Lecture 17: Chapter 5 Part 2

Backtracking CS3310

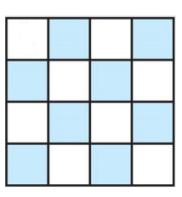
Backtracking

- Recall that backtracking algorithms solve problems in which a **sequence** of objects is to be chosen from a specified **set** of objects.
- We want this sequence to satisfy some **criterion**.
- The n-Queens problem (How can we position n queens on an $n \times n$ chessboard so no queens threaten each other?) has the following criterion, set, and sequence:

Criterion: No two queens can threaten each other.

Set: The n^2 positions on the board in which a queen can be placed:

Sequence: *n* positions from the above set. If queens are placed in each of these *n* positions, no two should threaten each other.



- Suppose we have *n* objects, each with a specific weight.
- We want to determine the different ways we can select some (or all) of the objects so that their total weight equals exactly W

Criterion: ??

Set: ??

Sequence: ??

- Suppose we have *n* objects, each with a specific weight.
- We want to determine the different ways we can select some (or all) of the objects so that their total weight equals exactly W

Criterion: The total weight of the selected objects is exactly W.

Set: The *n* objects we can choose from.

Sequence: The objects chosen from the set of *n* objects.

- Suppose we have *n* objects, each with a specific weight.
- We want to determine the different ways we can select some (or all) of the objects so that their total weight equals exactly W

Example:

- n = 5, W = 21
- $w_1 = 5$, $w_2 = 6$, $w_3 = 10$, $w_4 = 11$, $w_5 = 16$
- How many solutions does this instance have?

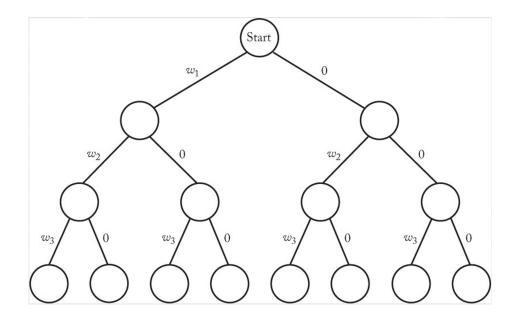
- Suppose we have *n* objects, each with a specific weight.
- We want to determine the different ways we can select some (or all) of the objects so that their total weight equals exactly W

Example:

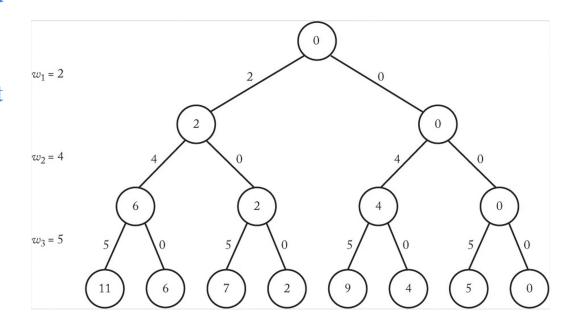
- n = 5, W = 21
- $w_1 = 5$, $w_2 = 6$, $w_3 = 10$, $w_4 = 11$, $w_5 = 16$
- How many solutions does this instance have? **Three**:
 - $\circ \{w_1, w_2, w_3\}$
 - $\circ \quad \{ w_1, w_5 \}$
 - $\circ \quad \{ w_3, w_4 \}$

• How could we draw a state space tree for this problem?

- A state space tree for n = 3.
- We start at a dummy node, which indicates we have not yet taken or rejected any items.
- Moving left indicates we take item 1.
 Moving right indicates we do not.



- **Note**: If we take an item, we add its weight to a total. Otherwise, we add nothing.
- Each node holds the total weight of the items taken up to that point.
- For the instance W = 6, the only solution is $\{ w_1, w_2 \}$



A backtracking algorithm for larger values of *n*:

- Sort the items in nondecreasing order by weight.
- Start at the root (dummy node): move left to take item 1, right to reject it.
- When we move left, we add the weight of the chosen item to weight.
- Suppose we are at the i th level in our state space tree and we notice that adding w_{i+1} would bring weight above W

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 \circ In this scenario, how can we determine if w_i is promising?

A backtracking algorithm for larger values of *n*:

- Sort the items in nondecreasing order by weight.
- Start at the root (dummy node): move left to take item 1, right to reject it.
- When we move left, we add the weight of the chosen item to weight.
- Suppose we are at the i th level in our state space tree and we notice that adding w_{i+1} would bring weight above W
 - \circ In this scenario, how can we determine if w_i is promising?
 - w_{i+1} is the lightest item remaining (since we sorted them), so taking any item after it would *also* bring weight above W.
 - Therefore, weight <u>must</u> equal W for w_i to be promising
- w_i is nonpromising if: weight + $w_{i+1} > W$ && weight != W

- w_i is nonpromising if: weight + $w_{i+1} > W$ && weight != W
- Is there another way to determine if w_i is nonpromising?

- w_i is nonpromising if: weight + $w_{i+1} > W$ && weight != W
- Is there another way to determine if w_i is nonpromising?
 - Let total be the total weight of the remaining objects to choose from
 - weight is the weight of the items we have chosen up to this point.
 - If adding total to weight results in a value less than W, we can backtrack. Even if we take w_i and every item after it, we will not have enough weight.
 - i.e. if weight + total < W, we can also backtrack

We backtrack if:

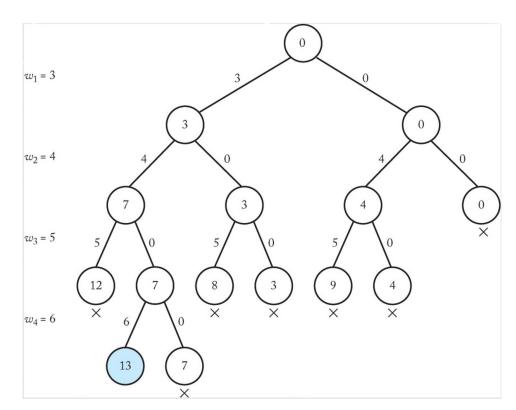
```
(weight + total < W) || (weight + w_{i+1} > W && weight != W)
```

The entire pruned state space tree for:

$$n = 4$$
 $W = 13$
 $w_1 = 3$ $w_2 = 4$ $w_3 = 5$ $w_4 = 6$

Note: in the path where we reject items 1 and 2, we backtrack because even if we take items 3 and 4, weight will be less than W:

$$> w_3 + w_4 < 13$$



When a node is reached and weight = W, we can also backtrack. Why?

- When a node is reached and weight = W, we can also backtrack. Why?
 - Adding more weight will clearly not obtain another solution.
 - If weight = W, we print that solution and backtrack.
 - Our backtracking procedure, checknode, will not expand beyond a promising node if a solution has been found at that node.
- In code, a one-dimensional array include will implicitly build the state space tree.
 - We set include [i] to "yes" if w [i] is included and "no" if it is not.

```
n=4 W=15 w=\{2,4,6,9\} include = \{\} weight = 0 total = 2+4+6+9=21
```

```
n = 4 W = 15 w = \{ 2, 4, 6, 9 \}
```

```
include = { "yes" }
weight = 2
total = 4 + 6 + 9 = 19
```

Is taking w_1 promising? (we want both tests listed below to pass)

```
(weight + total \geq W) && (weight == W || weight + w[i + 1] <= W)
```

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$$n = 4$$
 $W = 15$ $w = \{ 2, 4, 6, 9 \}$

```
include = { "yes" }
weight = 2
total = 4 + 6 + 9 = 19
```

Is taking w_1 promising? (we want both tests listed below to pass)

Yes!

$$2 + 19 > 15$$
 and $2 + 4 < 15$

```
(weight + total \geq W) && (weight == W || weight + w[i + 1] <= W)
```

```
n=4 W=15 w=\{\,2,4,6,9\,\} include = { "yes", "yes" } weight = 6 total = 6 + 9 = 15
```

Is taking w_2 promising?

```
(weight + total \geq W) && (weight == W || weight + w[i + 1] <= W)
```

```
n = 4 W = 15 w = \{ 2, 4, 6, 9 \}
include = { "yes", "yes" }
weight = 6
total = 6 + 9 = 15
Is taking w_2 promising?
Yes!
6 + 15 > 15 and 6 + 6 < 15
```

```
(weight + total \geq W) && (weight == W || weight + w[i + 1] <= W)
```

```
n=4 W=15 w=\{2,4,6,9\} include = { "yes", "yes", "yes" } weight = 12 total = 9
```

Is taking w_3 promising?

```
(weight + total \geq W) && (weight == W || weight + w[i + 1] <= W)
```

```
n = 4 W = 15 w = \{ 2, 4, 6, 9 \}
     include = { "yes", "yes", "yes" }
   weight = 12
     total = 9
  Is taking w_3 promising?
   No!
    12 + 9 > 15 and 12 != 15
     \triangleright We backtrack and do not take w_3
      (weight + total \geq W) && (weight == W \mid V \mid W = W \mid W = W \mid V \mid W = W \mid W =
```

```
n=4 W=15 w=\{2,4,6,9\} include = { "yes", "yes", "no" } weight = 6 + 0 = 6 total = 9
```

Is rejecting w_3 promising?

```
(weight + total \geq= W) && (weight == W || weight + w[i + 1] <= W)
```

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```
n = 4 W = 15 w = \{ 2, 4, 6, 9 \}
include = { "yes", "yes", "no" }
weight = 6 + 0 = 6
total = 9
Is rejecting w_3 promising?
Yes!
6 + 9 = 15 and 6 + 9 = 15
```

(weight + total
$$\geq$$
 W) && (weight == W || weight + w[i + 1] <= W)

```
n=4 W=15 w=\{2,4,6,9\} include = { "yes", "yes", "no", "yes" } weight = 6 + 9 = 15 total = 0
```

Is taking w_4 promising?

```
(weight + total \geq W) && (weight == W || weight + w[i + 1] <= W)
```

```
n = 4 W = 15 w = \{ 2, 4, 6, 9 \}
include = { "yes", "yes", "no", "yes" }
weight = 6 + 9 = 15
total = 0
Is taking w_{4} promising?
Yes!
15 + 0 = 15 and 15 = 15
We have found a solution: \{w_1, w_2, w_4\} print it and backtrack, this time rejecting w_4
```

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```
n = 4 W = 15 w = \{ 2, 4, 6, 9 \}
```

```
include = { "yes", "yes", "no", "no" }
weight = 6 + 0 = 6
total = 0
```

Is rejecting w_{4} promising?

No!

$$6 + 0 < 15$$

Where do we backtrack to?

```
(weight + total \ge W) \&\& (weight == W \mid\mid weight + w[i + 1] \le W)
```

$$n = 4$$
 $W = 15$ $w = \{ 2, 4, 6, 9 \}$

```
include = { "yes", "yes", "no", "no" }
weight = 6 + 0 = 6
total = 0
```

Is rejecting w_4 promising?

No!

$$6 + 0 < 15$$

Where do we backtrack to? The last "yes" and reject it.

```
(weight + total \geq W) && (weight == W || weight + w[i + 1] <= W)
```

```
n = 4 W = 15 w = \{ 2, 4, 6, 9 \}
include = { "yes", "no" }
weight = 2 + 0 = 2
total = 15
Is rejecting w_2 promising?
Yes!
2 + 15 > 15 and 2 + 6 < 15
```

```
(weight + total \geq W) && (weight == W || weight + w[i + 1] <= W)
```

```
n=4 W=15 w=\{2,4,6,9\} include = { "yes", "no", "yes" } weight = 2 + 6 = 8
```

Is taking w_3 promising?

No!

total = 9

```
8 + 9 > 15 but 8 + 9 > 15
```

> Backtrack to first "yes" and reject it.

```
(weight + total \geq= W) && (weight == W || weight + w[i + 1] <= W)
```

```
n = 4 W = 15 w = \{ 2, 4, 6, 9 \}
include = { "no" }
weight = 0
total = 19
Is rejecting w_1 promising?
Yes!
0 + 19 > 15 and 0 + 4 < 15
```

```
(weight + total \geq W) && (weight == W \mid V \mid W = W \mid W = W \mid V \mid W = W \mid W =
```

```
n = 4 W = 15 w = \{ 2, 4, 6, 9 \}
```

```
include = { "no", "yes" }
weight = 0 + 4 = 4
total = 15
```

Is including w_2 promising?

Yes!

```
(weight + total \geq= W) && (weight == W || weight + w[i + 1] <= W)
```

```
n=4 W=15 w=\{2,4,6,9\} include = { "no", "yes", "yes" } weight = 4 + 6 = 10 total = 9
```

Is including w_3 promising?

No!

```
10 + 9 > 15 but 10 + 9 < 15
```

 \triangleright Backtrack and do not take w_3

```
(weight + total \geq= W) && (weight == W || weight + w[i + 1] <= W)
```

```
n = 4 W = 15 w = \{ 2, 4, 6, 9 \}
```

```
include = { "no", "yes", "no" }
weight = 4 + 0 = 4
total = 9
```

Is rejecting w_3 promising?

No!

```
4 + 9 < 15
```

➤ Backtrack to last "yes" and reject it

```
(weight + total \geq= W) && (weight == W || weight + w[i + 1] <= W)
```

```
n = 4 W = 15 w = \{ 2, 4, 6, 9 \}
include = { "no", "no" }
weight = 0
total = 15
Is rejecting w_2 promising?
Yes!
0 + 15 = 15 and 0 + 6 < 15
```

```
(weight + total \geq W) && (weight == W \mid V \mid W = W \mid W = W \mid V \mid W = W \mid W =
```

$$n = 4$$
 $W = 15$ $w = \{ 2, 4, 6, 9 \}$

```
include = { "no", "no", "yes" }
weight = 0 + 6 = 6
total = 9
```

Is including w_3 promising?

Yes!

$$6 + 9 = 15$$
 and $6 + 9 = 15$

```
(weight + total \geq W) && (weight == W || weight + w[i + 1] <= W)
```

```
n=4 W=15 w=\{2,4,6,9\} include = { "no", "no", "yes", "yes" } weight = 6 + 9 = 15 total = 0
```

Is including w_4 promising?

Yes!

```
15 + 0 = 15 and 15 = 15
```

We have found the second solution: $\{w_3, w_4\}$ Print it and backtrack, rejecting w_4

```
(weight + total \geq= W) && (weight == W || weight + w[i + 1] <= W)
```

$$n = 4$$
 $W = 15$ $w = \{ 2, 4, 6, 9 \}$

```
include = { "no", "no", "yes", "no" }
weight = 6 + 0 = 6
total = 0
```

Is rejecting w_4 promising?

No!

$$6 + 0 < 15$$

Backtrack to last "yes" and reject it

```
(weight + total \geq W) && (weight == W \mid W \mid W = W \mid
```

```
n=4 W=15 w=\{2,4,6,9\} include = { "no", "no", "no" } weight = 0 total = 9
```

Is rejecting w_3 promising?

No!

```
0 + 9 < 15
```

Nowhere else to backtrack to, so we're done!

```
(weight + total \geq W) && (weight == W || weight + w[i + 1] <= W)
```

$$n = 4$$

$$W = 15$$

$$n = 4$$
 $W = 15$ $w = \{ 2, 4, 6, 9 \}$

Using the backtracking method, we found the following two solutions for this problem:

- 1. $\{w_1, w_2, w_4\}$
- 2. $\{w_3, w_4\}$

Sum-of-Subsets Code

```
void sum of subsets (index i, int weight, int total)
{
     if (promising(i))
          if (weight == W) // we have reached a solution. Print it and backtrack
               cout << include[1] through include[i];</pre>
          else
               // try taking the next item, then try rejecting it
               include[i + 1] = "yes";
               sum of subsets(i + 1, weight + w[i + 1], total - w[i + 1]);
               include[i + 1] = "no";
               sum of subsets(i + 1, weight, total - w[i + 1]);
bool promising (index i)
     return (weight + total >= W) && (weight == W || weight + w[i + 1] <= W);
```

A top-level call: ???

Sum-of-Subsets Code

```
void sum of subsets (index i, int weight, int total)
{
     if (promising(i))
          if (weight == W) // we have reached a solution. Print it and backtrack
               cout << include[1] through include[i];</pre>
          else
               // try taking the next item, then try rejecting it
               include[i + 1] = "yes";
               sum of subsets(i + 1, weight + w[i + 1], total - w[i + 1]);
               include[i + 1] = "no";
               sum of subsets(i + 1, weight, total - w[i + 1]);
bool promising (index i)
     return (weight + total >= W) && (weight == W || weight + w[i + 1] <= W);
```

A top-level call: sum of subsets(0, 0, WeightOfAllItems)

In-Class Exercise

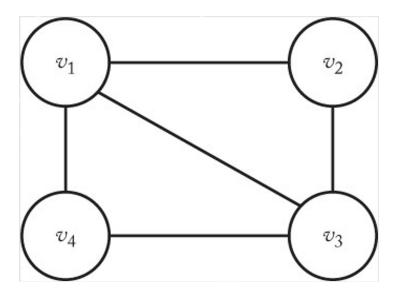
1. Use the Backtracking algorithm for the Sum-of-Subsets problem to find the first two combinations of the following numbers that sum to W = 32;

$$w_1 = 2$$
 $w_2 = 10$ $w_3 = 13$ $w_4 = 17$ $w_5 = 22$

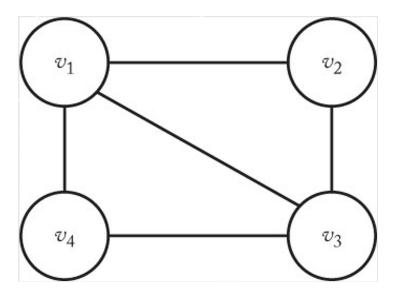
Show "include", "total", and "weight" in each step

```
(weight + total >= W) \&\& (weight == W || weight + w[i + 1] <= W)
```

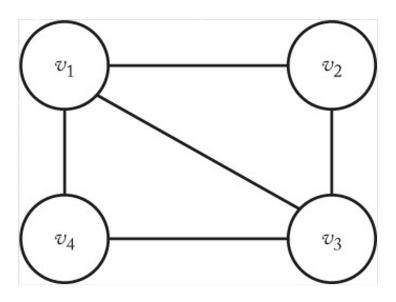
- Suppose we want to find all the ways to color the vertices in an undirected graph using at most *m* colors, so that no two adjacent vertices are the same color.
 - This is called the *m*-Coloring problem.
- How many ways can we color the following graph for m = 2?



- Suppose we want to find all the ways to color the vertices in an undirected graph using at most *m* colors, so that no two adjacent vertices are the same color.
 - This is called the *m*-Coloring problem.
- How many ways can we color the following graph for m = 2? **None!**

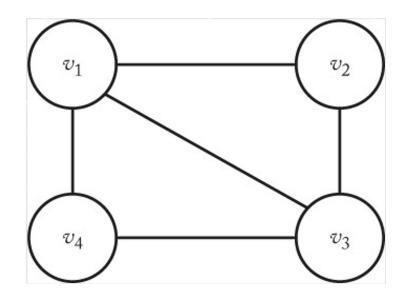


• What is a solution for the following graph for m = 3?



- What is a solution for the following graph for m = 3?
 - There are six total solutions to the 3-Coloring problem.
 - However, they only differ in the way the colors are permuted
 - i.e. $\{c2, c1, c3, c1\}$ vs $\{c1, c2, c3, c2\}$

Vertex	Color
v_1	color 1
v_2	color 2
v_3	color 3
v_4	color 2

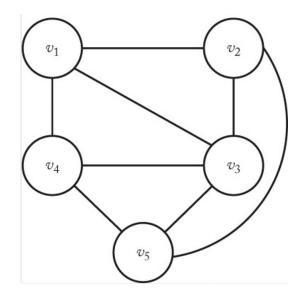


• One application of graph coloring is in the coloring of maps.

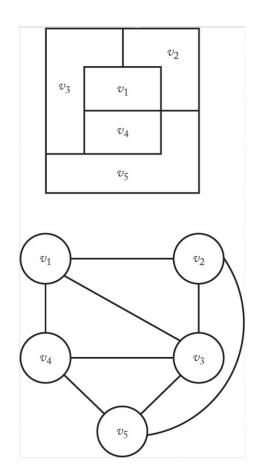
• A graph is called **planar** if it can be drawn in a plane in such a way that no two edges cross each other.

The following graph is planar. However, if we added edges (v_1, v_5) and (v_2, v_4) , it

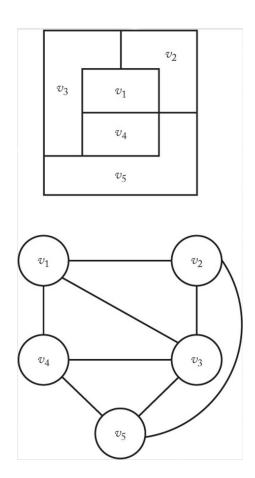
would no longer be planar.



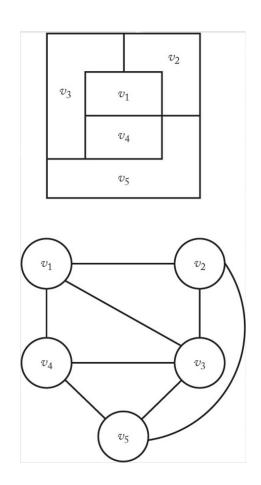
- For every map there is a corresponding planar graph.
- Each region in the map is represented by a vertex.
- If one region shares a border with another region, their vertices are connected by an edge.
- The *m*-Coloring problem for planar graphs will determine how many ways we can color a map, using at most *m* colors, so that no two neighboring regions are the same color.



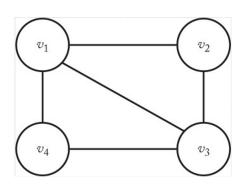
- A straightforward state space tree for the m-Coloring problem is one in which each color is tried for v_1 at level 1, each color is tried for v_2 at level 2, etc.
- Once every possible color has been tried for v_n at level n, the tree is complete.
- Each path from the root to a leaf is a candidate solution.
- What makes a vertex *nonpromising*?

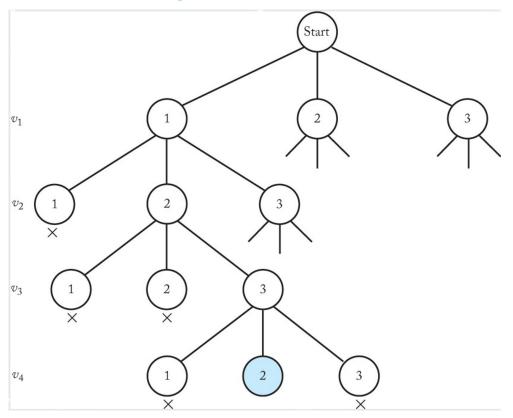


- A straightforward state space tree for the m-Coloring problem is one in which each color is tried for v_1 at level 1, each color is tried for v_2 at level 2, etc.
- Once every possible color has been tried for v_n at level n, the tree is complete.
- Each path from the root to a leaf is a candidate solution.
- What makes a vertex *nonpromising*?
 - If we attempt to color it the same color as a vertex adjacent to it.
 - i.e. if we color v_1 c1 and then try to color v_2 c1, we can backtrack and try to color v_2 c2.
 - \circ Which vertices can be colored the same as v_1 ?

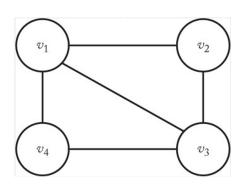


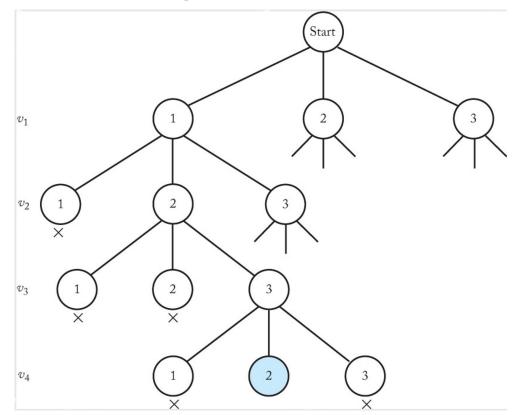
A portion of the pruned state space tree produced using backtracking to do a 3-coloring of the graph pictured below.



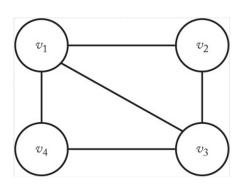


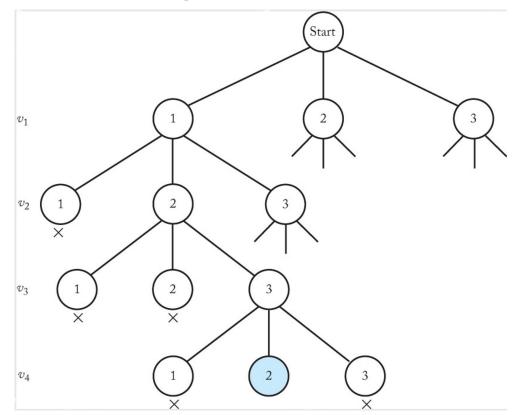
- We start by selecting color 1 for v_1 .
- We next select color 1 for v_2 , but v_2 is adjacent to v_1 , so we can immediately prune that branch.





- We start by selecting color 1 for v_1 .
- We next select color 2 for v_2 , which is allowed because no other vertex adjacent to it is color 2.





Problem: Determine all ways in which the vertices in an undirected graph can be colored, using only *m* colors, so that adjacent vertices are not the same color.

Inputs: Positive integers n and m, and an undirected graph containing n vertices. The graph is represented by a two-dimensional array W, which has both its rows and columns indexed from 1 to n, where W[i][j] is true if there is an edge between the ith vertex and the jth vertex and false otherwise.

Outputs: All possible colorings of the graph, using at most m colors, so that no two adjacent vertices are the same color. The output for each coloring is an array vcolor indexed from 1 to n, where vcolor[i] is the color (an integer between 1 and m) assigned to the ith vertex.

We initially call m coloring (0)

```
bool promising(index i)
{
    index j = 1;
    while (j < i)
    {
        if (W[i][j] && vcolor[i] == vcolor[j])
            return false;
        j++;
    }
    return true;
}</pre>
```

In-Class Exercise

1. Use the Backtracking algorithm for the m-Coloring problem to find the first ten possible colorings. m = 3. Show the values in vcolor (example on board)

