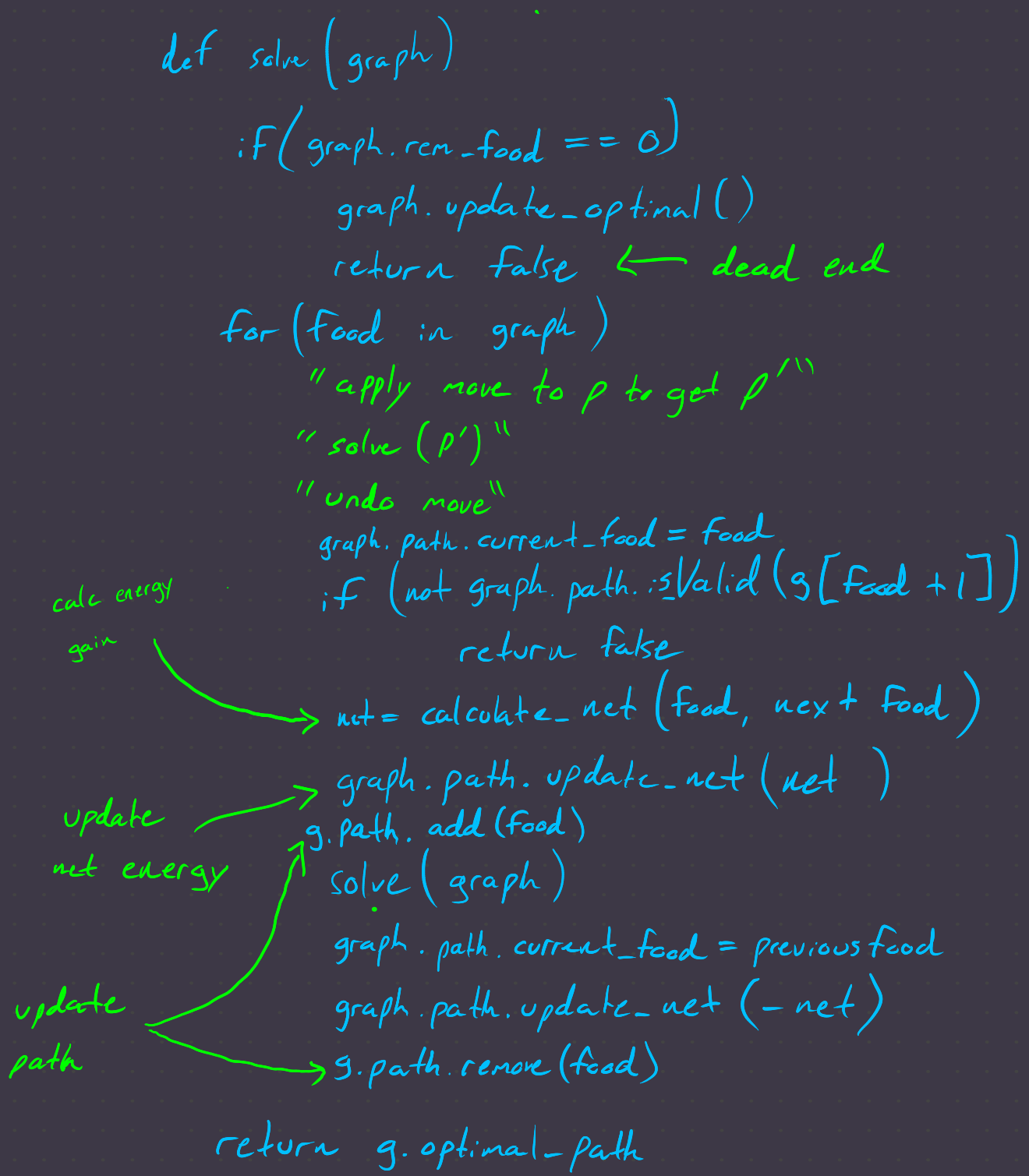
def solve(graph)
if(graph.rem_food == 0)
graph.update_optimal()
return false ← dead end
for(food in graph)
"apply move to p to get p'"
"solve(p')"
"undo move"
graph.path.current_food = food
if (not graph.path.isValid(g[food+1])
return false
calc energy gain
net = calculate_net(food, next food)
graph.path.update_net(net)
update net energy
g.path.add(food)
solve(graph)
graph.path.current_food = previous food
graph.path.update_net(-net)
update path
g.path.remove(food)
return g.optimal_path