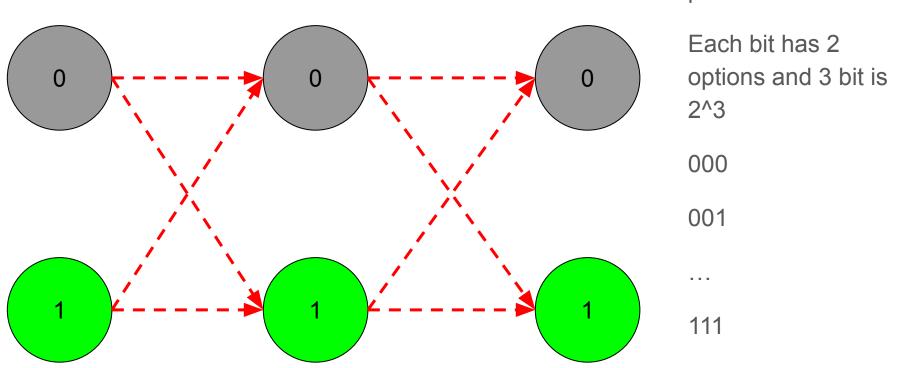
Permutation and backtracking

CSCI 335, 2021 SUMMER

Binary numbers



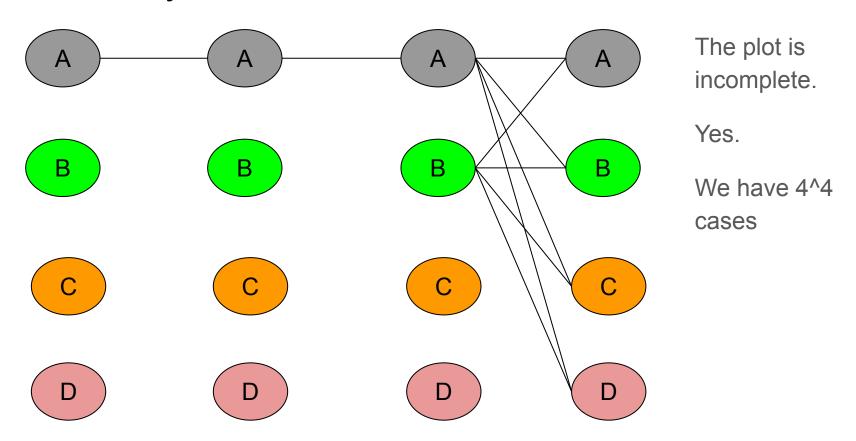
Why 3 bits has 2³ possibilities?

Base 4 system

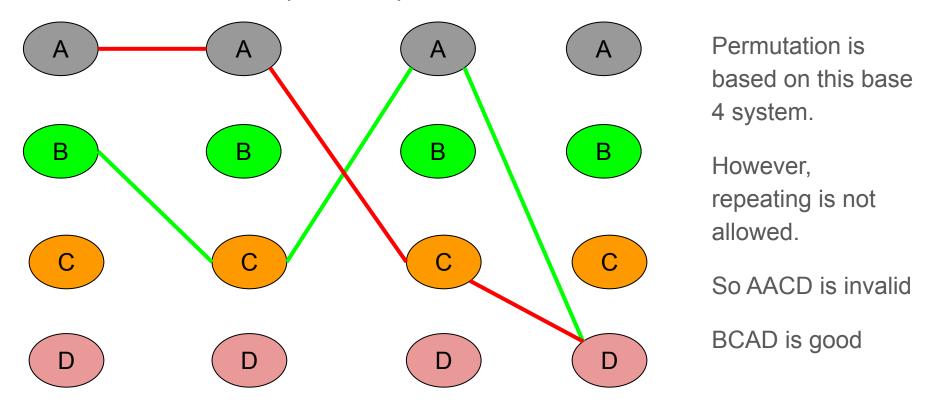
What if we have a base 4 system and has 4 symbols?

Let's use ABCD to build this base 4 system

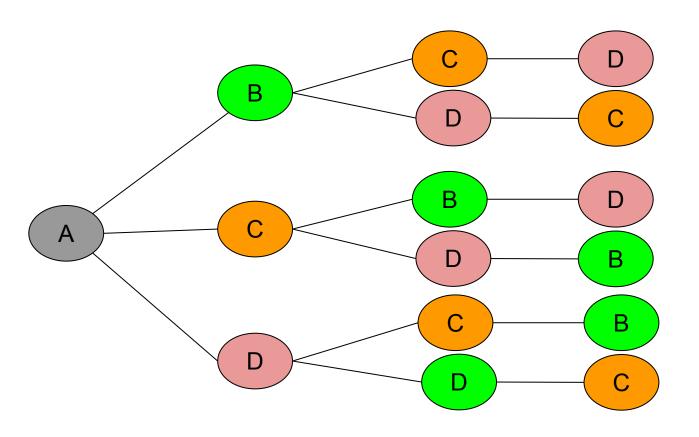
Base 4 system with 4 "BITs"



Permutation of(ABCD) = 4!



Why 4! = 4*3*2*1



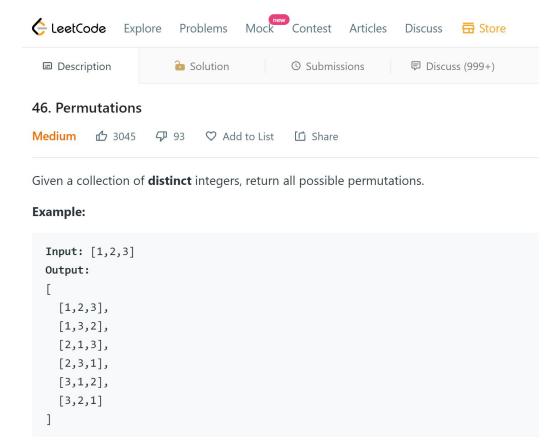
First step we have 4 choices: A, B,C or D

Second step we have 3 choices

. . .

Fist step pick up A is shown left

Solution of the permutation problem from LC



Solution 1: Naive enumerating (time complexity O(n^n))

Naive enumerate all possibilities:

If no repeating, collect this result

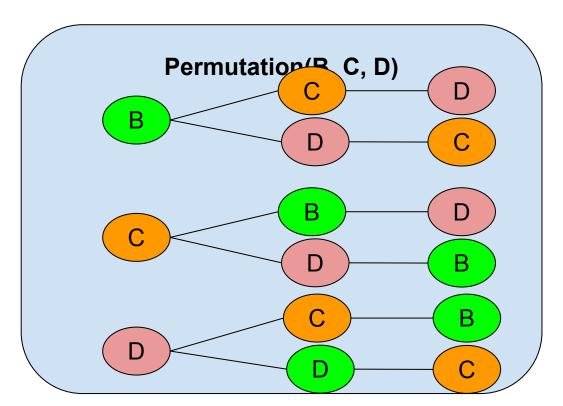
If it has repeating, do not collect this result.

Time complexity $(O(n^n))$

```
class Solution {
10 ▼
      public:
11
12 ▼
          vector<vector<int>>> permute(vector<int>& nums) {
              // productions may have repeatings. It is supposed to have n^n elements.
13
14
              vector<vector<int>>> productions={{}};
              vector<vector<int>>> permutations;
15
              // iteratively generate productions.
16
              for (int i=0;i<nums.size();++i){</pre>
17 ▼
                  vector<vector<int>> new productions;
18
19 ▼
                  for(auto &num:nums){
                        for(auto& prod:productions){
20 ▼
                           vector<int> new_prod = prod;
21
                           new prod.push back(num);
22
                           new productions.push back(new prod);
23
24
25
26
                  productions = new productions;
27
28
              // generate the final results by removing results which has repeating.
             for(auto&prod:productions){
29 ▼
                 // compare the size of set s to nums.size(). If s.size()==nums.size(), there is no repeating.
30
31
                  unordered set<int> s(prod.begin(), prod.end());
                  if (s.size()==nums.size()){
32 ▼
33
                       vector<int> permu(prod.begin(), prod.end());
                       permutations.push_back(permu);
34
35
36
37
          return permutations;
38
39
```

Python code for reference

Recursion



Permutation(A,B,C,D)

A with

Permutation(B,C,D)

+B with

Permutation(A,C,D)

+C with

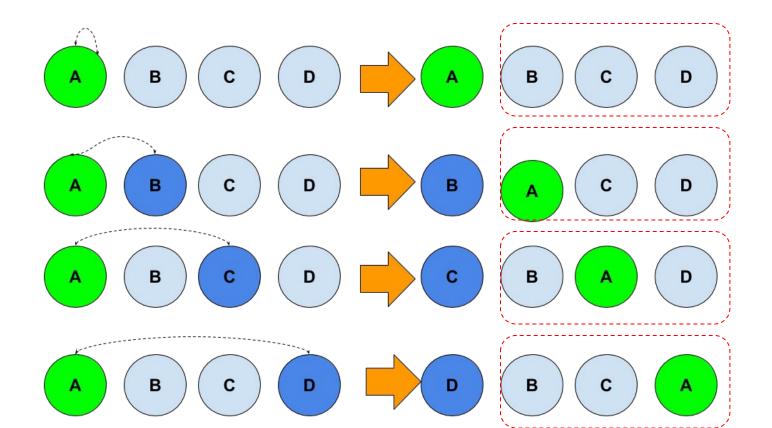
Permutation(A,B,D)

+D with

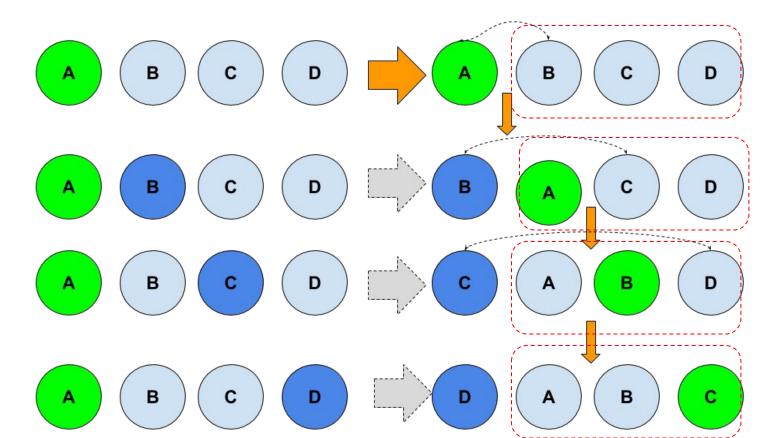
Permutation(A,B,C)

Α

Naive swap to get a subproblem



Using a smarter way to keep the original order



```
1 ▼
      jimmy shen
 3
      02/20/2020
      A code to implement the naive o(n^n) permutation algorithm.
 4
      runtime 12 ms
 5
      time complexity O(n!)
 6
      space complexity O(n) as we have temp
      */
 8
 9
10 ▼
      class Solution {
11
      public:
12 ▼
          vector<vector<int>>> permute(vector<int>& nums) {
              vector<vector<int>> res;
13
              recursive_permute(nums, res, 0);
14
15
              return res;
16
          }
          void recursive permute(vector<int>&nums, vector<vector<int>> &res, int pos){
17 ▼
              // if we reach the size of nums, we are done.
18
19
              vector<int> temp = nums;
              if(pos == temp.size()-1){
20 ▼
21
                   res.push back(temp);
22
                   return;
23
24 ▼
              else{
25 ▼
                   for(int i=pos; i<temp.size(); i++){</pre>
26
                       swap(temp[pos], temp[i]);
                       recursive_permute(temp, res, pos+1);
27
28
29
30
31
      };
32
```

Python

```
11 11 11
      jimmy shen
     02/20/2020
      A code to implement the recursion algorithm.
      runtime 40 ms
      time complexity O(n!)
      11 11 11
 8
      class Solution:
10 ▼
          def permute(self, nums: List[int]) -> List[List[int]]:
11
               if len(nums) <=1:return [nums]
12 ▼
               return [[n]+p
13
                       for i, n in enumerate(nums)
14
                       for p in self.permute(nums[:i]+nums[i+1:]) ]
15
```

ABC Backtracking Pos = 0Pos = 0swap(0,0) Pos = 0swap(0,1) Here 0 and 0 means swap(0,2) index of ABC BAC ABC CBA Pos = 1Pos = 1Pos = 1 Pos = 1 Pos = 1Pos = 1swap(1/,1) swap(1,2) swap(1/,1) swap(1,2) swap(1,1)/ swap(1,2) ABC **CBA ACB** BAC **BCA** CAB Pos = 2Pos = 2 $Pos \pm 2$ Pos = 2Pos = 2Pos # 2 swap(2,2) swap(2,2) swap(2,2) swap(2,2) swap(2,2) swap(2,2) ABC **ACB** BAC CBA CAB **BCA**

```
1 *
 2
      jimmy shen
      02/20/2020
      A code to implement the naive o(n^n) permutation algorithm.
 4
 5
      runtime 12 ms
      time complexity O(n!)
 6
      space complexity O(1)
      */
 8
 9
10 ▼
      class Solution {
11
      public:
12 ▼
          vector<vector<int>>> permute(vector<int>& nums) {
13
              vector<vector<int>> res;
              dfs(nums, res, ∅);
14
15
              return res;
          }
16
17 ▼
          void dfs(vector<int>&nums, vector<vector<int>> &res, int pos){
              // if we reach the size of nums, we are done.
18
              if(pos >= nums.size()){
19 ▼
20
                   res.push back(nums);
21
                   return:
22
23 ▼
              else{
                   for(int i=pos; i<nums.size(); i++){</pre>
24 ▼
25
                       swap(nums[pos], nums[i]);
                       dfs(nums, res, pos+1);
26
                       //recover the nums to do backtracking
27
28
                       swap(nums[pos], nums[i]);
29
30
31
32
      };
```

22

11 11 11

jimmy shen

return res

02/20/2020 A code to implement the recursive with backtracking algorithm. runtime 40 ms time complexity O(n!) 11 11 11 8 class Solution: 10 ▼ def permute(self, nums: List[int]) -> List[List[int]]: 11 res = [] def dfs(pos): 12 ▼ 13 ▼ if pos==len(nums)-1: 14 # using deep copy here to harvest the result 15 res.append(nums[:]) for i in range(pos, len(nums)): 16 ▼ 17 # swap 18 nums[pos], nums[i] = nums[i], nums[pos] 19 dfs(pos+1)20 nums[pos], nums[i] = nums[i], nums[pos] 21 dfs(0)

Try to solve this one by yourself (Attention, this problem is hard)

https://leetcode.com/problems/n-queens/

Thanks