

BACKTRACK 2



Good

Evening

Starting at 9:06 pm

* Content

01. Print paths in Staircase
02. Print all paths from src to dest
03. Shortest path in binary maze

* Try → N Queen problem
Sudoku
Flood fill
Knight Tour problem

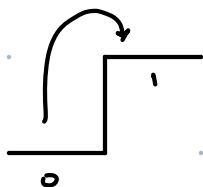
} DSA 4.2

* Print all paths in Staircase

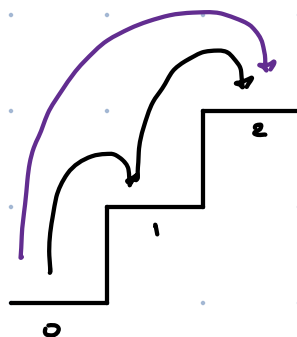
You are climbing a staircase & it takes A steps to reach top.

Each time we can go climb 1 step or 2 step.

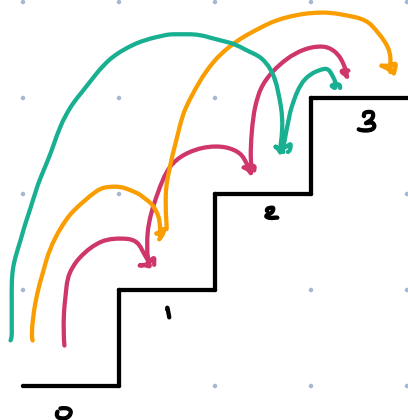
How many distinct ways to climb at the top



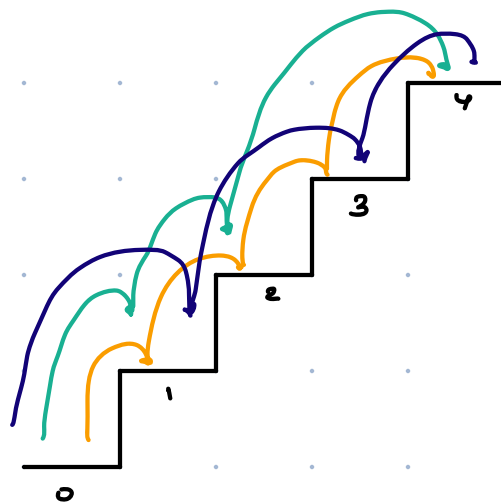
Ans = 1



Ans = $\begin{matrix} 1 & 1 \\ 2 \end{matrix}$



Ans $\left\{ \begin{matrix} 1 & 1 & 1 \\ 1 & 2 \\ 2 & 1 \end{matrix} \right\}$



Ans = $\left\{ \begin{matrix} 1 & 1 & 1 & 1 \\ 1 & 1 & 2 \\ 1 & 2 & 1 \\ 2 & 1 & 1 \\ 2 & 2 \end{matrix} \right\}$

Recurrence relation

↓

generatePaths(A, currPath)

= generatePaths(A-1, currPath + 1)
&
generatePaths(A-2, currPath + 2)

path(4) = path(3) $\left\{ \begin{array}{l} 1 \ 1 \ 1 \ 1 \\ 1 \ 2 \ 1 \\ 2 \ 1 \ 1 \end{array} \right.$
= path(2) $\left\{ \begin{array}{l} 1 \ 1 \ 2 \\ 2 \ 2 \end{array} \right.$

function generatePath(A, AL<I> curr, AL<I> ans){

if (A == 0){

ans.add(new AL<>(curr));
return;
}

if (A > 1){

curr.add(1)

generatePath(A-1, curr, ans);

curr.remove(curr.size()-1);
}

Tc: $O(2^n)$

Sc: $O(n)$

if ($A \geq 2$)

curr.add(2)

generatepath ($A-2$, curr, ans);

curr.remove(curr.size()-1);

3

1

— α — α — α —

step

0, " "

K = 4

1

2

1, "1"

2, "2"

1

2

2, "1 1"

3, "1 2"

2

1

3, "2 1"

4, "2 2"

1

2

3, "1 1 1"

4, "1 1 2"

1

2

4, "1 2 1"

1

2

4, "2 1 1"

1

2

4, "1 1 1 1"

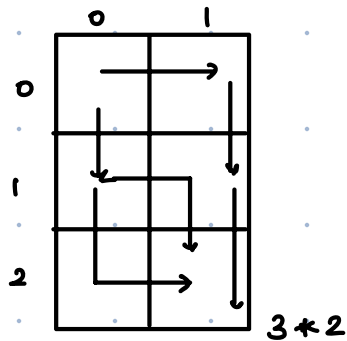
X

X

X

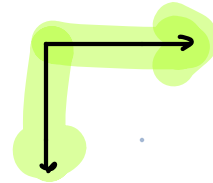
* Print Maze paths

We will be given src & destination. Print all the paths from src to destination.



src = (0, 0)

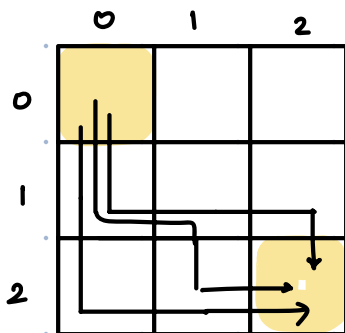
dest (2, 1)



DDR

DRD

RDD



DDR ✓

DRD ✓

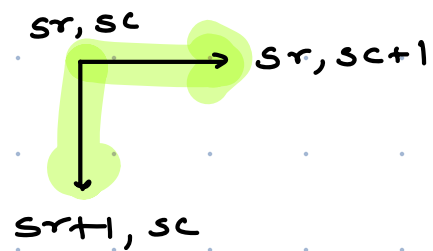
DRD ✓

RRD

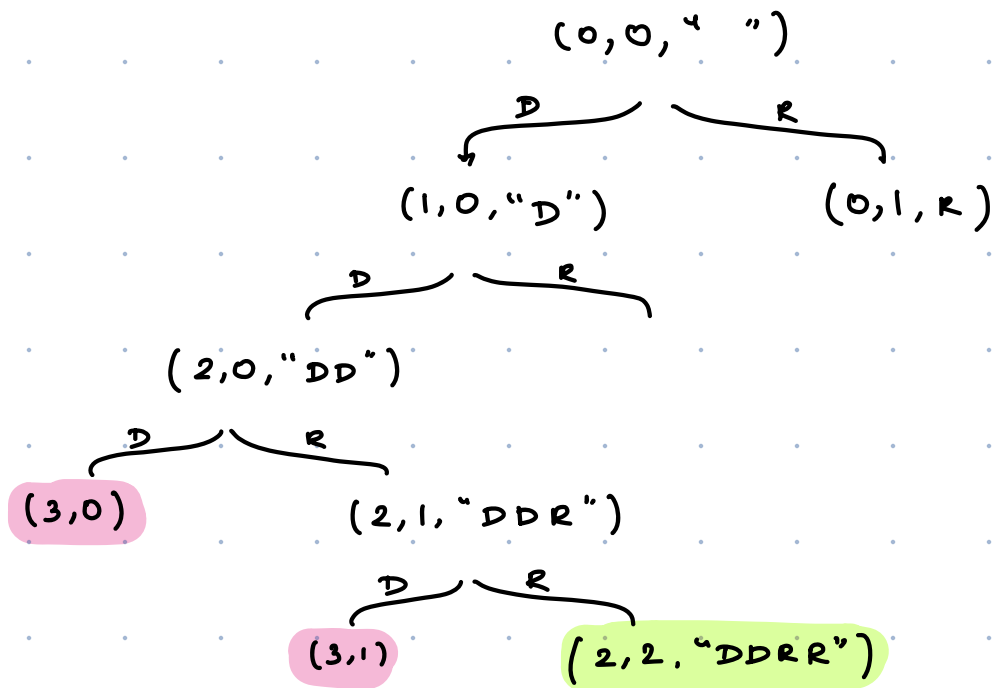
RDR

RDR

sr, sc → sr, sc+1



sr+1, sc



```
void printMaze ( sr, sc, dr, dc, String ans ) {
```

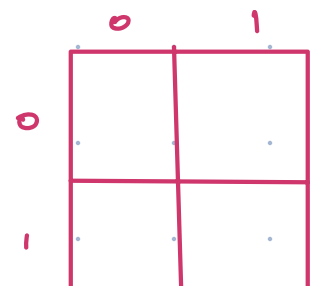
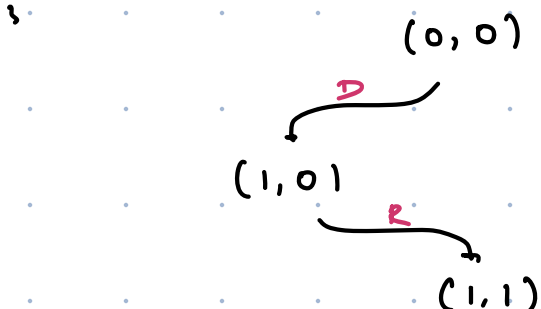
```
    if ( sr == dr && sc == dc ) {
        print (ans);
        return;
    }
```

```
    if ( sr + 1 ≤ dr ) {
```

```
        printMaze ( sr + 1, sc, dr, dc, ans + "D" );
```

```
    if ( sc < dc ) {
```

```
        printMaze ( sr, sc + 1, dr, dc, ans + "R" );
```



* Shortest path in Binary maze with Hurdles

Problem Statement

Given an $M \times N$ matrix where each element can either be 0 or 1. We need to find the length of **shortest path** between a given **source** cell to a **destination** cell.

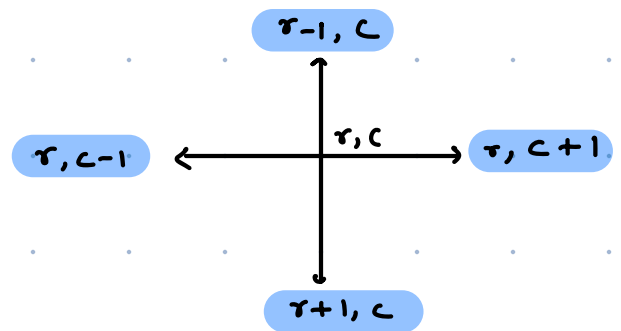
A cell with value 0 denotes that it's a hurdle. The path can only be created out of the cells with values 1.

If **NO** path exists then print -1.

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

Ans = 6

(0,0) to (3,3)



	0	1	2
0	1	1	1
1	1	0	1
2	1	1	1

Ans = 2



(0,0) to (0,2)

1	0	1
1	0	1
1	0	1

Ans = -1

Not reachable

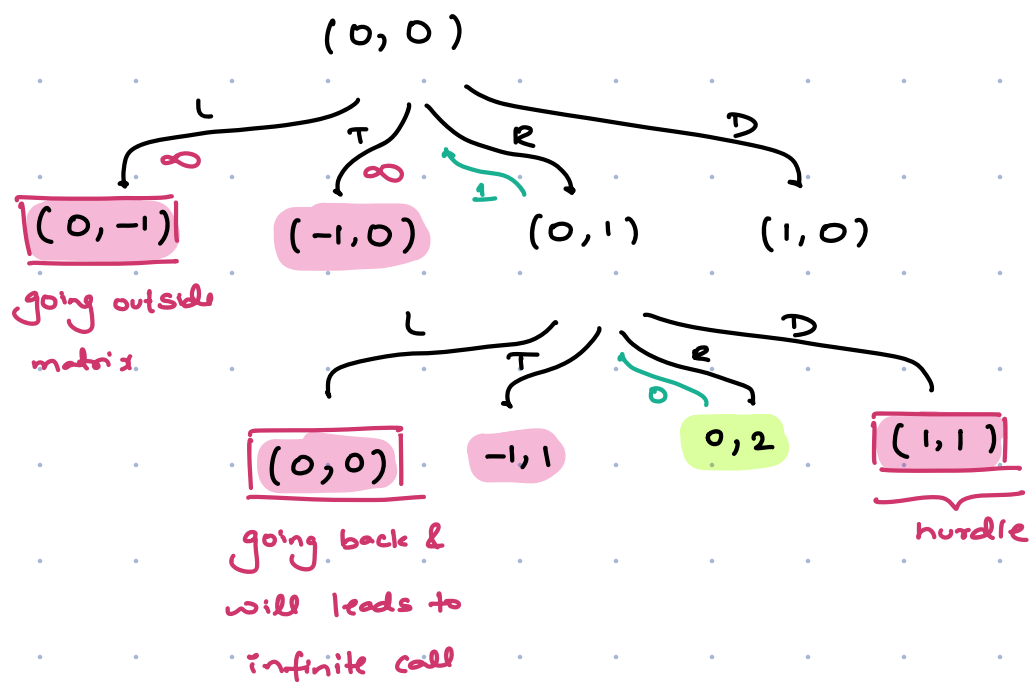
(0,0) to (0,2)

	0	1	2
0	1	1	1
1	1	0	1
2	1	1	1

(0,0) to (0,2)

	0	1	2
0	T	F	F
1	F	F	F
2	F	F	F

(0,0) to (0,2)



dir[r][c] = 0

1. { (0,-1) }
 2. { (-1,0) }
 3. { (0,1) }
 { (1,0) }

L
T
R
D

(0,0)



(1,0)

d=3

```
for ( d=0; d<4; d++) {
```

```
    int nr = r + dir[d][0]    = 0 + 1 = 1
```

```
    int nc = c + dir[d][1]    = 0 + 0 = 0
```

```
    }
```

```
int findshortest ( ()()A, sr, sc, dr, dc, vis[()][]) {
```

```
    if ( sr==dr && sc==dc ) return 0;
```

```
    vis[sr][sc] = true;
```

```
    min = ∞
```

TC = 4^{m*n}
SC: $O(m*n)$

```
    for ( d=0; d<4; d++) {
```

```
        int nr = sr + dir[d][0]
```

```
        int nc = sc + dir[d][1]
```

```
        if ( nr ≥ 0 && nr < m && nc ≥ 0 && nc < m &&
```

```
            A[nr][nc] == 1 && vis[nr][nc] == false ) {
```

```
                min = Math.min ( min, findshortest ( A, nr, nc, dr, dc, vis );
```

```
            }
```

```
    }
```

```
    vis[sr][sc] = false;
```

```
    return min == ∞ ? min : min + 1
```

```
main() {
```

```
    int ans = findshortest(A, sr, sc, dr, dc, vis[][]);
```

```
    if (ans ==  $\infty$ ) return -1;
```

```
    else return ans;
```

```
}
```

α

α