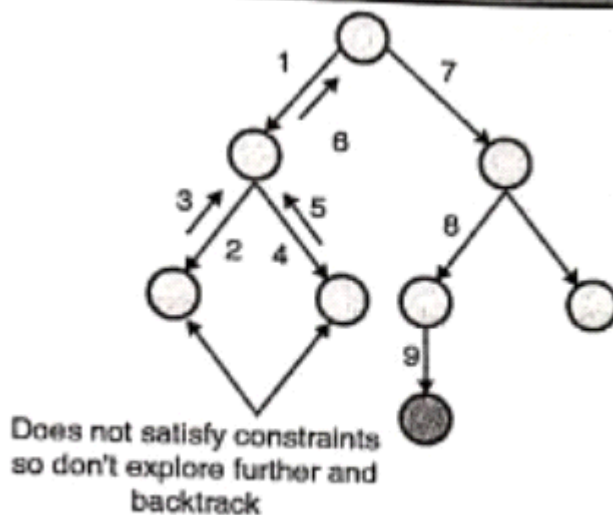


# Backtracking and Branch & Bound

Saturday, December 10, 2022 10:40 AM

## Backtracking -

- It is a problem solving strategy
- It uses a recursive approach
- Better version of brute force approach
- When we have set of choices and don't know which choice leads to solution, we use backtracking
- Almost every CSP can be solved using backtracking
- If the choices satisfies given constraints then they are marked as Partial solutions
- These partial solutions then explored using DFS
- If complete soln found then we have found one of the possible solutions
- If we do not get complete soln then we backtrack from the partial soln and explore another
- We can visualize backtracking using State Space Tree
- A node in a tree is Promising if it represents partial soln otherwise non-promising
- Ex. N-Queens problem, Graph coloring problem, TSP, etc.
- A soln is represented as a tuple which is a finite set of choices



**Fig. 5.1.1 : Process of backtracking**

- For algorithm or control abstraction of backtracking consider refer example of N-queens

## Constraints -

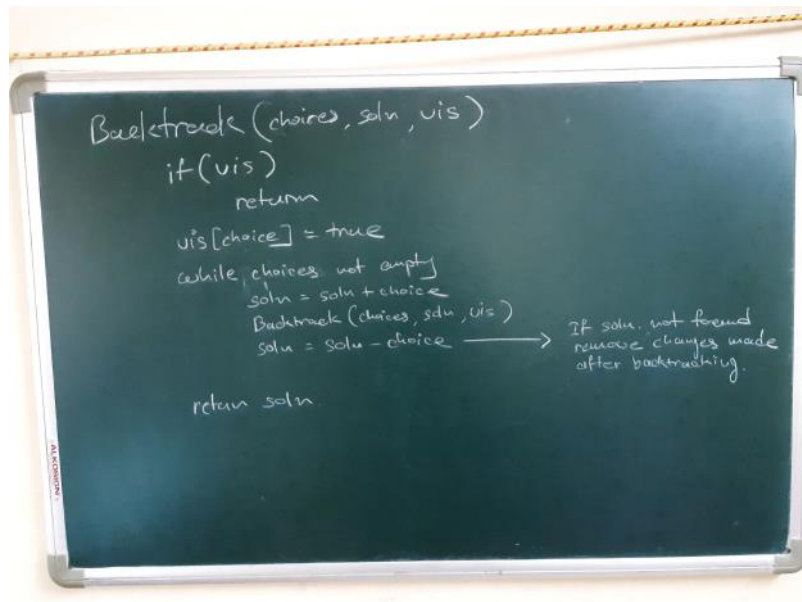
### Implicit constraints -

These are the rules that states that how the selected elements in the tuple are related

### Explicit constraints -

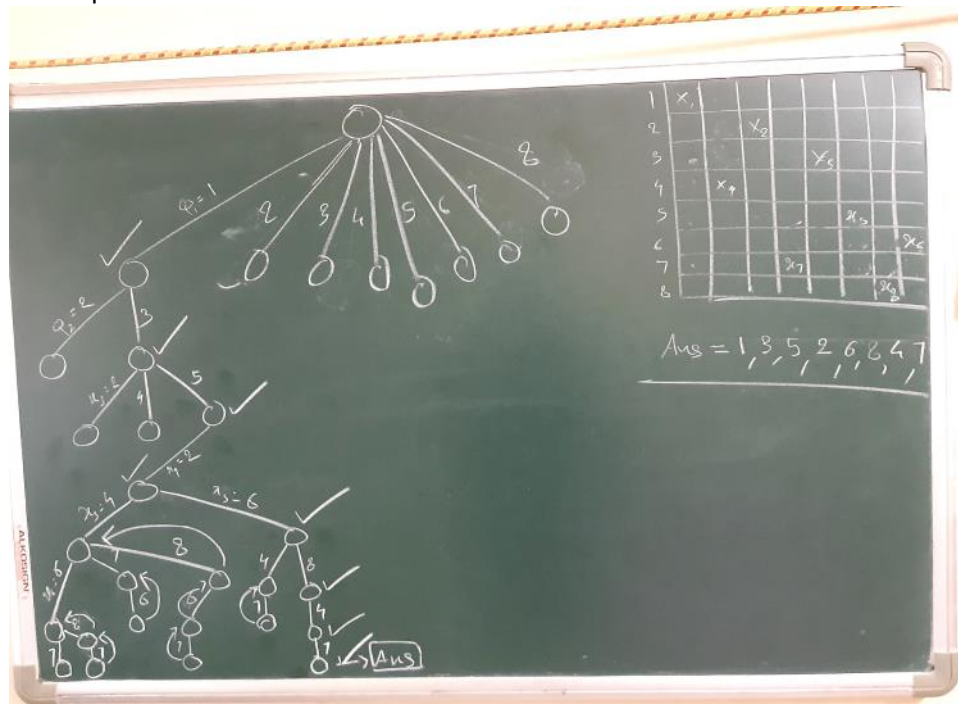
These are the rules that states that how to select an element from set of choices

## Control abstraction for Backtracking -



8 Queens -

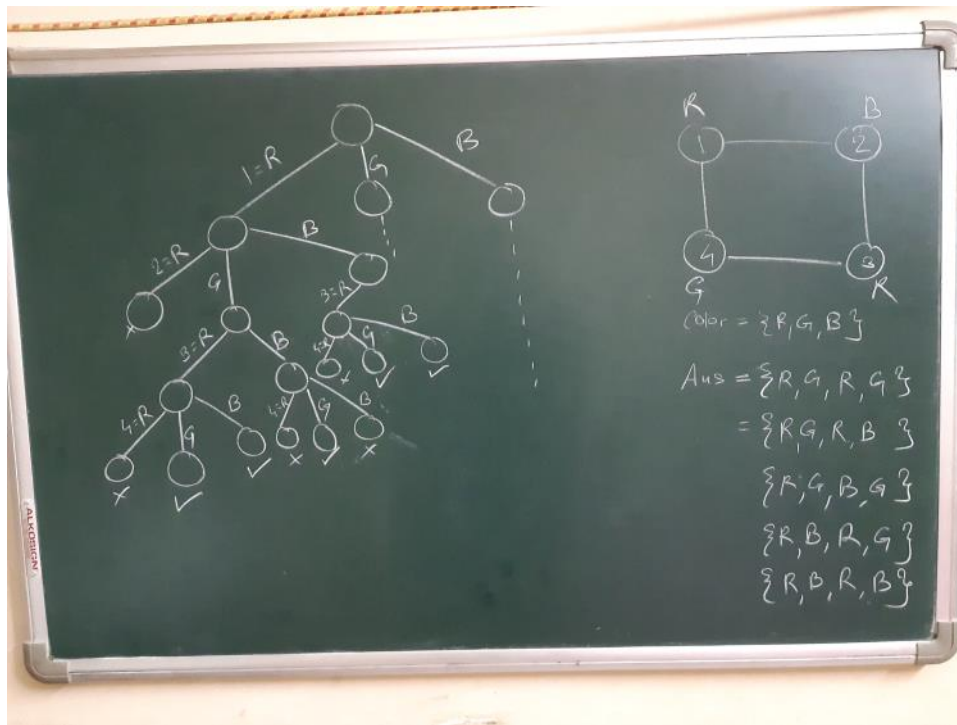
State Space Tree



4 Queens -

State Space Tree





```

Graphcolor ()
{
    vis[curVertex] = true
    color[curVertex] = colors[curVertex]
    while (curVertex.hasAdjVertex)
        if !vis[newVertex]
            color[newVertex] = colors(newVertex)

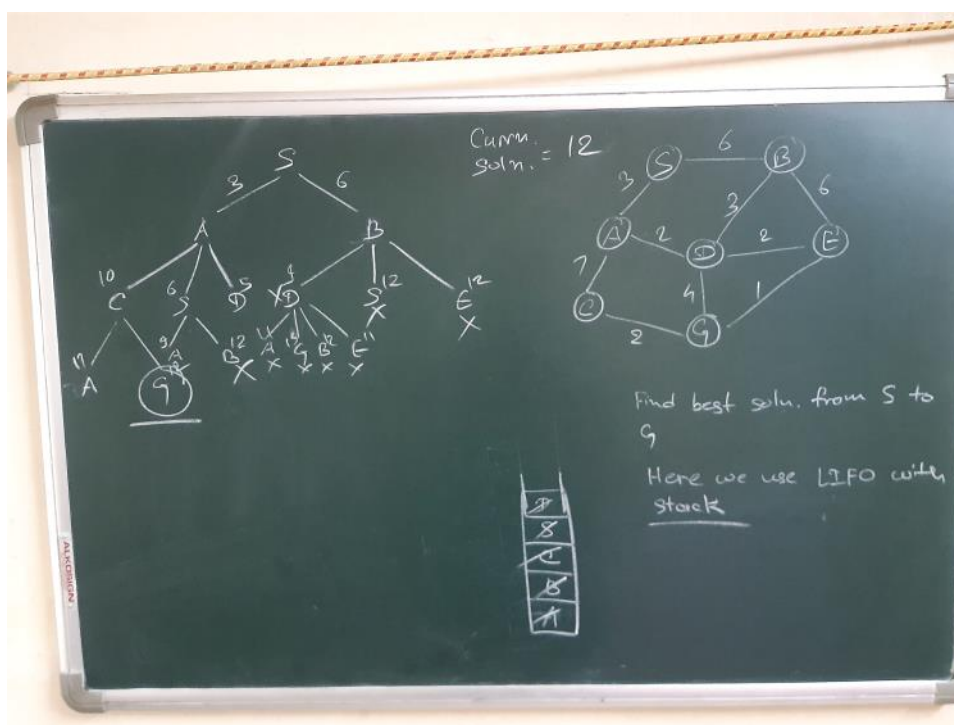
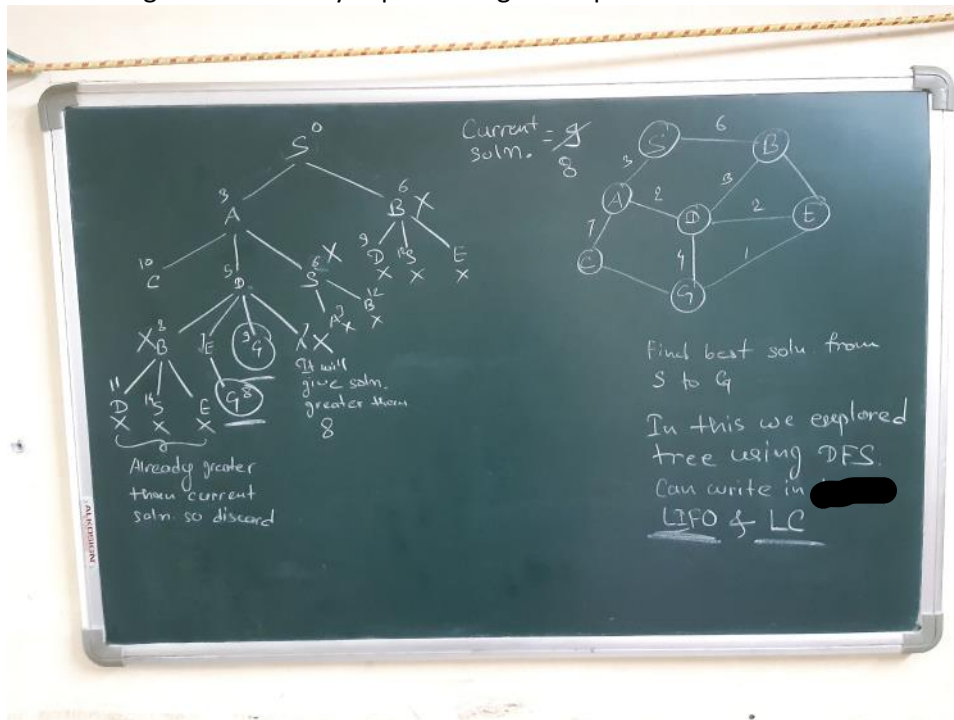
    return
}

```

### Branch and Bound -

- Very similar to backtracking
- Problem solving strategy
- Backtracking is used for decision problems while BB is used for optimization problems
- In this we limit our search to few branches of state space tree and apply some bounds or conditions to optimize the solution
- If a node having more cost than then we prune/discard that node or branch of the tree
- This is called as bounding
- Three strategies are used to solve BB problems FIFO, LIFO and LC

- FIFO uses queue to store the nodes of the state space tree
- LIFO uses stack to store the nodes
- In Branch and bound we only use BFS strategy
- Least Cost (LC) uses min cost of the node as the condition or bound to explore the node to find the solution
- Node having min cost is only explored to get an optimal solution.

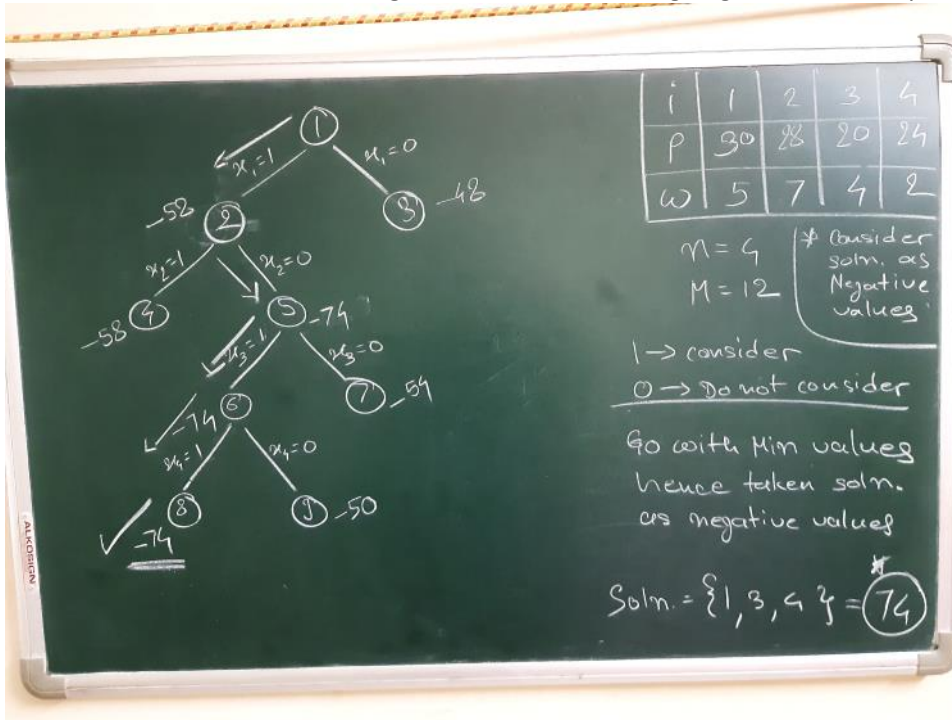


#### 0/1 Knapsack using LCBB -

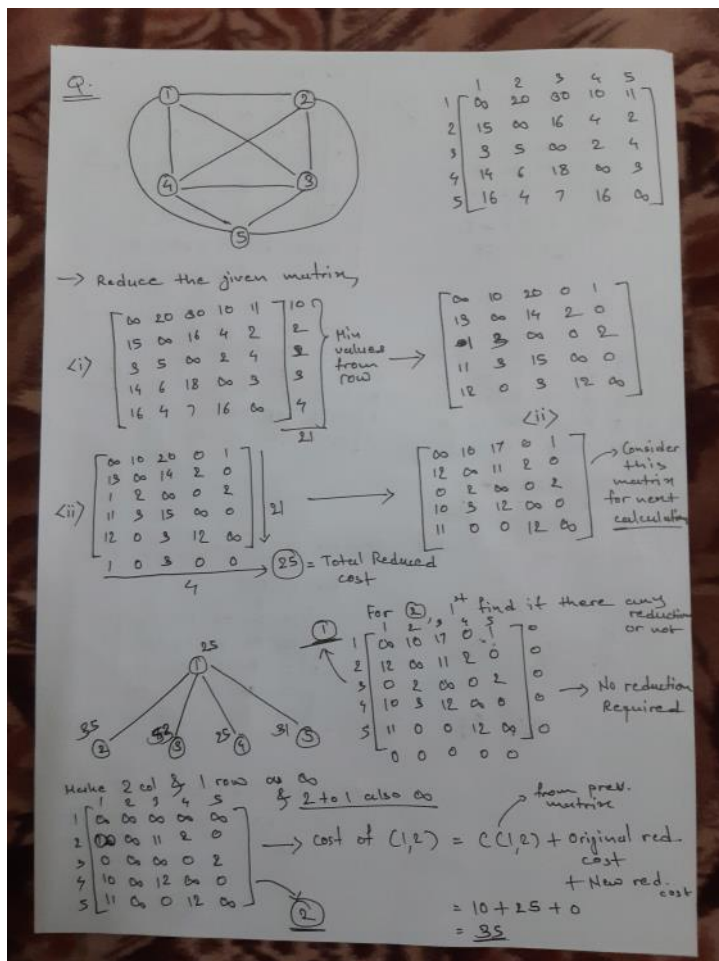
- We consider one node and move on with next consecutive node
- We will either select a node or not select it
- If selected then try to find soln by considering next nodes also until soln < M



- Give -ve value to soln because BB is used for minimization problems only
- Whichever value, either selecting a node or not selecting it, gives min value proceed with that path



#### Travelling Salesman Problem using BB -



For (3),

1	2	3	4	5
1	00	00	00	00
2	12	00	00	2 0
3	00	3	00	0 2
4	15	3	00	00 0
5	11	0	00	12 00

$$C(1,5) = 17 + 25 + 0 = 42 + 11 = 53$$

For (4),

1	2	3	4	5
1	00	00	00	00
2	12	00	11	00 0
3	0	3	00	00 2
4	00	3	12	00 0
5	11	0	0	00 00

$$cost(1,4) = 0 + 25 + 0 = 25$$

For (5),

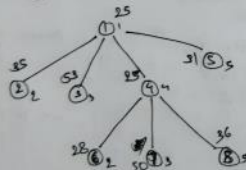
1	2	3	4	5
1	00	00	00	00
2	12	00	11	2 00
3	0	3	00	0 00
4	15	3	12	00 00
5	00	0	0	12 00

$$C(1,5) = 1 + 25 + 5 = 26 + 5 = 31$$

For (5),

1	2	3	4	5
1	00	00	00	00
2	10	00	3	0 00
3	0	3	00	0 00
4	12	0	12	00 00
5	00	0	0	12 00

Node (4) has min value, Consider (4) Matrix,



for (4,2),

1	2	3	4	5
1	00	00	00	00
2	00	00	11	00 0
3	0	00	00	00 2
4	00	00	12	00 00
5	11	00	0	00 00

$$C(4,2) = C(4,2) + C(4) + 0 = 3 + 25 + 0 = 28$$

for (4,3),

1	1	2	3	4	5
2	12	0	0	0	0
3	0	3	0	0	0
4	0	0	0	0	0
5	11	0	0	0	0

$$C(4,3) + C(4) + 13$$

$$= 12 + 25 + 13 = 50$$

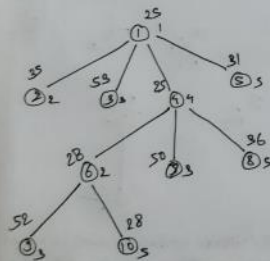
for (4,5),

1	1	2	3	4	5
2	12	0	0	0	0
3	0	3	0	0	0
4	0	0	0	0	0
5	0	0	0	0	0

$$C(4,5) + C(4) + 11$$

$$= 0 + 25 + 11 = 36$$

Node 6 has min value, consider 6 Matrix



$$C(2,3) + C(2) + 13$$

$$= 11 + 22 + 13 = 46$$

for (2,3),

1	1	2	3	4	5
2	0	0	0	0	0
3	0	0	0	0	0
4	0	0	0	0	0
5	11	0	0	0	0

1	1	2	3	4	5
2	0	0	0	0	0
3	0	0	0	0	0
4	0	0	0	0	0
5	0	0	0	0	0



for (1,5)

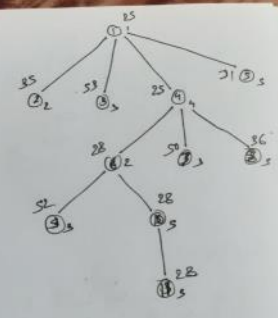
1	2	3	4	5
00	00	00	00	00
20	00	00	00	00
00	00	00	00	00
00	00	00	00	00
00	00	00	00	00

10

$$C(2,5) + C(0) + 0$$

$$= 0 + 28 + 0$$

$$= 28$$



Node 10 has min value, consider 10 matrix

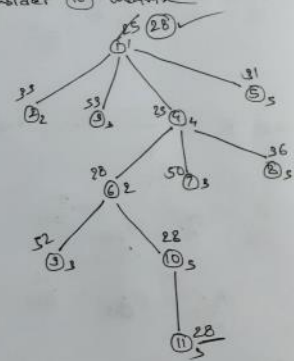
for (5,3)

1	2	3	4	5
00	00	00	00	00
00	00	00	00	00
00	00	00	00	00
00	00	00	00	00
00	00	00	00	00

$$C(5,3) + C(5) + 0$$

$$= 0 + 28 + 0$$

$$= 28$$



All other nodes have values greater than 28 hence the final ans is 28 & path is 1 → 4 → 2 → 5 → 3 → 1