

20/10/2020

BACK-TRACKING:- (Only for non-optimisation problems)

Given a Problem and some constraints, Find a soln that satisfies these constraints.

How to Find soln?

Construct partial soln which satisfies these constraints [one component at a time]

Evaluate these partially constructed solutions.

(i) Backtracking -

going back to previous stages, make some changes to the partial soln and now check whether we can proceed further. If so, then continue else, repeat the same process.

NOTE

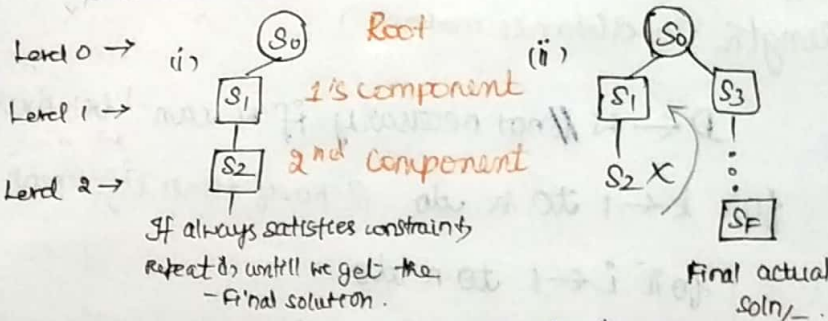
[Root (S_0) is the Initial cond.]

→ Idea:- Construct solutions one component at a time and evaluate such partially constructed candidates as follows.

→ (i) If a partially constructed solution can be developed further without violating the problem's constraints, it is done by taking the 1st remaining legitimate option for the next component - // Repeat above process if not satisfied go to (ii) below.

→ (ii) If there is no legitimate option, for the next component, no alternatives for any remaining component need to be considered.

→ In this case, the algorithm backtracks to replace the last component of the partially constructed soln. with its next option.



→ State-space tree:- (tree of choices)

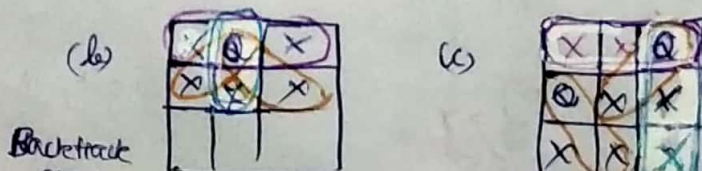
→ Its root represents an initial state before the search for a soln. begins.

→ The nodes of the first level in the tree represent the choices made for the first component of a solution

→ The nodes of the 2nd level represent the choices for the second component and so on.

[$S_1, S_2 \dots S_F$ are collectively called "state space tree"]

Starting from Root construct component (p. soln)



[Leaves that still have scope for extending the soln and may lead to find the final soln]
 are non-promising leaves

→ PROMISING:-

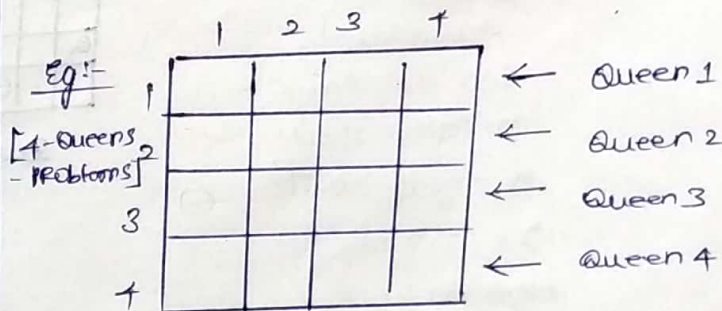
→ A node in a state space tree is said to be promising if it corresponds to a partially constructed solution that may still lead to a complete solution.

Leaves represent either non-promising dead ends or complete solutions found by the algorithm.

→ N-QUEEN PROBLEM:-

[Given $N \times N$ chessboard and N queens]

→ The problem is to place ' n ' queens on an $n \times n$ chessboard so that no 2 queens attack each other by being in same row or same column or in same diagonal.



FOR 4 Queen Problem
 [SOLUTION EXISTS]

→ (Refer next page)

→ Do we have solution for 4 Queen problem?

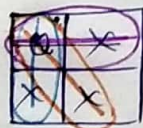
☒

Yes [since there is only one box]

[HINT]

→ FOR 2 Queen Problem? NO

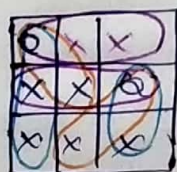
[
 Same Row
 Same Column
 Diagonal
]



← 1st Queen
 can't insert 2nd Queen

→ FOR 3 Queen Problem? NO.

(a)



← 1st Queen
 ← 2nd Queen

[He can't change the position of 2nd Queen so backtrack to 1st Queen and change its position and try on].

[Backtracking not only means going back to the last previous partial soln, it may be any of the previous one]

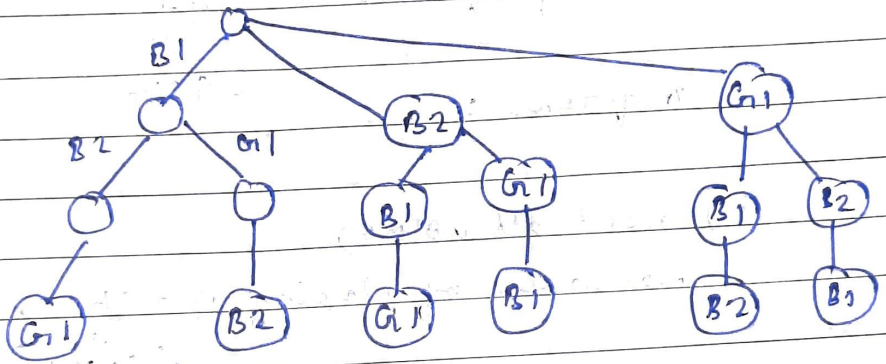
BACKTRACKING

(Brute force approach)

- Try all possible ways, pick best. This is not used for optimisation problem. Its used when we get multiple solutions and we need all of them.
- Represent soln in form of state space tree

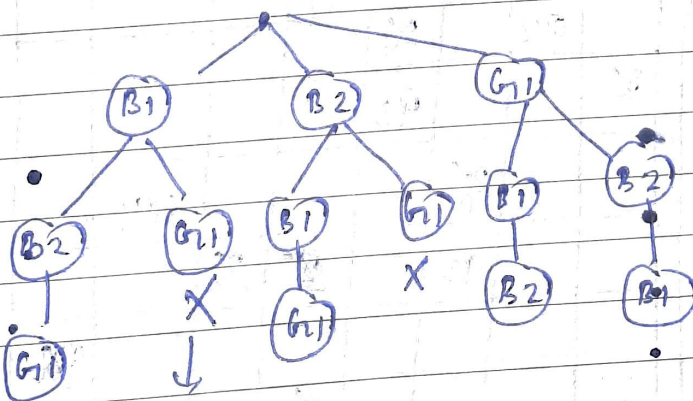
* Example: arrange B₁, B₂, G₁,

state sp. Tree:



represents all possibilities.

- * Backtracking always has constraints say G₁ not in middle.



node killed

imposed / this condition bounding function killed through

if no bounding function is applied until we reach last level \Rightarrow its a solution

* Branch n bound also uses above approach:

Backtracking - follow DFS

B + B - follow BFS

* N-Queen's problem:

For 4 queens : $\begin{matrix} \rightarrow \text{col nos of} \\ 2, 4, 1, 3 & (q_1, q_2, q_3, q_4) \\ \text{or} \\ 3, 4, 1, 2 \end{matrix}$

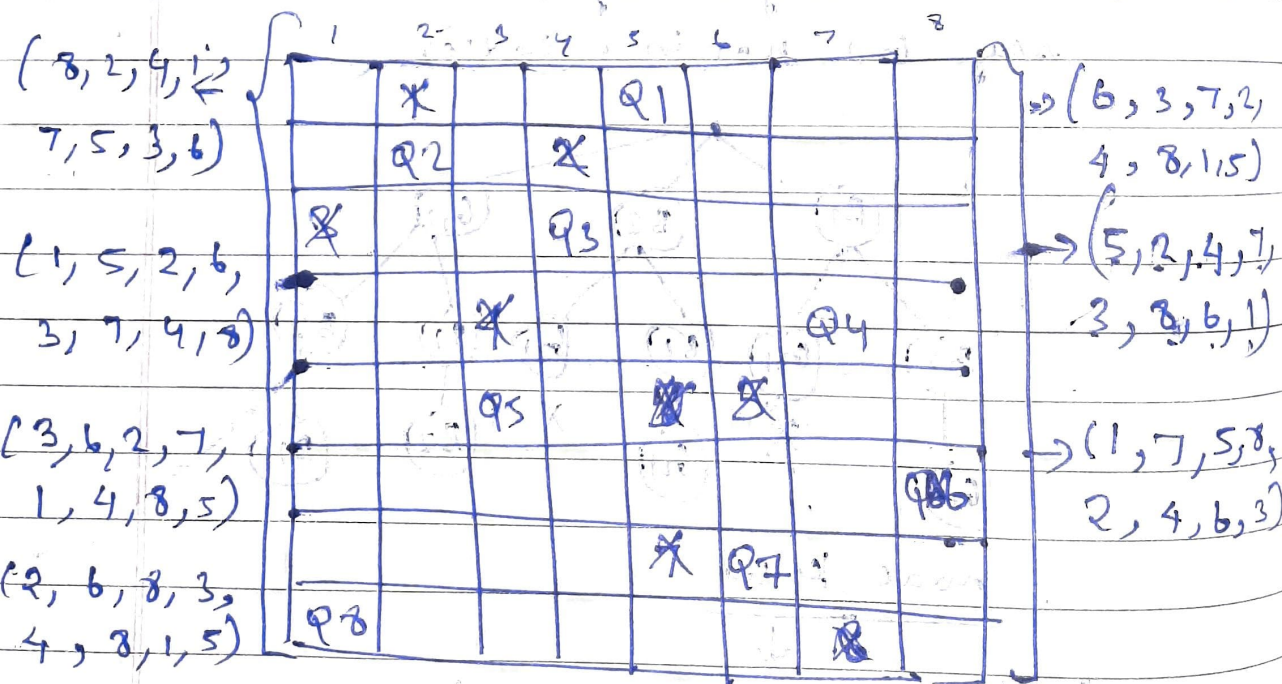
8 queens :

We need all perms;

no ways of placing $Q = 16! / 4$
(4×4)

To reduce, we enable constraints

Not same row, col, diagonal,
diagonal.



$\therefore \Rightarrow (2, 4, 1, 3, 6, 8, 5, 7)$

Max no. of nodes in SST :

$$1 + \sum_{i=0}^{n-1} \left[\prod_{j=0}^i (n-j) \right]$$

For 4-queens,

$$1 + 4 + 4 \times 3 + 4 \times 3 \times 2 + 4 \times 3 \times 2 \times 1 = \boxed{65}$$

* other examples

Graph coloring, sum of subsets

* Hamiltonian cycle

If graph is given, we must start from a starting vertex, visit all other nodes exactly once and return back to the starting vertex. \rightarrow forms cycle.

Problem - To find all Hamiltonian cycles.
(similar to travelling salesman)

Travelling salesman \rightarrow minimisation

Hamiltonian \rightarrow Not so

* conditions :

1. all nodes must be connected
(directed/non-directed)

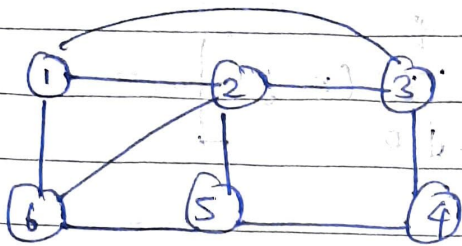
2. This is NP-Hard problem

(exponential time taking)

So, there is no easy way / shortcut to find if Hamiltonian cycle is present in the graph / not

\Downarrow
only manual

Example:



$c_1 = 1, 2, 3, 4, 5, 6, 1$

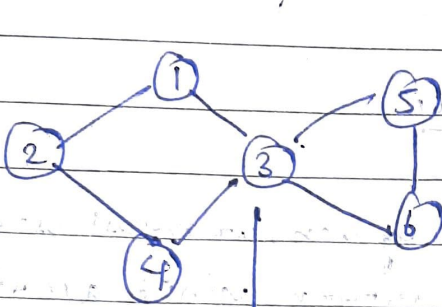
$c_2 = 1, 6, 2, 5, 4, 3, 1$

$c_3 = 1, 2, 6, 5, 4, 3, 1$

~~$c_4 = 1, 3, 4, 5, 2, 6, 1$~~

↳ wrong (same as c_2)

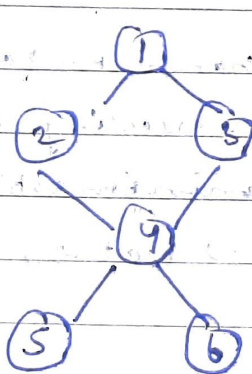
~~$c_5 = 2, 3, 4, 5, 6, 1, 2$~~ (same as c_1)



articulation
point

Hamiltonian
not possible because
this (3) is junction/
connecting point of

2 graphs, 3 must
be repeated.



Hamiltonian doesn't
exist because of
pendant vertices
(5, 6)

To solve problem, use an array, draw
state space tree accordingly.

1. Construct a state space tree Adjacency
matrix from given graph

2. put values in array & if there is no
repetition, after assigning check if its
before value & the present value share an
edge.