is not promising
 - Backtrack to the parent
 - Proceed with the next child



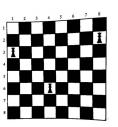
■ Promising function is application dependent

- Promising function is application dependent
- Promising function *n*-queen problem:

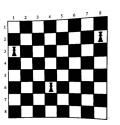
- Promising function is application dependent
- Promising function *n*-queen problem:
 - Returns false if a node and any of the nodes ancestors place queens in the same column or diagonal

■ All solutions to the n-Queens problem

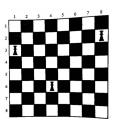
- All solutions to the n-Queens problem
- Apply the right constraints with the understanding of the problem.



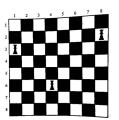
- All solutions to the n-Queens problem
- Apply the right constraints with the understanding of the problem.
 - Queens of the same row or the same columns challenge each other



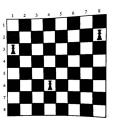
- All solutions to the n-Queens problem
- Apply the right constraints with the understanding of the problem.
 - Queens of the same row or the same columns challenge each other
 - No two queens have the same diagonal



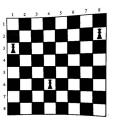
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- Promising function:
 - $col(i) \neq col(k)$ and $row(i) \neq row(k)$



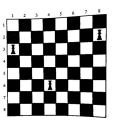
- All solutions to the n-Queens problem
- Apply the right constraints with the understanding of the problem.
 - Queens of the same row or the same columns challenge each other
 - No two queens have the same diagonal
- Promising function:
 - $col(i) \neq col(k)$ and $row(i) \neq row(k)$
 - How about 2 queens in the same diagonal?



- All solutions to the n-Queens problem
- Apply the right constraints with the understanding of the problem.
 - Queens of the same row or the same columns challenge each other
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Promising function:

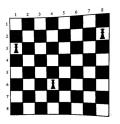
- $col(i) \neq col(k)$ and $row(i) \neq row(k)$
- How about 2 queens in the same diagonal? $col(i) col(k) \neq i k$ (for left diagonal)



- All solutions to the n-Queens problem
- Apply the right constraints with the understanding of the problem.
 - Queens of the same row or the same columns challenge each other
 - No two queens have the same diagonal

Promising function:

- $col(i) \neq col(k)$ and $row(i) \neq row(k)$
- How about 2 queens in the same diagonal? $col(i) col(k) \neq i k$ (for left diagonal) or $col(i) col(k) \neq k i$ (for right diagonal)



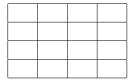
Some observations about solutions:

■ Each Queen must be on a different row.

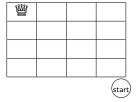
- Each Queen must be on a different row.
- Assume Queen i is placed on row i.

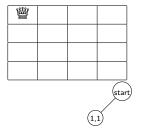
- Each Queen must be on a different row.
- \blacksquare Assume Queen i is placed on row i.
- So all we have to do is choose the columns.

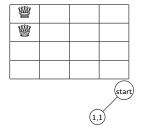
- Each Queen must be on a different row.
- Assume Queen i is placed on row i.
- So all we have to do is choose the columns.
- A candidate configuration can be represented by an n-tuple, $\langle x_1, x_2, ..., x_n \rangle$, where x_i is the column on which Queen i is placed.

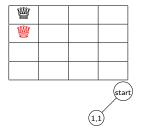


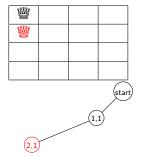
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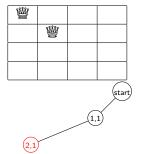


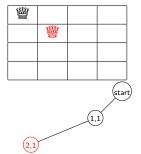


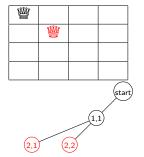


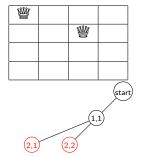


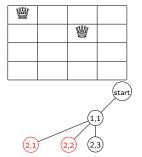


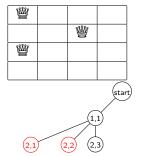


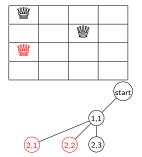


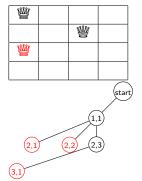


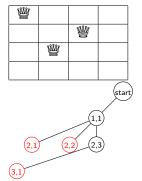


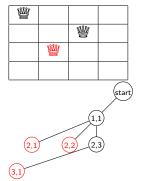


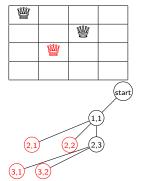


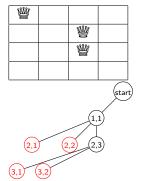


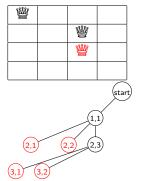


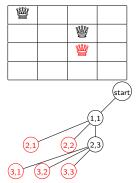


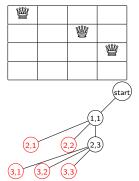


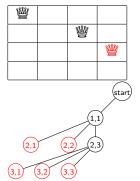


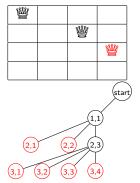


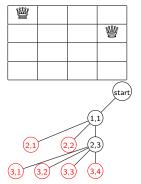


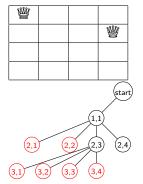


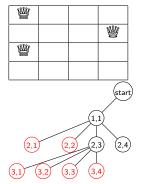


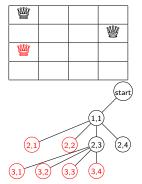


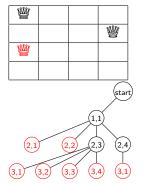


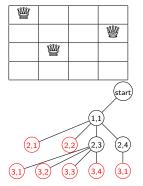


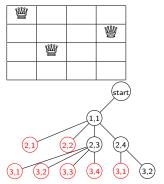


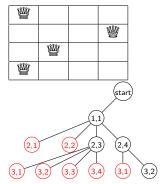


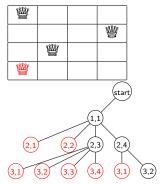


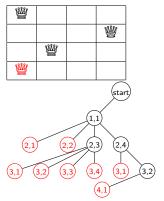


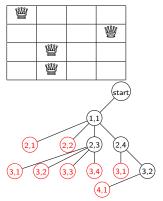


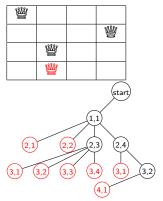


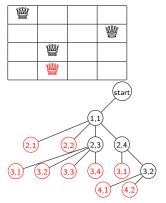


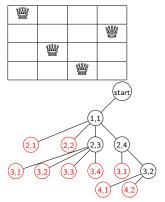


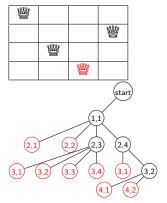


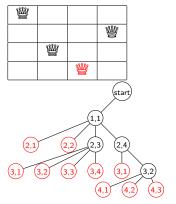


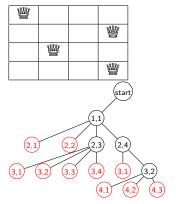


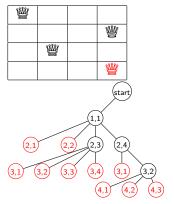


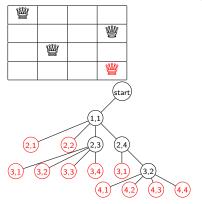


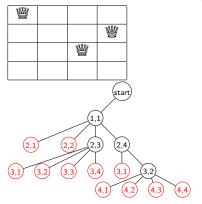


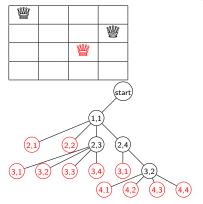


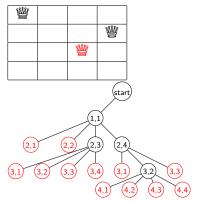


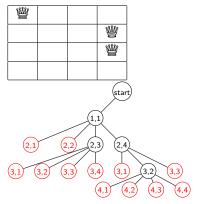


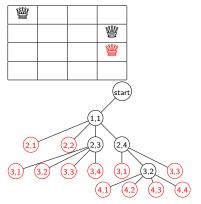


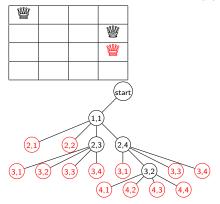


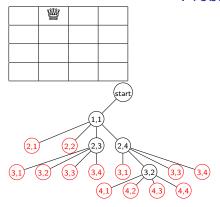


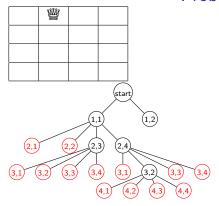


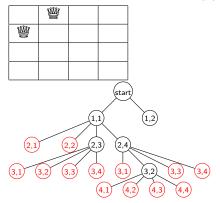


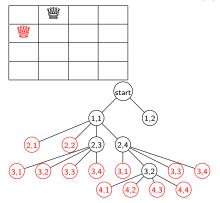


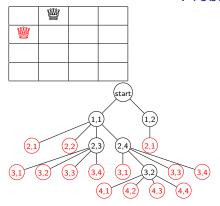


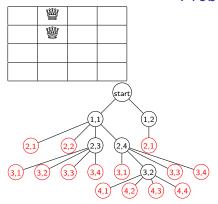


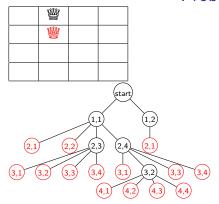


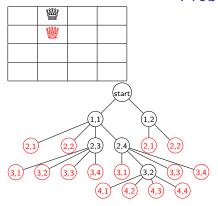


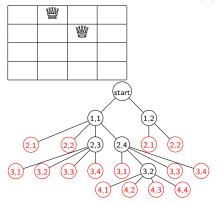


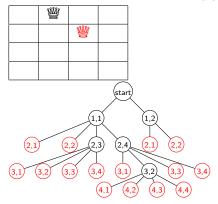


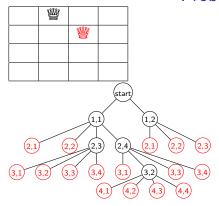


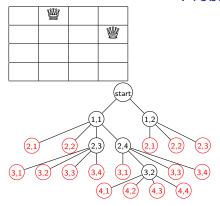


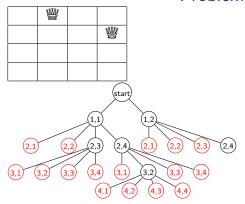


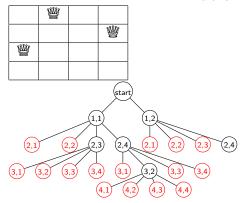


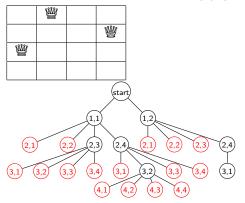


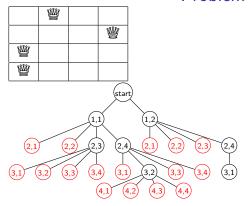


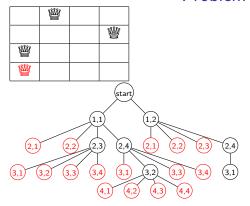


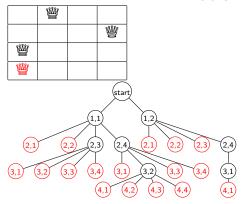


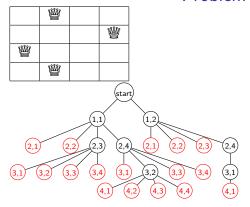


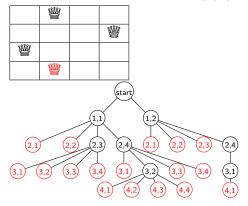


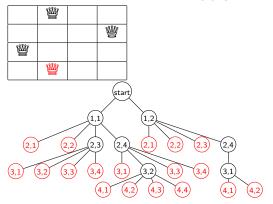


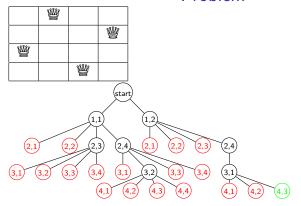




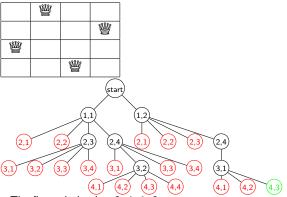






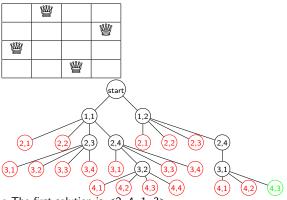


Example of How Backtracking works for 4-queen Problem



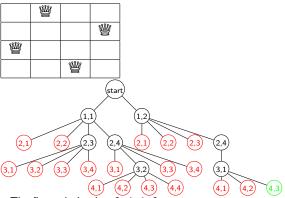
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- The backtracking algorithms checks 27 nodes before finding a solution.

Example of How Backtracking works for 4-queen Problem



- The first solution is <2, 4, 1, 3>
- The backtracking algorithms checks 27 nodes before finding a solution.
- Without backtracking, a depth-first search of the state space tree checks 155 nodes before finding the same solution.

Backtracking Alg. for the n-Queens problem (3)

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```
void Queens (index i){
   index j;
   if (promising(i))
      if (i==n)
         cout<< col[1] through col[n]</pre>
      else
         for(j=1; j \le n; j++)
            col[i+1]=j;
            Queens(i+1);
                         // Call the function with Queens(0);
bool promising (index i){
   index k=1;
   bool switch=true;
   while (k<i && switch){
      if (col[i] == col[k] || abs(col[i] -col[k]) == i - k)
         switch = false;
      k++:
   return switch;
```

After determining a node cannot lead to a solution, backtrack to the node's parent and proceed with the search on the next child

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 - Non-promising node: when the node is visited, it is determined the node cannot lead to a solution

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- Backtracking:
 - DFS of state space tree
 - Pruning state space tree:
 if a node is determined to be non-promising, back track to its
 parent
 - Pruned State Space Tree: sub-tree consisting of visited nodes

