

# UCSC Silicon Valley Extension

## Advanced C Programming

Recursion

Instructor: Radhika Grover

# Overview

- Exhaustive search techniques using recursion and backtracking
- Applications:
  - Maze solving
  - Knapsack problem
  - Variants of minimum spanning trees

# Exhaustive search

- Tries all possible solutions - also called brute force.
  - Generates all possible solutions (candidates)
  - Checks if a candidate solution is valid
- Advantage: simple to implement
- Disadvantage: cost to generate all candidate solutions

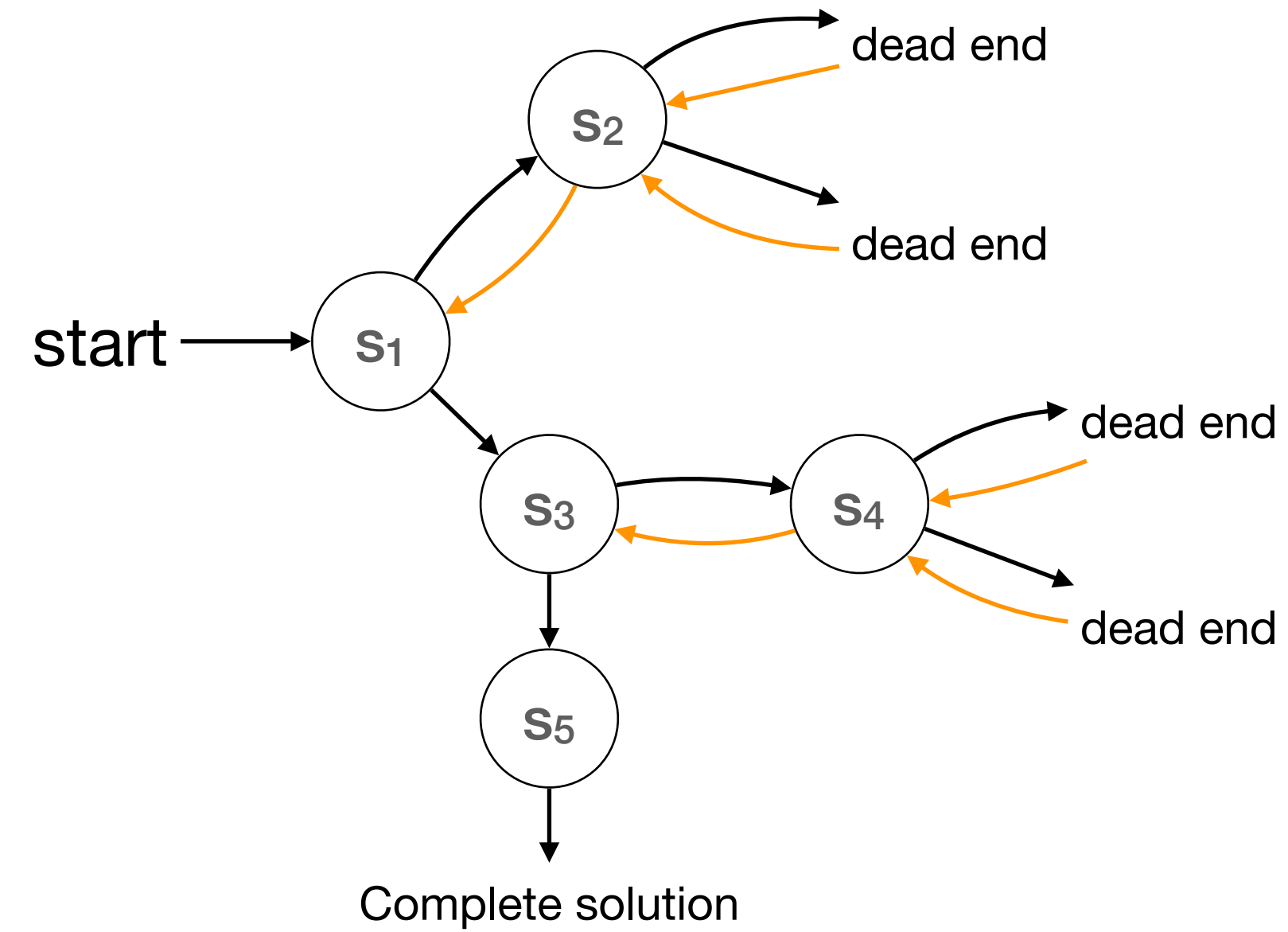
# Backtracking

- Abandons a partial solution that cannot be completed to create a complete solution (dead end).
- Returns back to a previous step and chooses a different back.
- Improves exhaustive search

# Backtracking

$S_1, S_2, S_3, S_4, S_5$ : partial solutions

→ backtracking



# Knapsack Problem

$$\text{Maximize } \sum_{j=1}^n v_j x_j$$

$$\text{subject to } \sum_{j=1}^n w_j x_j \leq c$$

$$x_j \in \{0, 1\}, j = 1, 2, \dots, n$$



Cost: \$20

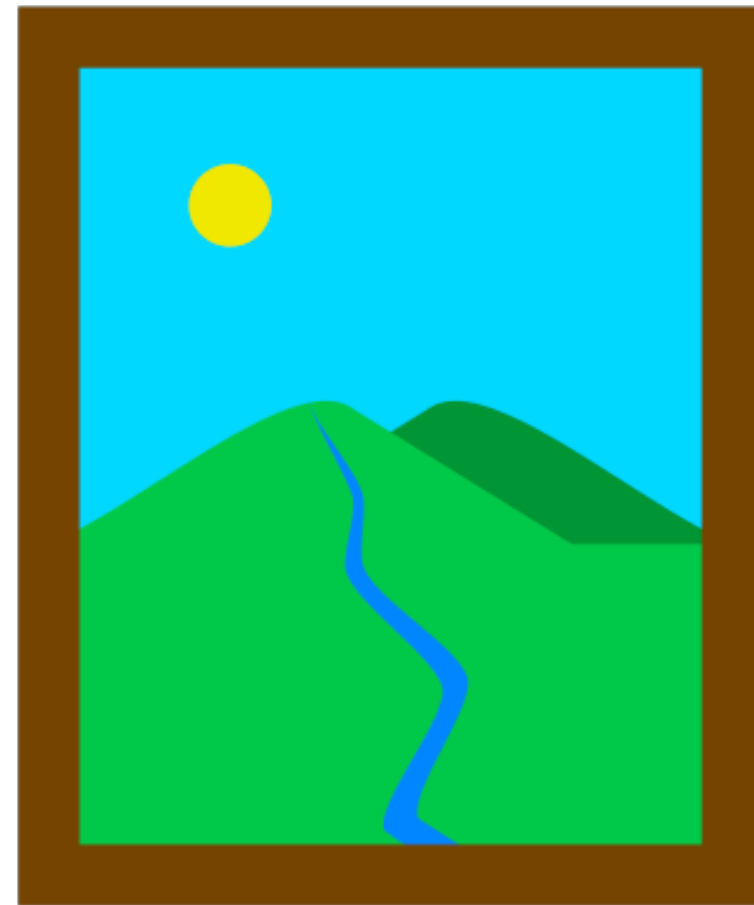
Weight: 10 lbs



Cost: \$6

Weight: 2 lbs





Cost: \$15

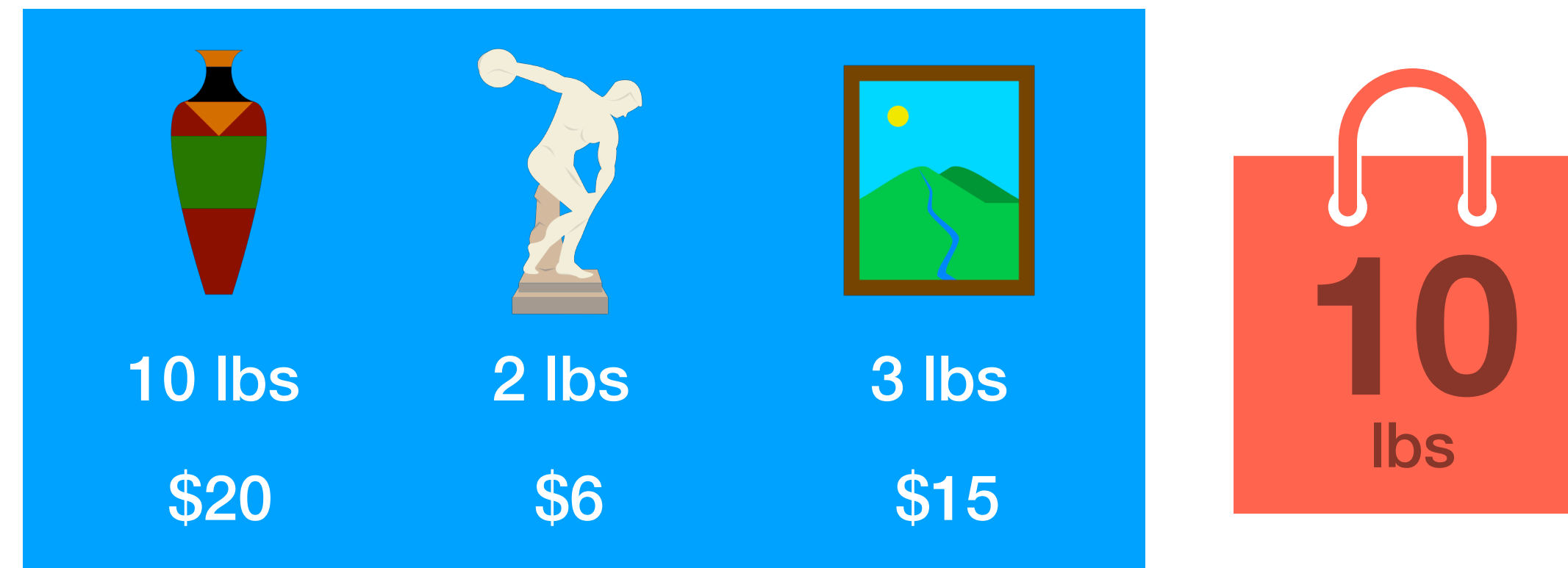
Weight: 3 lbs



# 0-1 Knapsack Problem

**Goal: Maximize Value**

Store in bag with a capacity of 10 lbs



# Types of Knapsack Problems

- **Bounded**

- Fixed amount  $m_j$  of each type

$$x_j \in \{0, 1, \dots, m_j\}, j = 1, 2, \dots, n$$

- **Unbounded**

- Unlimited amount of each type

$$x_j \geq 0, \text{ integer } j = 1, 2, \dots, n$$

- **Multiple Choice**

- Choose exactly 1 item  $j$  from each of  $K$  classes  $N_i, i=1, \dots, k$

$$\text{Maximize } \sum_{i=1}^k \sum_{j \in N_i} v_{ij} x_{ij}$$

$$\text{subject to } \sum_{i=1}^k \sum_{j \in N_i} w_{ij} x_{ij} \leq c,$$

$$\sum_{j \in N_i} x_{ij} = 1, i = 1, \dots, k$$

$$x_{ij} \in 0, 1, i = 1, \dots, k, j \in N_i$$

# Types of Knapsack Problems (continued)

- **Subset-sum**

- Value  $v_j$  is equal to weight  $w_j$  for each item in 0-1 Knapsack problem.

$$\begin{aligned} &\text{Maximize } \sum_{j=1}^n w_j x_j \\ &\text{subject to } \sum_{j=1}^n w_j x_j \leq c \\ &x_{ij} \in \{0, 1\}, i = 1, \dots, k, j \in N_i \end{aligned}$$

- **Fractional**

$$0 \leq x_i \leq 1, 1 \leq i \leq n$$

- **Multi-constraint**

- Most general form

$$\begin{aligned} &\text{Maximize } \sum_{j=1}^n v_j x_j \\ &\text{subject to } \sum_{j=1}^n w_{ij} x_j \leq c_i, i = 1, \dots, m \\ &x_j \geq 0 \text{ integer}, j = 1, \dots, n \end{aligned}$$

# Applications

- 0-1: Find an optimal investment plan given  $n$  projects, the profit from each project is  $p_j$ , cost to invest in a project is  $w_j$ , and only  $c$  dollars are available.
- Multiple-choice: Choose one of  $N_i$  dishes in each of  $k$  courses in a restaurant without exceeding amount of  $c$  calories.

# Applications

- Subset-sum
- Fractional
- Multi-constraint

# Solutions



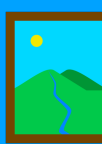
- Exhaustive search
- Greedy algorithm
- Branch and bound
- Dynamic programming
- Approximation algorithms
- Genetic algorithms

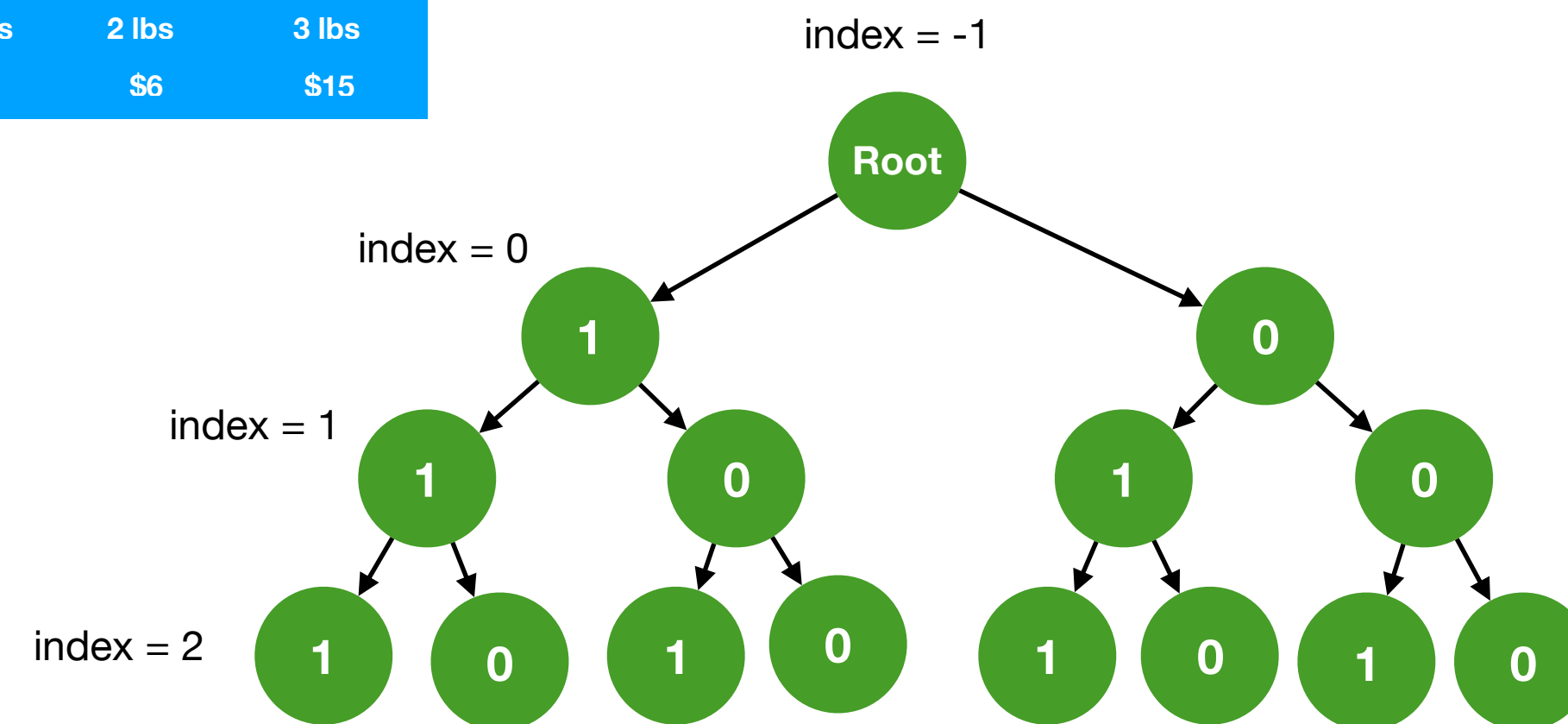


# Exhaustive Search

- Brute-force search
- Explores all—pick one
- A recursive strategy
- Running time?

# Generate binary number



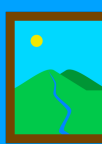
		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15

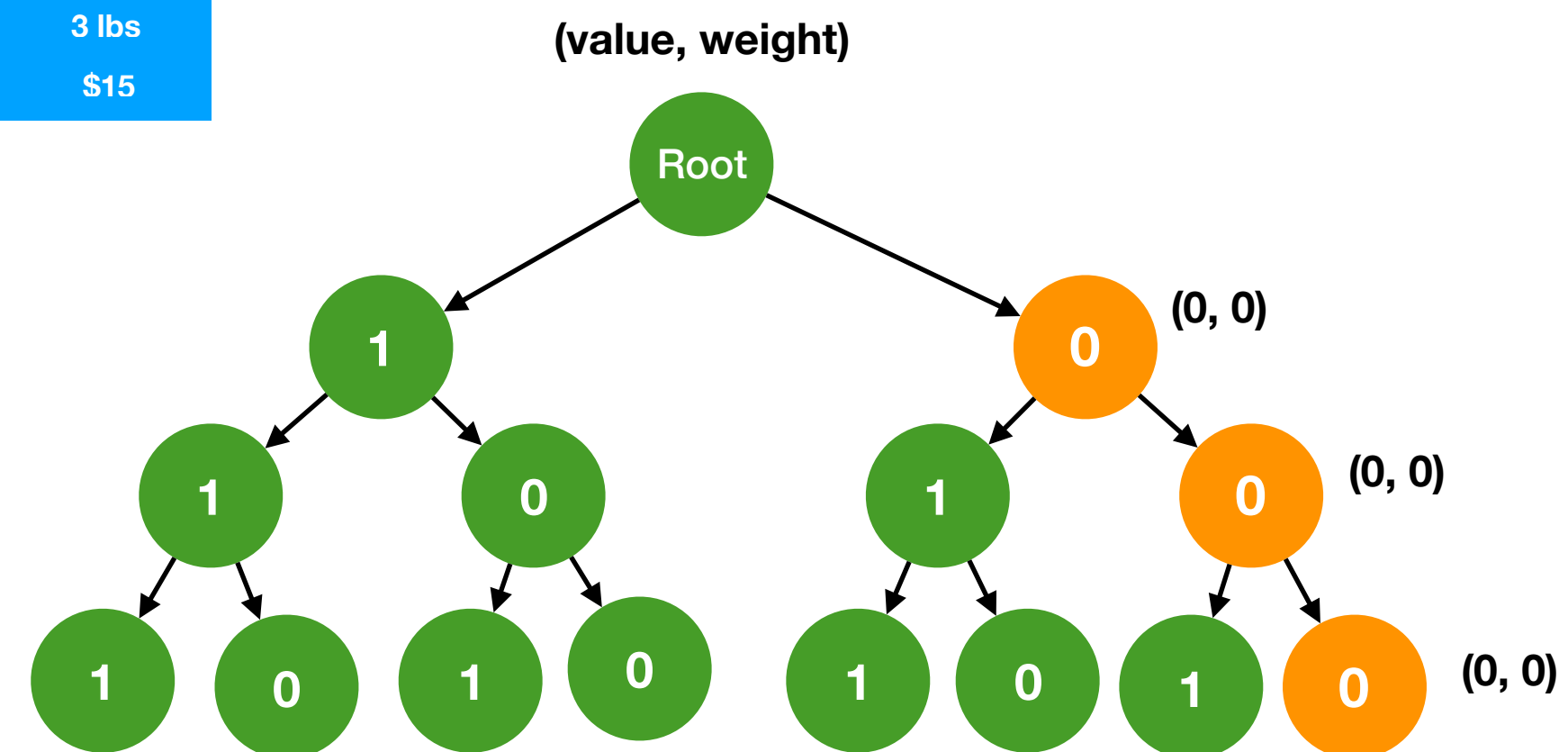


0	0	0
0	0	1
0	1	0
0	1	1
1	0	0
1	0	1
1	1	0
1	1	1

current value = value[index] \* select + current value  
Current weight = weight[index] \* select + current weight

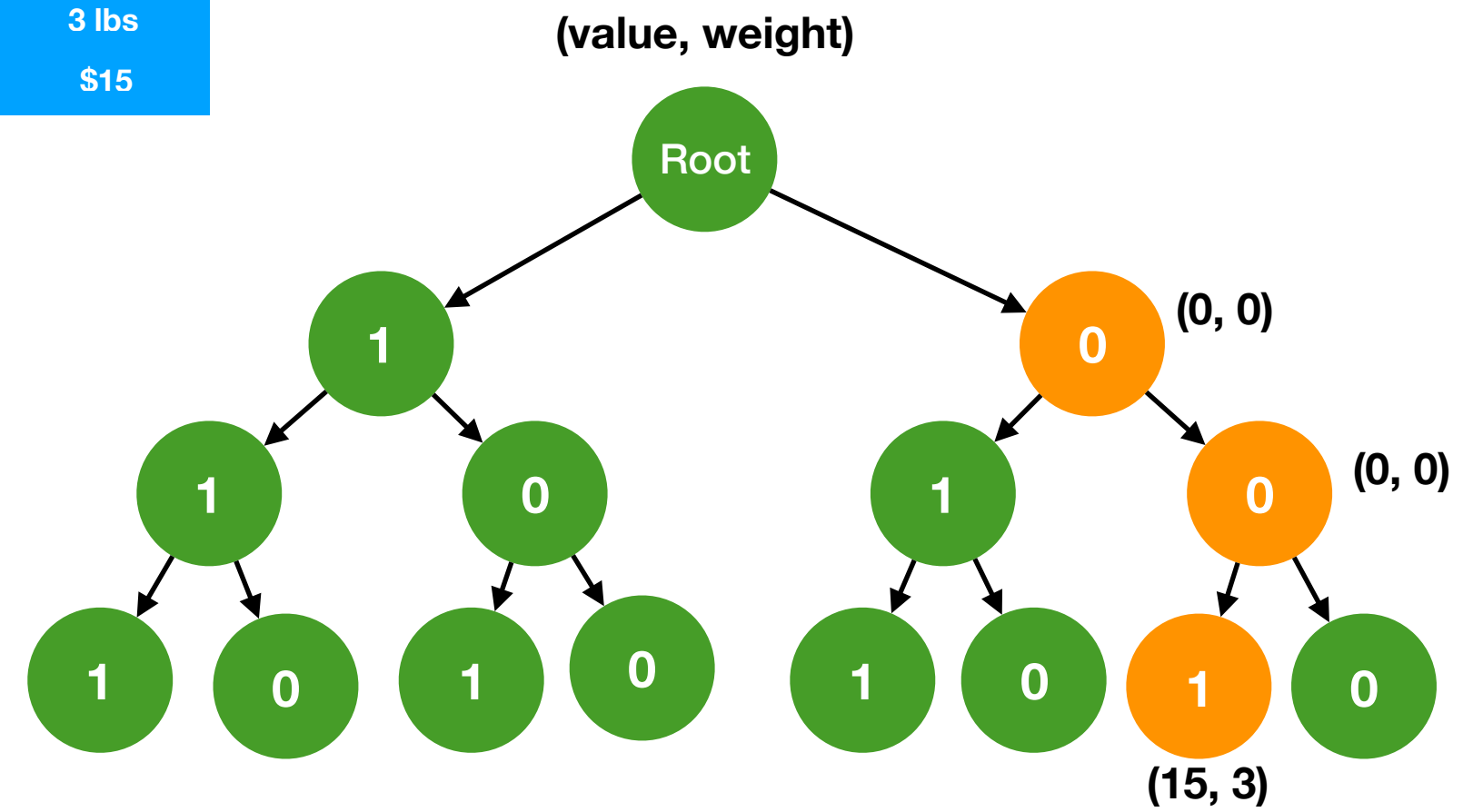
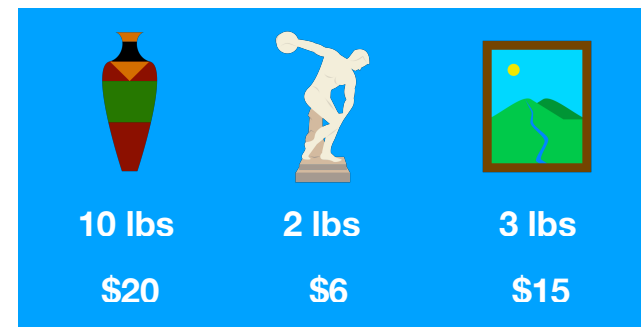
# Knapsack : exhaustive search

		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15






	value	weight
000	0	0
001		
010		
011		
100		
101		
110		
111		

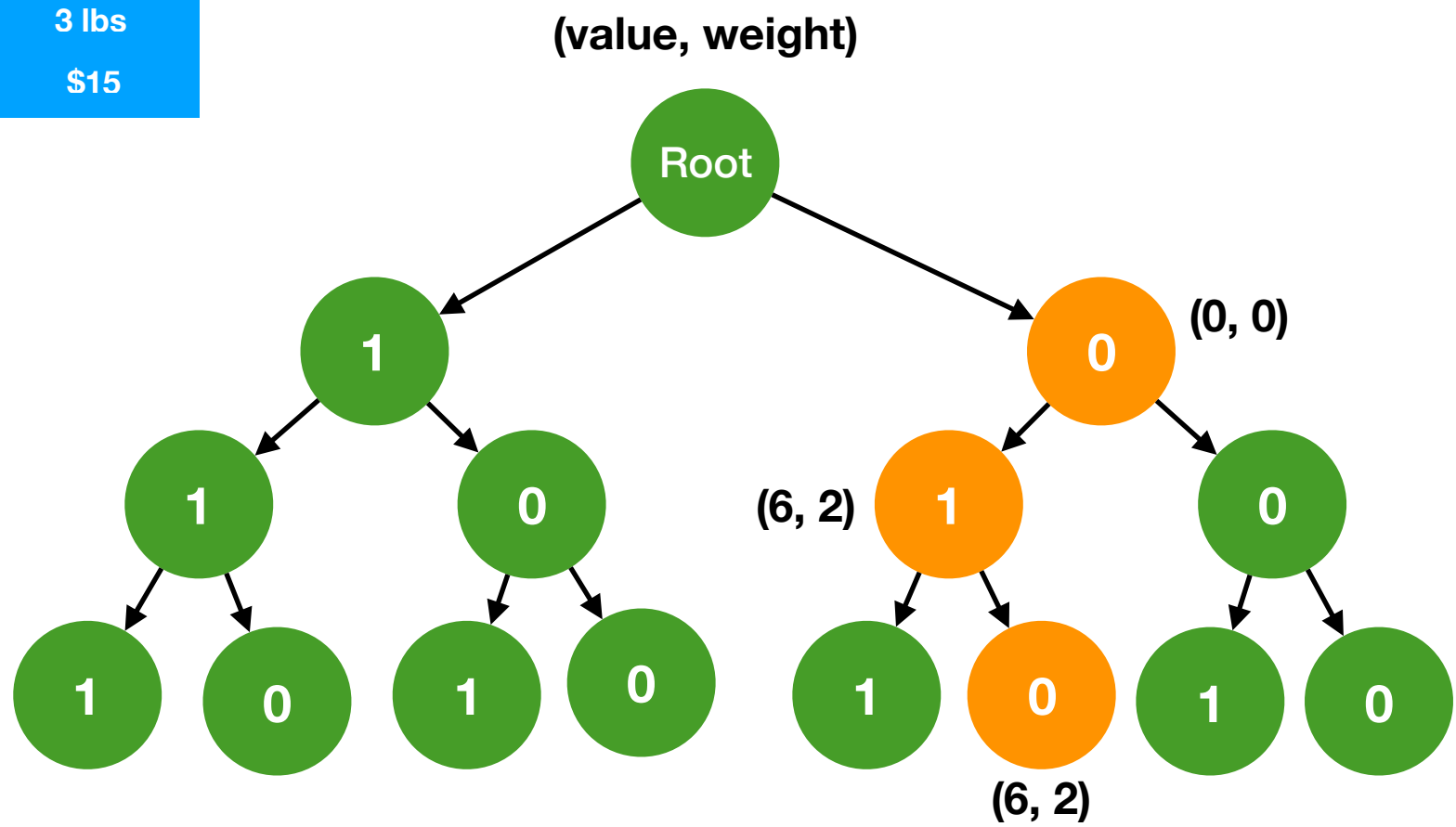
# Knapsack exhaustive search



	value	weight
000	0	0
001	15	3
010		
011		
100		
101		
110		
111		

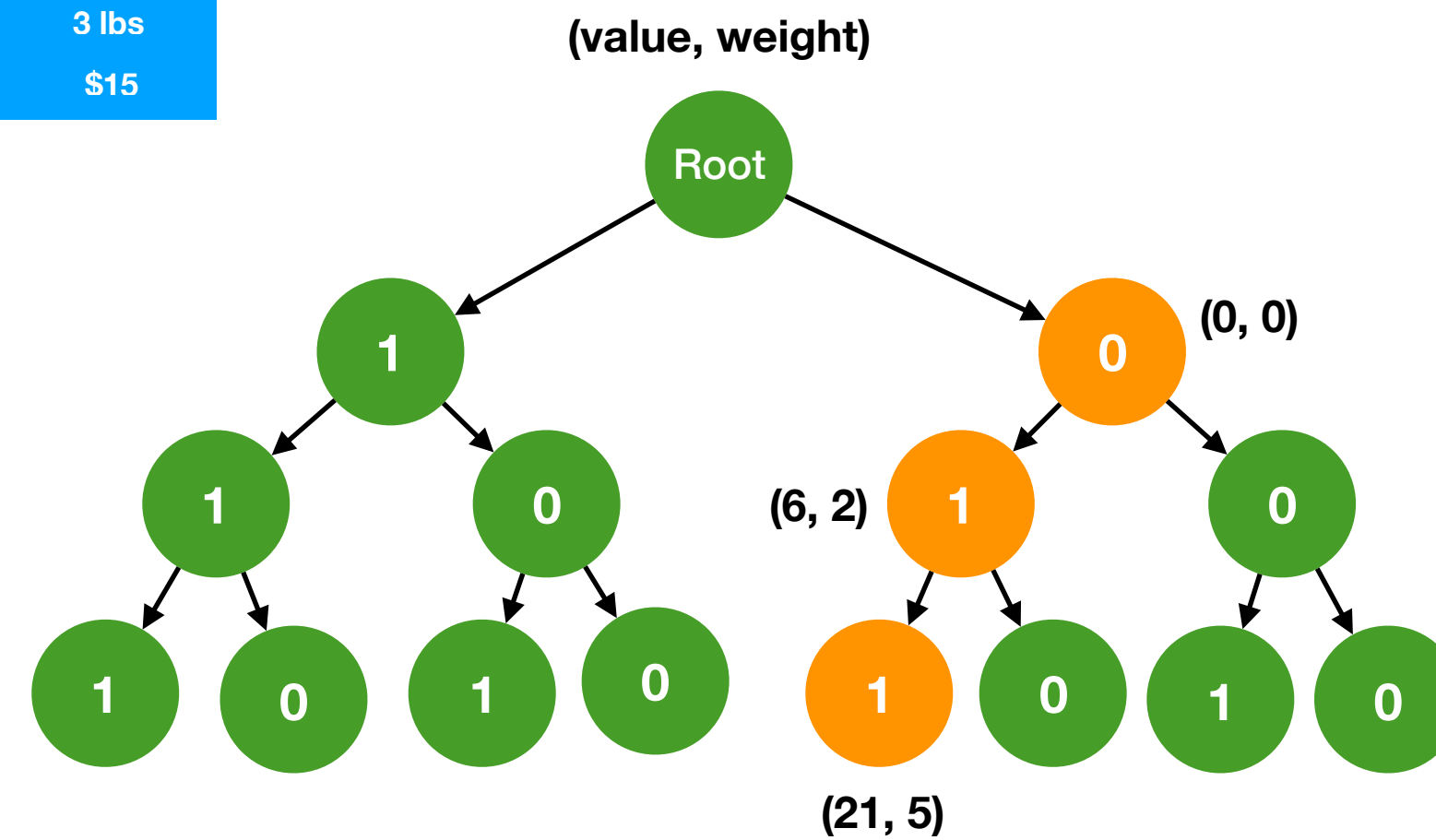
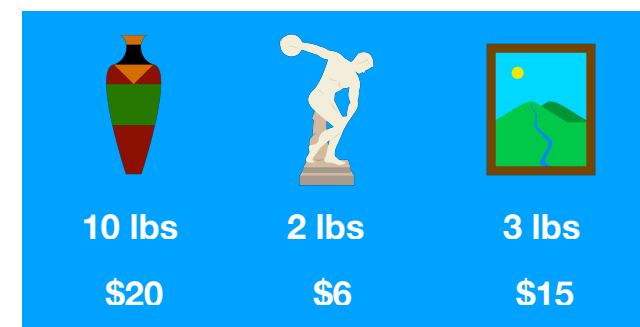
# Knapsack : exhaustive search

		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15






	value	weight
000	0	0
001	15	3
010	6	2
011		
100		
101		
110		
111		

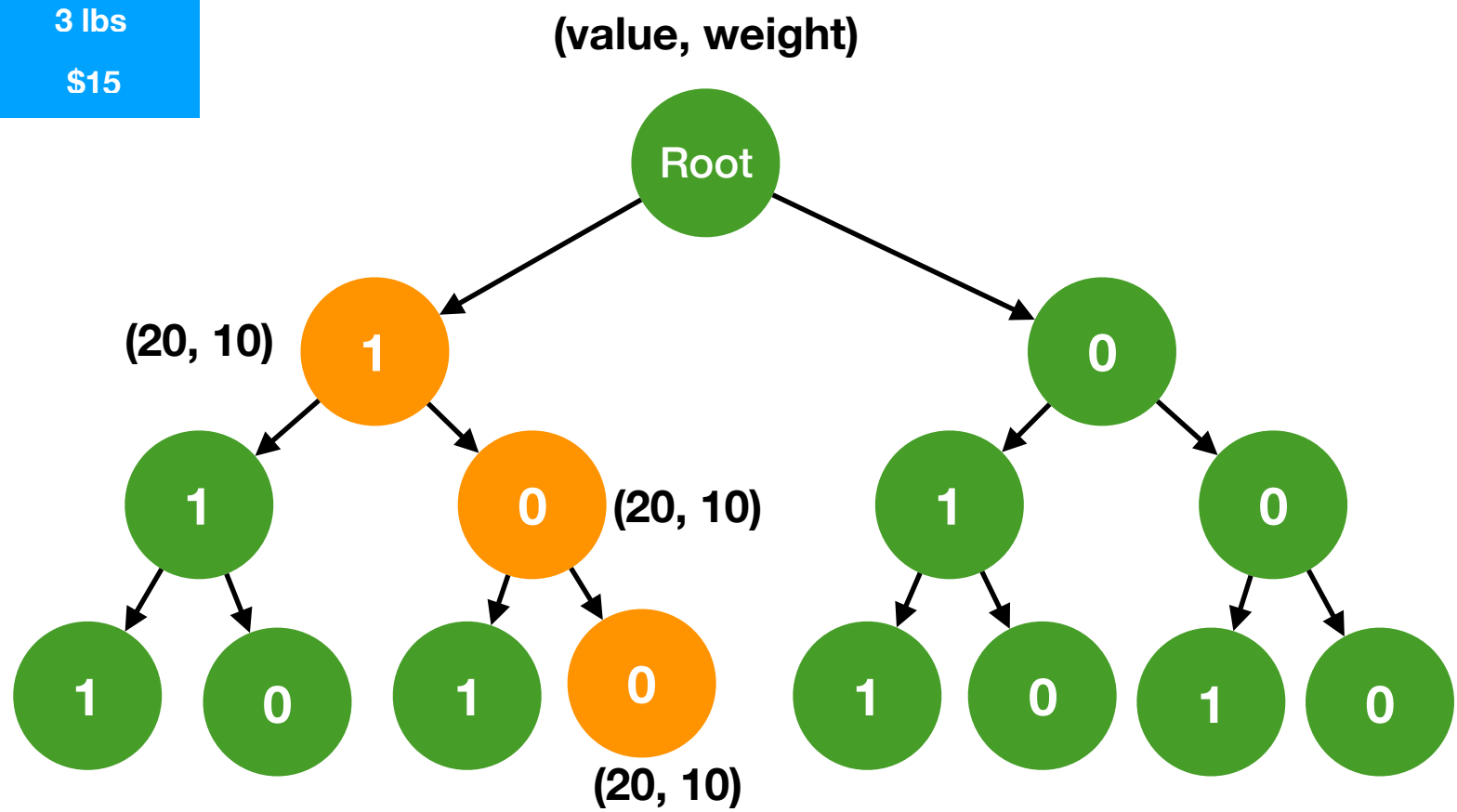
# Knapsack : exhaustive search



	value	weight
0 0 0	0	0
0 0 1	15	3
0 1 0	6	2
0 1 1	21	5
1 0 0		
1 0 1		
1 1 0		
1 1 1		

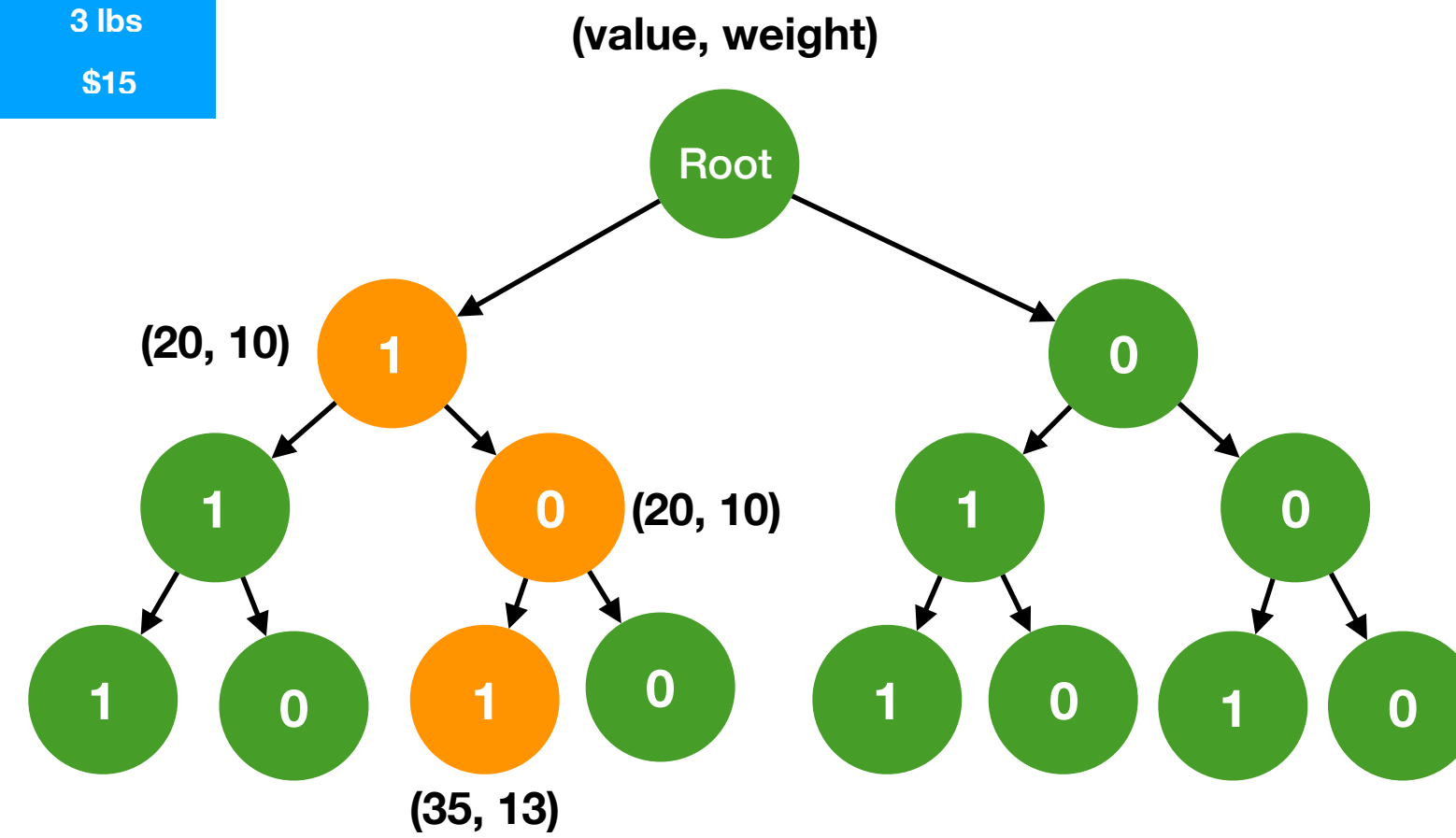
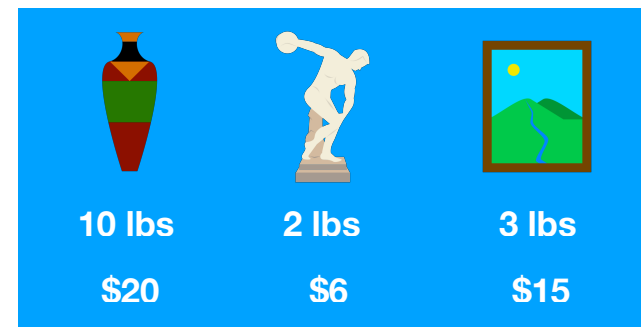
# Knapsack : exhaustive search

		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15



	value	weight
000	0	0
001	15	3
010	6	2
011	21	5
100	20	10
101		
110		
111		

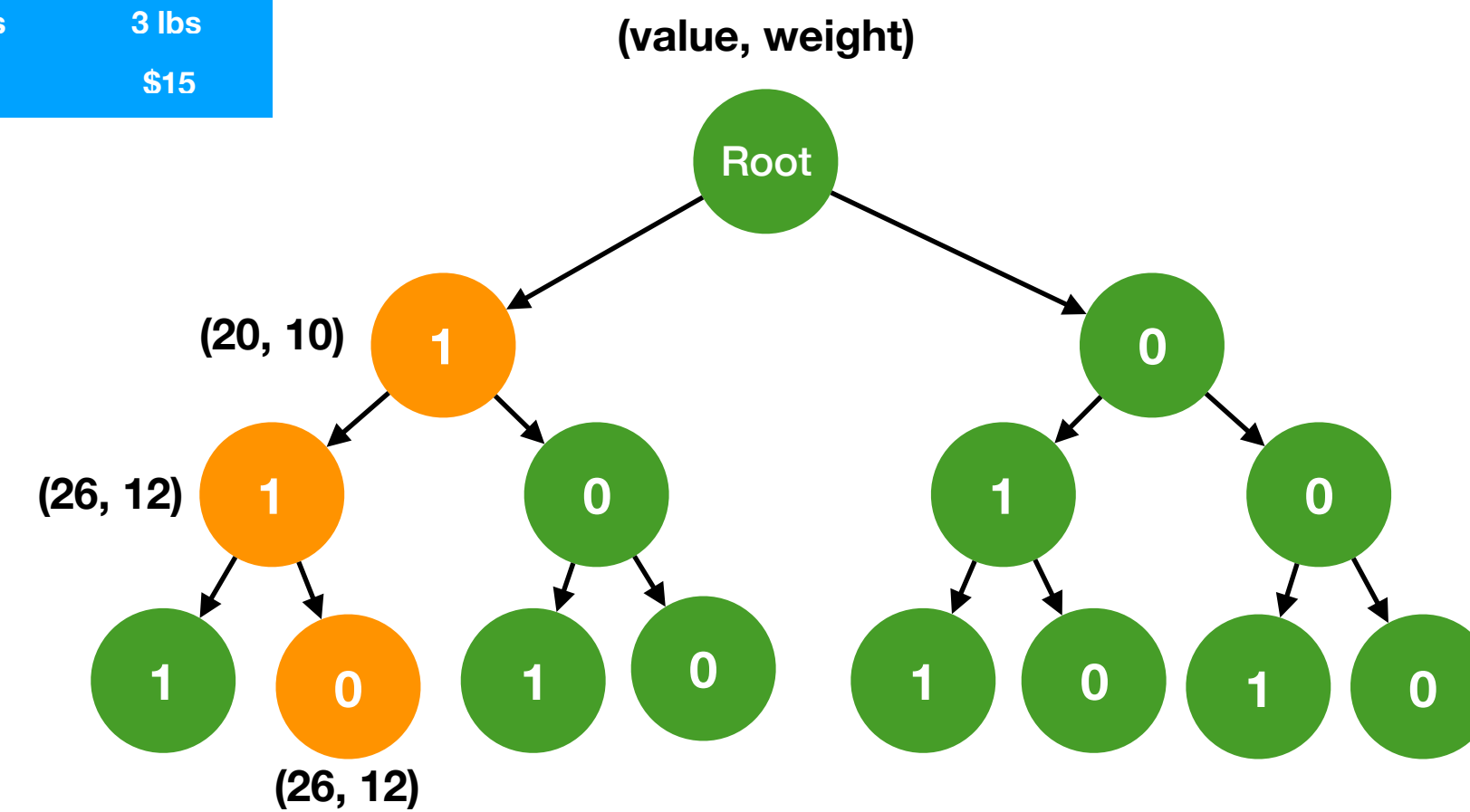
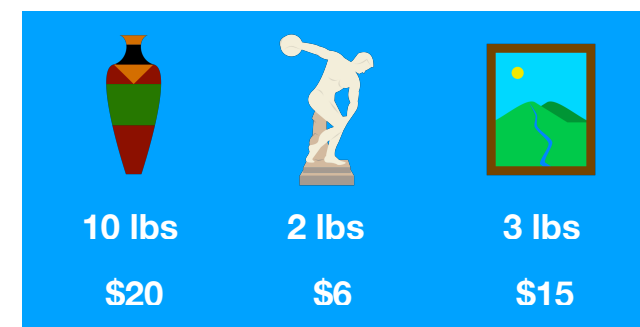
# Knapsack : exhaustive search



	value	weight
0 0 0	0	0
0 0 1	15	3
0 1 0	6	2
0 1 1	21	5
1 0 0	20	10
1 0 1	35	13
1 1 0		
1 1 1		



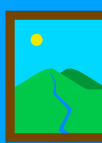


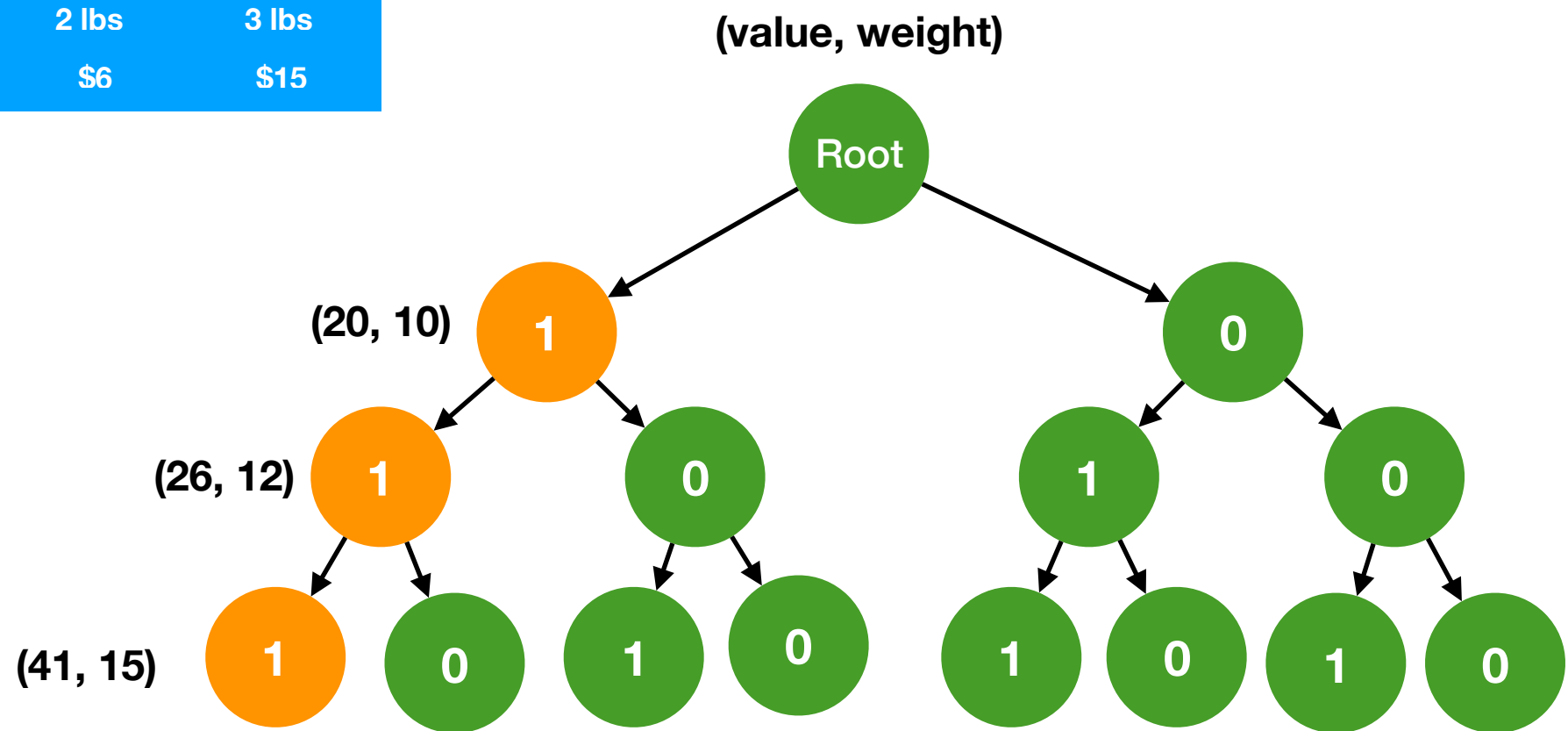
# Knapsack : exhaustive search



	value	weight
0 0 0	0	0
0 0 1	15	3
0 1 0	6	2
0 1 1	21	5
1 0 0	20	10
1 0 1	35	13
1 1 0	26	12
1 1 1		

# Knapsack : exhaustive search

		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15



	value	weight
000	0	0
001	15	3
010	6	2
011	21	5
100	20	10
101	35	13
110	26	12
111	41	15

not feasible  
not feasible  
not feasible

# Generate n-digit binary numbers

```
#include <stdio.h>
#include <string.h>

// generates 3 digit binary numbers
#define NUM_DIGITS 10

typedef struct {
    char str[NUM_DIGITS+1];
}Seq;

void enumerate(int index, Seq seq) {
    //printf("index: %d    seq: %s \n", index, seq.str);
    // reached a leaf node, print out the binary sequence and return
    if (index == NUM_DIGITS-1) {
        printf("%s \n", seq.str);
        return;
    }

    index++;

    // create seq1 (with an added 1) and seq0 (with an added 0) to store the new binary sequence.
    Seq seq1, seq0;
    strcpy(seq1.str, seq.str);
    strcpy(seq0.str, seq.str);
    strcat(seq1.str, "1");
    strcat(seq0.str, "0");

    // continue the recursion
    enumerate(index, seq1);
    enumerate(index, seq0);
}
```



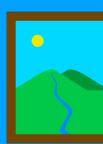
# Generate n-digit binary numbers

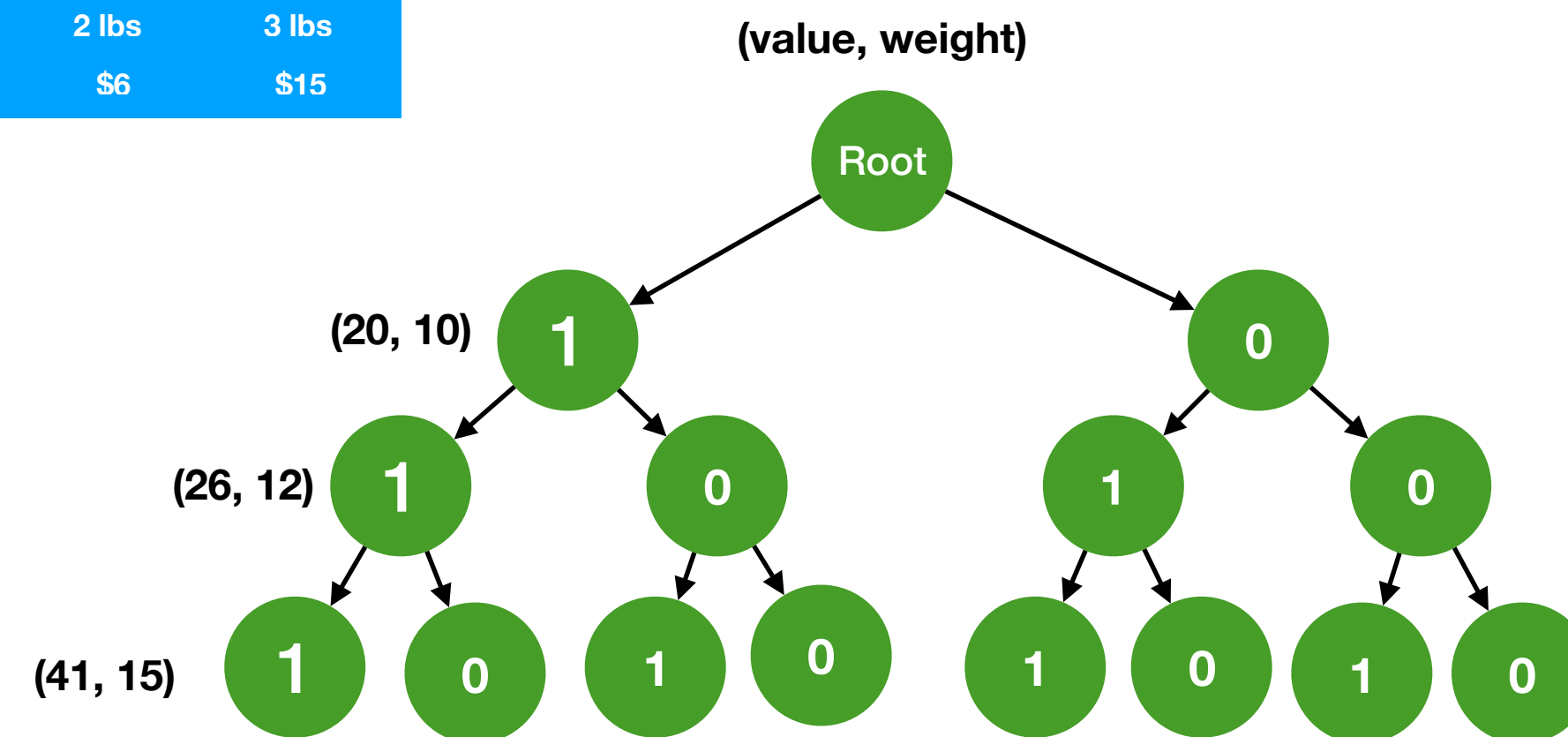
```
int main(void) {  
    Seq seq ;  
    strcpy(seq.str, "\0");  
    enumerate(-1, seq);  
    return 0;  
}
```

Program output:

**111**  
**110**  
**101**  
**100**  
**011**  
**010**  
**001**  
**000**

# Knapsack : exhaustive search

		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15



	value	weight
000	0	0
001	15	3
010	6	2
011	<b>21</b>	<b>5</b>
100	20	10
101	35	13
110	26	12
111	41	15

Solution = 21

**Improve this algorithm using backtracking**

# Knapsack: exhaustive search

```
#include <stdio.h>
#include <string.h>

#define SIZE 3

int weight[] = {10, 2, 3};
int value[] = {20, 6, 15};

int maxAllowedWeight = 11;
int maxValue = 0;

typedef struct {
    char str[SIZE+1];
}Seq;

int main(void) {
    Seq seq;
    strcpy(seq.str, "\0");
    knapsack(-1, 0, 0, seq);
    printf(" Max value : %d ", maxValue);
    return 0;
}

void knapsack(int index, int currentValue, int currentWeight, Seq seq) {

    printf(" Knapsack :  %s  current value: %d   current weight: %d\n" , seq.str,  currentValue,  currentWeight);

    if (currentWeight > maxAllowedWeight) // weight exceeds maximum weight, backtrack
        return;



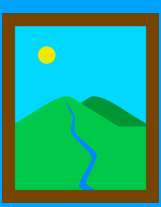
    if (currentValue > maxValue) //record max value found so far
        maxValue = currentValue;



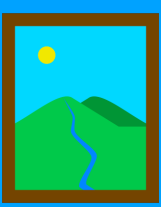
    if (index == SIZE-1)
        return;

    index++; // next item in bag

    Seq seq1, seq0;
    strcpy(seq1.str, seq.str);
    strcpy(seq0.str, seq.str);
    strcat(seq1.str, "1");
    strcat(seq0.str, "0");

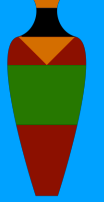
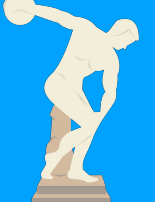
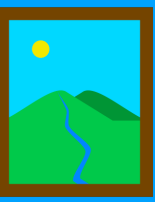
    knapsack(index, value[index]+currentValue, weight[index]+currentWeight, seq1);
    knapsack(index, currentValue, currentWeight, seq0);
}
```

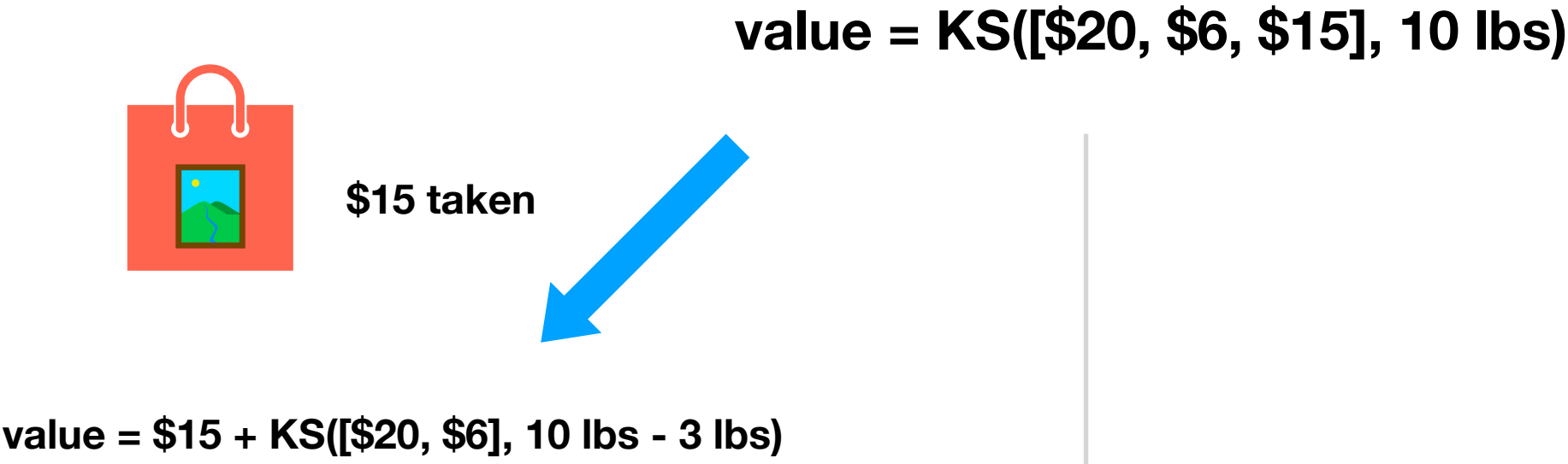
		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15

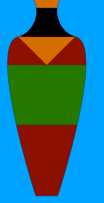
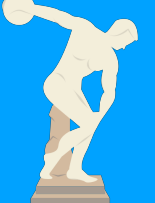
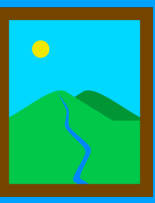
		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15

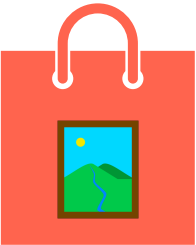
value = KS([\$20, \$6, \$15], 10 lbs)



		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15



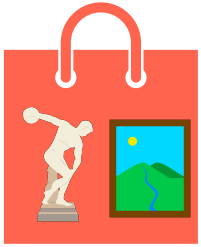
		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15



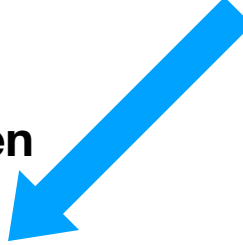
\$15 taken



value = KS([\$20, \$6, \$15], 10 lbs)

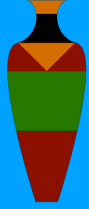


\$6 taken




value = \$15 + KS([\$20, \$6], 10 lbs - 3 lbs)

value = \$6 + KS([\$20], 7 lbs - 2 lbs)



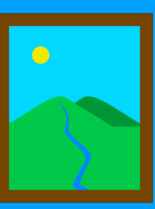
10 lbs

\$20



2 lbs

\$6

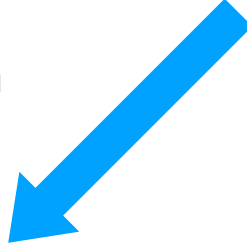


3 lbs

\$15

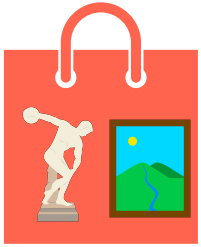


\$15 taken

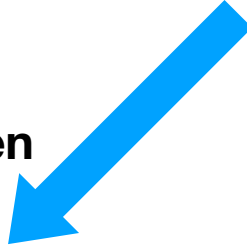


value = KS([\$20, \$6, \$15], 10 lbs)

value = \$15 + KS([\$20, \$6], 10 lbs - 3 lbs)



\$6 taken



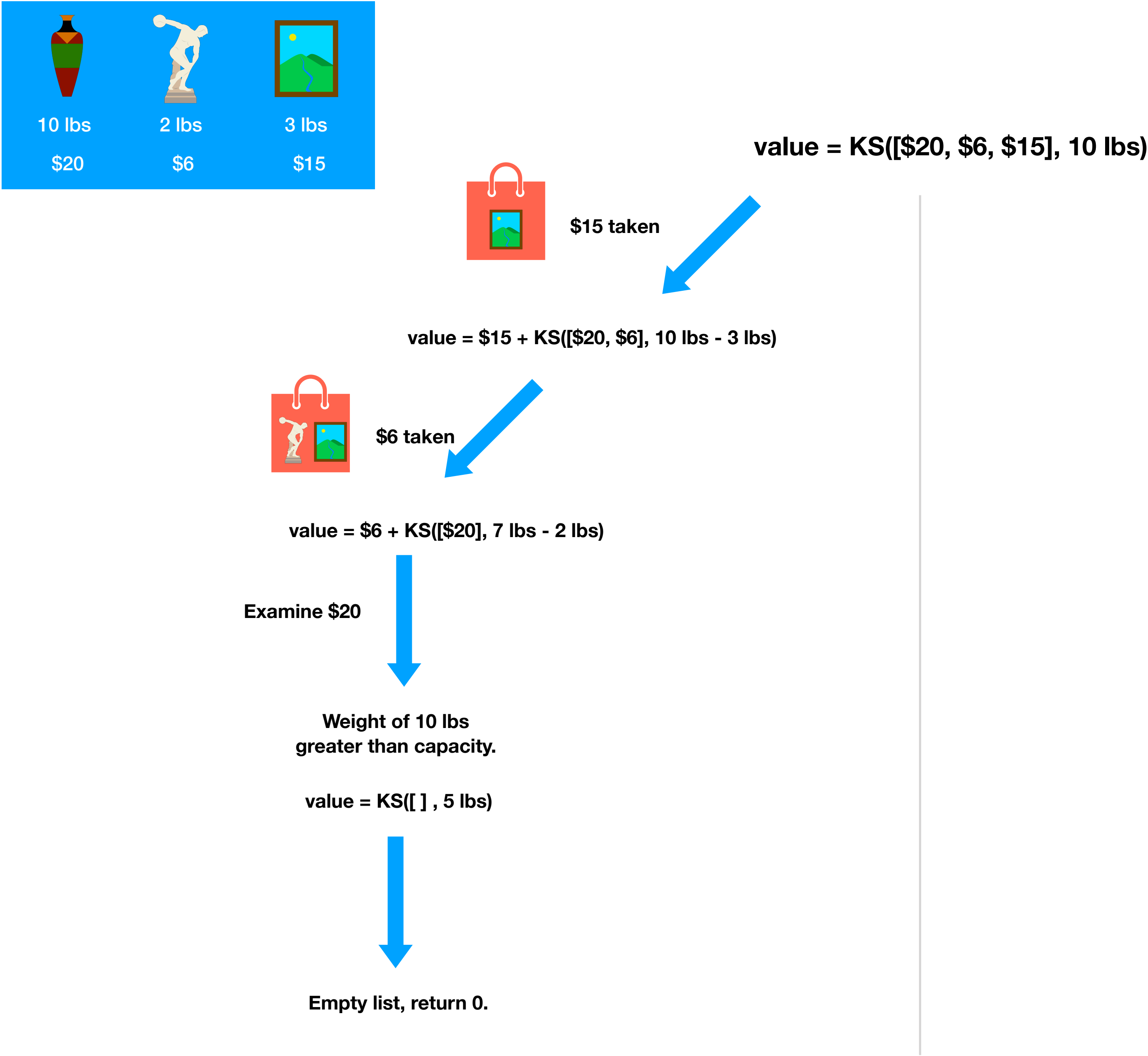
value = \$6 + KS([\$20], 7 lbs - 2 lbs)

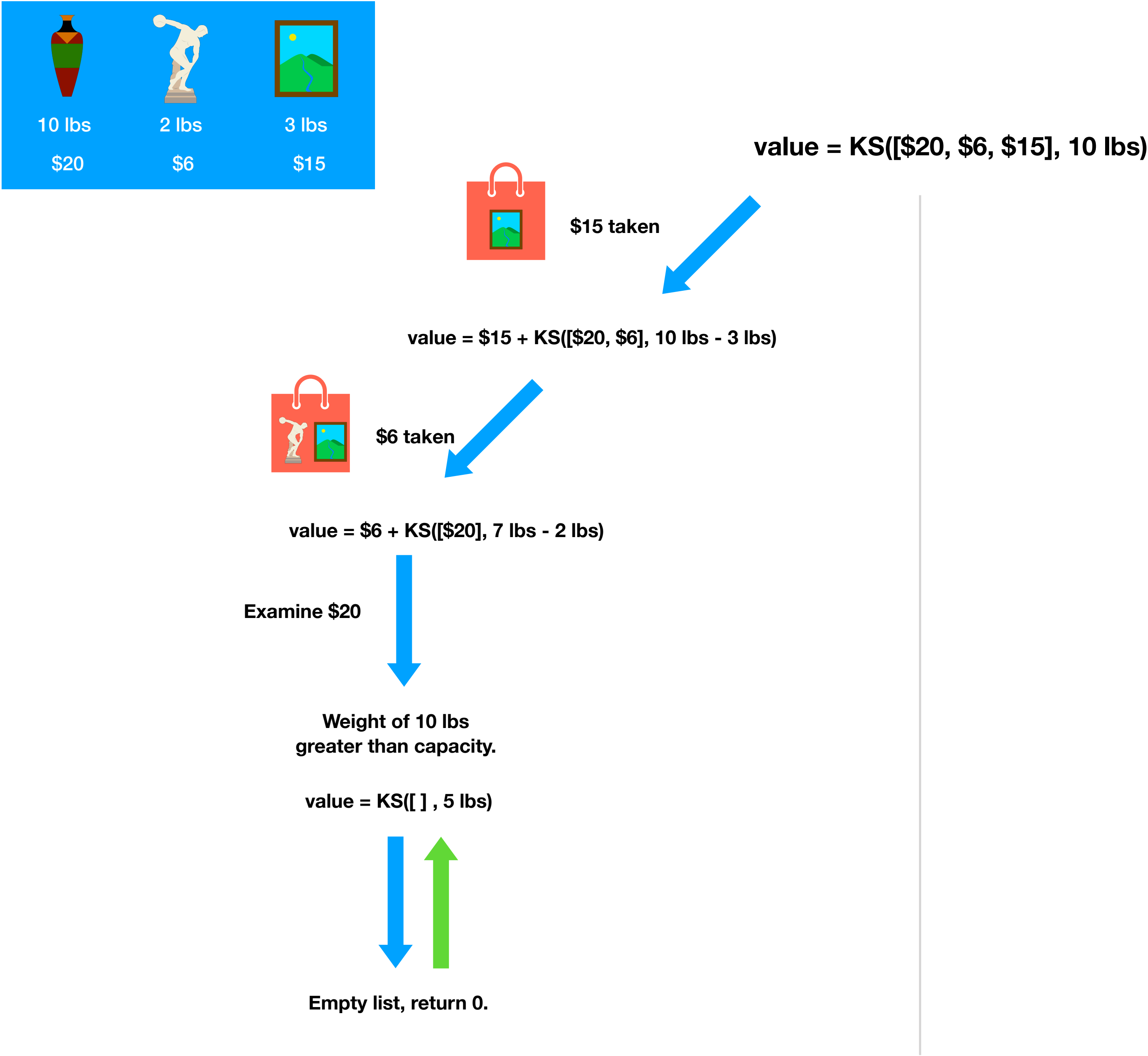
Examine \$20

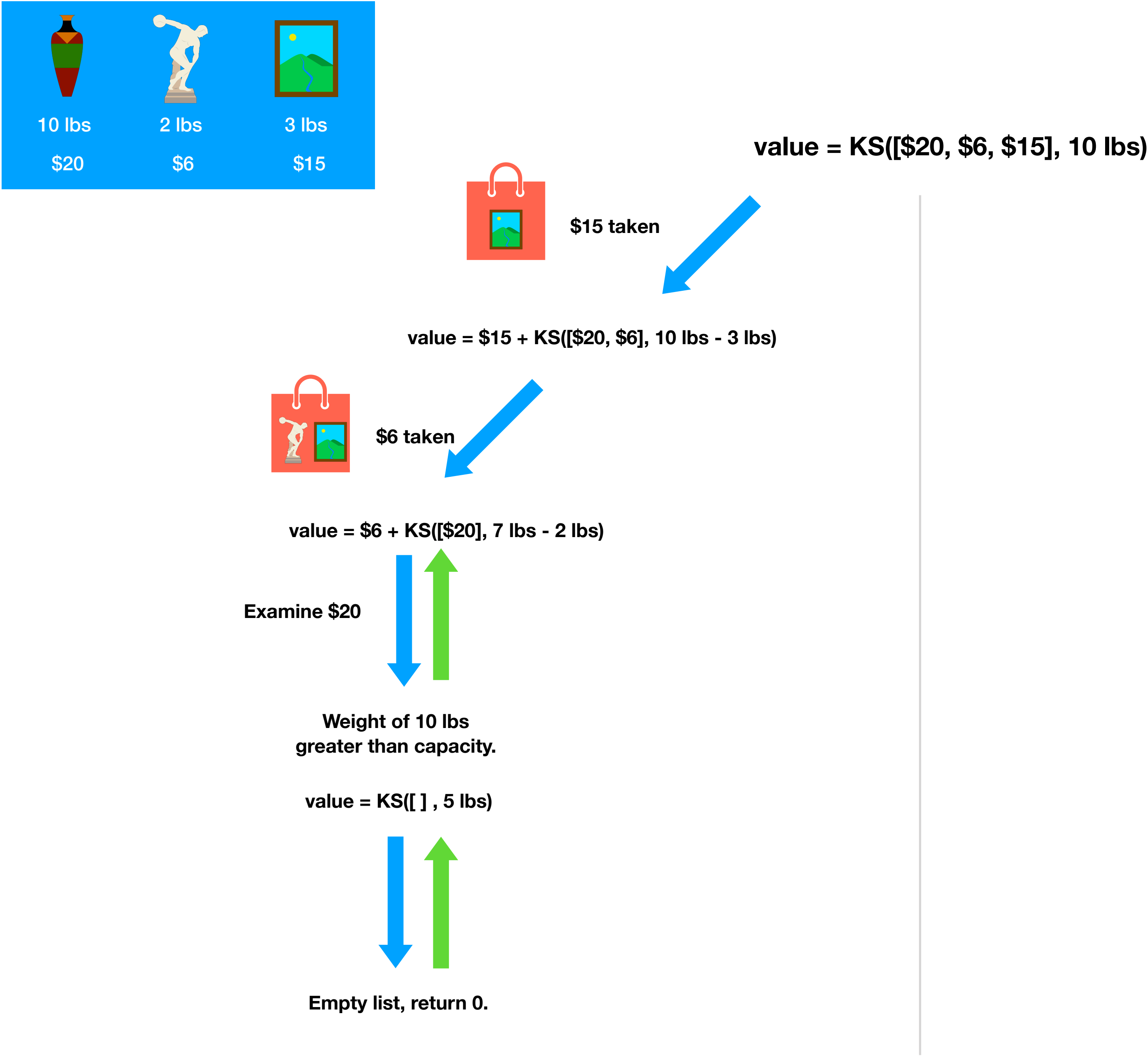


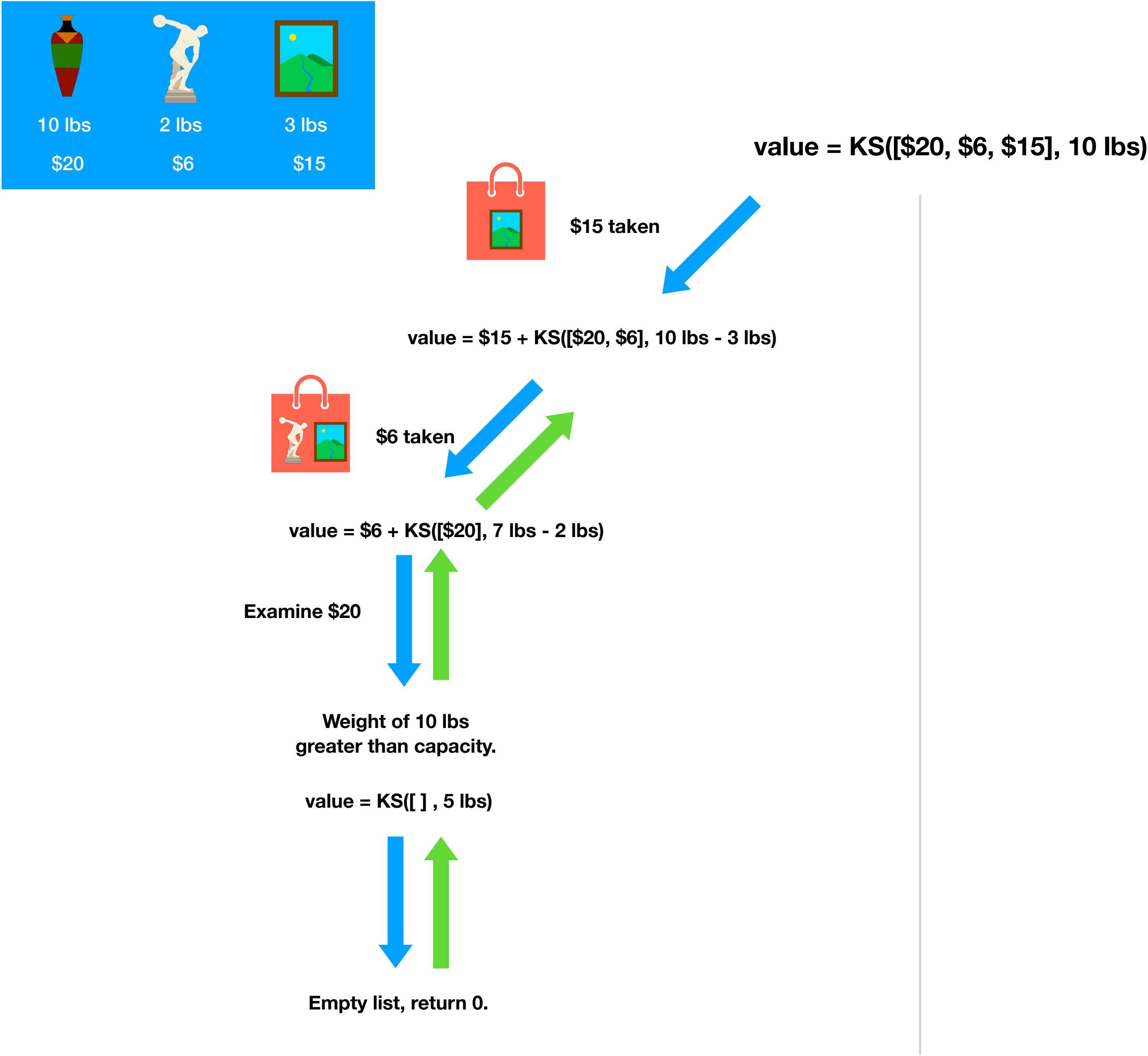
Weight of 10 lbs  
greater than capacity.

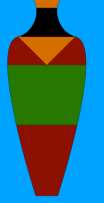
value = KS([ ], 5 lbs)





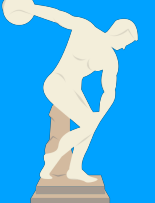






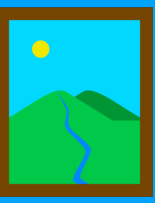
10 lbs

\$20



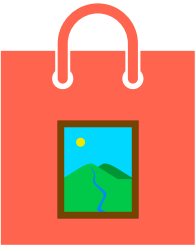
2 lbs

\$6



3 lbs

\$15



\$15 taken

value = KS([\$20, \$6, \$15], 10 lbs)

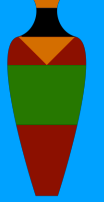
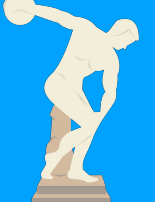
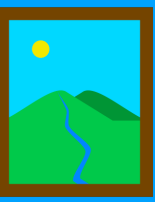
value = \$15 + KS([\$20, \$6], 10 lbs - 3 lbs)

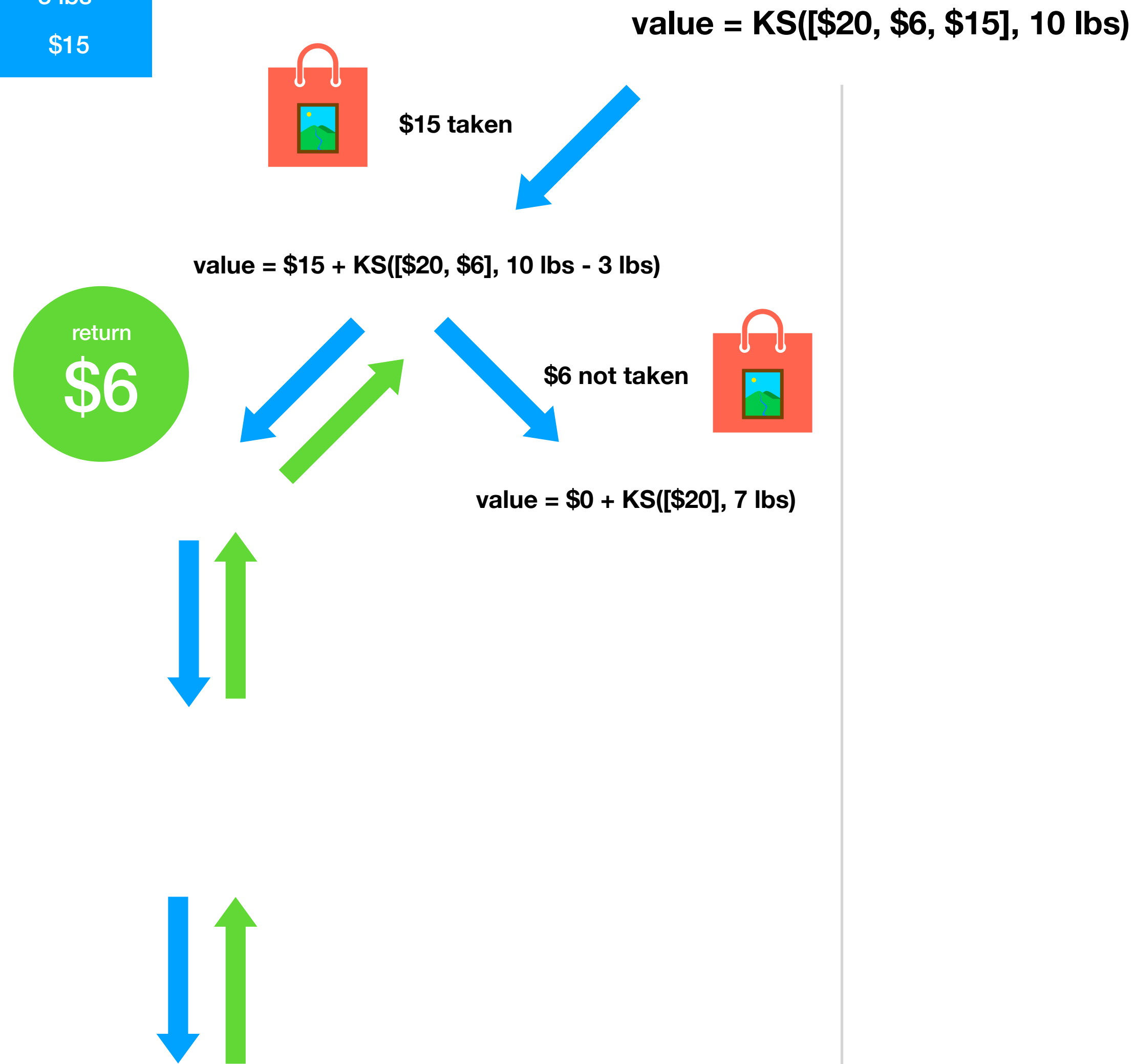
return

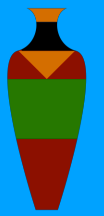

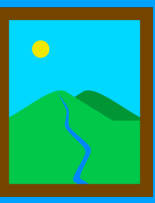
\$6

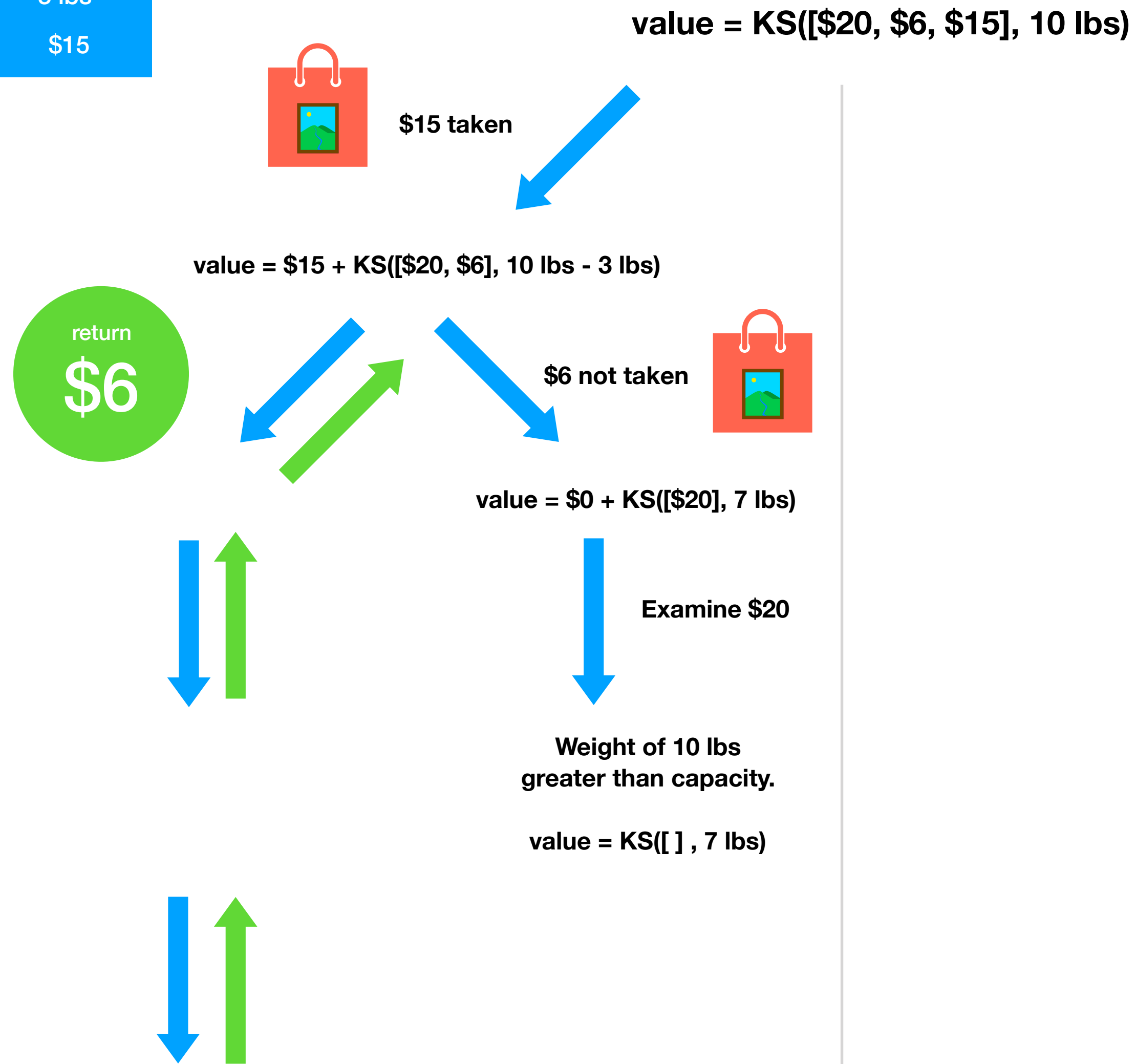


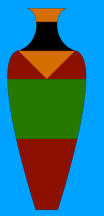

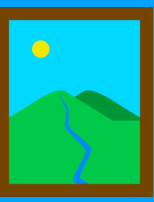


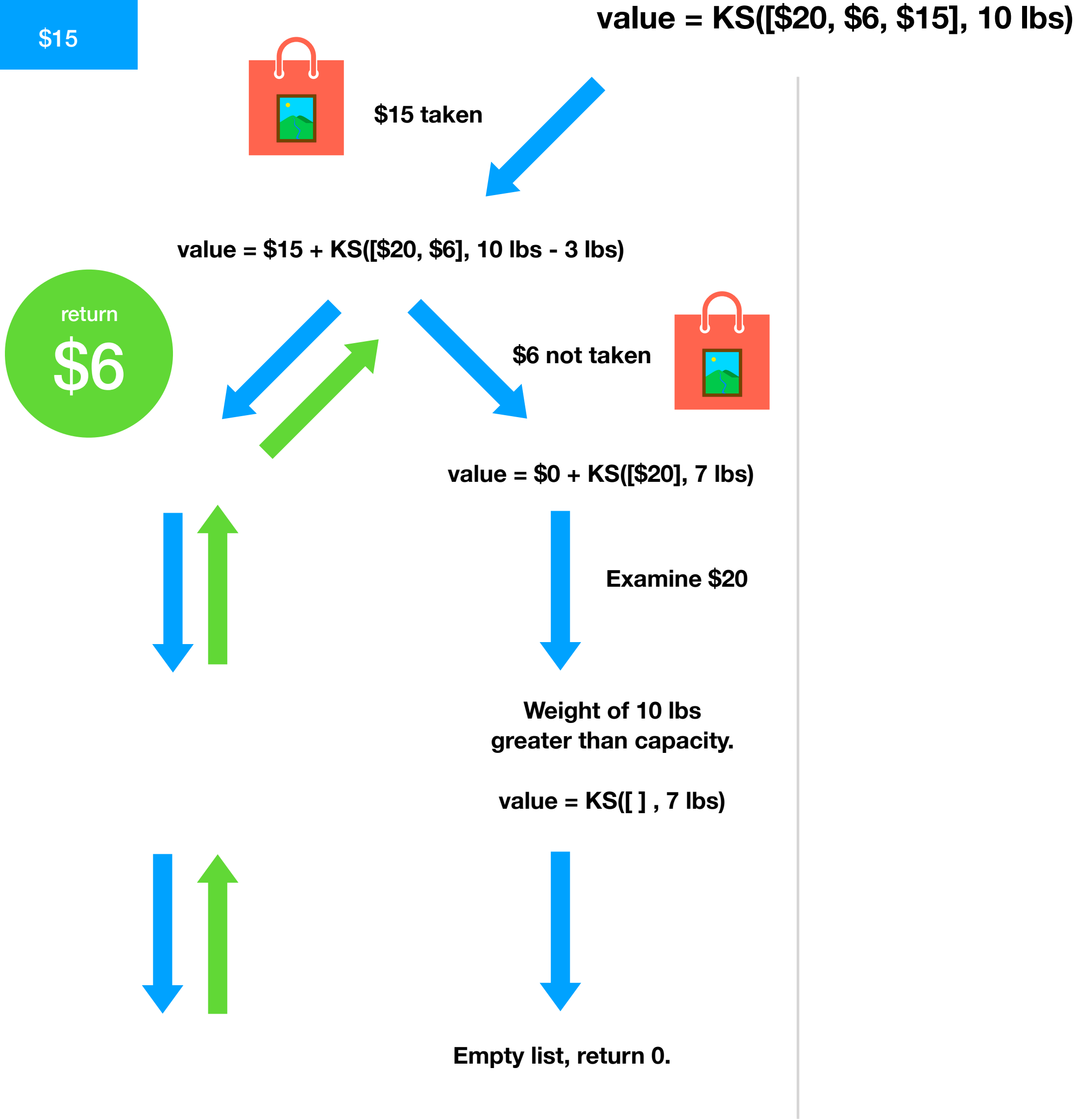
		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15

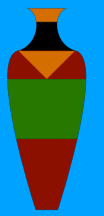

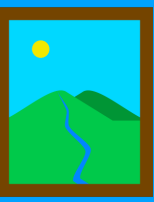


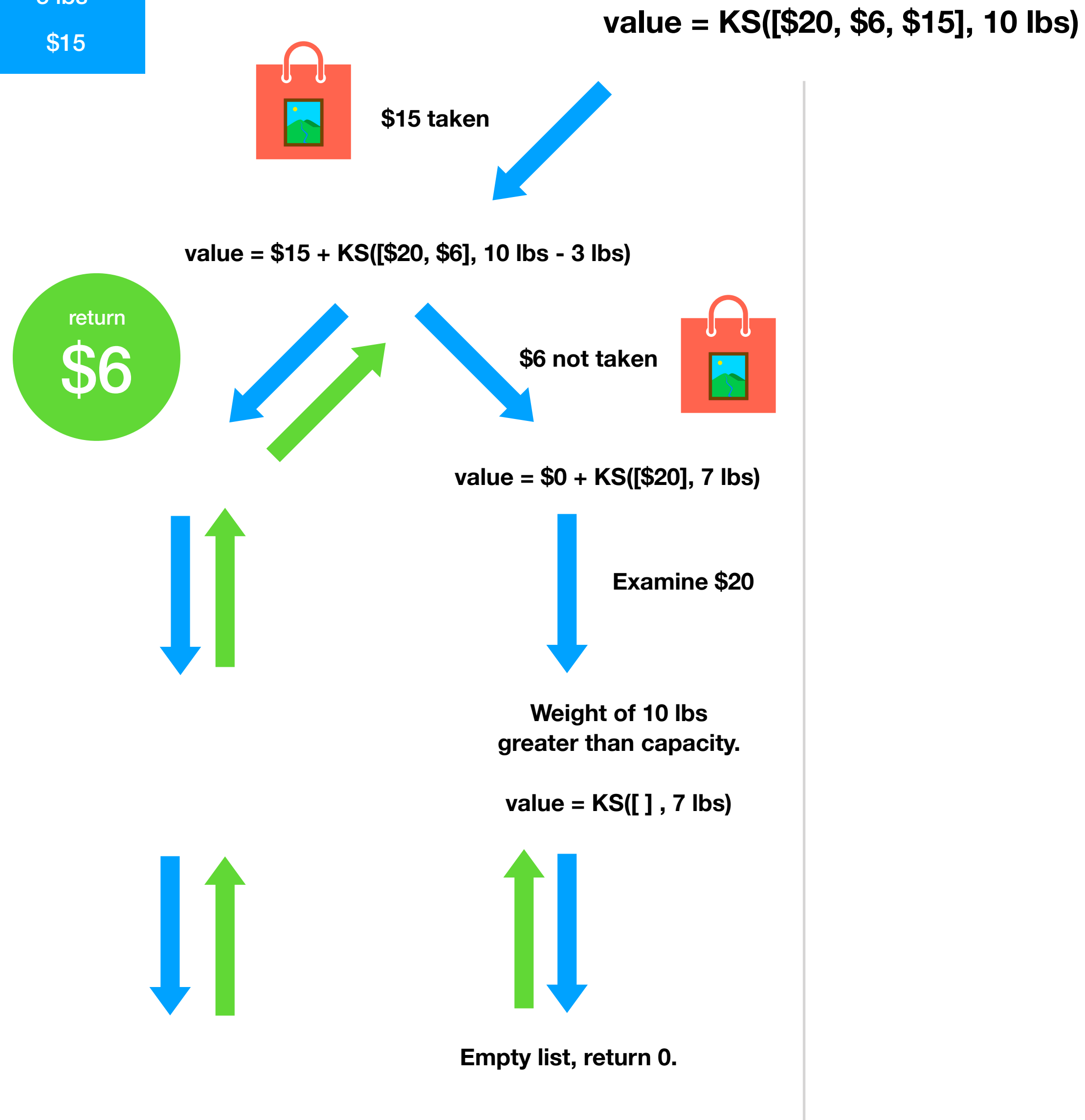
		
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\$20	\$6	\$15

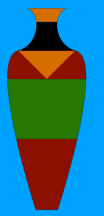

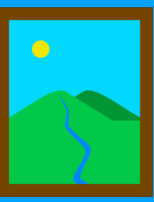


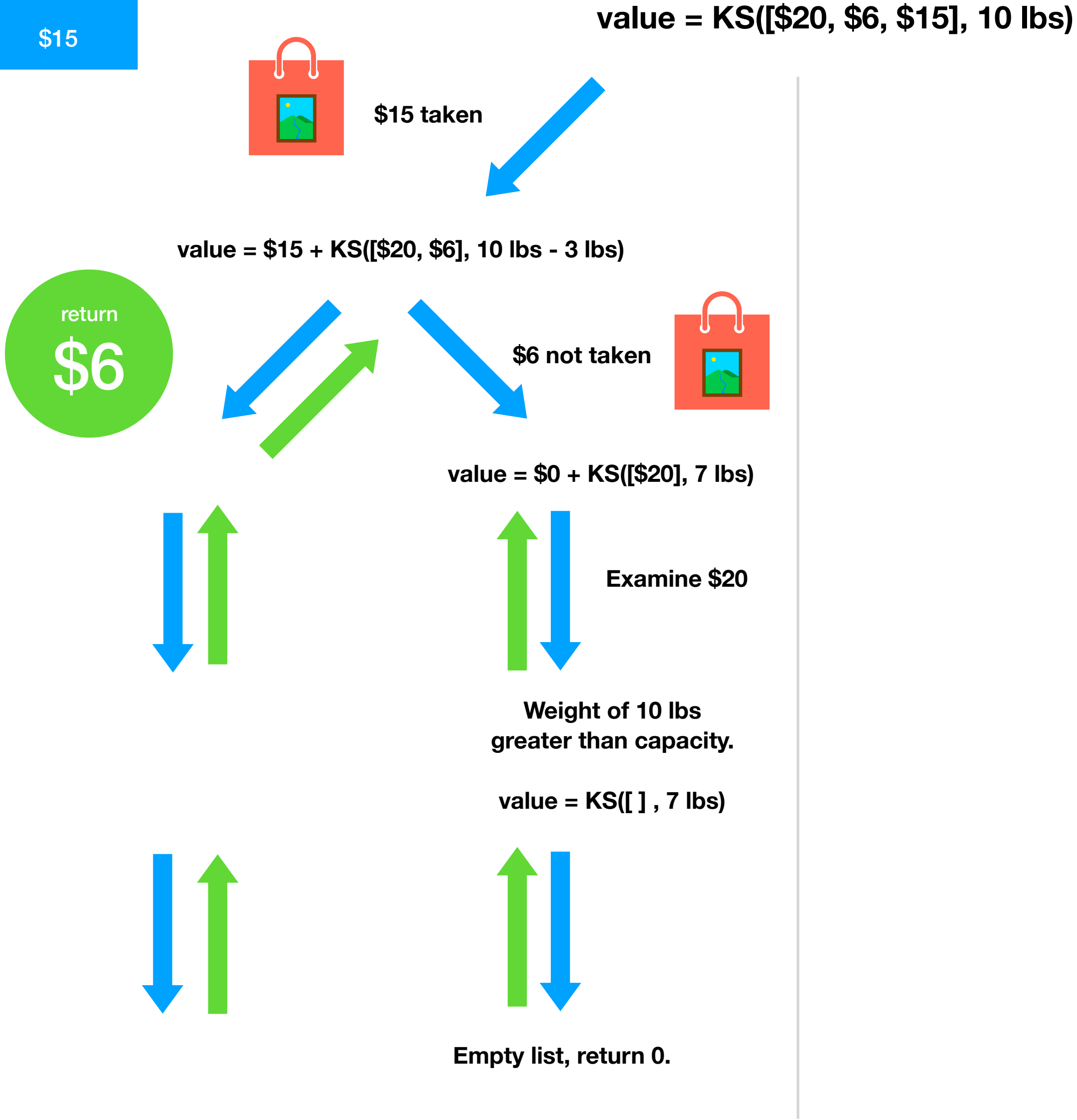
		
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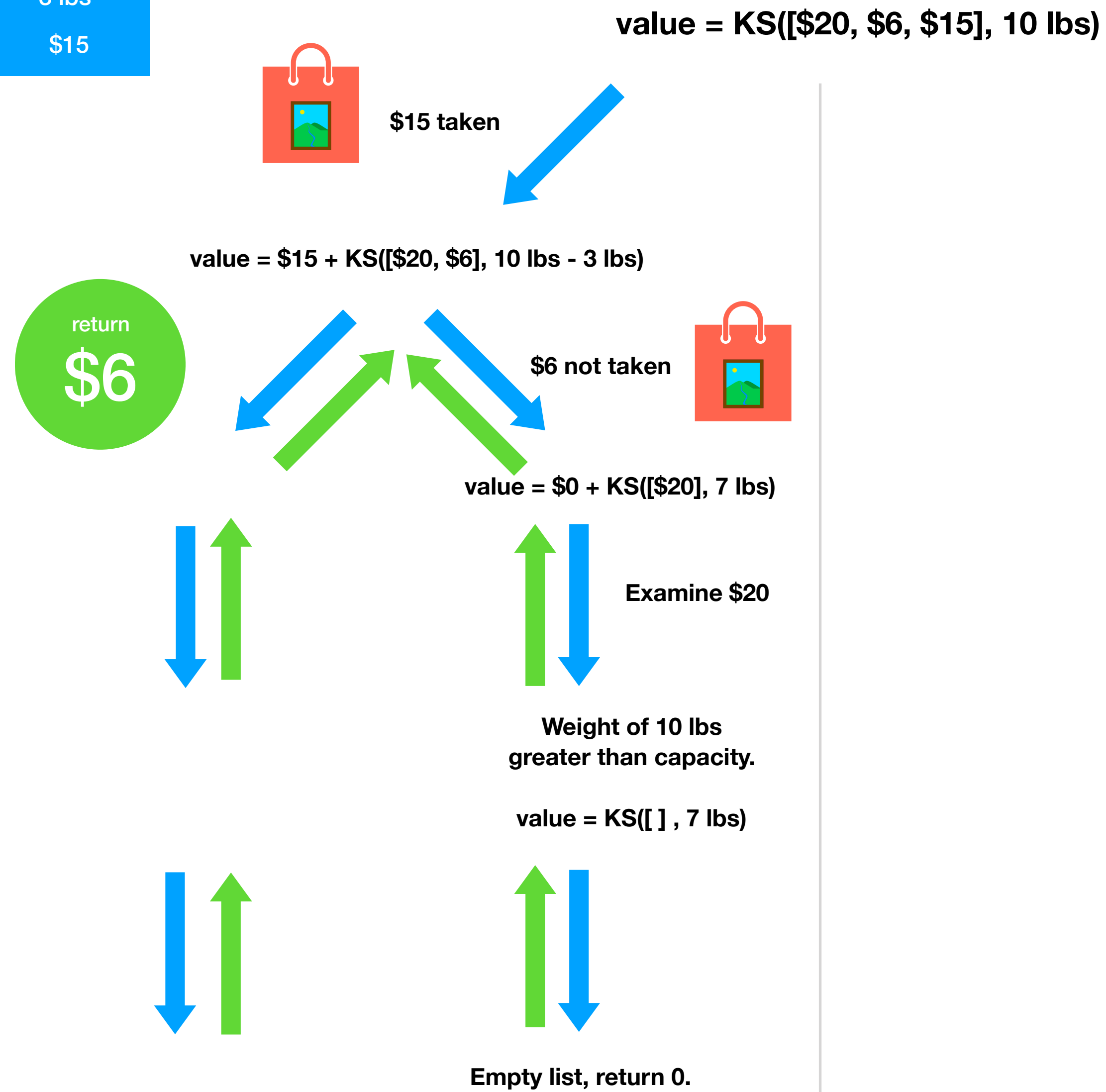
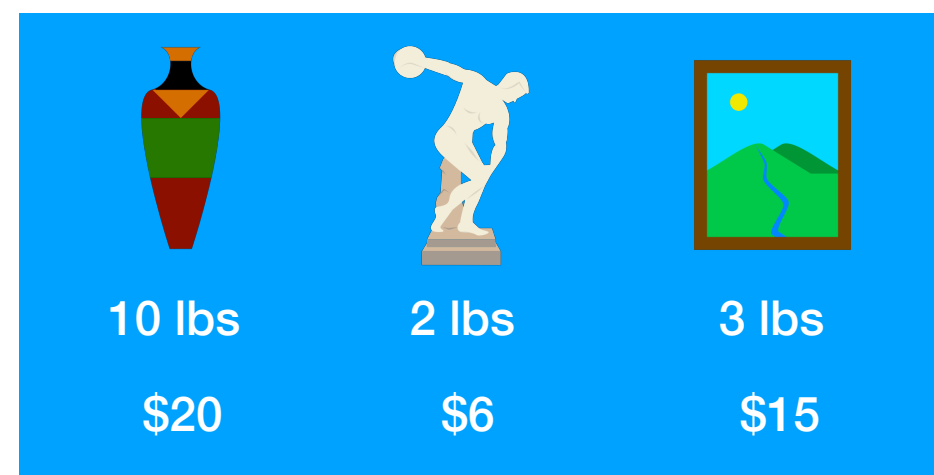


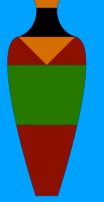
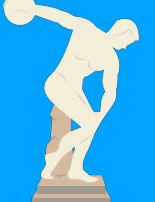
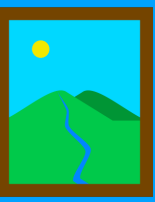
		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15

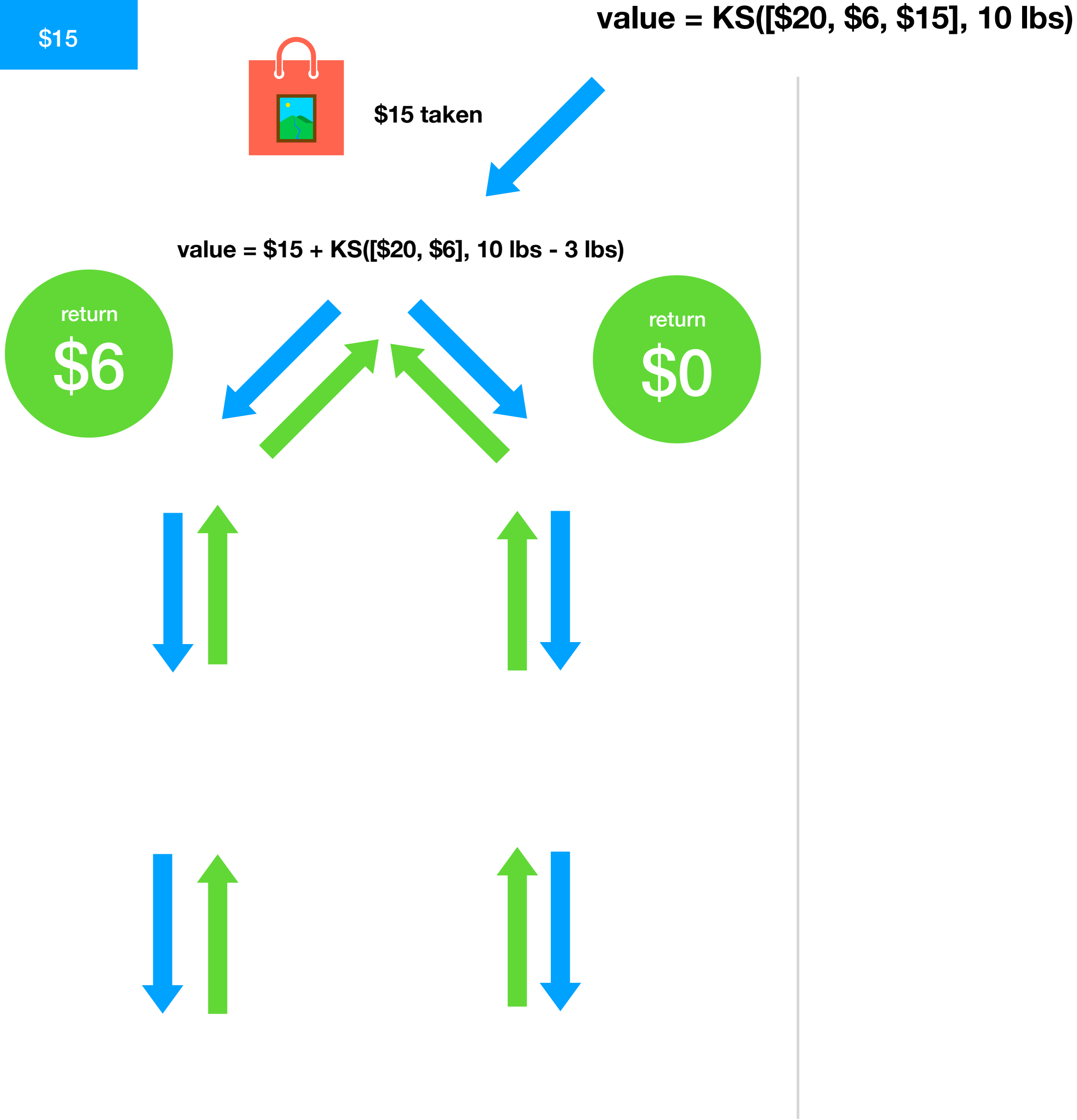


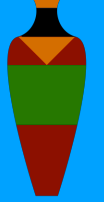
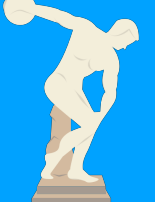
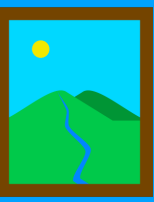
		
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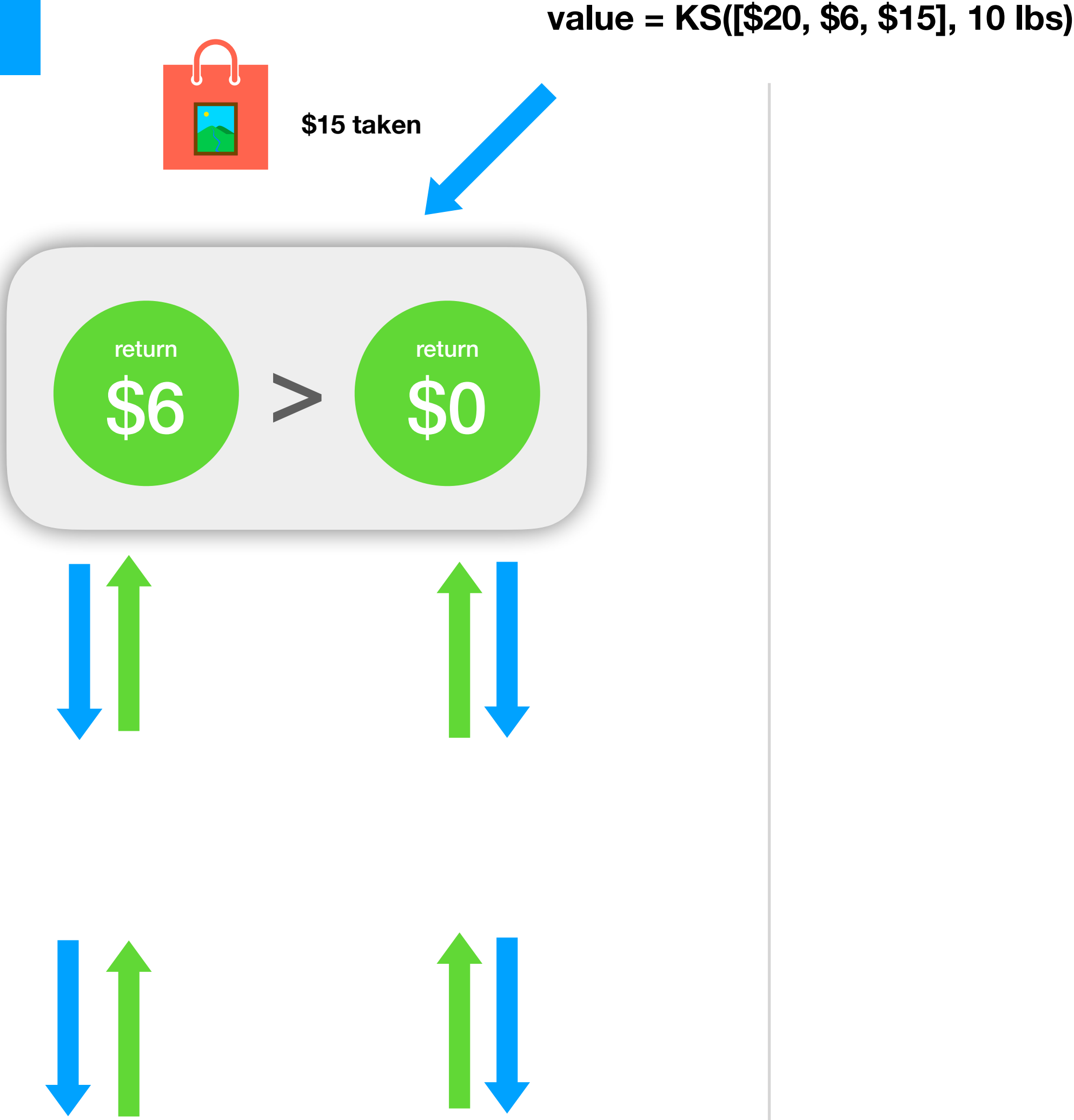




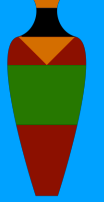
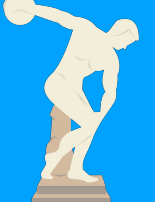
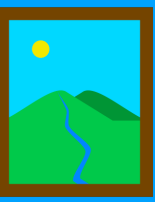
		
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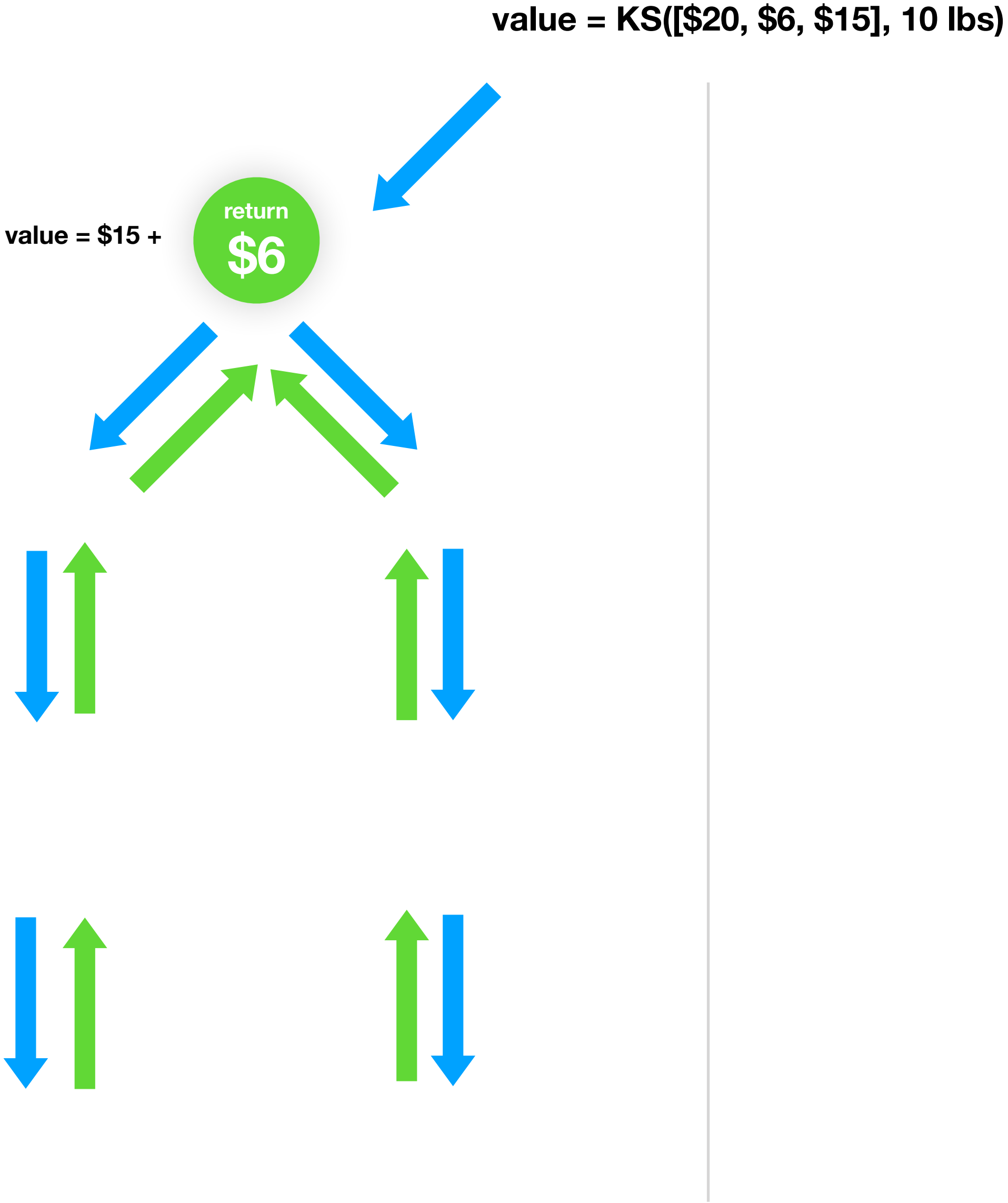


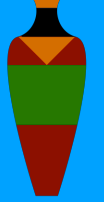
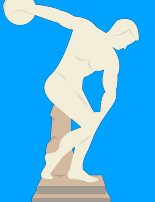
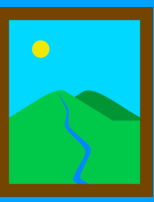
		
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\$20	\$6	\$15



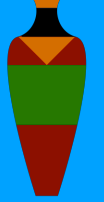
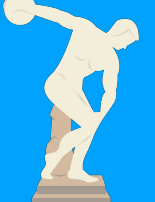
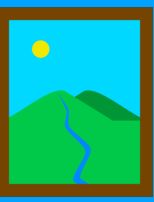


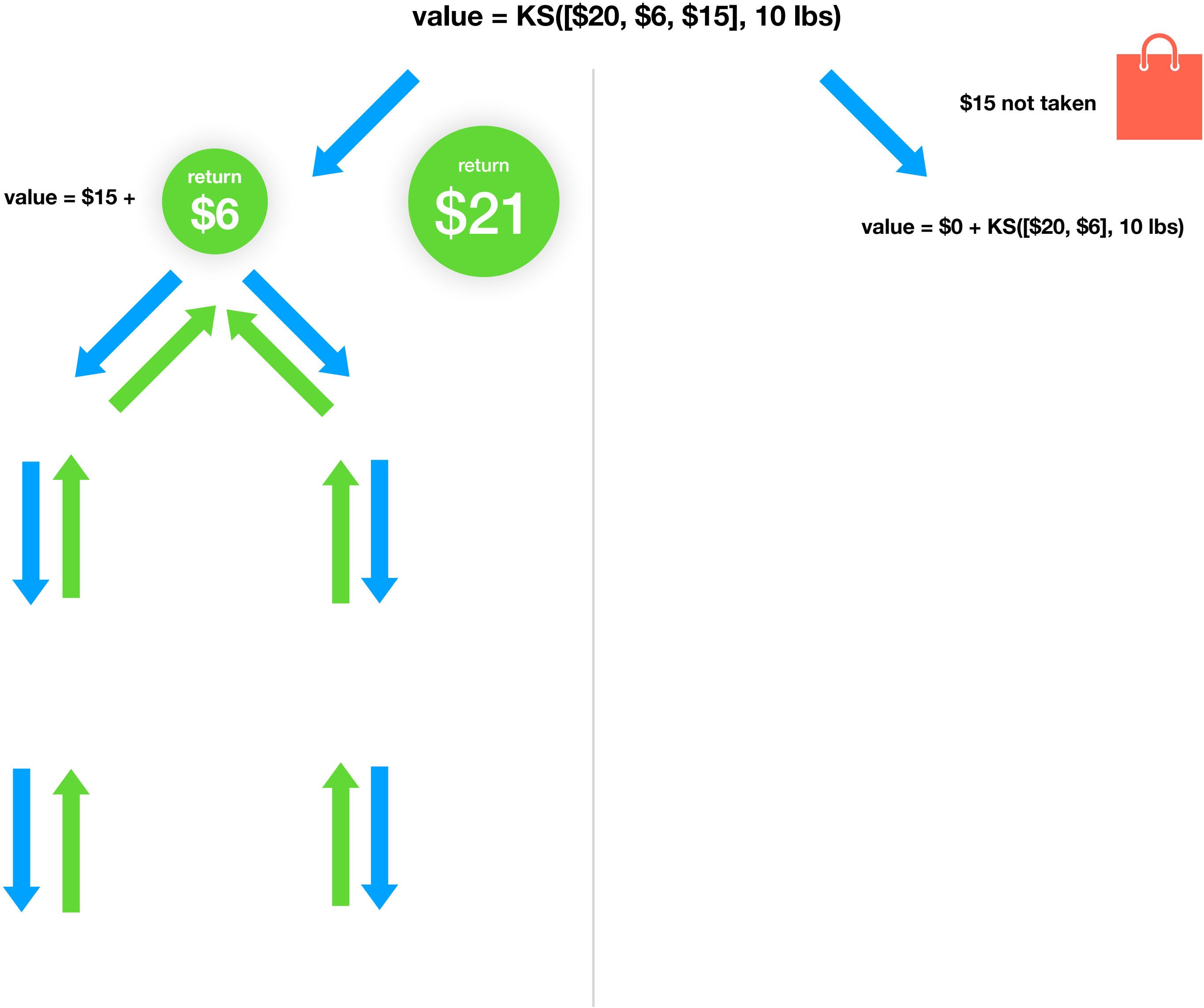
		
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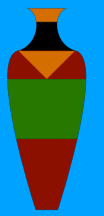

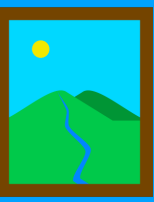


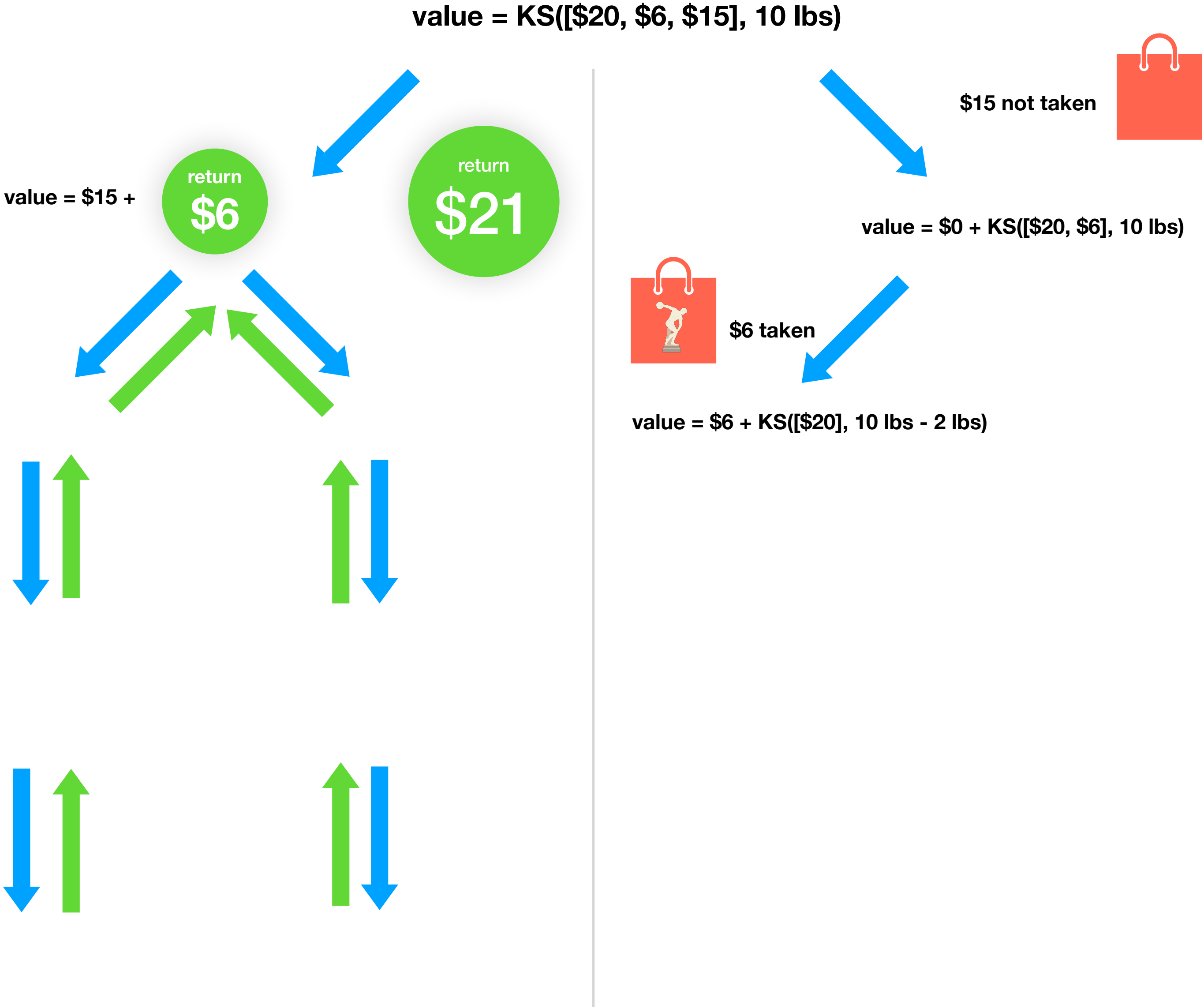
		
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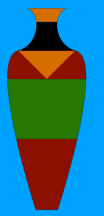

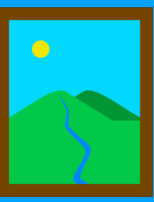


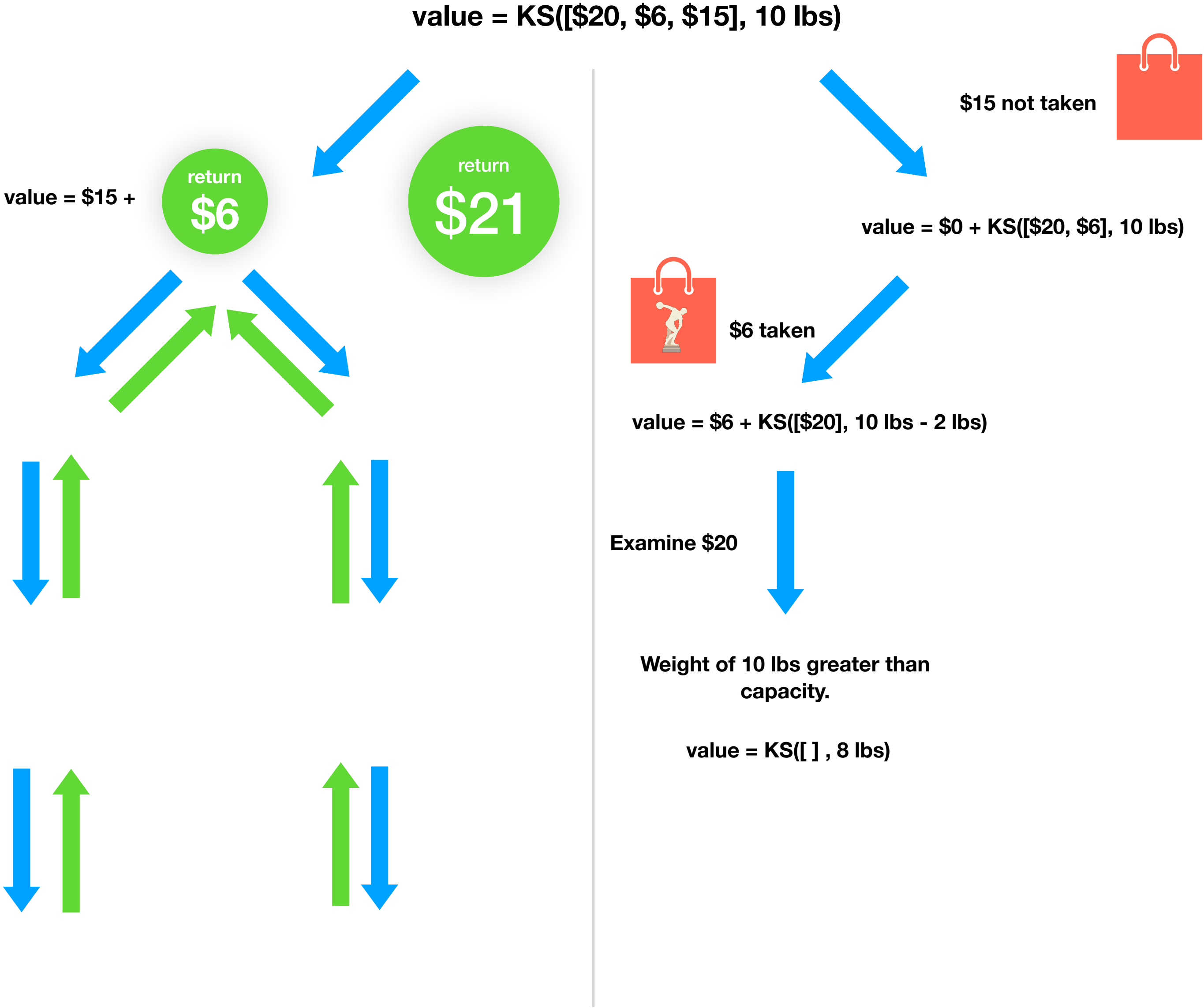
		
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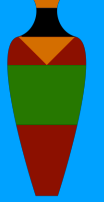
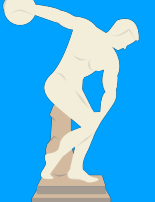
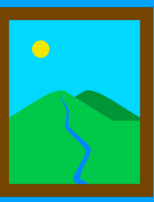


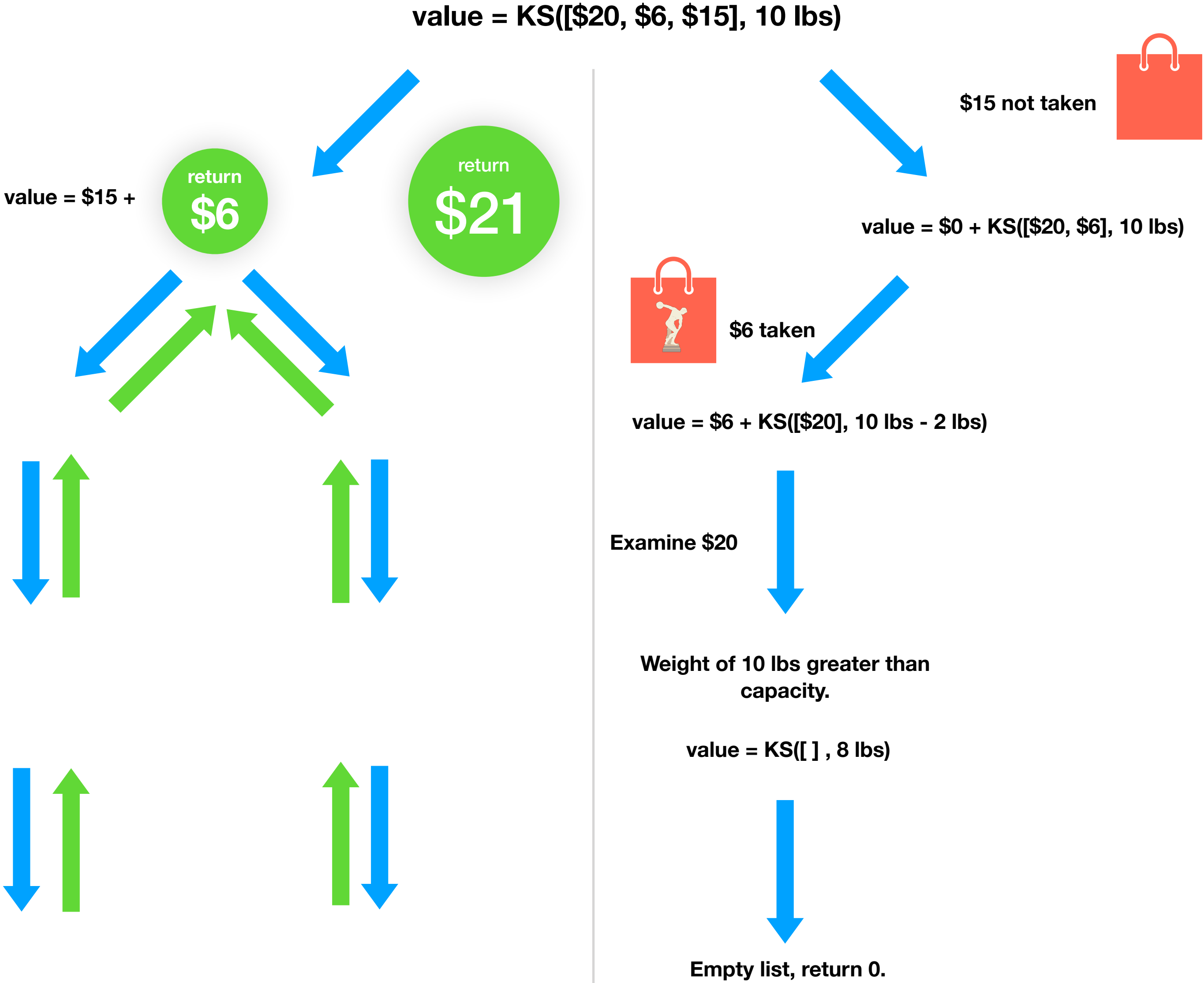
		
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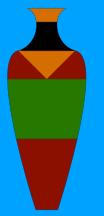

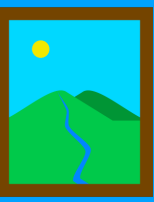


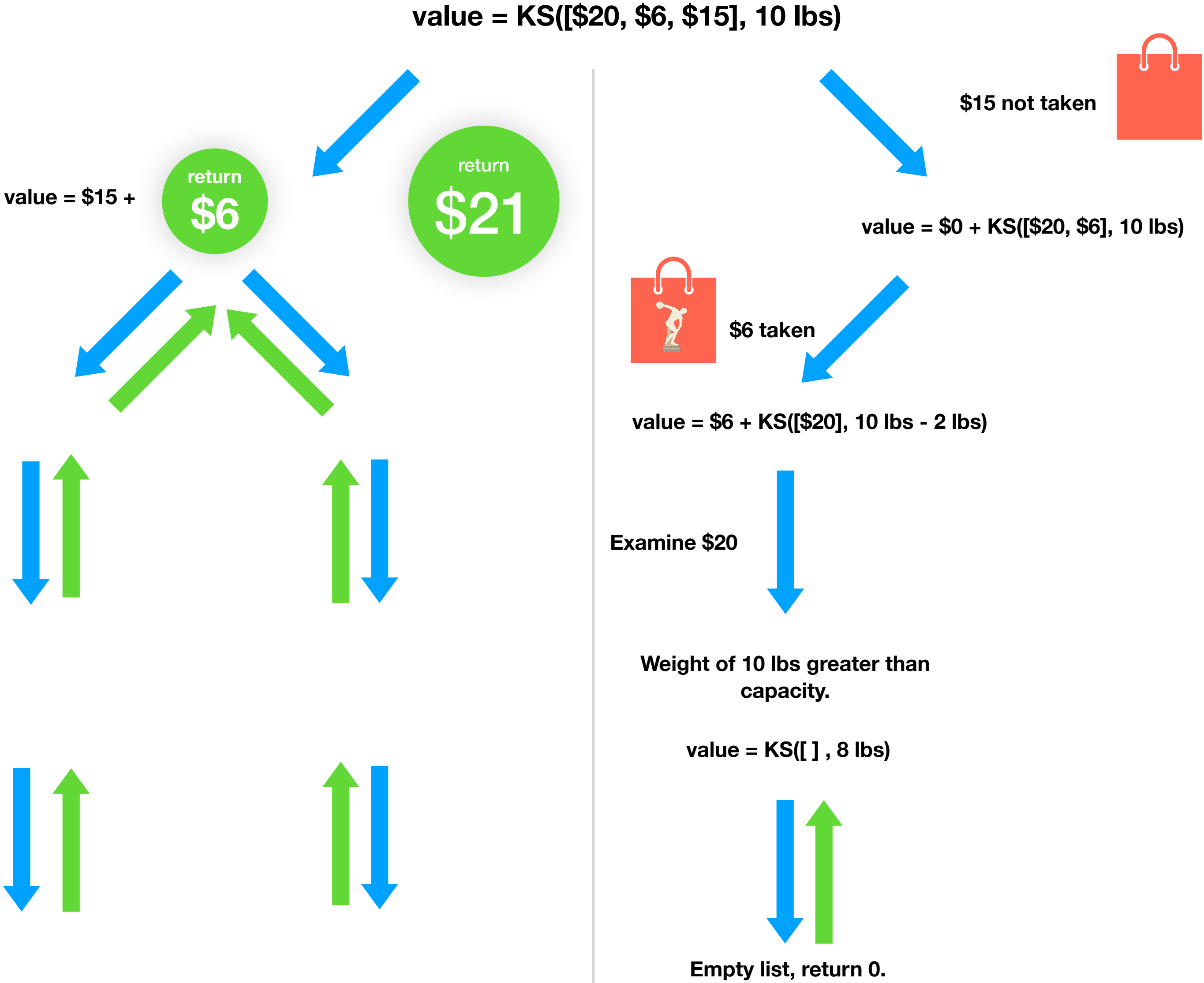
		
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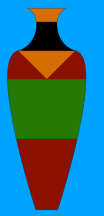

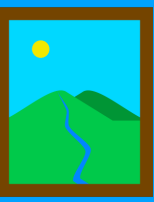


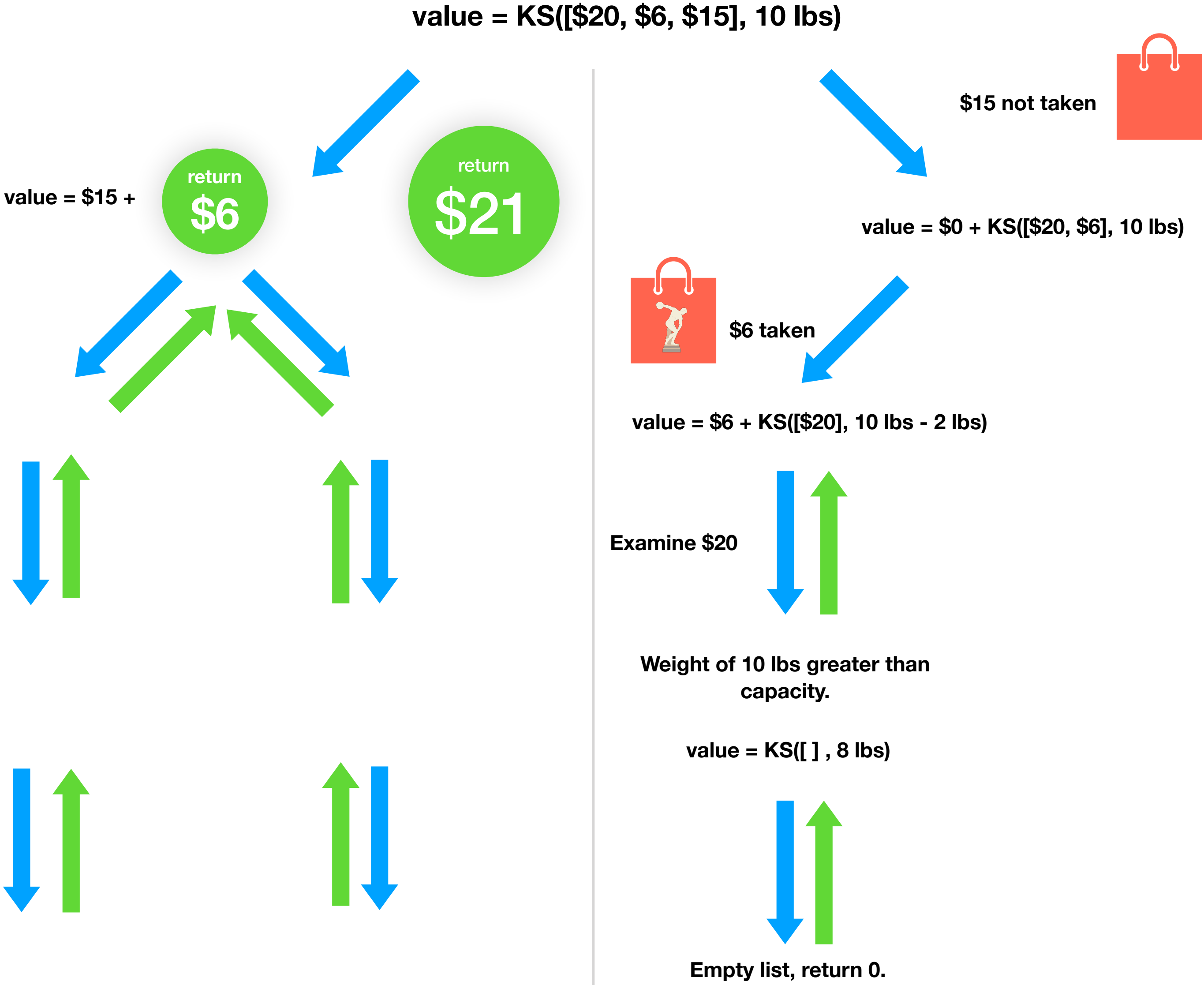
		
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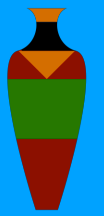

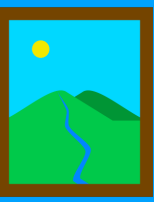
		
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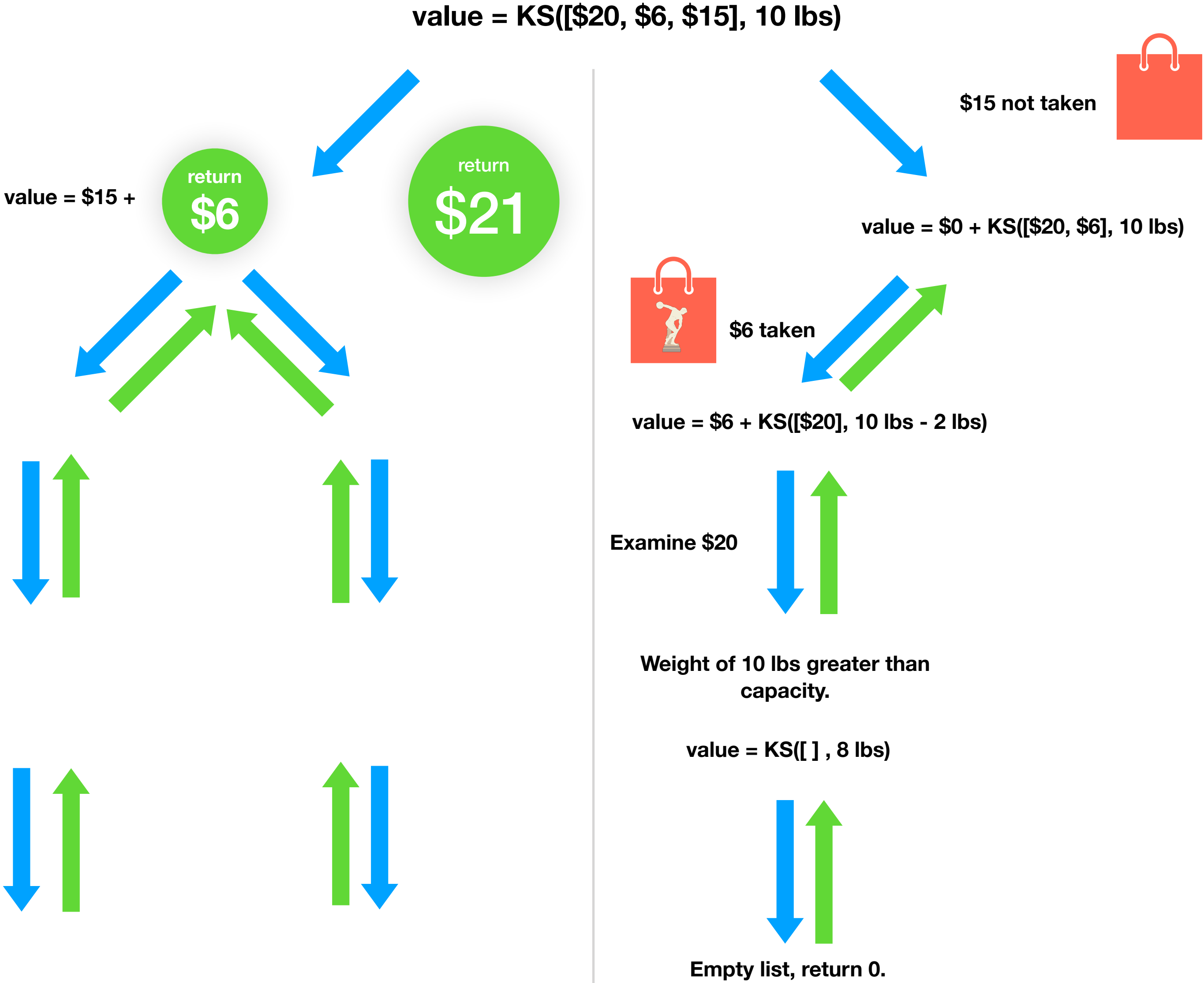


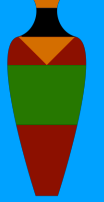
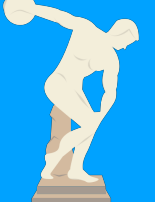
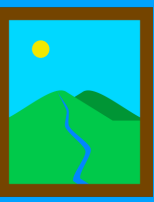
		
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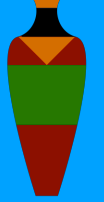
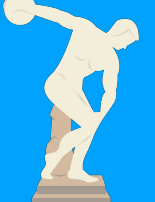
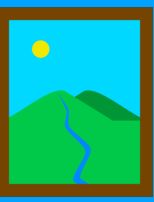


		
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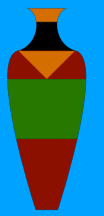

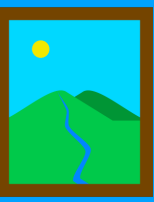


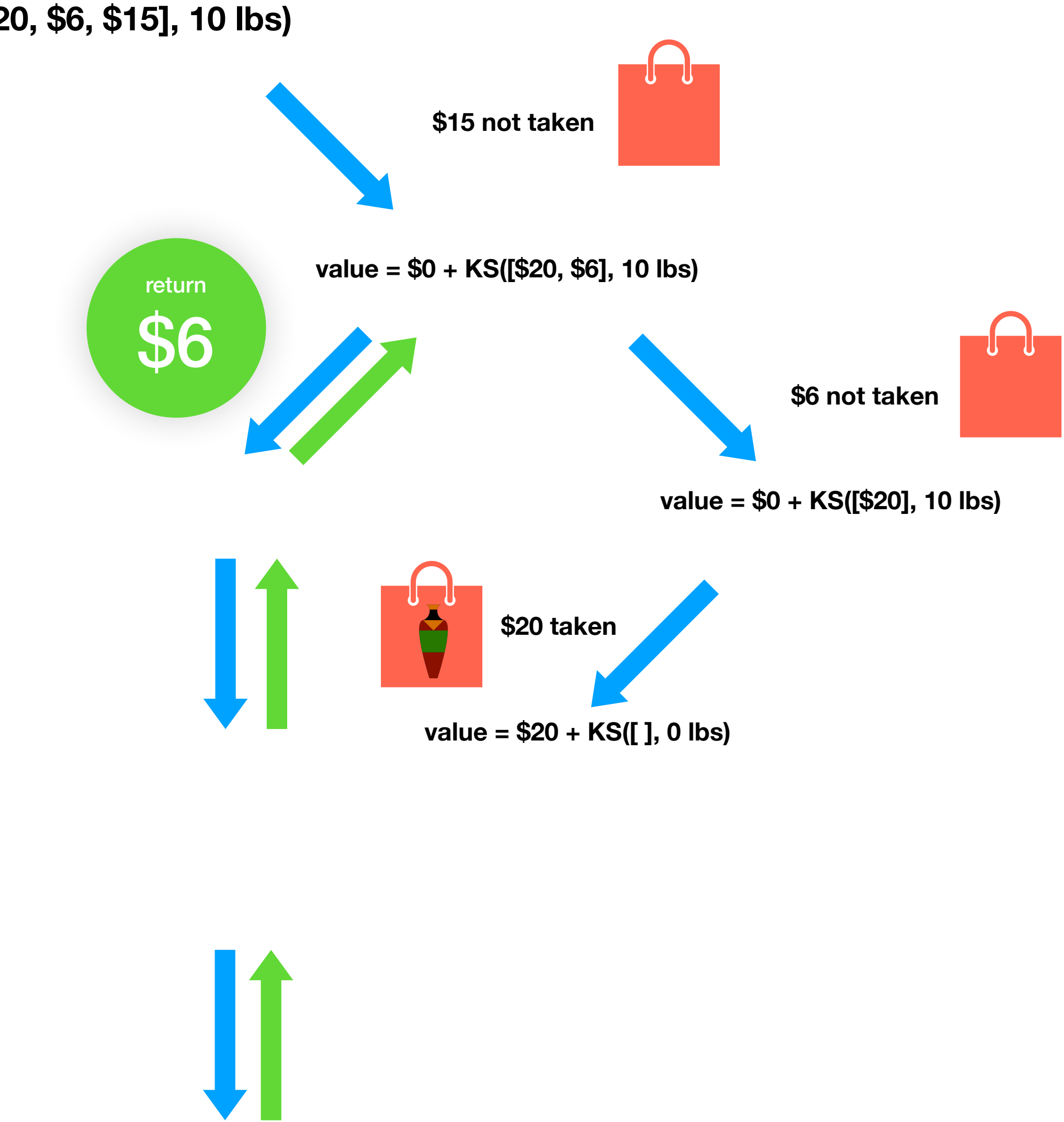
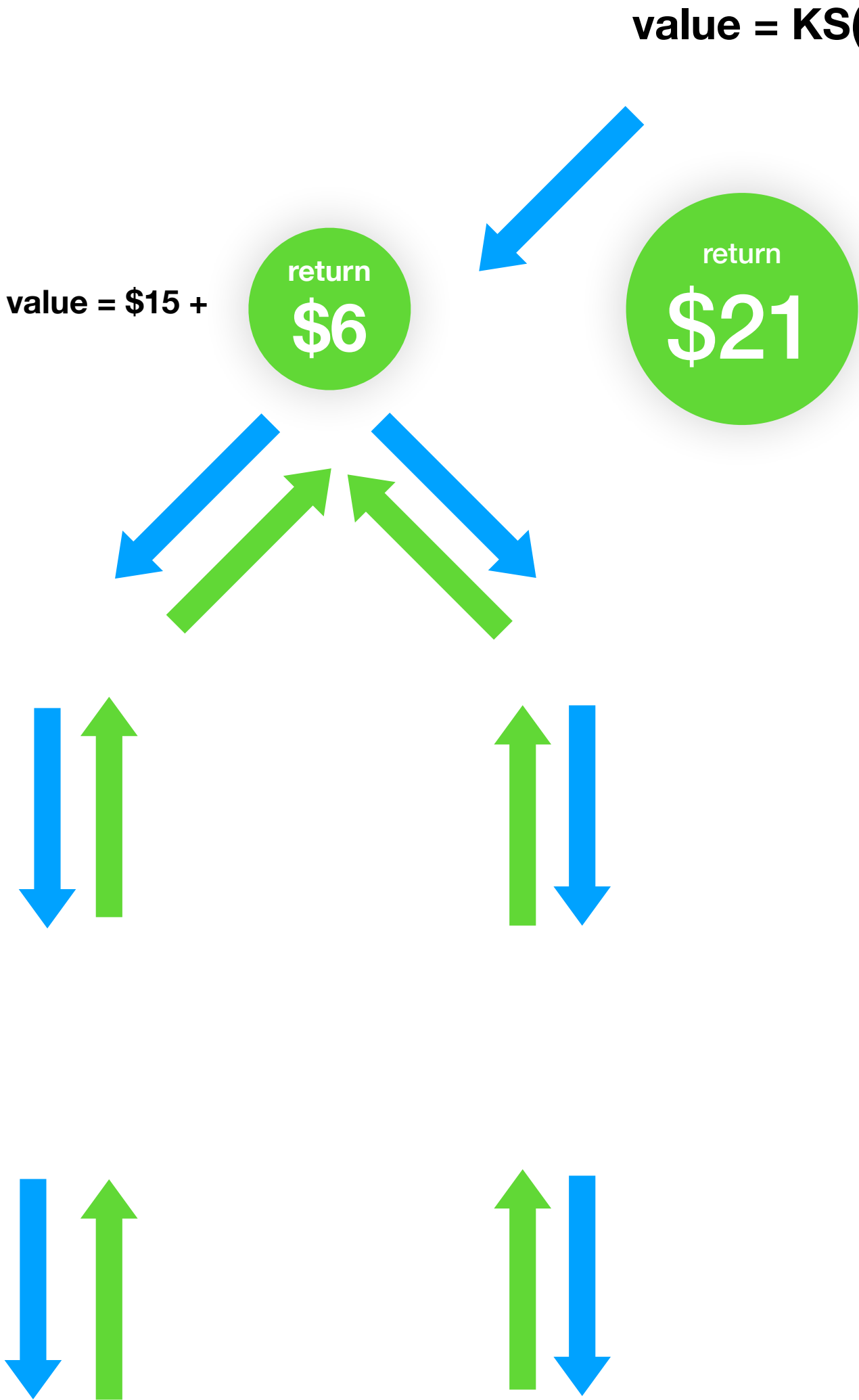
		
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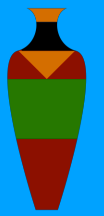

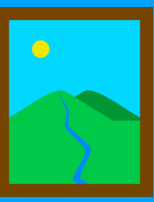


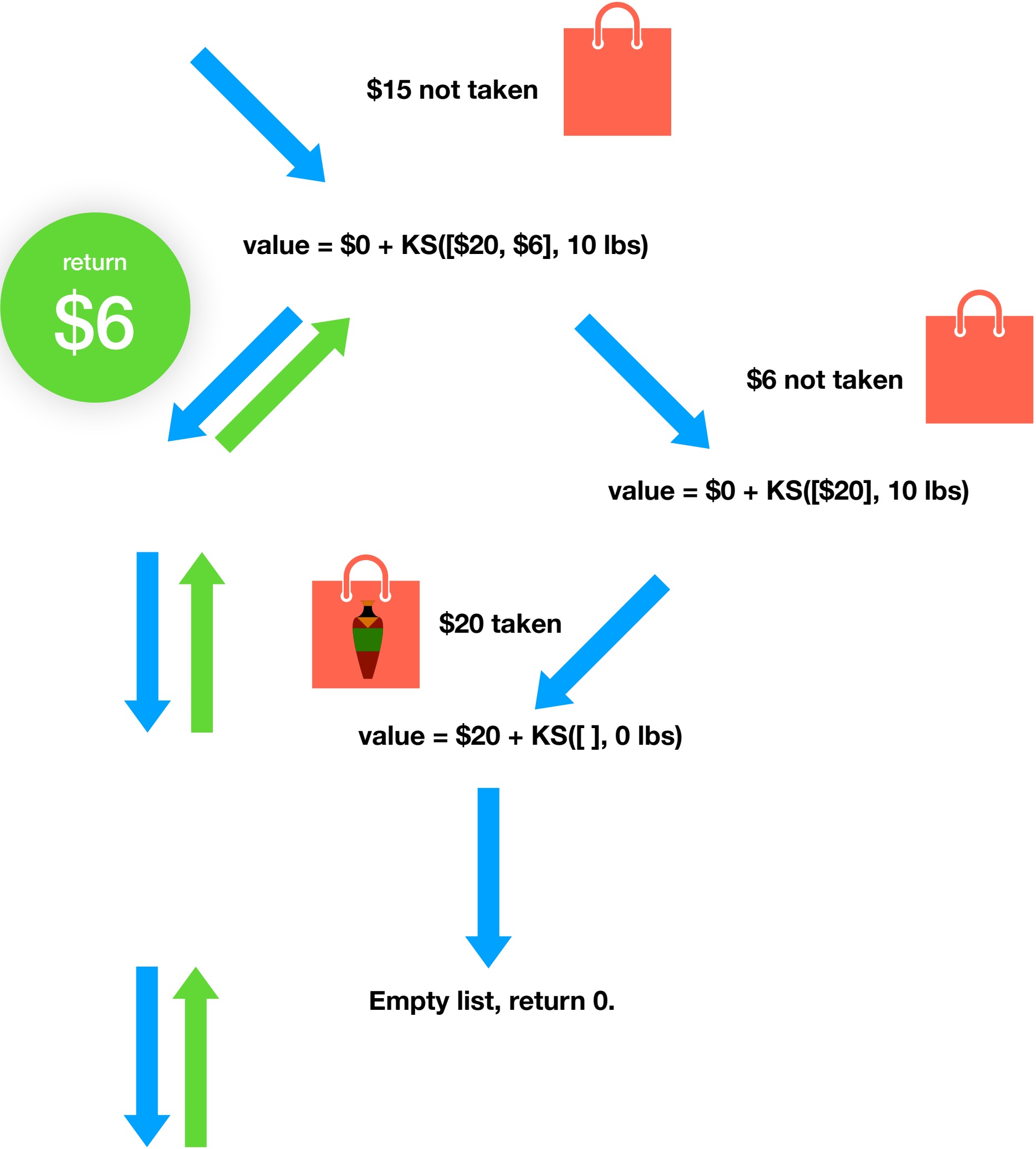
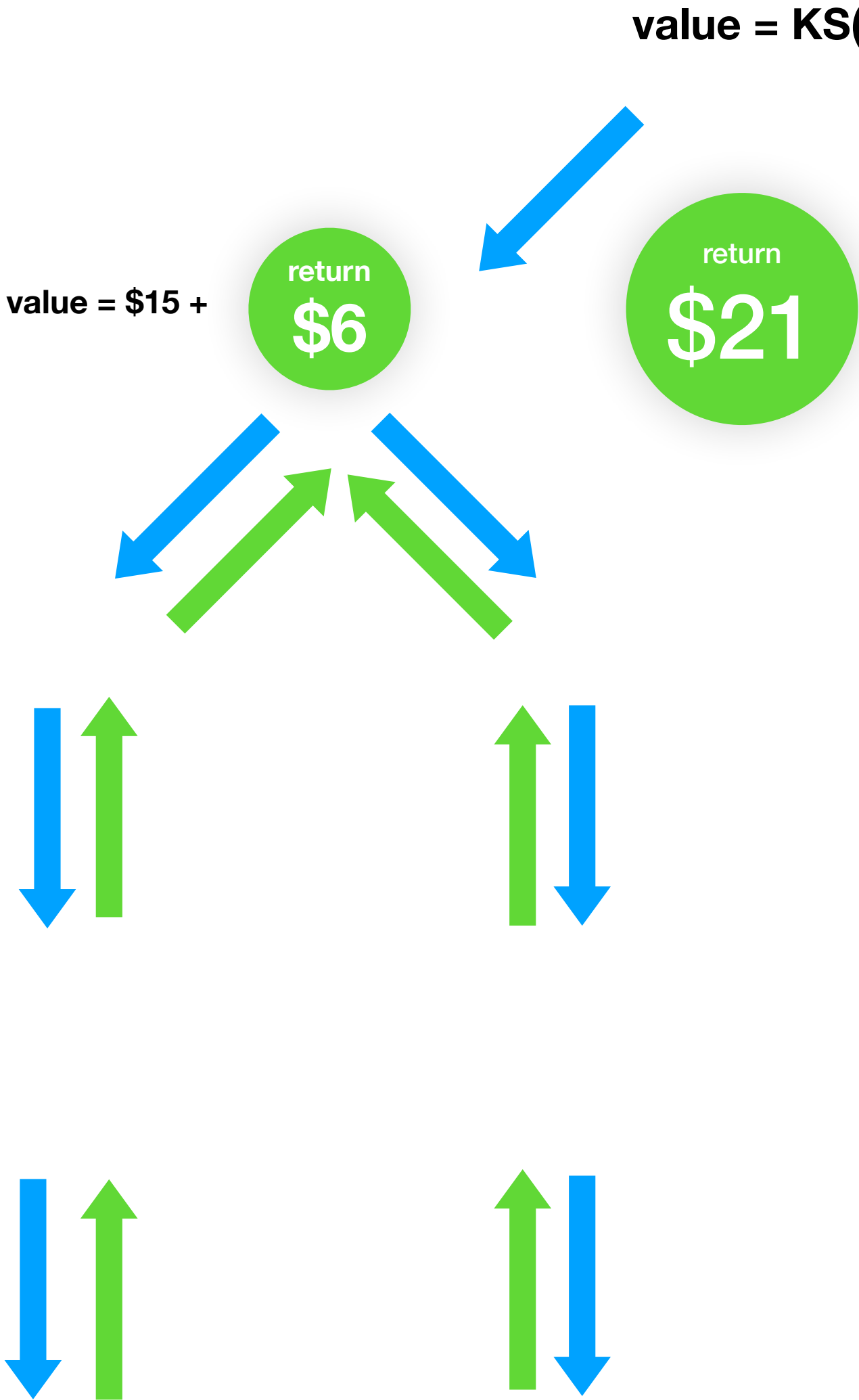
		
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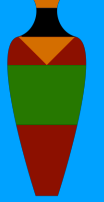
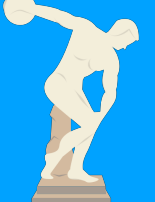
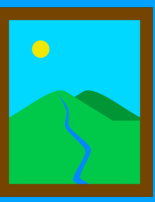


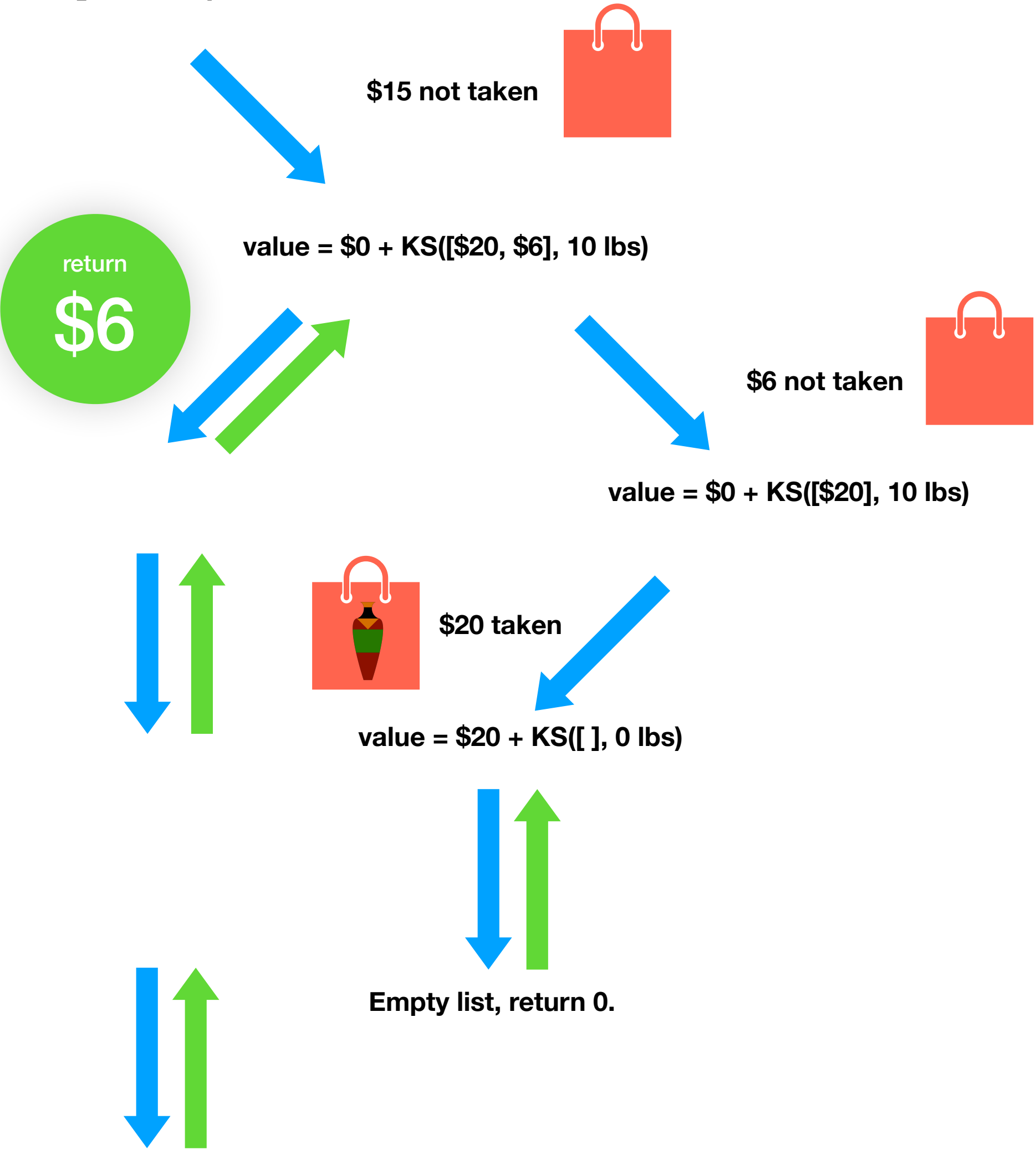
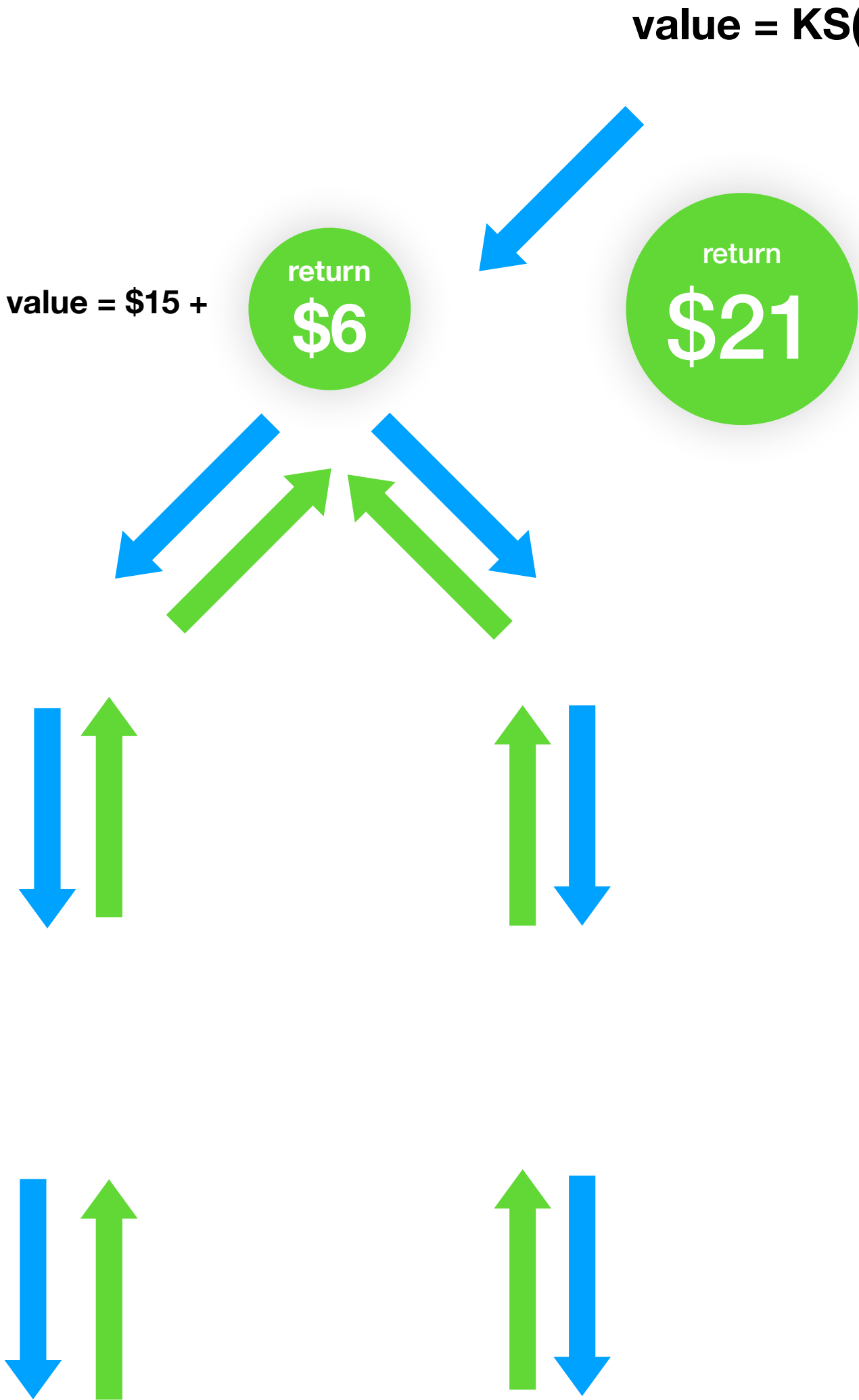
		
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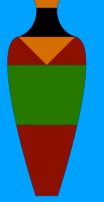
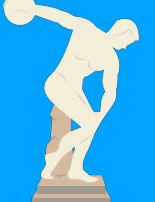
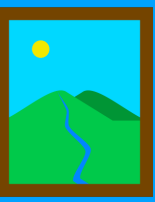


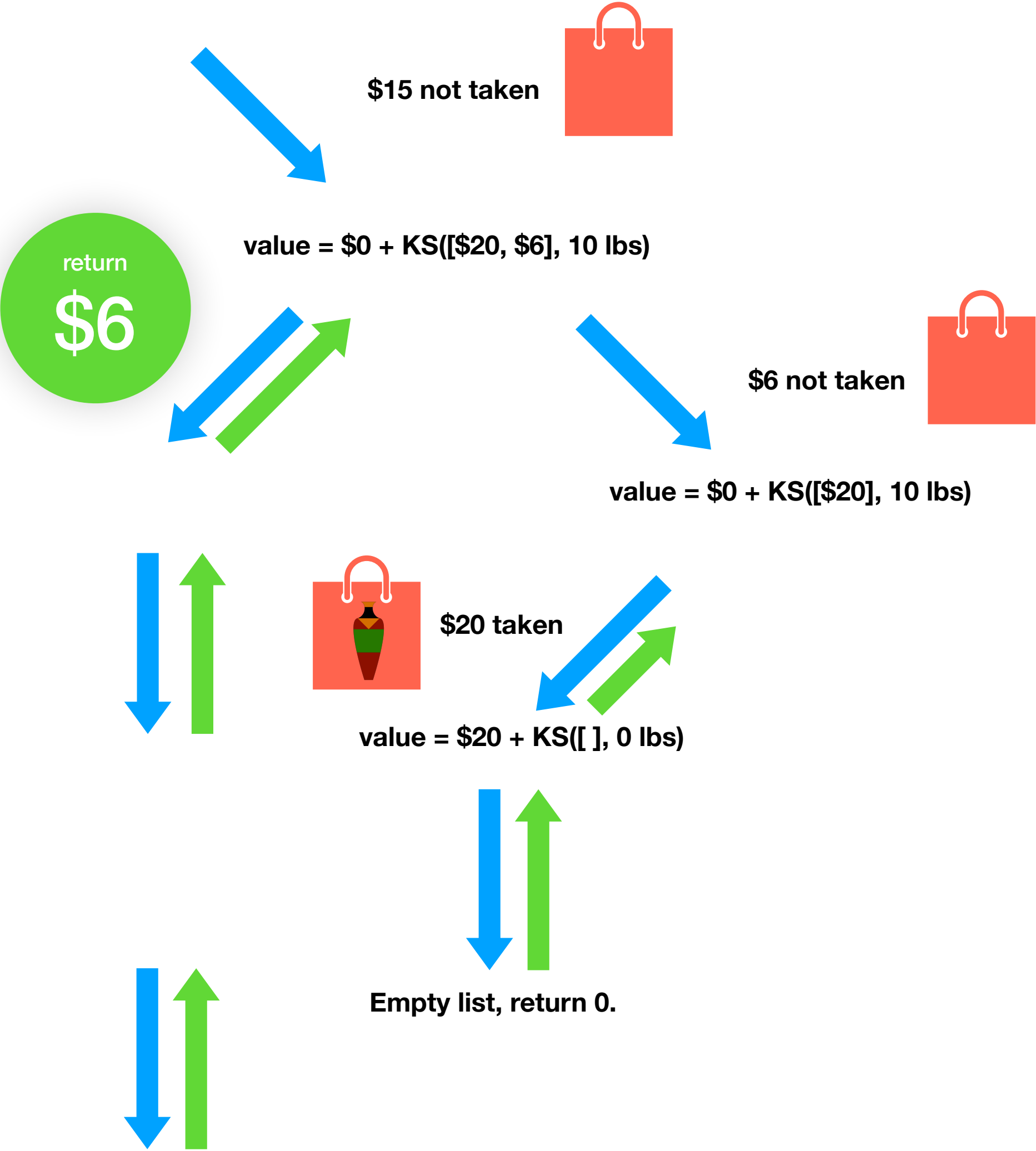
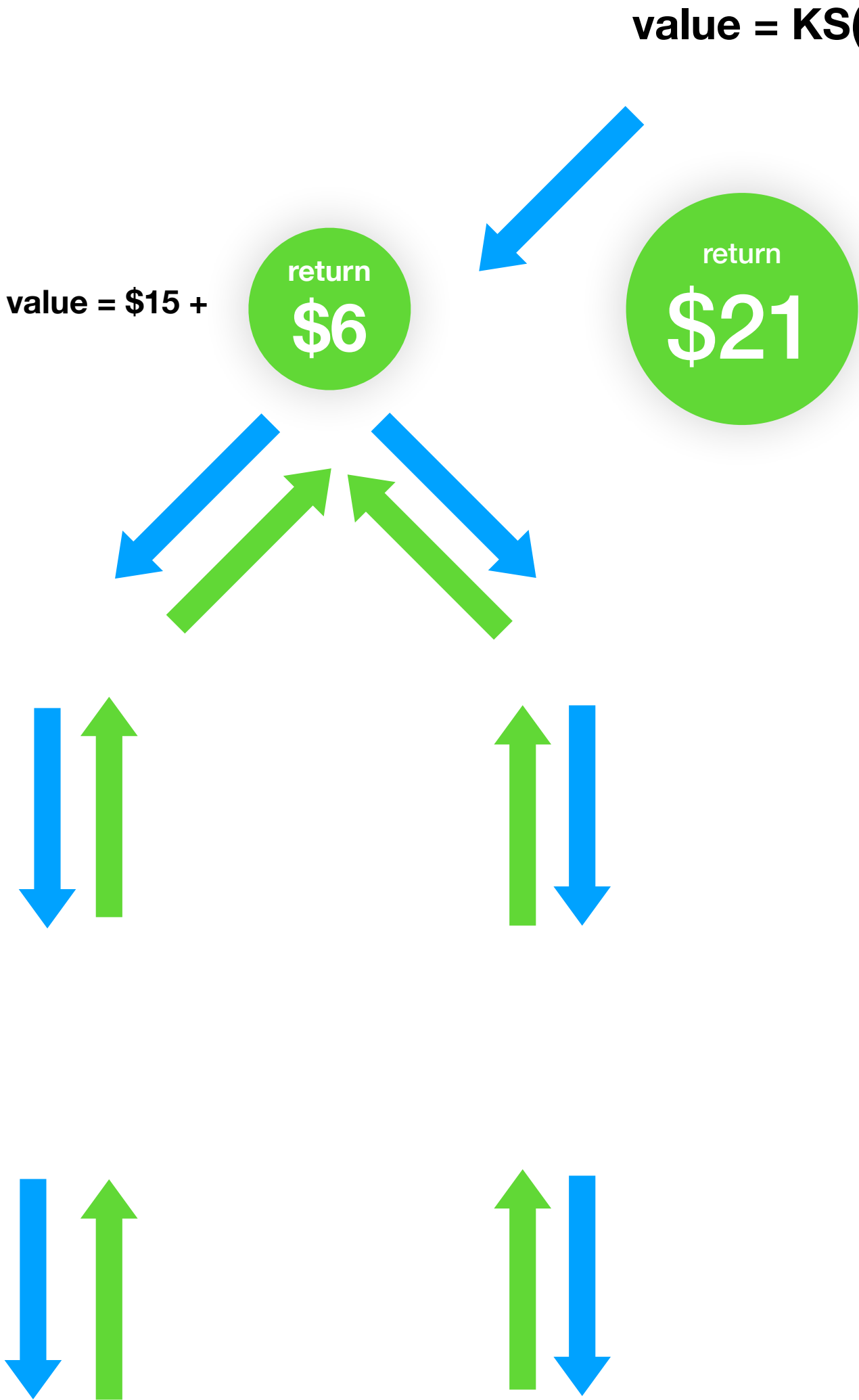
		
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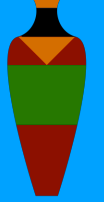
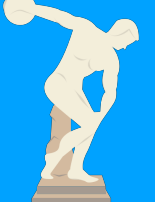
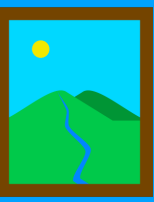


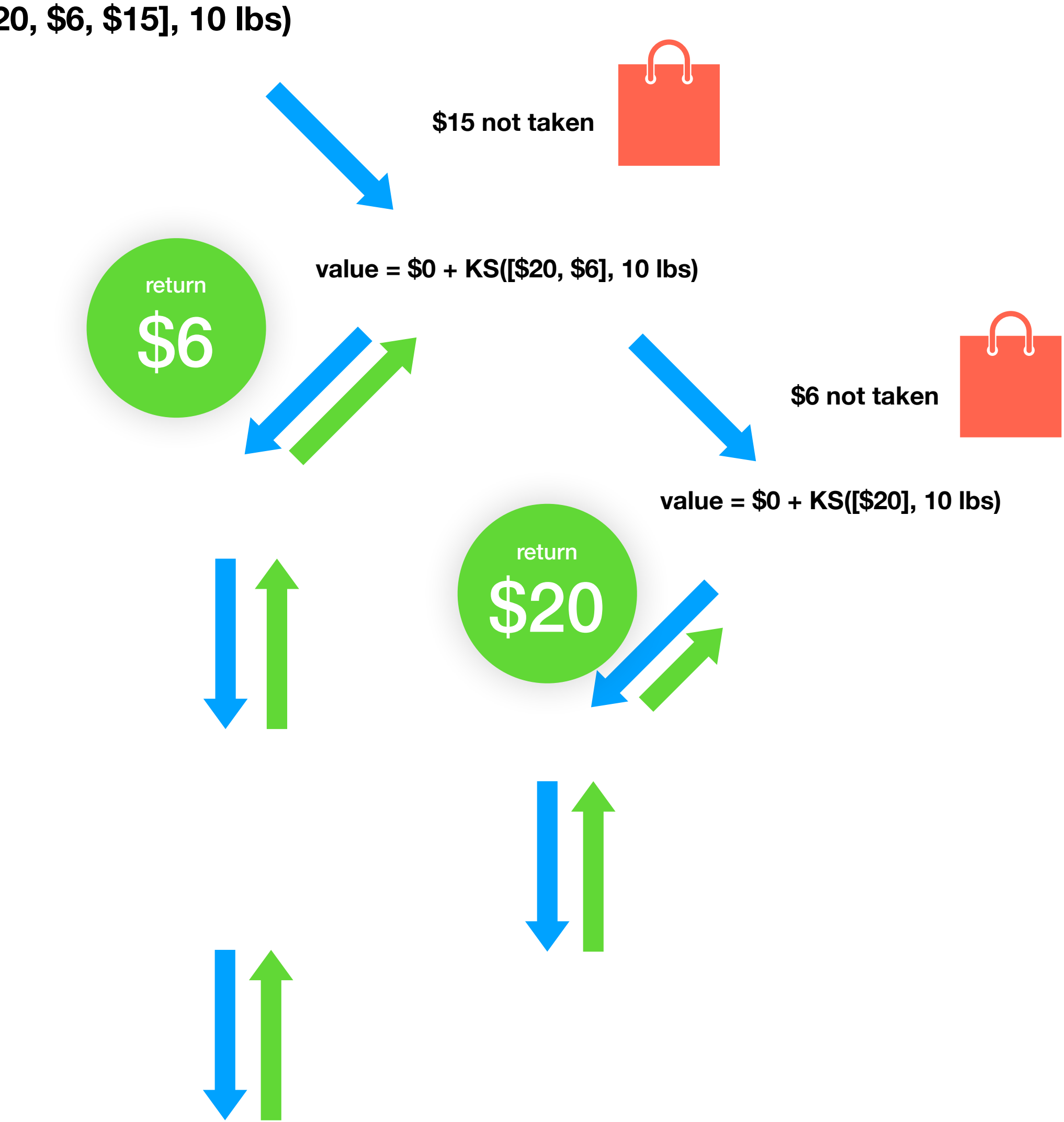
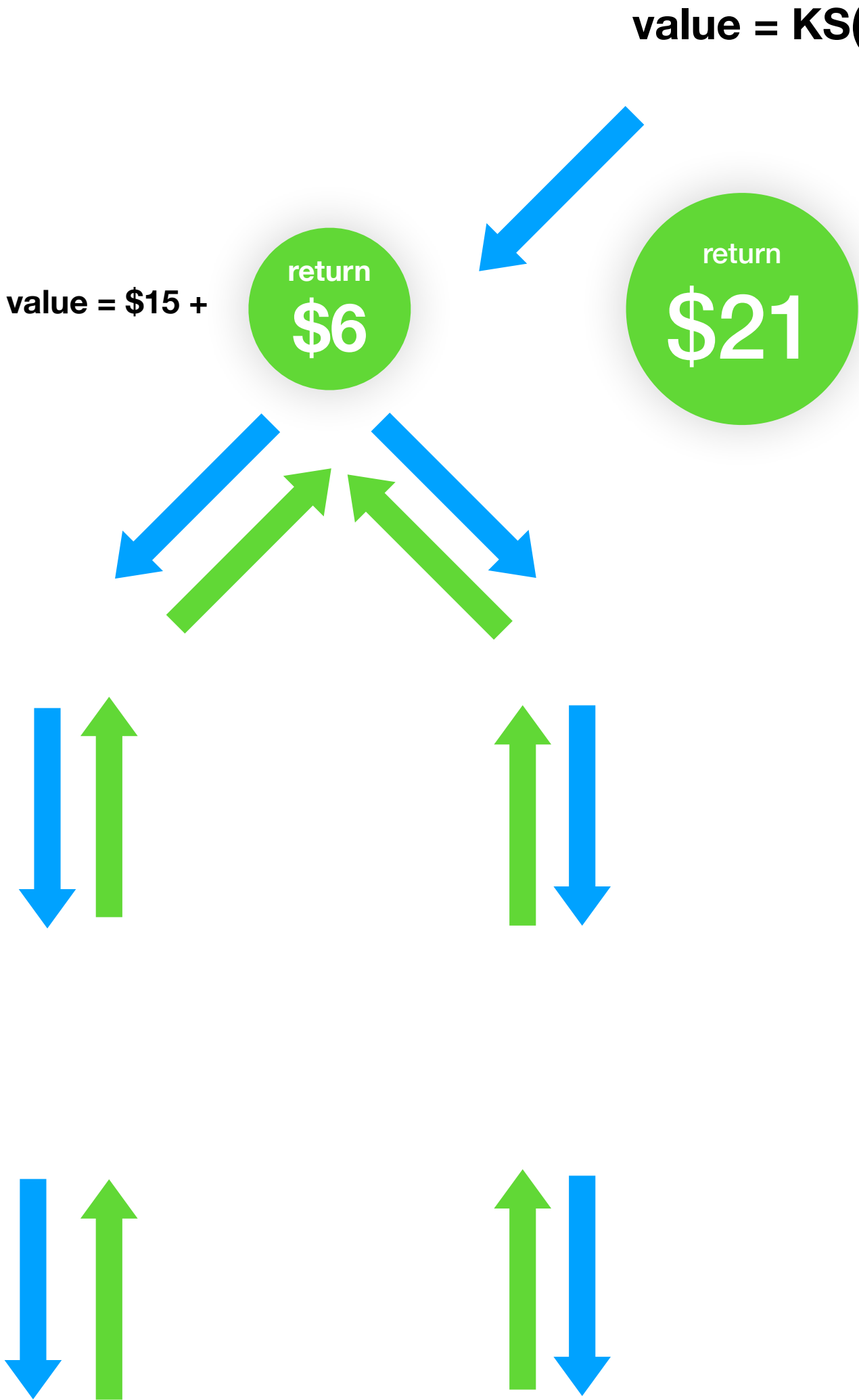
		
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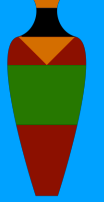
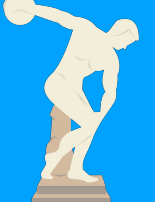
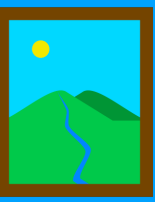
		
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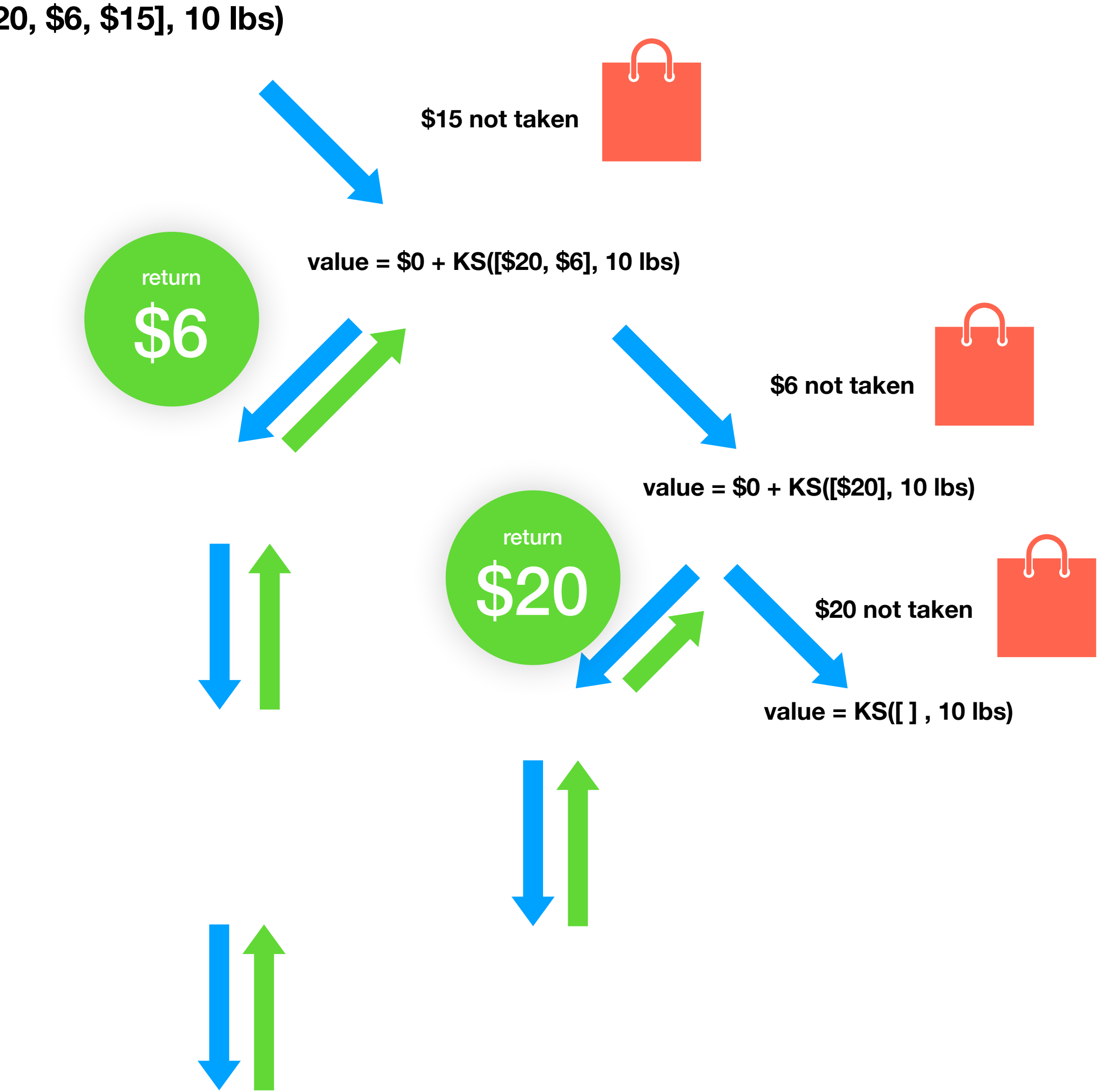
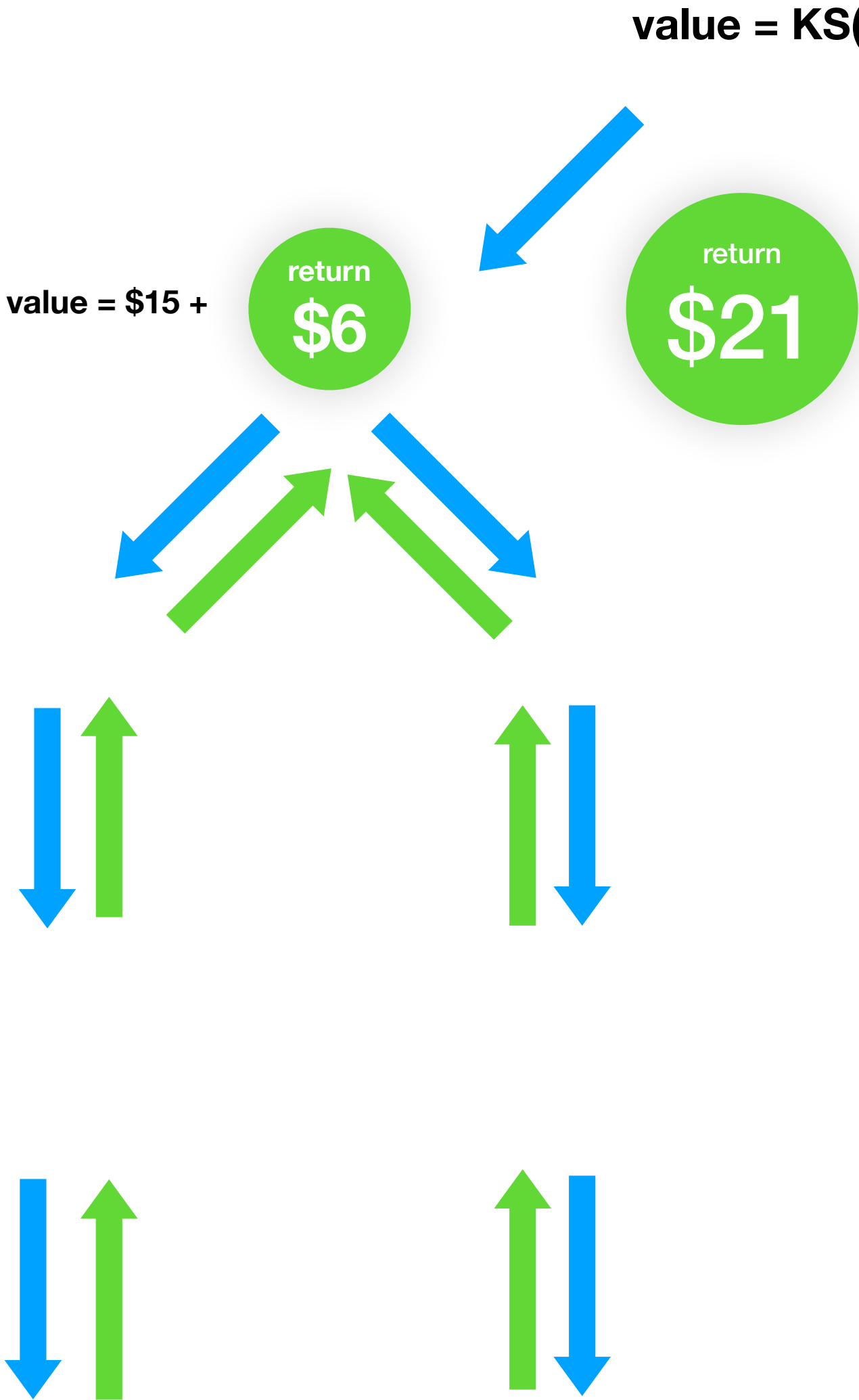


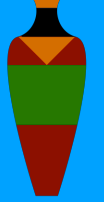
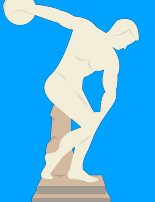
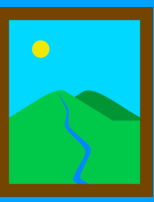
		
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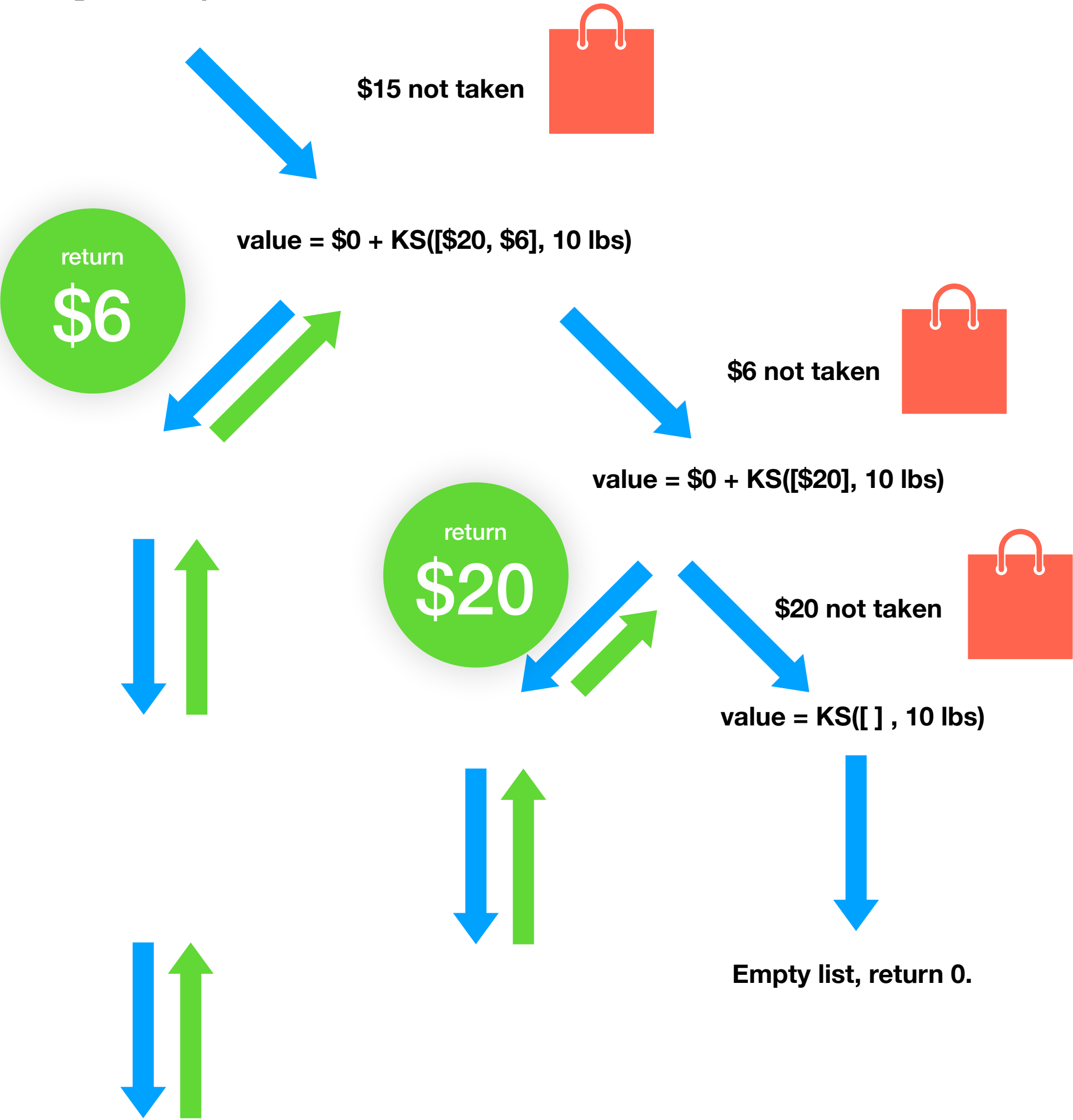
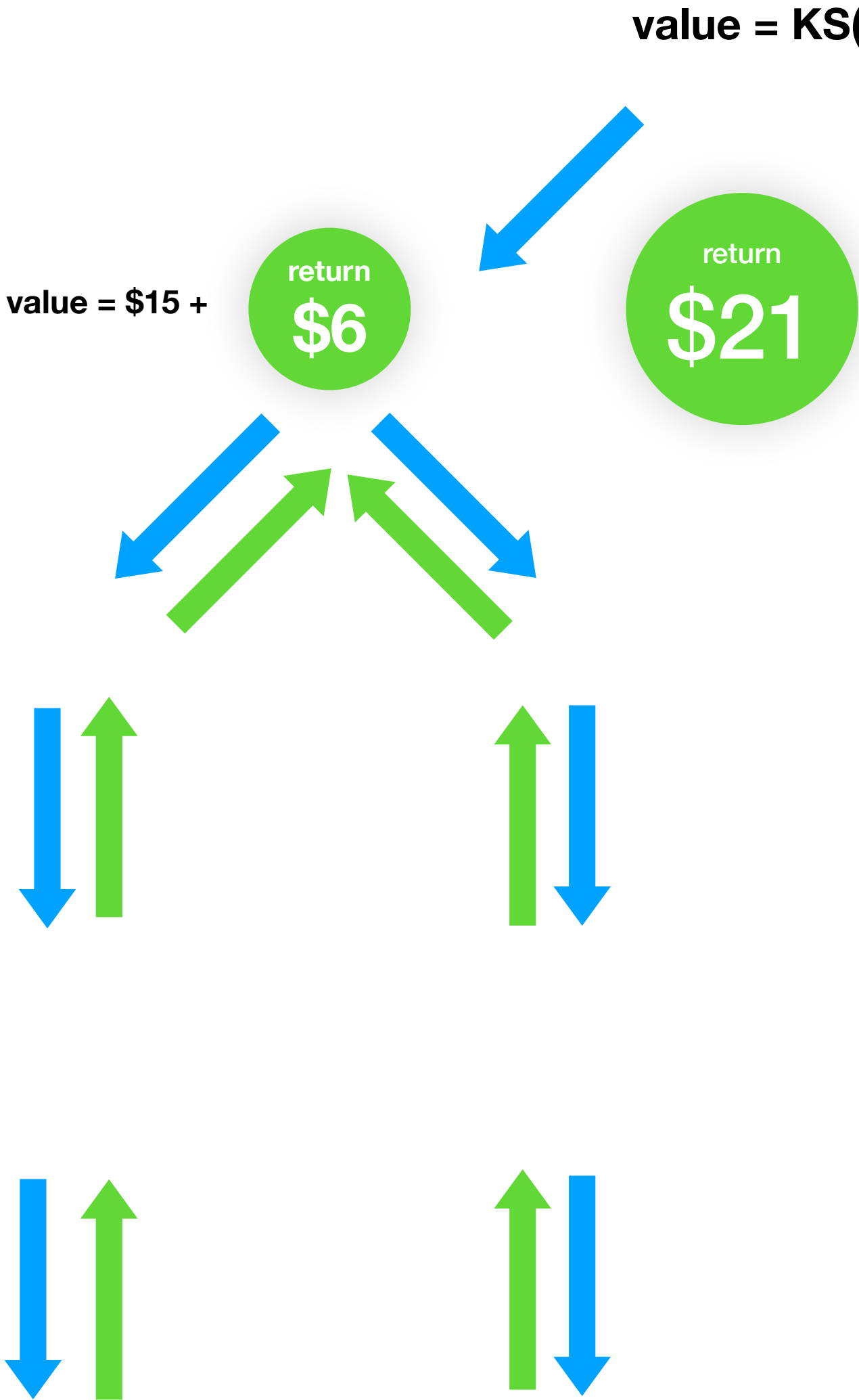


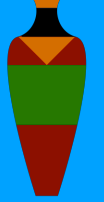
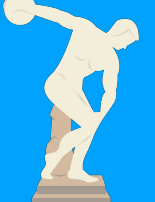
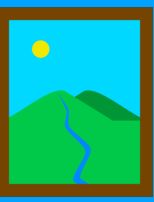


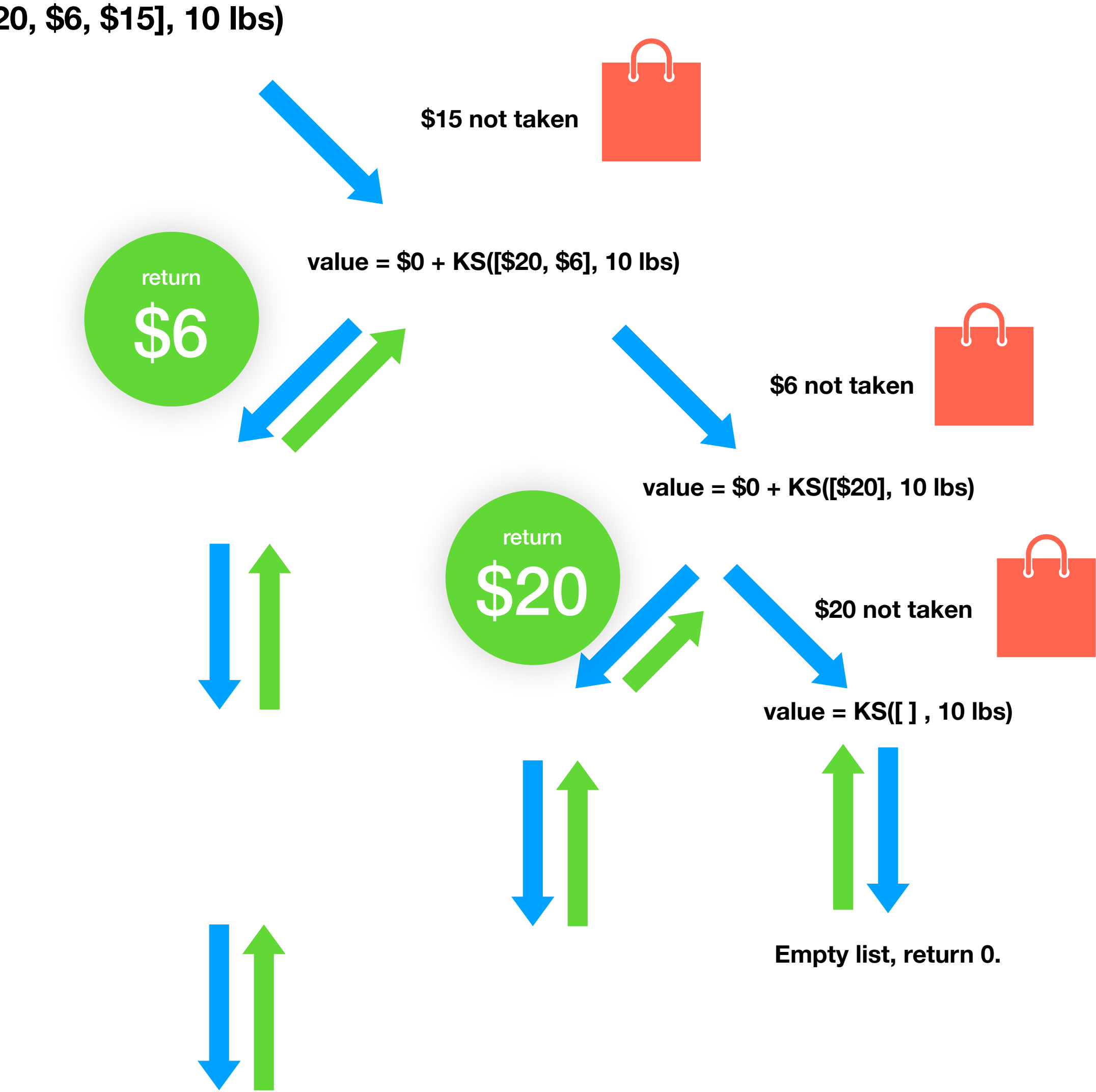
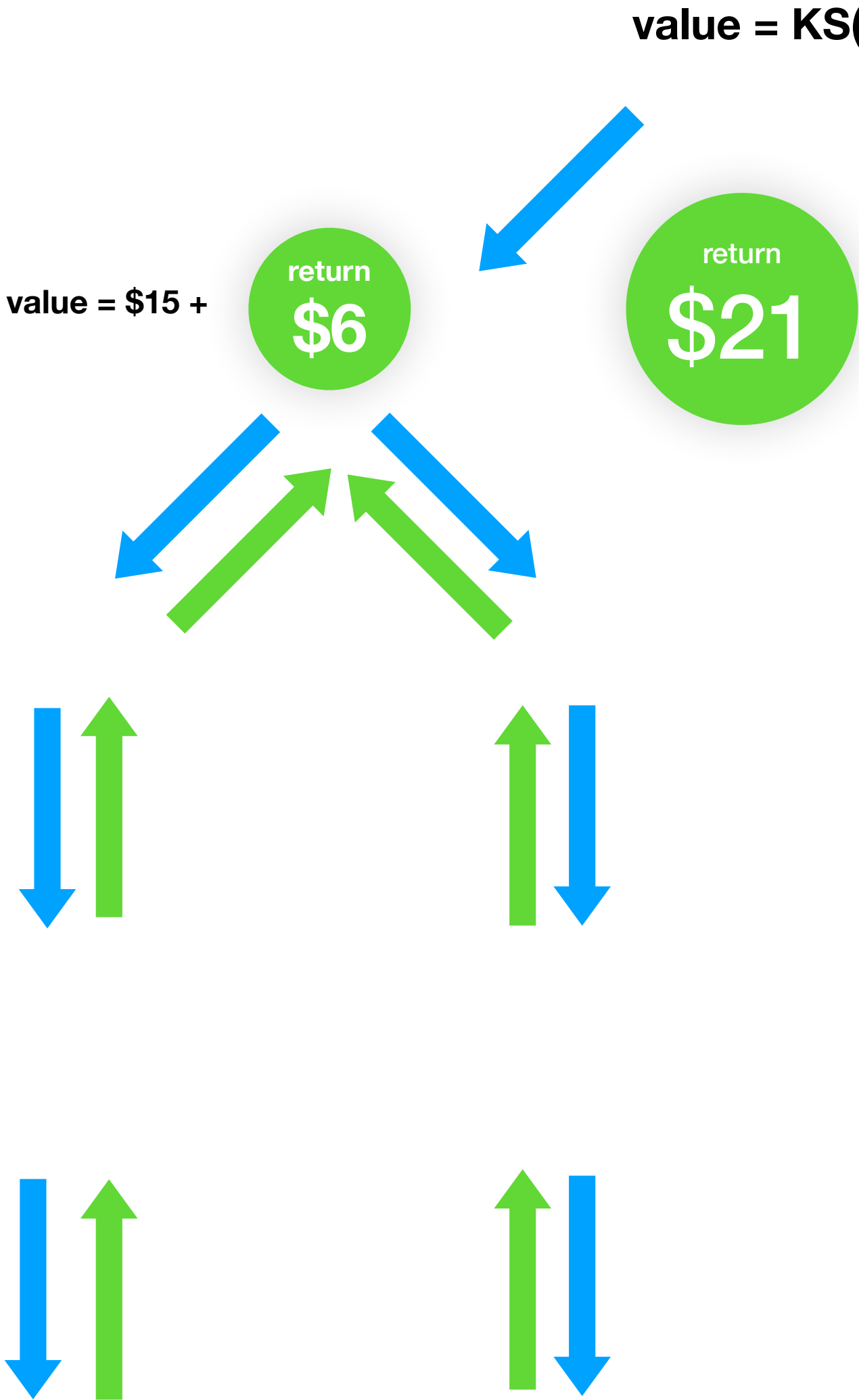
		
10 lbs	2 lbs	3 lbs
\$20	\$6	\$15

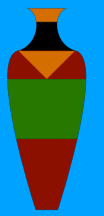

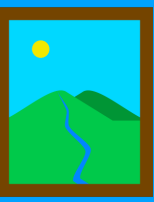


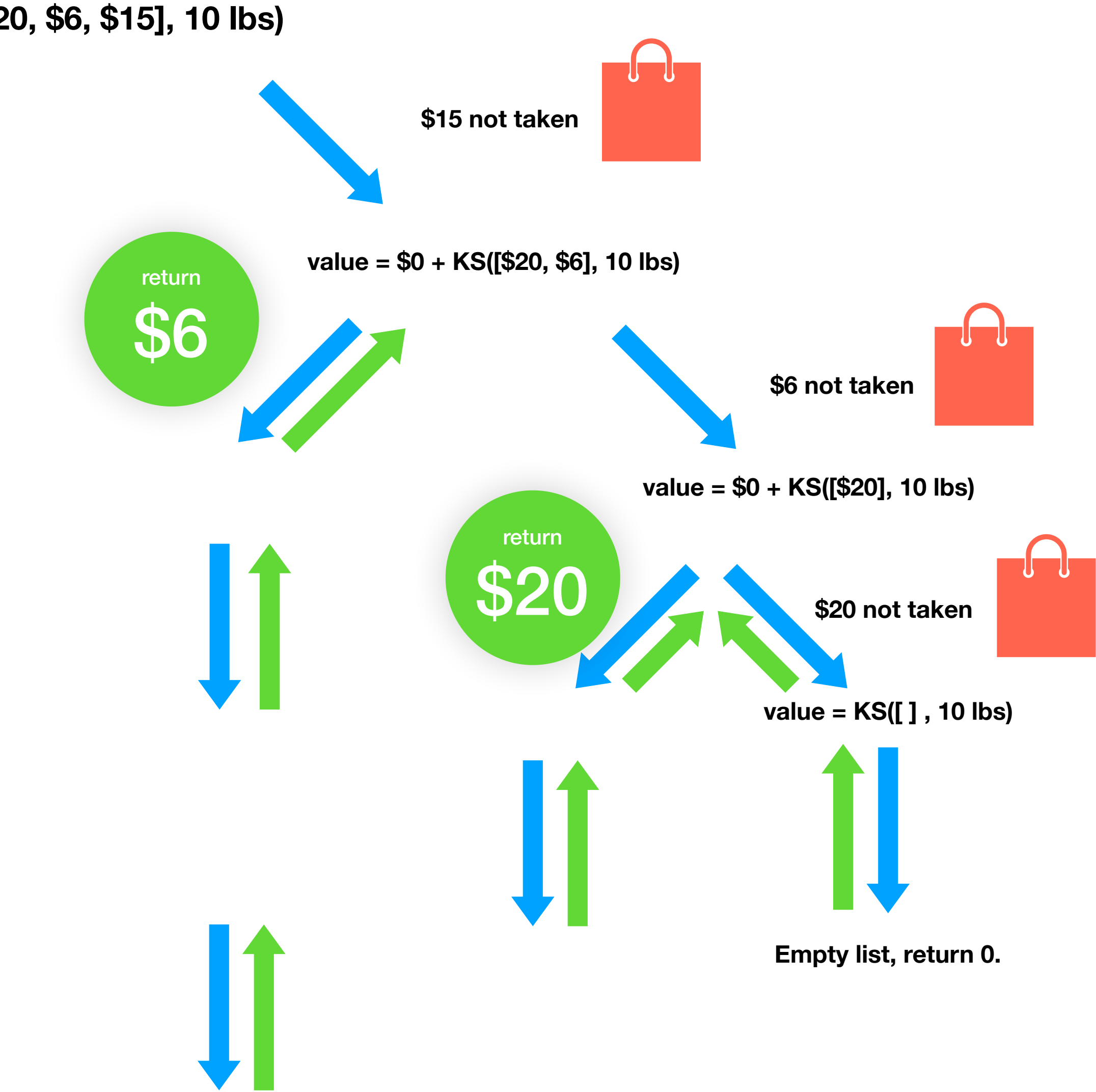
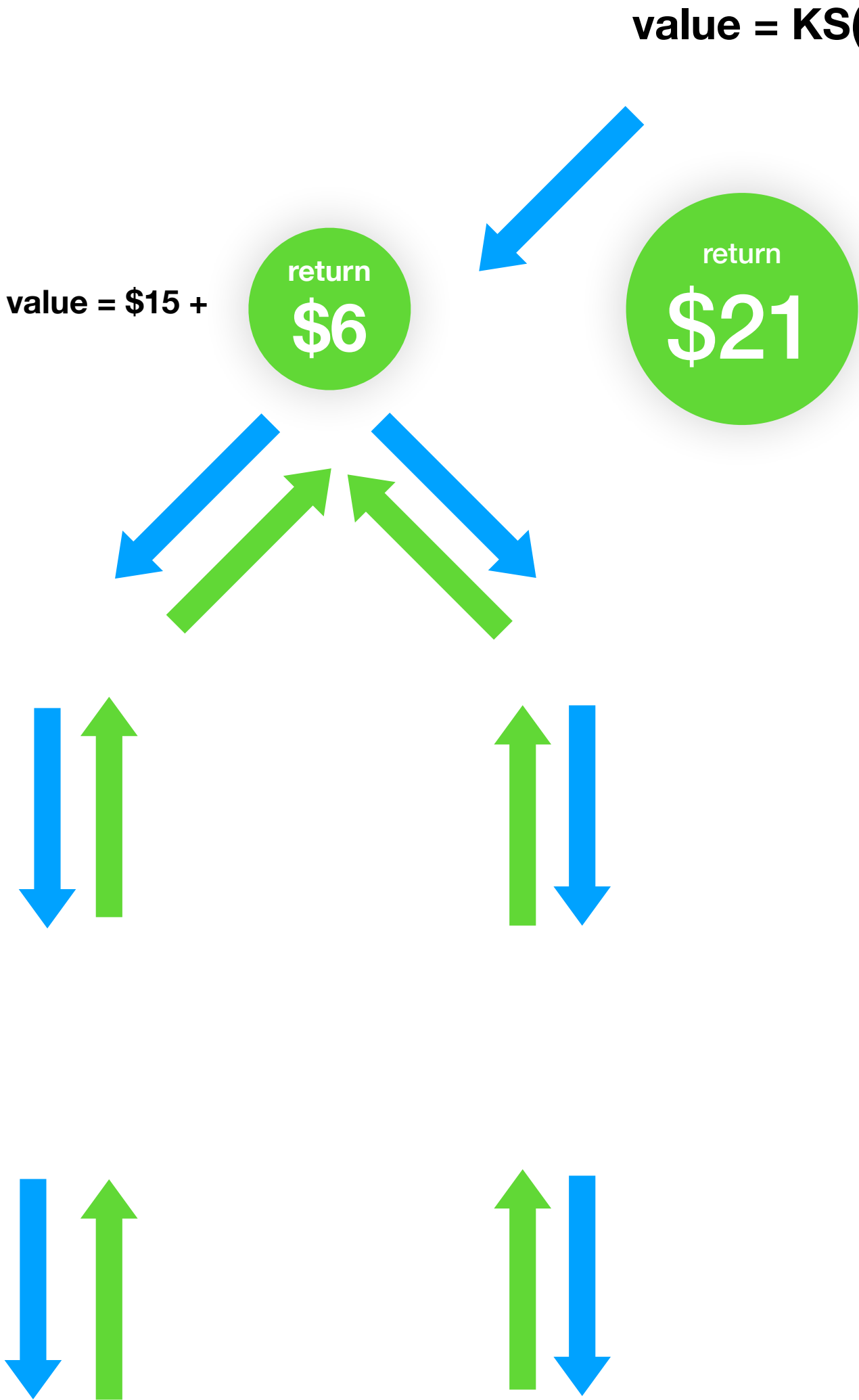
		
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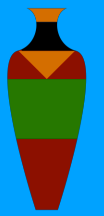

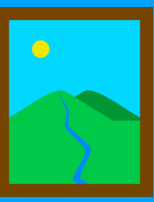


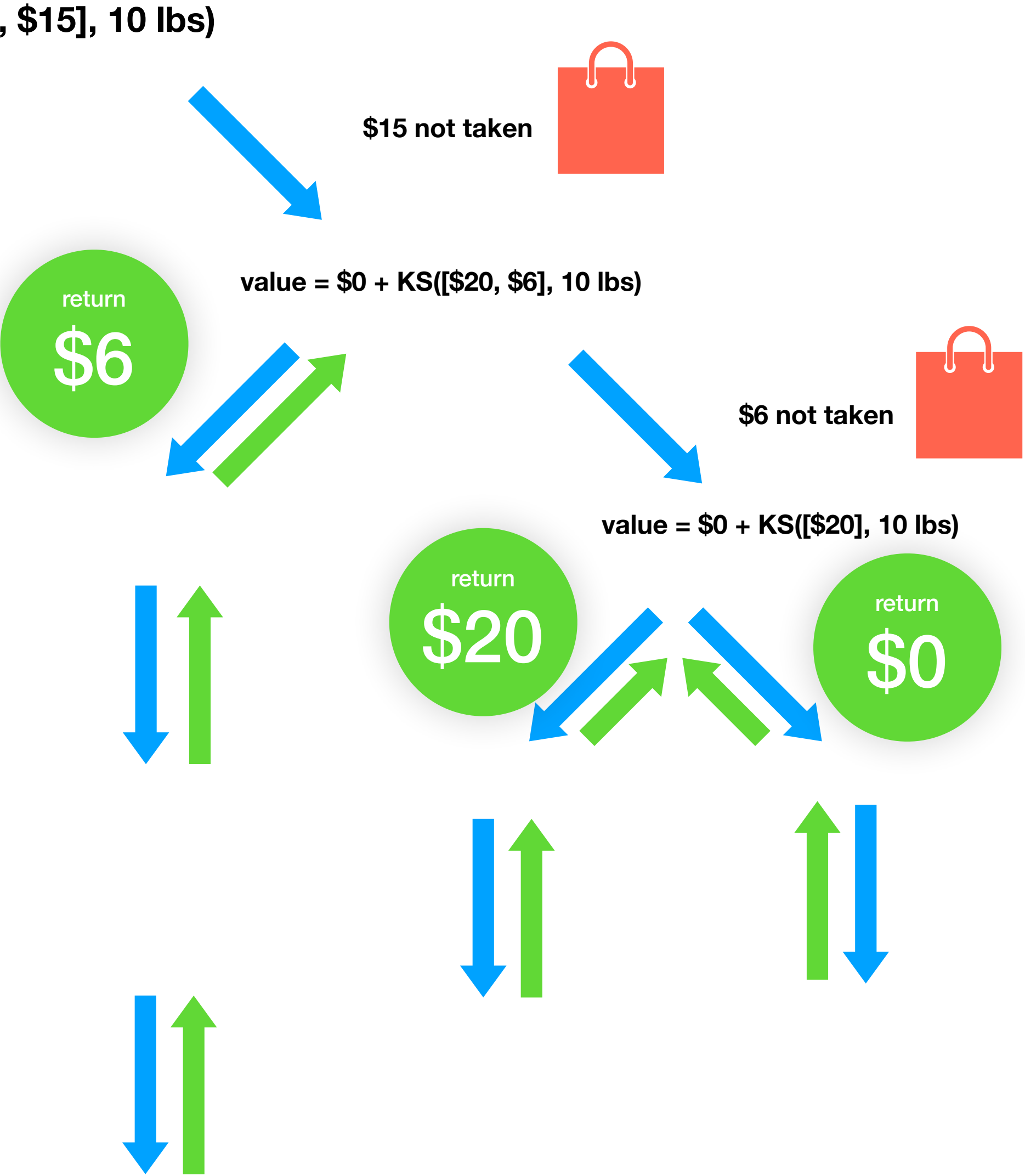
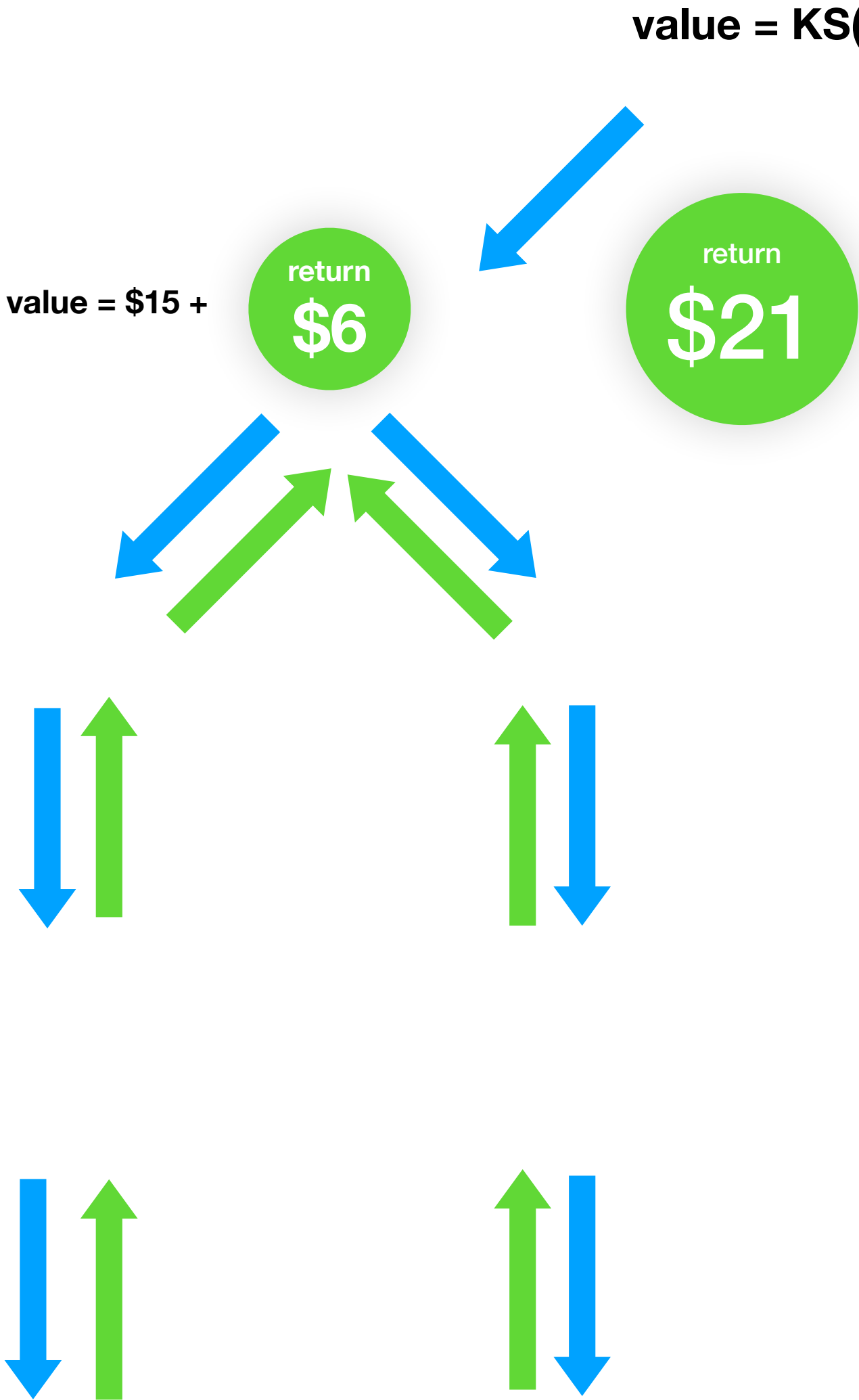
		
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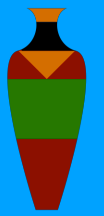

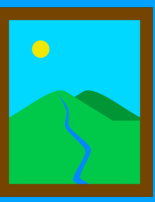


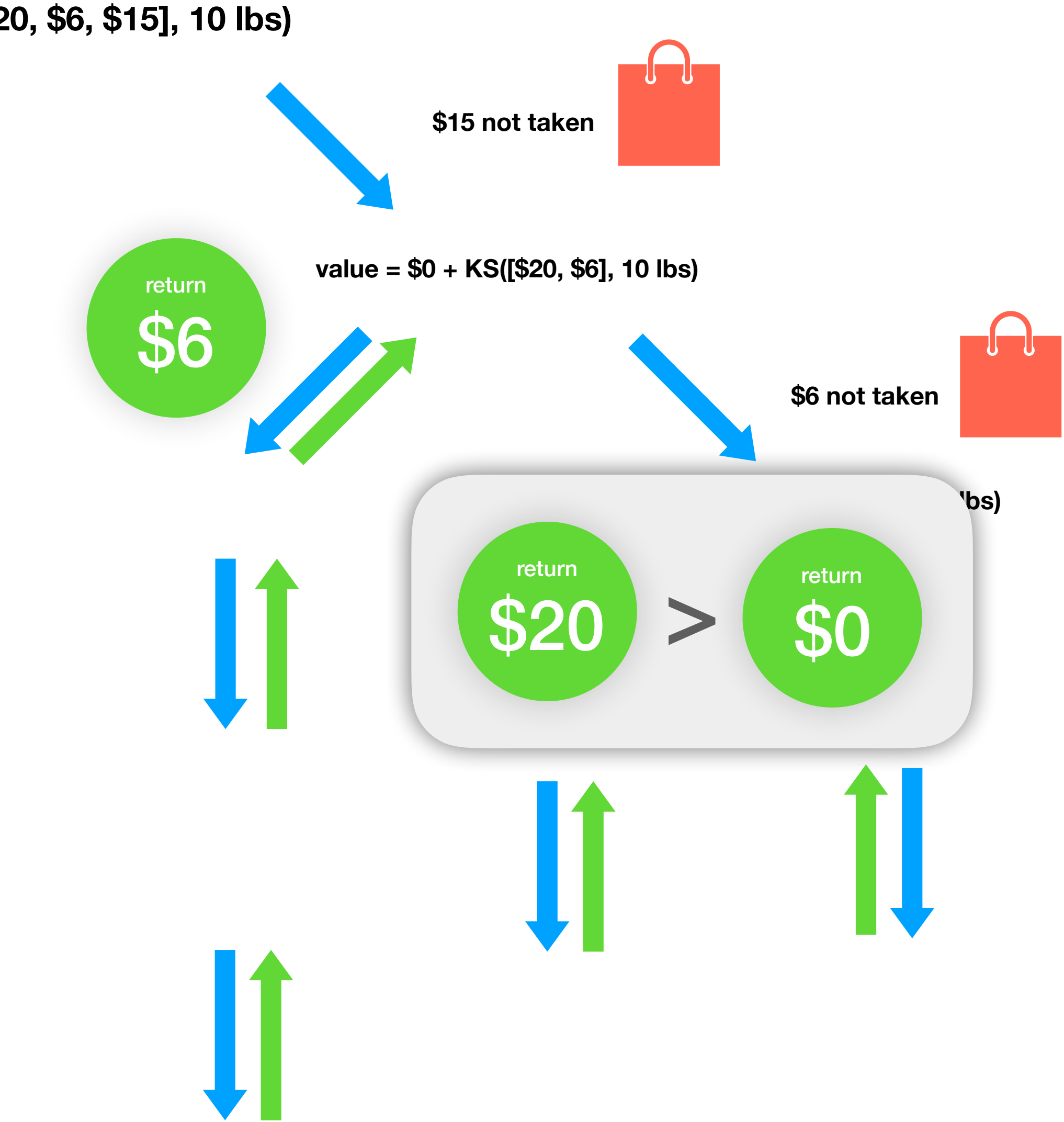
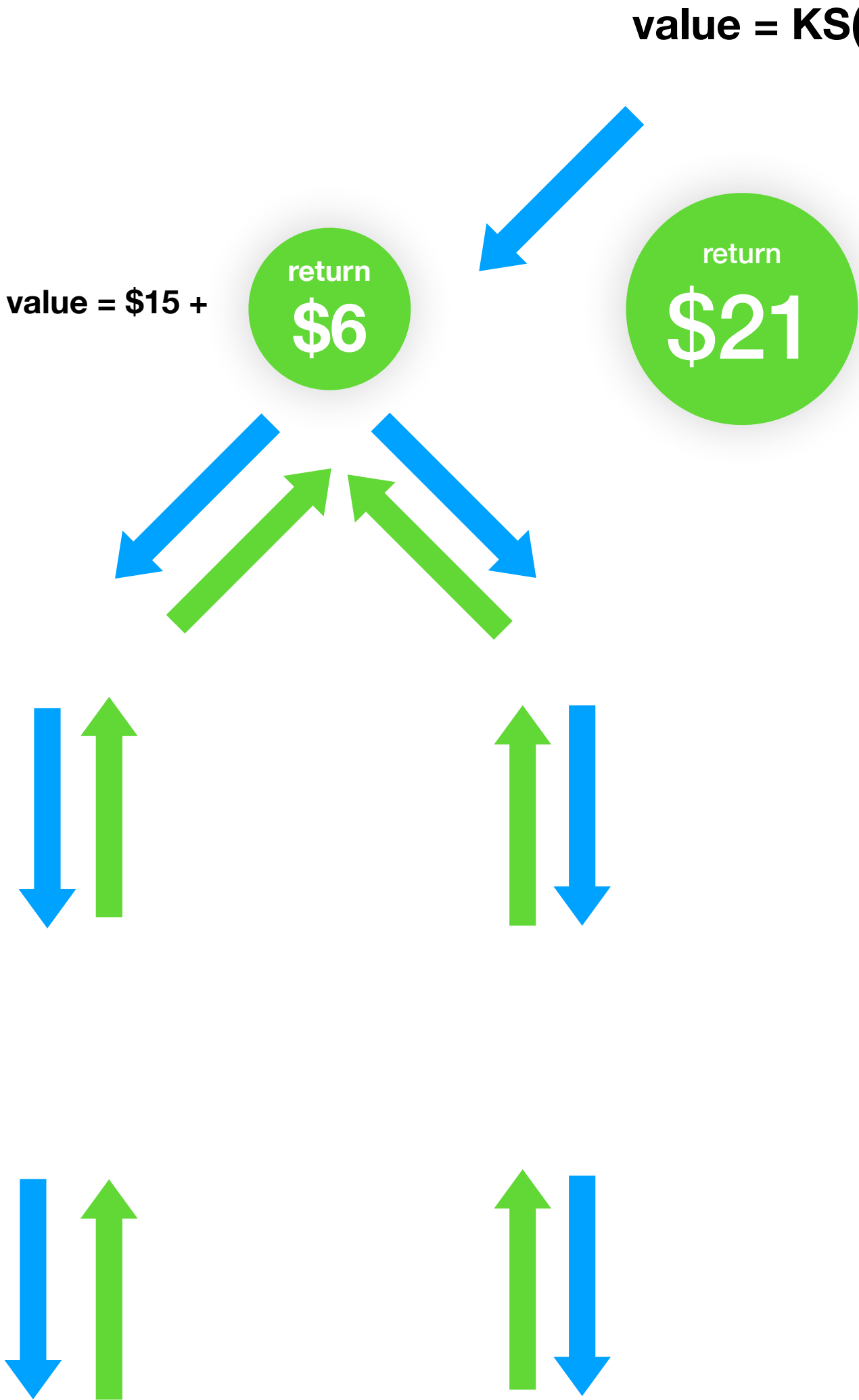
		
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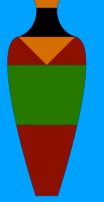
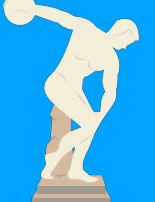
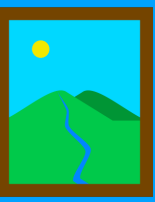


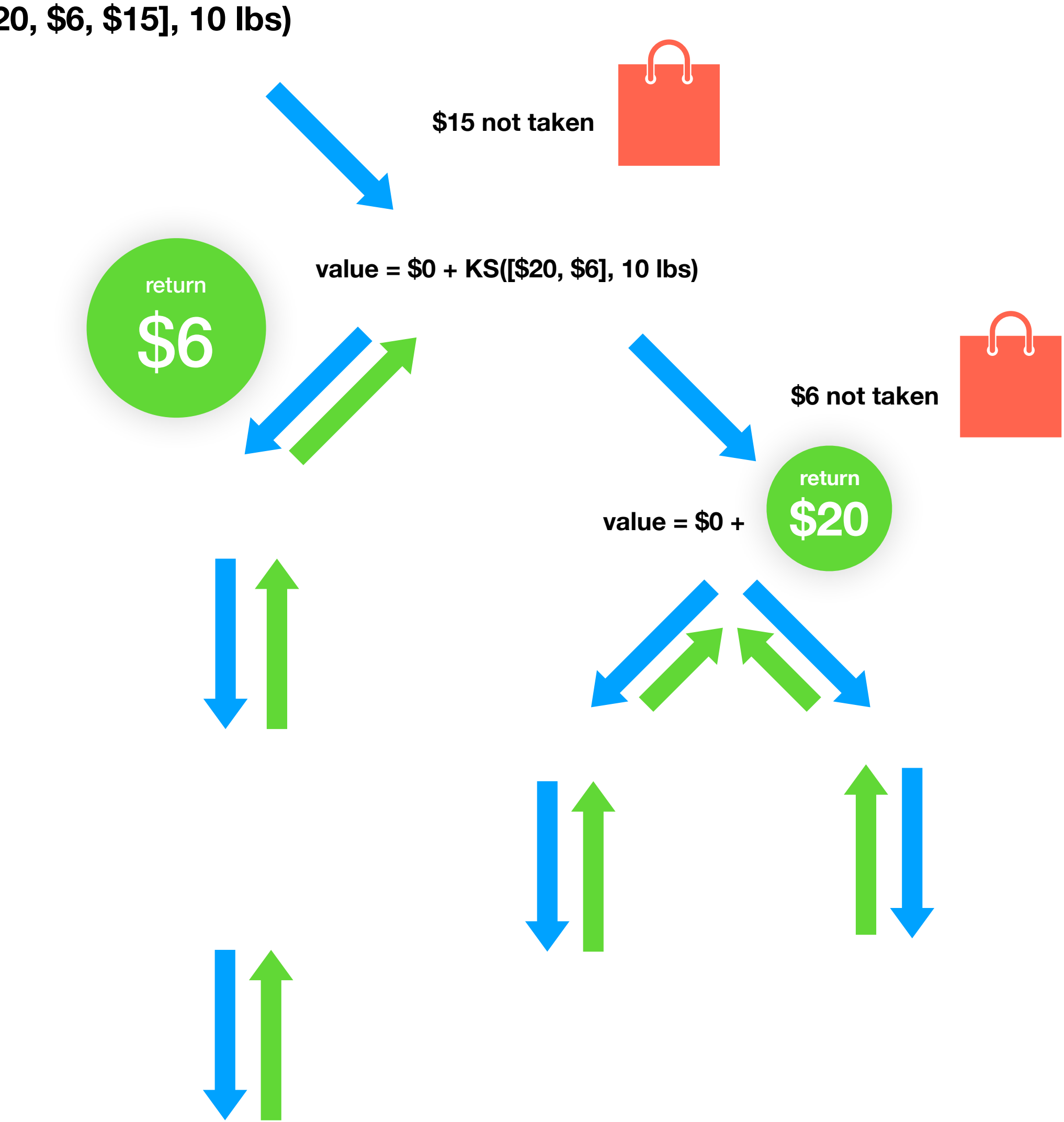
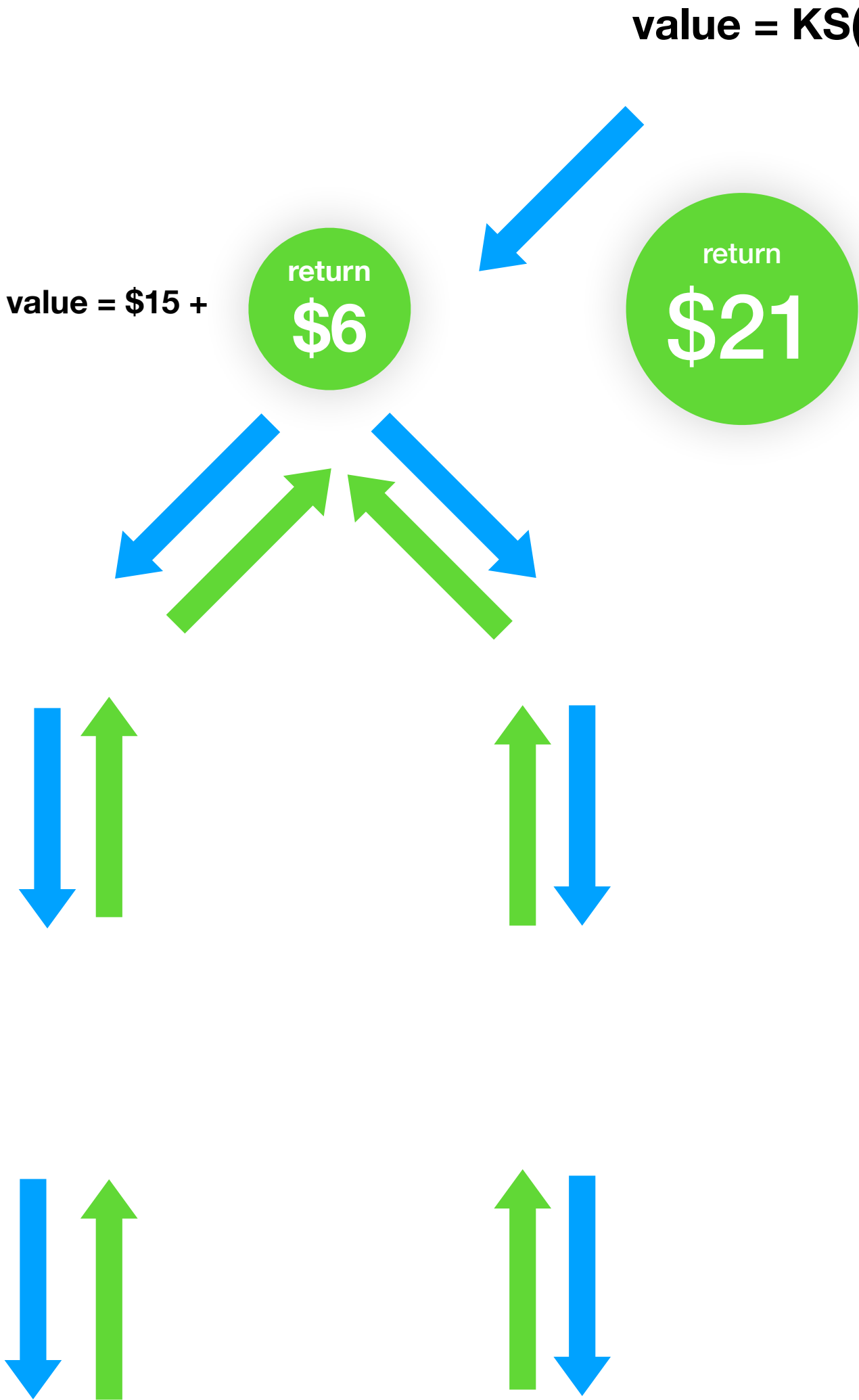
		
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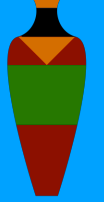
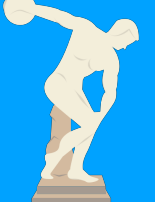
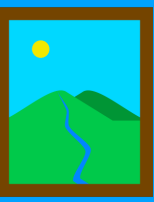


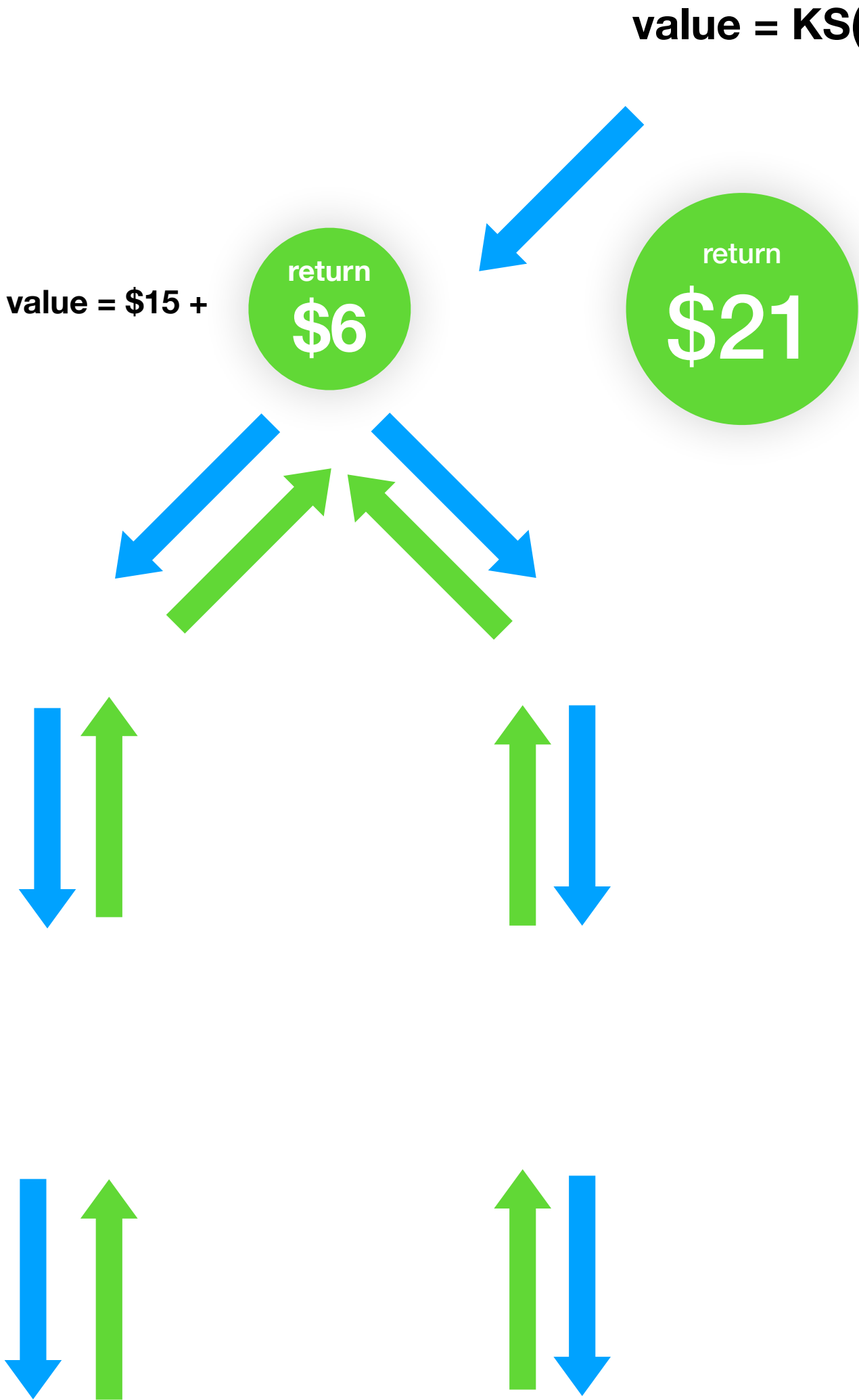
		
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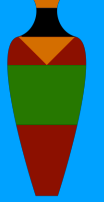
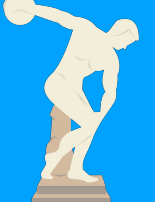
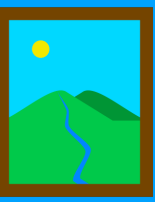
		
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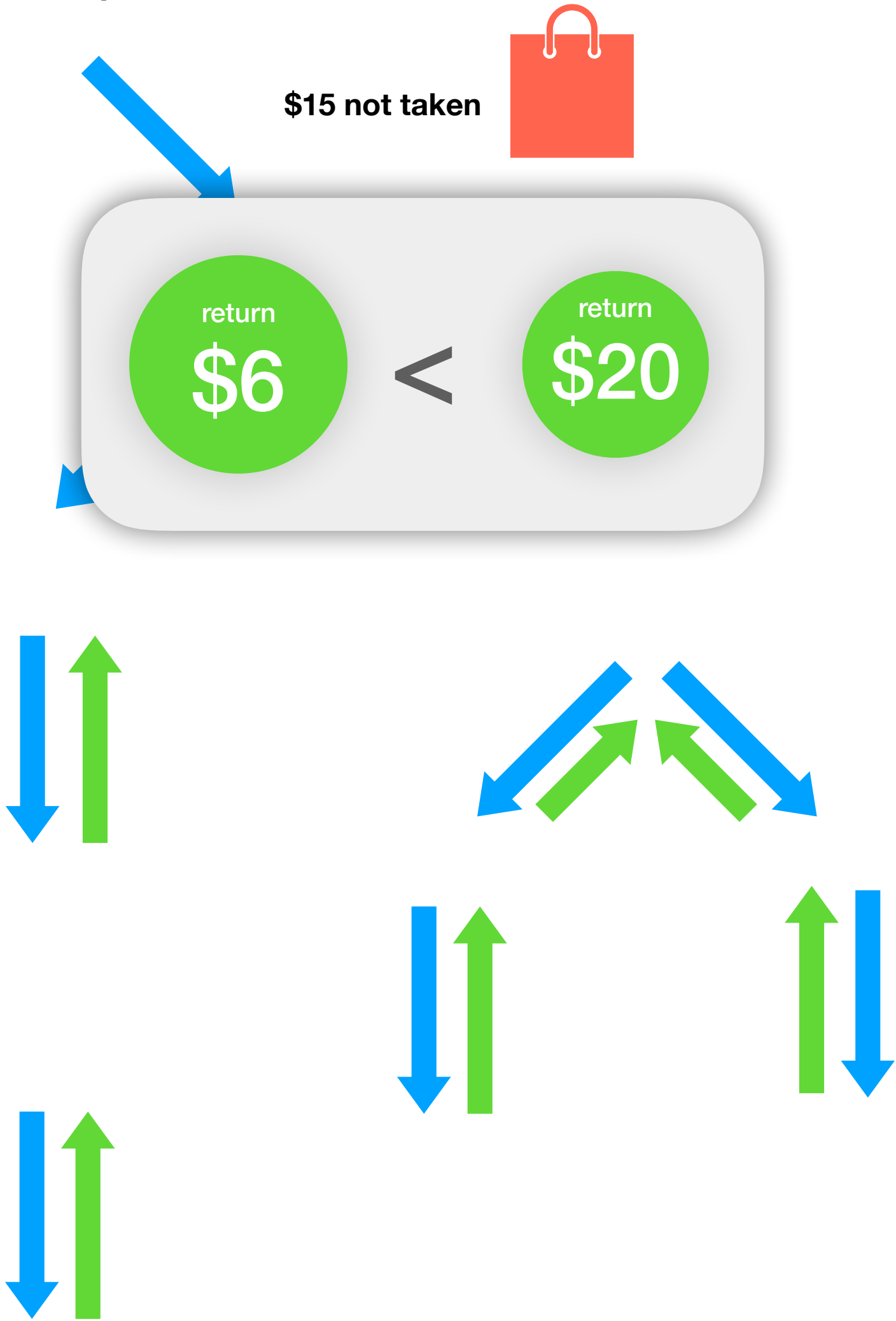
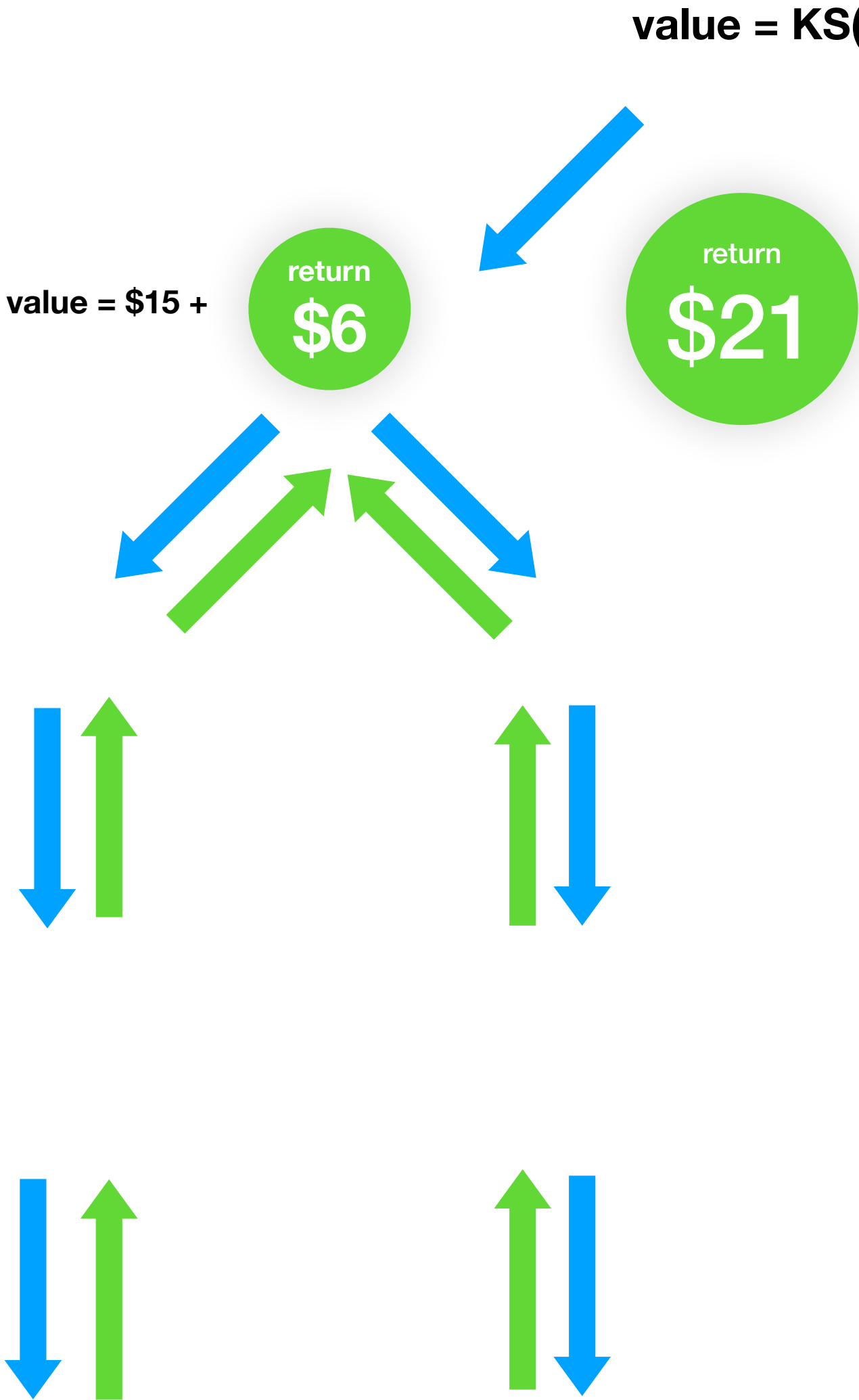


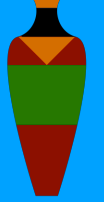
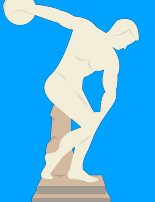
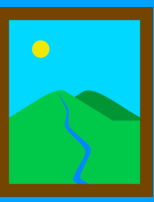
		
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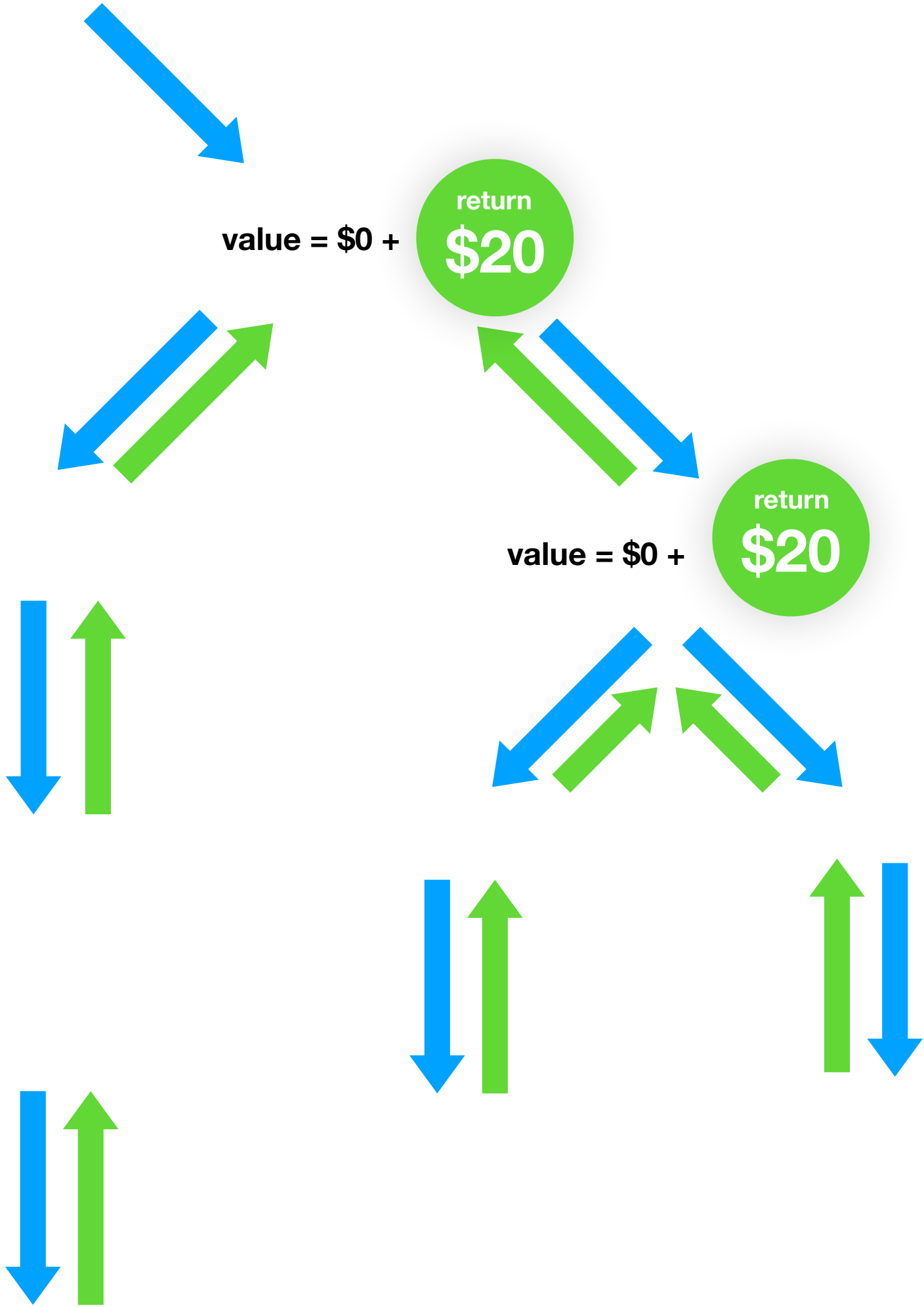
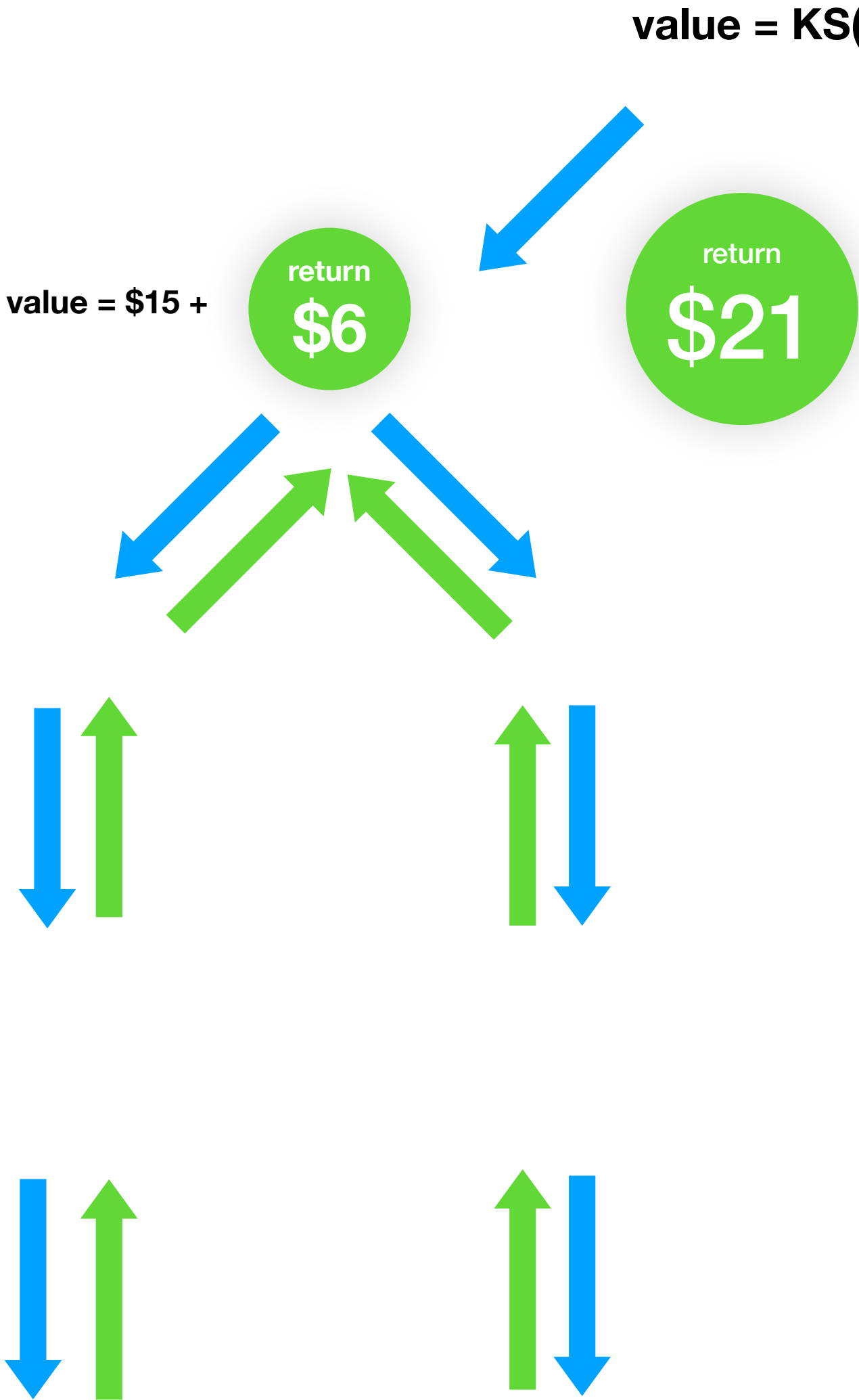


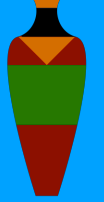
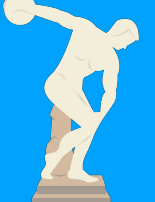
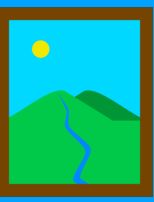


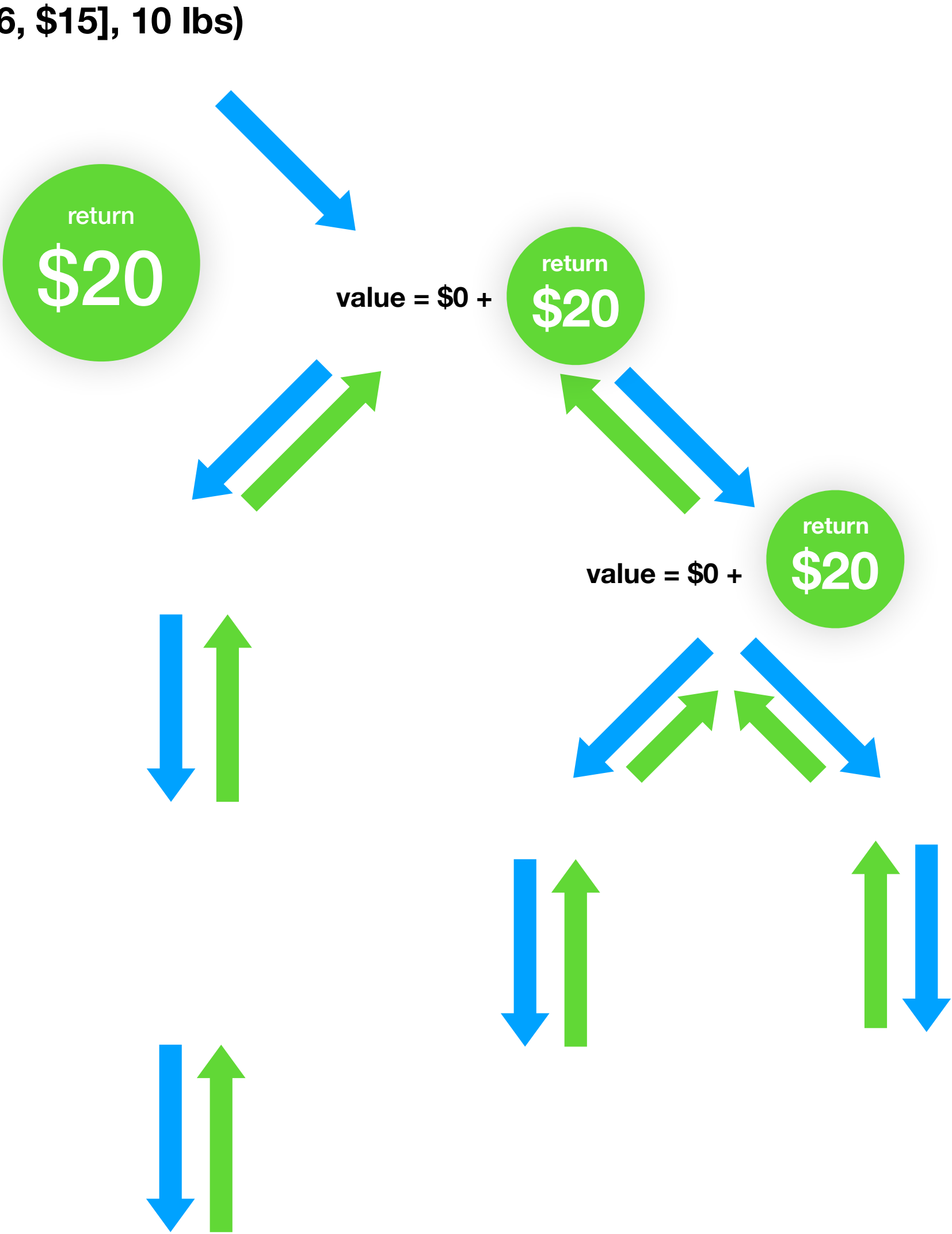
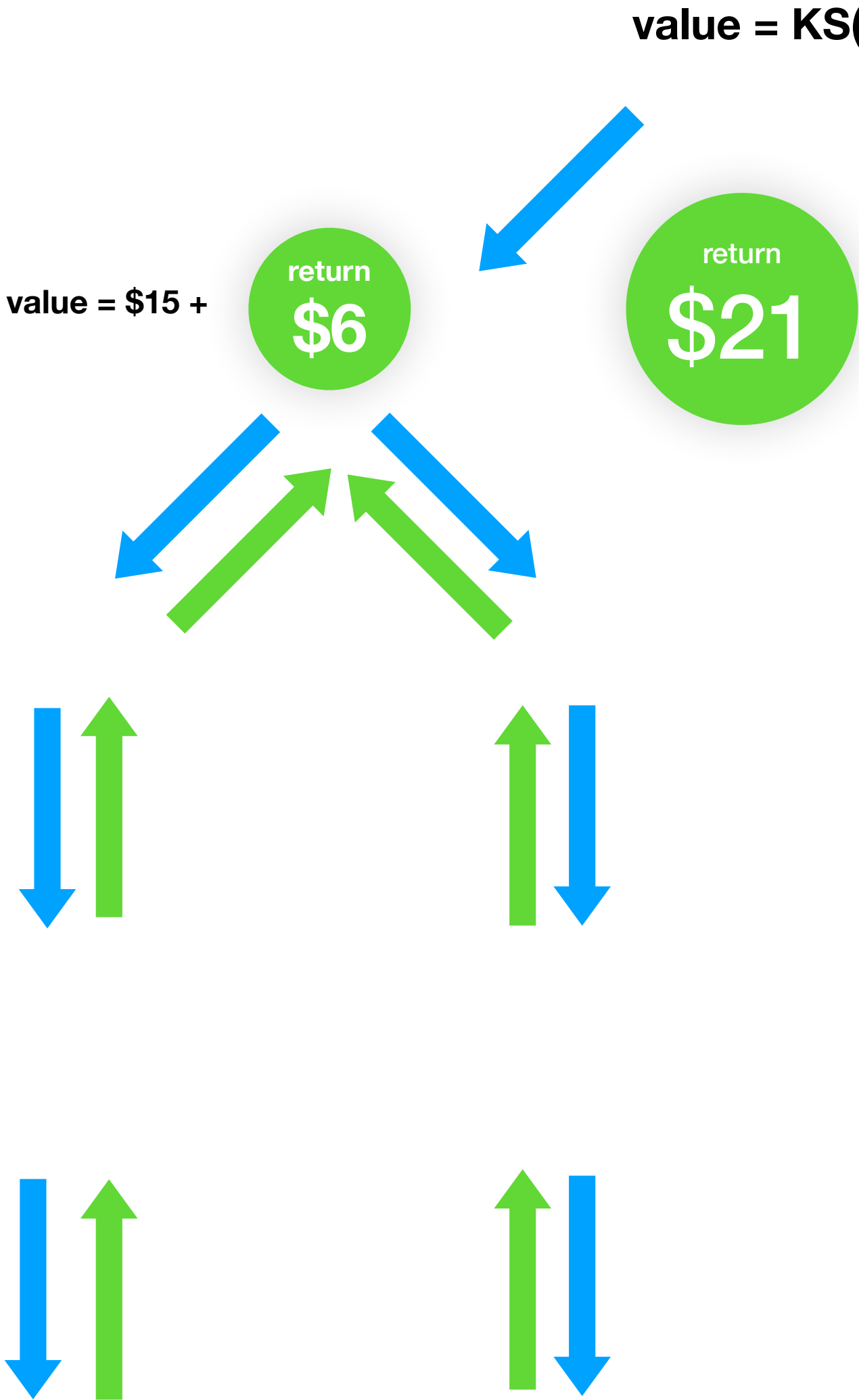
		
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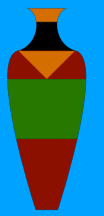

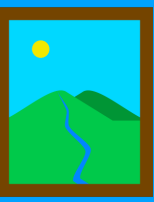


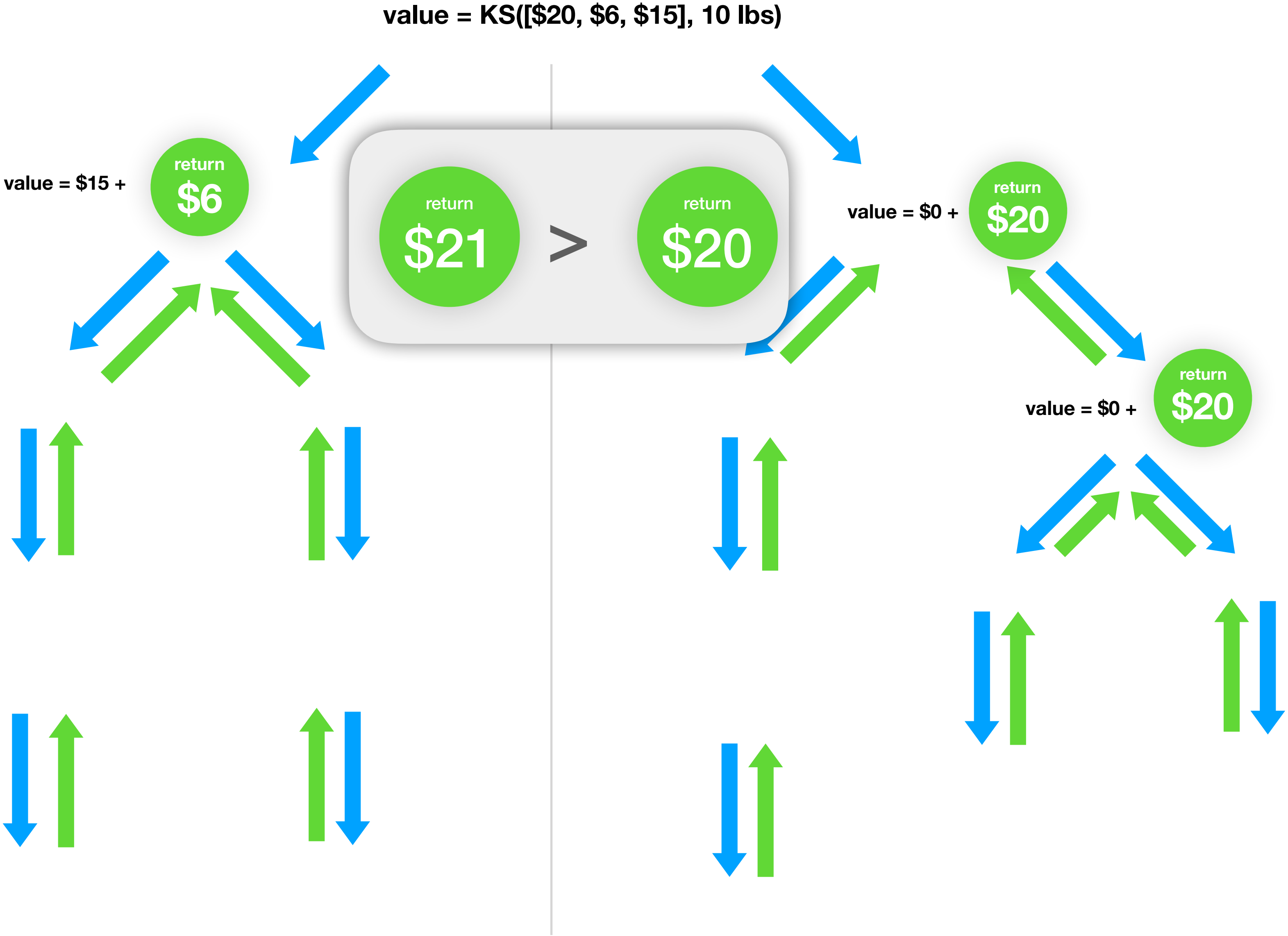
		
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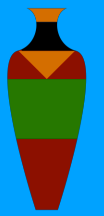

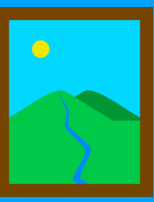


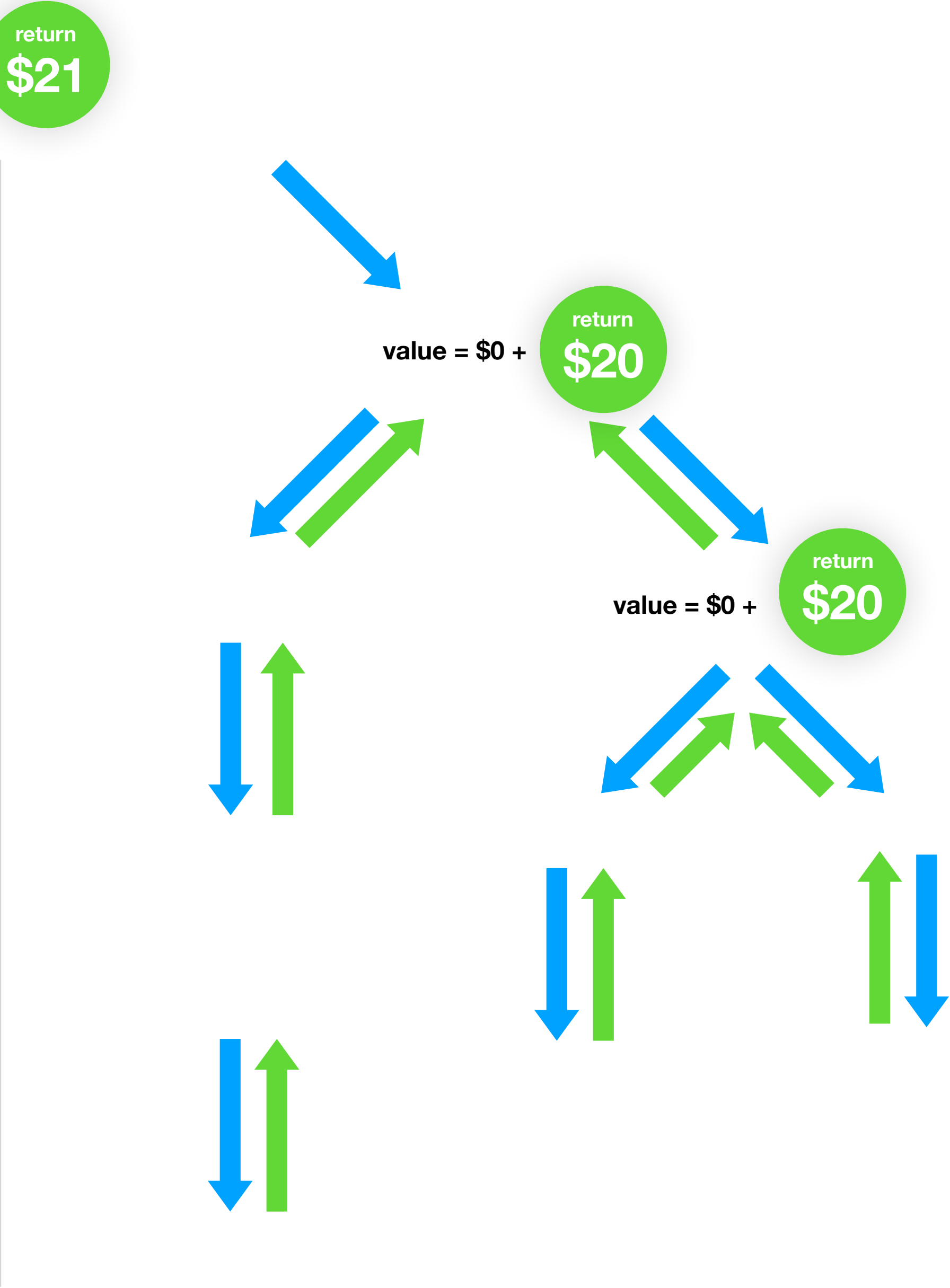
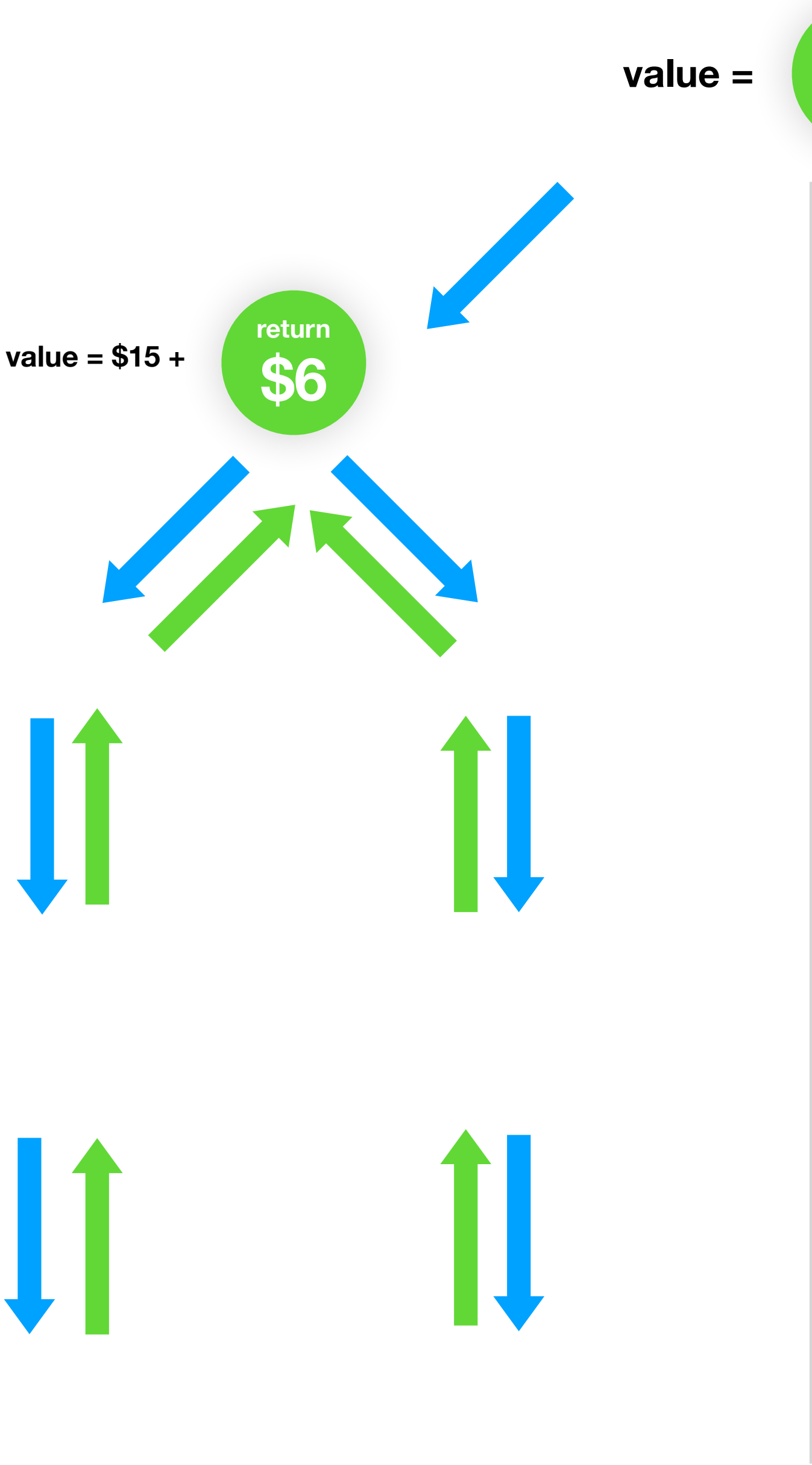
		
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10 lbs	2 lbs	3 lbs
\$20	\$6	\$15



# Exercise: Write the code for the recursive Solution to 0-1 Knapsack

# Greedy Strategies

- Choose item with maximum value
- Choose item with lightest weight
- Choose item with highest value/weight ratio.

# Greedy Algorithm

- Compute the value-to weight ratios:
  - $r_i = v_i / w_i$
- Sort the items in non-increasing order of value to weight ratios
- For all items do:
  - If current item fits into the knapsack, add it to knapsack



# Running Time for Greedy Approach

1. Sorting takes  $O(N\log N)$ , where  $N$  is the number of items.
2. The for loop takes  $O(N)$

Total time is  $O(N\log N)$

Requires a one-dimensional array to store the solution.

# Fractional Knapsack

- Greedy approach
  - Sort in the ratio value/weight
  - Continue adding items with highest ratios, add as much of last item as possible
  - Optimal

# References

Cormen, Thomas H., et al. *Introduction to Algorithms*. The MIT Press, 2014

[https://en.wikipedia.org/wiki/Knapsack\\_problem](https://en.wikipedia.org/wiki/Knapsack_problem)