

Data Structures & Algorithms

DSA – Tower of Hanoi

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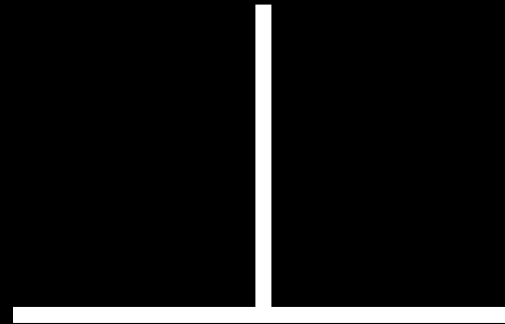


Tower of Hanoi - Rules

- Only one disk can be moved at a time.
- Only the "top" disk can be moved.
- No large disk can sit over a small disk.



disk



tower / peg

For 1 Disk

Tower of Hanoi – 1 Disk



source



auxiliary

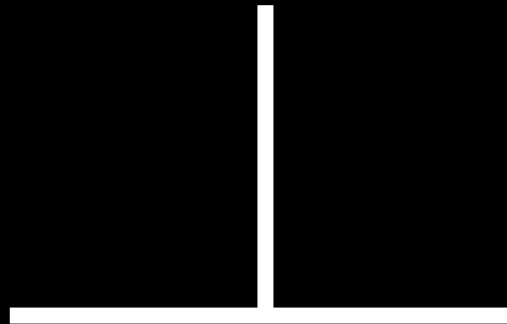


destination

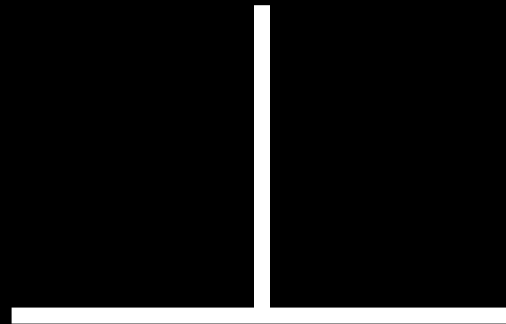
Tower of Hanoi – 1 Disk

Moves: 1

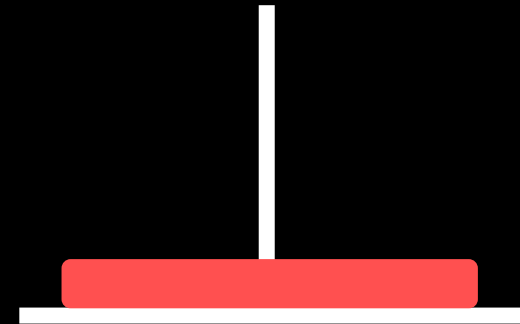
1 disk: src -> dest



source



auxiliary



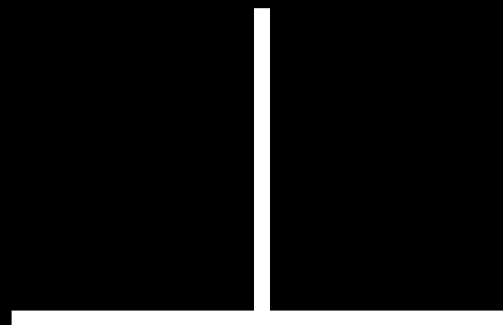
destination

For 2 Disk

Tower of Hanoi – 2 Disk



source



auxiliary



destination

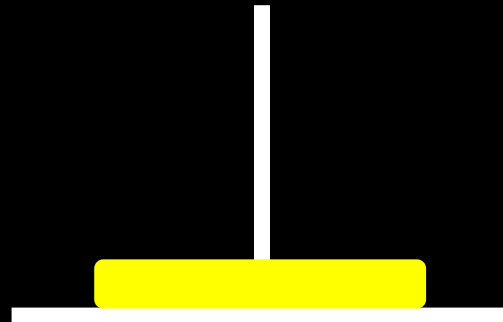
Tower of Hanoi – 2 Disk

Moves: 1

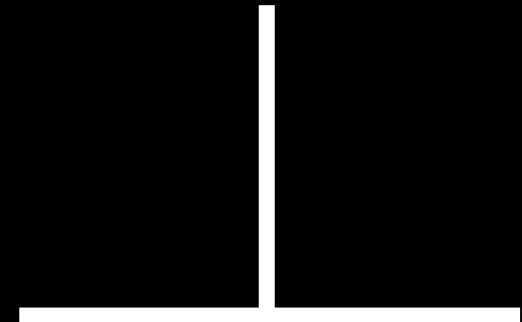
1 disk: src -> aux



source



auxiliary



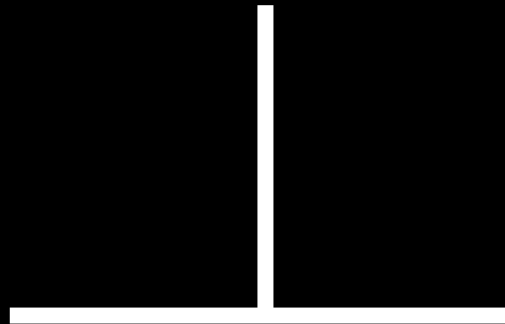
destination

Tower of Hanoi – 2 Disk

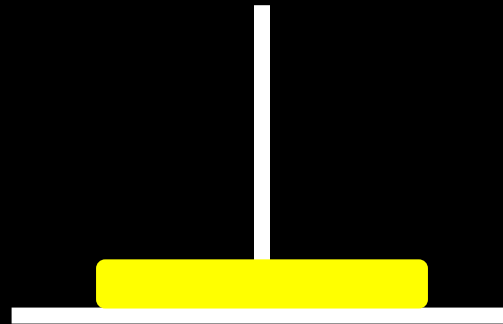
Moves: 2

1 disk: src -> aux

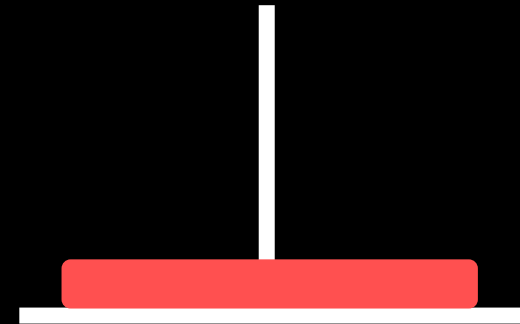
1 disk: src -> dest



source



auxiliary



destination

Tower of Hanoi – 2 Disk

Moves: 3

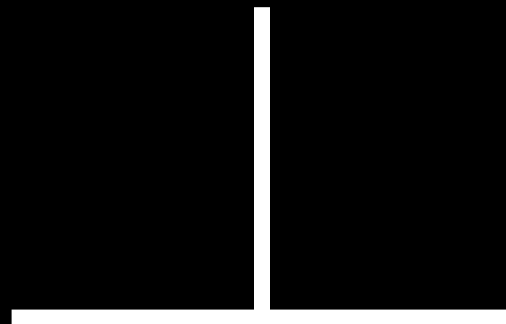
1 disk: src -> aux

1 disk: src -> dest

1 disk: aux -> dest



source



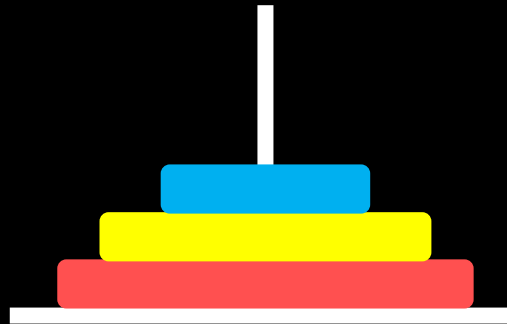
auxiliary



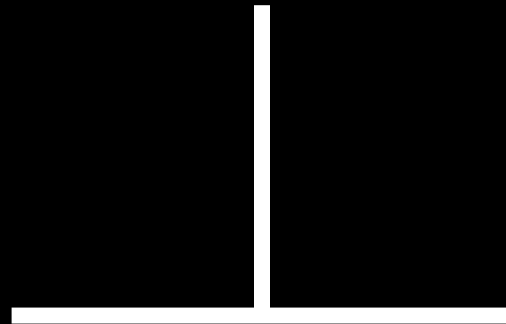
destination

For 3 Disk

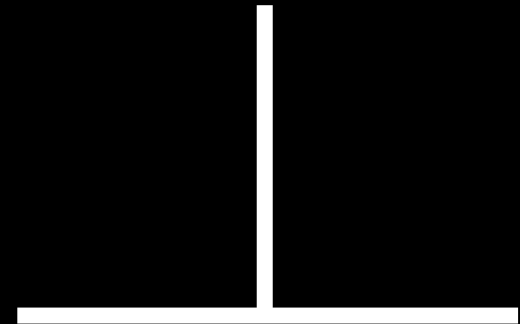
Tower of Hanoi – 3 Disk



source



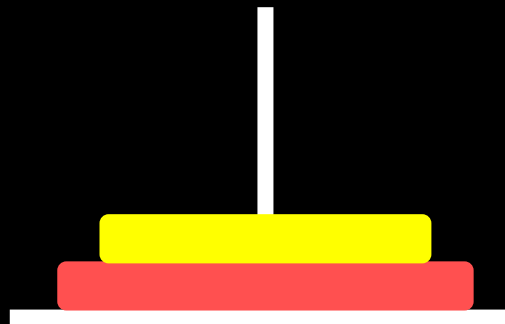
auxiliary



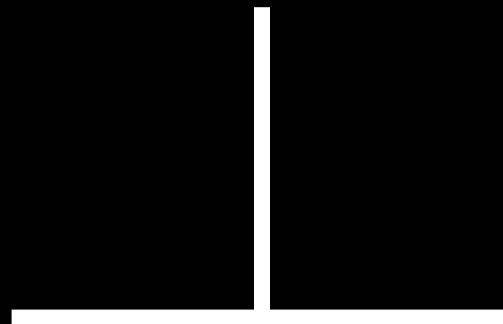
destination

Tower of Hanoi – 3 Disk

Moves: 1



source



auxiliary



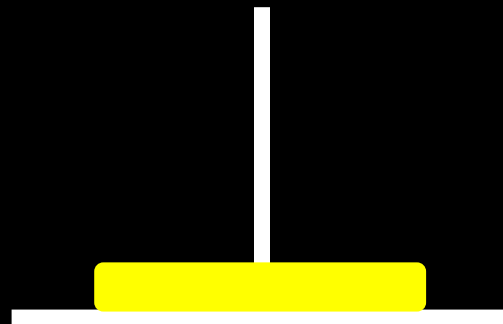
destination

Tower of Hanoi – 3 Disk

Moves: 2



source



auxiliary



destination

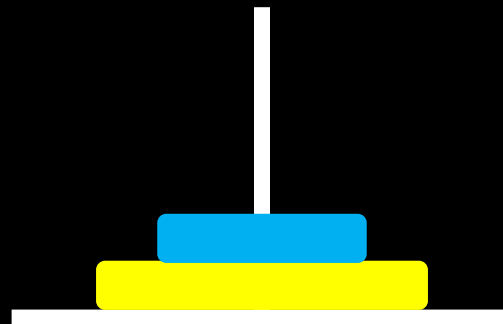
Tower of Hanoi – 3 Disk

Moves: 3

2 disk: src -> aux (using dest)



source



auxiliary



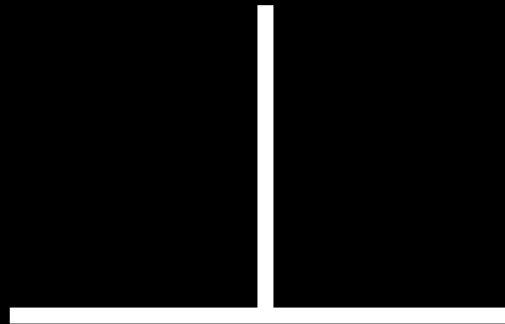
destination

Tower of Hanoi – 3 Disk

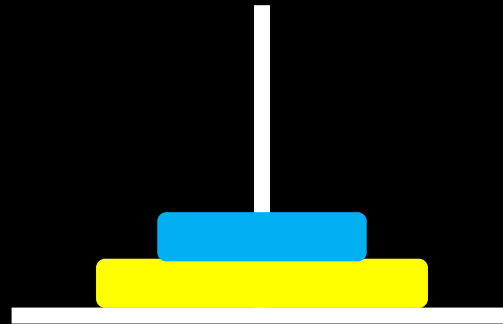
Moves: 4

2 disk: src -> aux (using dest)

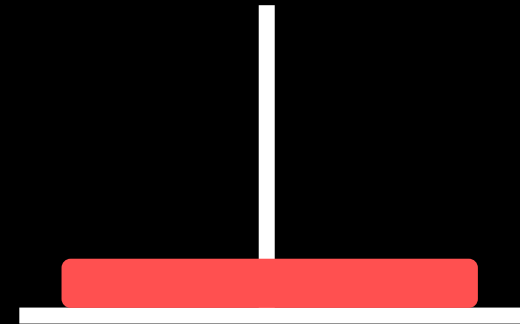
1 disk: src -> dest



source



auxiliary



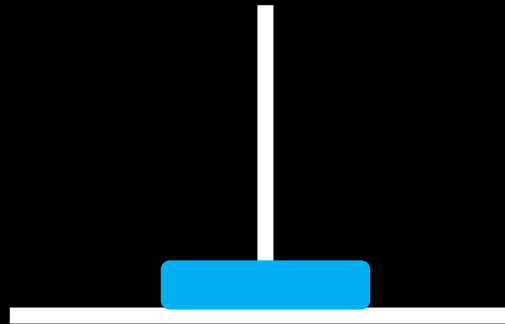
destination

Tower of Hanoi – 3 Disk

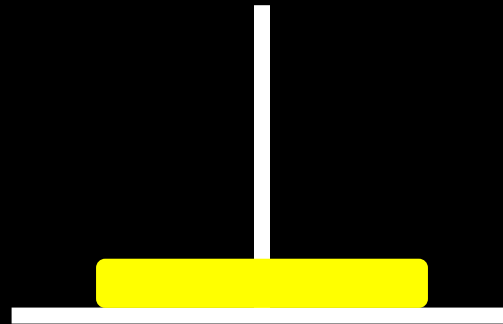
Moves: 5

2 disk: src -> aux (using dest)

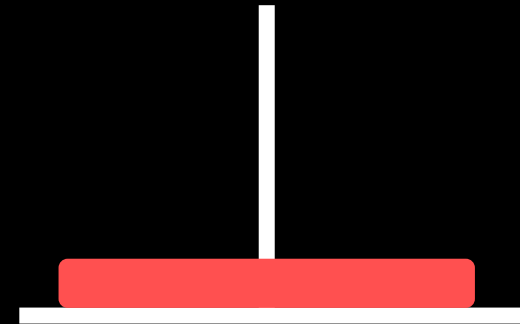
1 disk: src -> dest



source



auxiliary



destination

Tower of Hanoi – 3 Disk

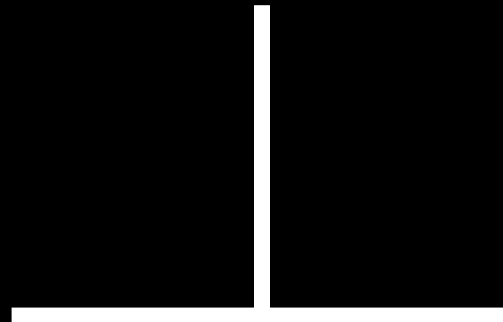
Moves: 6

2 disk: src -> aux (using dest)

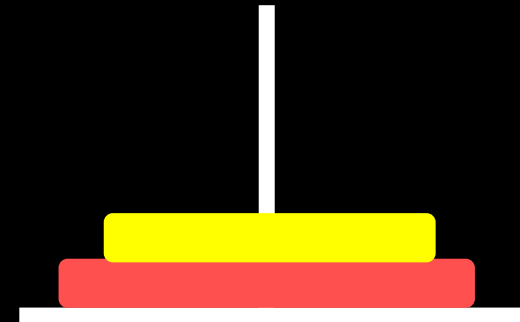
1 disk: src -> dest



source



auxiliary



destination

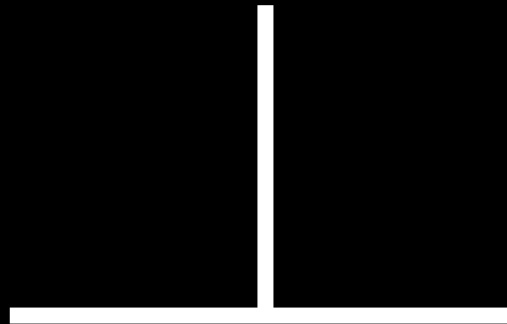
Tower of Hanoi – 3 Disk

Moves: 7

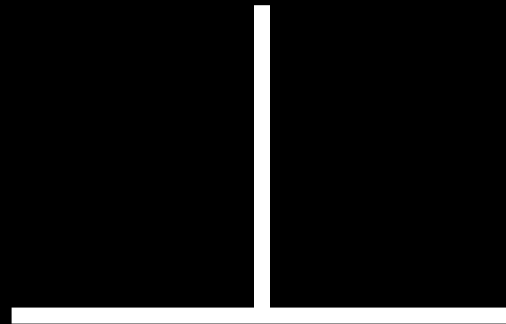
2 disk: src -> aux (using dest)

1 disk: src -> dest

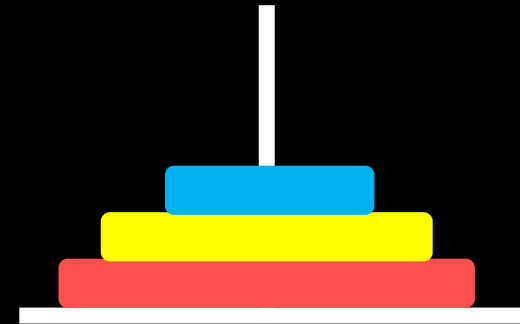
2 disk: aux -> dest (using src)



source



auxiliary



destination

1 Disk

Moves: 1
1 disk: src -> dest

2 Disk

Moves: 3
1 disk: src -> aux
1 disk: src -> dest
1 disk: aux -> dest

3 Disk

Moves: 7
2 disk: src -> aux (using dest)
1 disk: src -> dest
2 disk: aux -> dest (using src)

n Disk

Moves: $2^n - 1$
n-1 disk: src -> aux (using dest)
1 disk: src -> dest
n-1 disk: aux -> dest (using src)

n Disk

Moves: $2^n - 1$

n-1 disk: src -> aux (using dest)

1 disk: src -> dest

n-1 disk: aux -> dest (using src)

```
void TOH(n, src, aux, dest) {  
    if(n==1) {  
        print(move a disk from src to dest)  
        return  
    }  
    TOH(n-1, src, dest, aux)  
    TOH(1, src, aux, dest)  
    TOH(n-1, aux, src, dest)  
}
```

n Disk

Moves: $2^n - 1$

n-1 disk: src -> aux (using dest)

1 disk: src -> dest

n-1 disk: aux -> dest (using src)

```
void TOH(n, src, aux, dest) {  
    if(n>0) {  
        TOH(n-1, src, dest, aux)  
        print(move a disk from src to dest)  
        TOH(n-1, aux, src, dest)  
    }  
}
```

Tower of Hanoi - Implementation

```
1  #include <iostream>
2  using namespace std;
3
4  void towerOfHanoi(int n, char src, char aux, char dest){
5      if(n==1){
6          cout<<src<<"->"<<dest<<endl;
7          return;
8      }
9      towerOfHanoi(n-1, src, dest, aux);
10     towerOfHanoi(1, src, aux, dest);
11     towerOfHanoi(n-1, aux, src, dest);
12 }
13
14 int main(){
15     towerOfHanoi(3, 'A', 'B', 'C');
16     return 0;
17 }
```

Output:

A->C

A->B

C->B

A->C

B->A

B->C

A->C

Tower of Hanoi - Implementation

```
1  #include <iostream>
2  using namespace std;
3
4  void towerOfHanoi(int n, char src, char aux, char dest){
5      if(n>0){
6          towerOfHanoi(n-1, src, dest, aux);
7          cout<<src<<"->"<<dest<<endl;
8          towerOfHanoi(n-1, aux, src, dest);
9      }
10 }
11
12 int main(){
13     towerOfHanoi(3, 'A', 'B', 'C');
14     return 0;
15 }
```

Output:

A->C

A->B

C->B

A->C

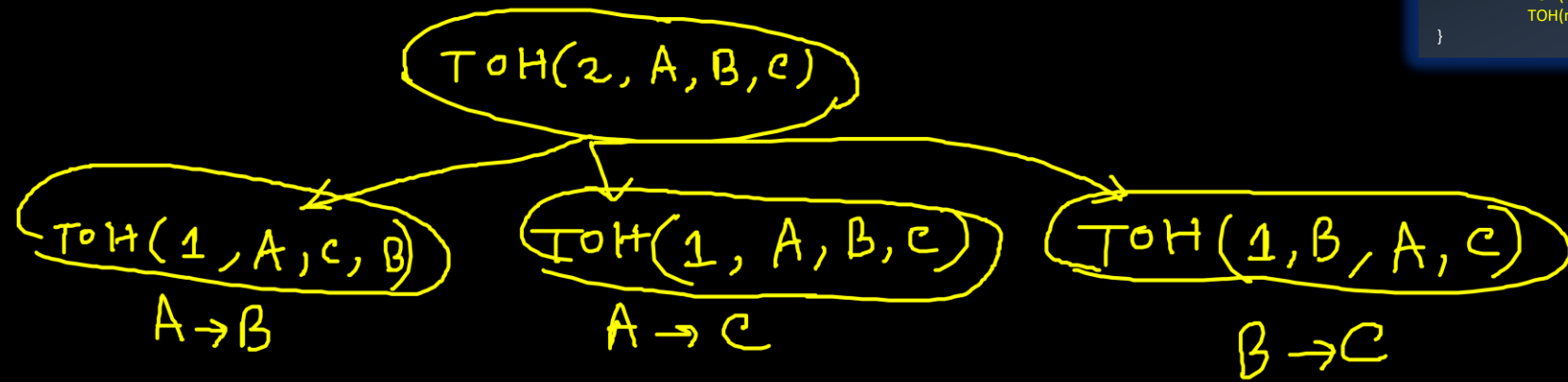
B->A

B->C

A->C

Recursion Tree for 2 Disks

```
void TOH(n, src, aux, dest) {  
    if(n==1) {  
        print(move a disk from src to dest)  
        return  
    }  
    TOH(n-1, src, dest, aux)  
    TOH(1, src, aux, dest)  
    TOH(n-1, aux, src, dest)  
}
```



output

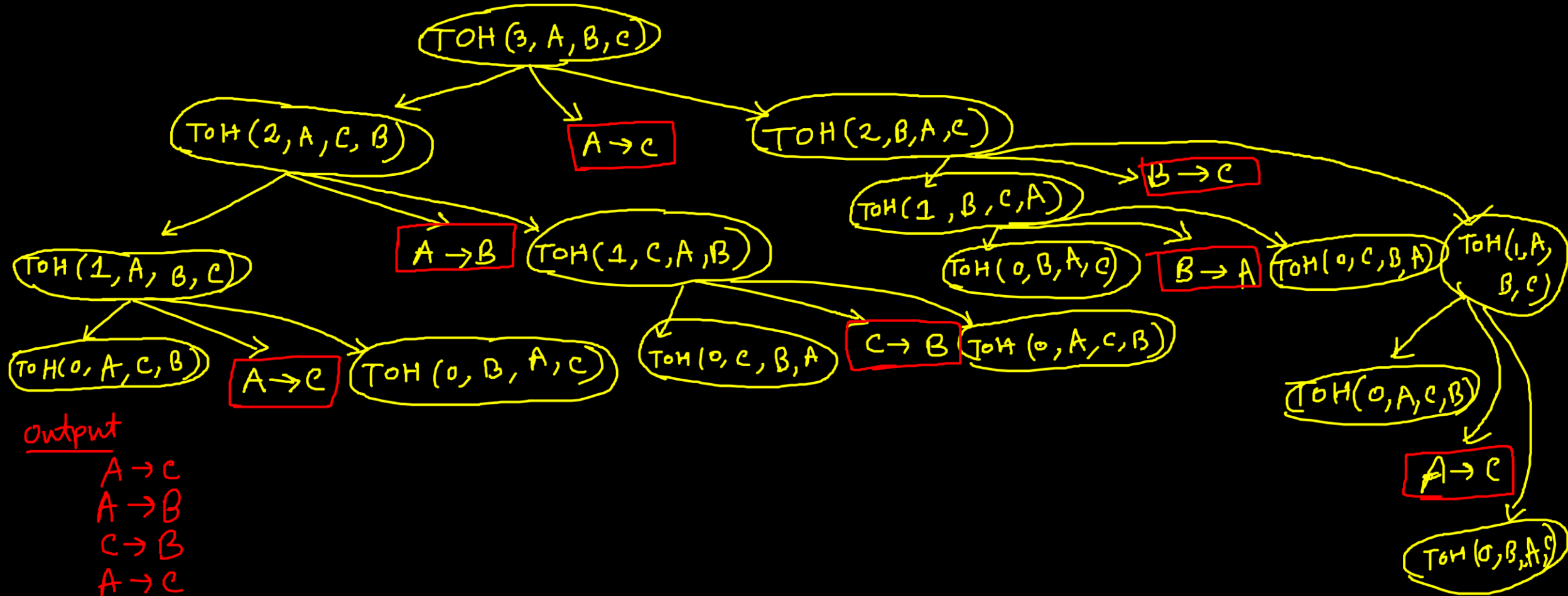
$A \rightarrow B$

$A \rightarrow C$

$B \rightarrow C$

Recursion Tree for 3 Disks

```
void TOH(n, src, aux, dest) {
    if(n>0) {
        TOH(n-1, src, dest, aux);
        print(move a disk from src to dest);
        TOH(n-1, aux, src, dest);
    }
}
```

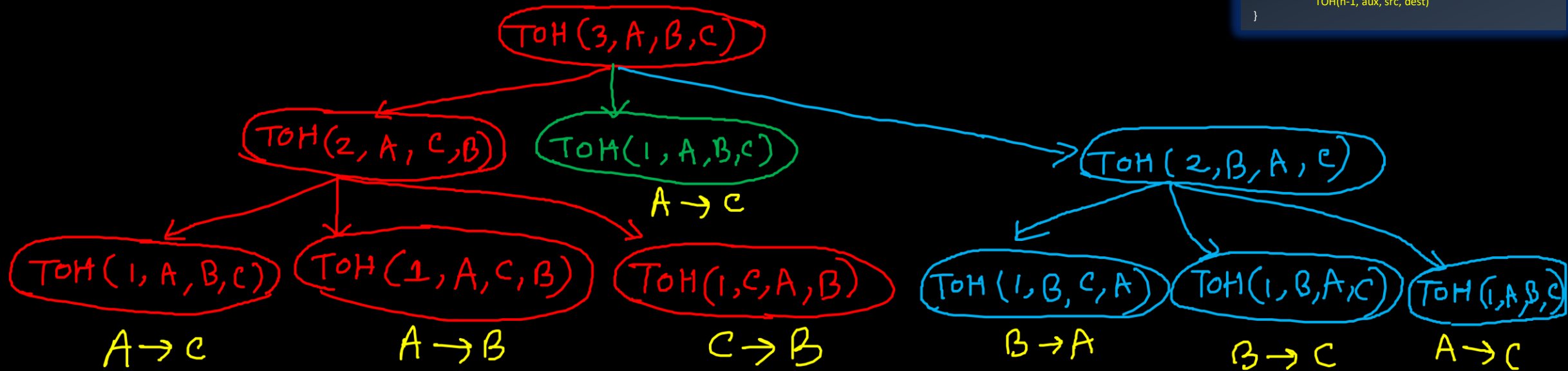


output

$A \rightarrow C$
 $A \rightarrow B$
 $C \rightarrow B$
 $A \rightarrow C$
 $B \rightarrow A$
 $B \rightarrow C$
 $A \rightarrow C$

Recursion Tree for 3 Disks

```
void TOH(n, src, aux, dest) {  
    if(n==1) {  
        print(move a disk from src to dest)  
        return  
    }  
    TOH(n-1, src, dest, aux)  
    TOH(1, src, aux, dest)  
    TOH(n-1, aux, src, dest)  
}
```



Output

$A \rightarrow C$
 $A \rightarrow B$
 $C \rightarrow B$
 $A \rightarrow C$
 $B \rightarrow A$
 $B \rightarrow C$
 $A \rightarrow C$

THANK YOU!