

# Algorithms

ROBERT SEDGEWICK | KEVIN WAYNE



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## COMBINATORIAL SEARCH

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- ▶ *introduction*
- ▶ *permutations*
- ▶ *backtracking*
- ▶ *counting*
- ▶ *subsets*
- ▶ *paths in a graph*

# Algorithms

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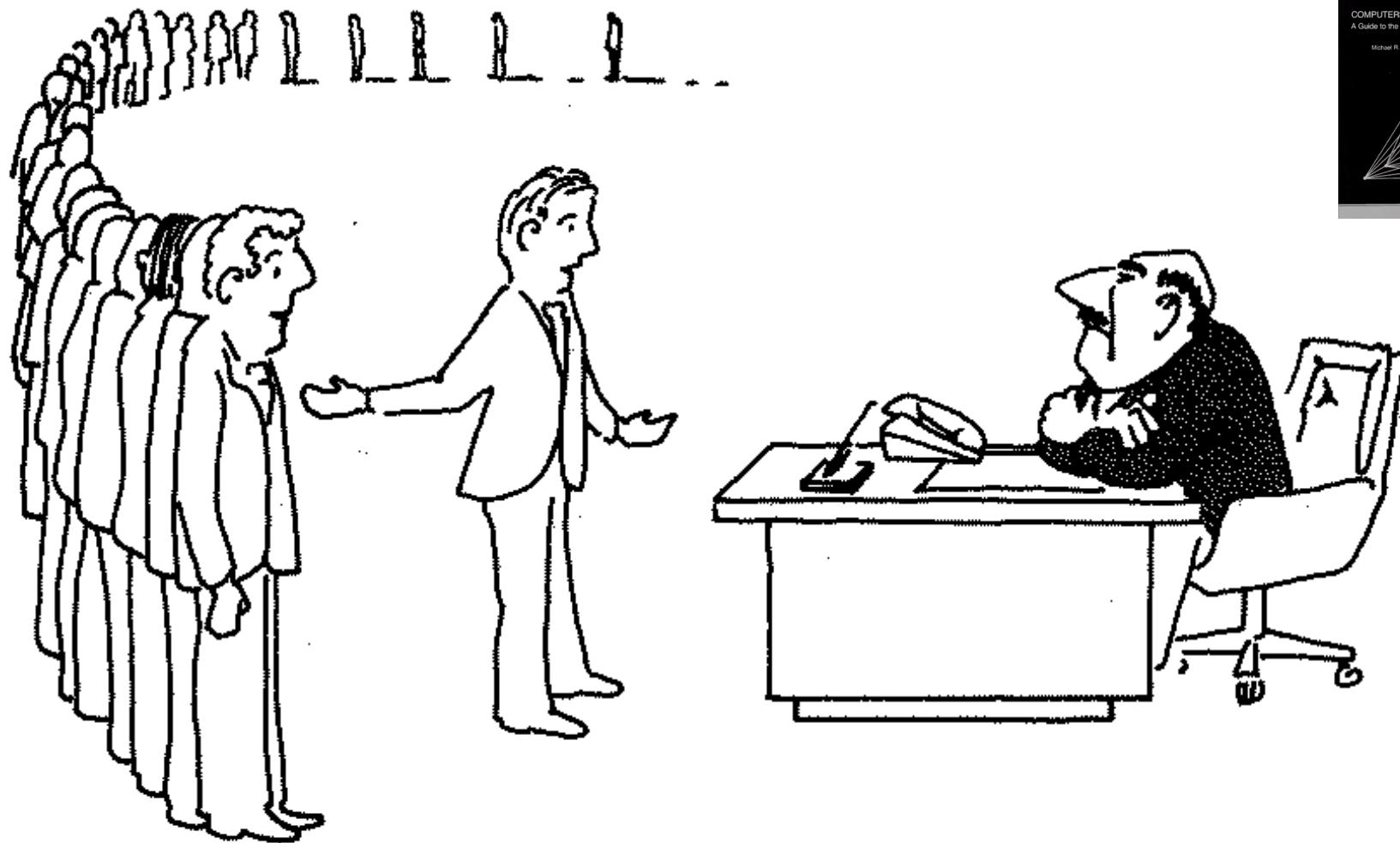
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# Implications of NP-completeness



“I can’t find an efficient algorithm, but neither can all these famous people.”

## Overview

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**Exhaustive search.** Iterate through all elements of a search space.

**Applicability.** Huge range of problems (include intractable ones).



**Caveat.** Search space is typically exponential in size  $\Rightarrow$  effectiveness may be limited to relatively small instances.

**Backtracking.** Systematic method for examining **feasible** solutions to a problem, by systematically pruning infeasible ones.

## Warmup: enumerate N-bit strings

**Goal.** Process all  $2^N$  bit strings of length  $N$ .

- Maintain array  $a[]$  where  $a[i]$  represents bit  $i$ .
- Simple recursive method does the job.

```
// enumerate bits in a[k] to a[N-1]
private void enumerate(int k)
{
    if (k == N)
    {   process(); return;  }
    enumerate(k+1);
    a[k] = 1;
    enumerate(k+1);
    a[k] = 0; ← clean up
}
```

$N = 3$

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

$N = 4$

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

$a[0]$     $a[N-1]$

**Remark.** Equivalent to counting in binary from 0 to  $2^N - 1$ .

# Warmup: enumerate N-bit strings

```
public class BinaryCounter
{
    private int N;    // number of bits
    private int[] a; // a[i] = ith bit

    public BinaryCounter(int N)
    {
        this.N = N;
        this.a = new int[N];
        enumerate(0);
    }

    private void process()
    {
        for (int i = 0; i < N; i++)
            StdOut.print(a[i]) + " ";
        StdOut.println();
    }

    private void enumerate(int k)
    {
        if (k == N)
        { process(); return; }
        enumerate(k+1);
        a[k] = 1;
        enumerate(k+1);
        a[k] = 0;
    }
}
```

```
public static void main(String[] args)
{
    int N = Integer.parseInt(args[0]);
    new BinaryCounter(N);
}
```

% java BinaryCounter 4

```
0 0 0 0
0 0 0 1
0 0 1 0
0 0 1 1
0 1 0 0
0 1 0 1
0 1 1 0
0 1 1 1
1 0 0 0
1 0 0 1
1 0 1 0
1 0 1 1
1 1 0 0
1 1 0 1
1 1 1 0
1 1 1 1
```

all programs in this lecture are variations on this theme

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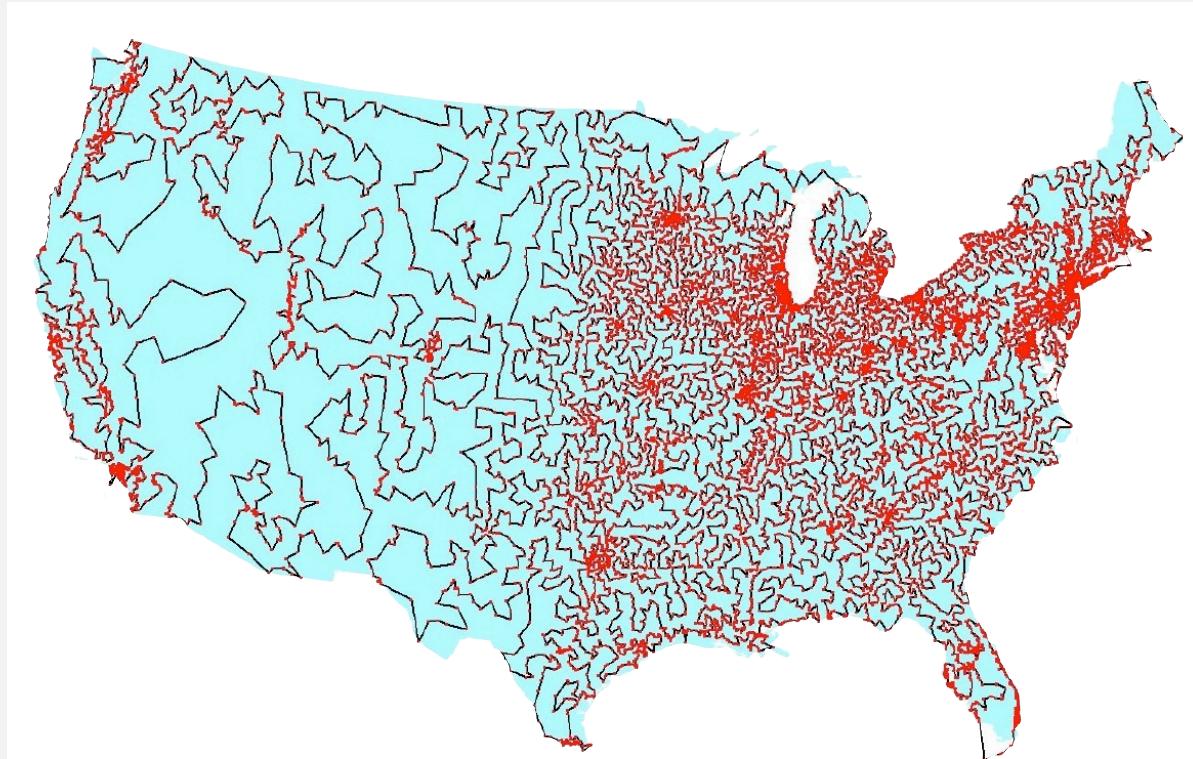
- ▶ *introduction*
- ▶ ***permutations***
- ▶ *backtracking*
- ▶ *counting*
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## Traveling salesperson problem

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Euclidean TSP. Given  $N$  points in the plane, find the shortest tour.

Proposition. Euclidean TSP is NP-hard.



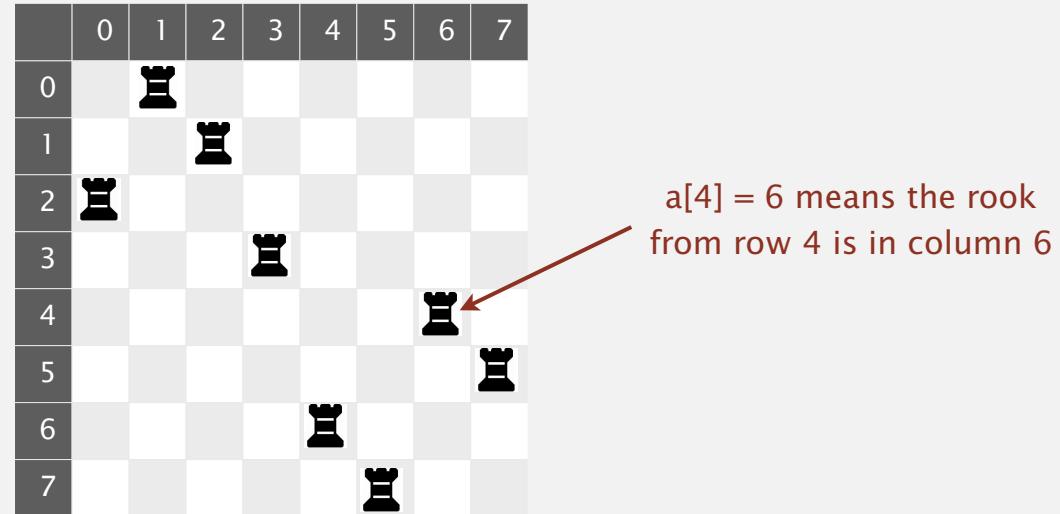
13509 cities in the USA and an optimal tour

Brute force. Design an algorithm that checks all tours.

## N-rooks problem

---

Q. How many ways are there to place  $N$  rooks on an  $N$ -by- $N$  board so that no rook can attack any other?



```
int[] a = { 2, 0, 1, 3, 6, 7, 4, 5 };
```

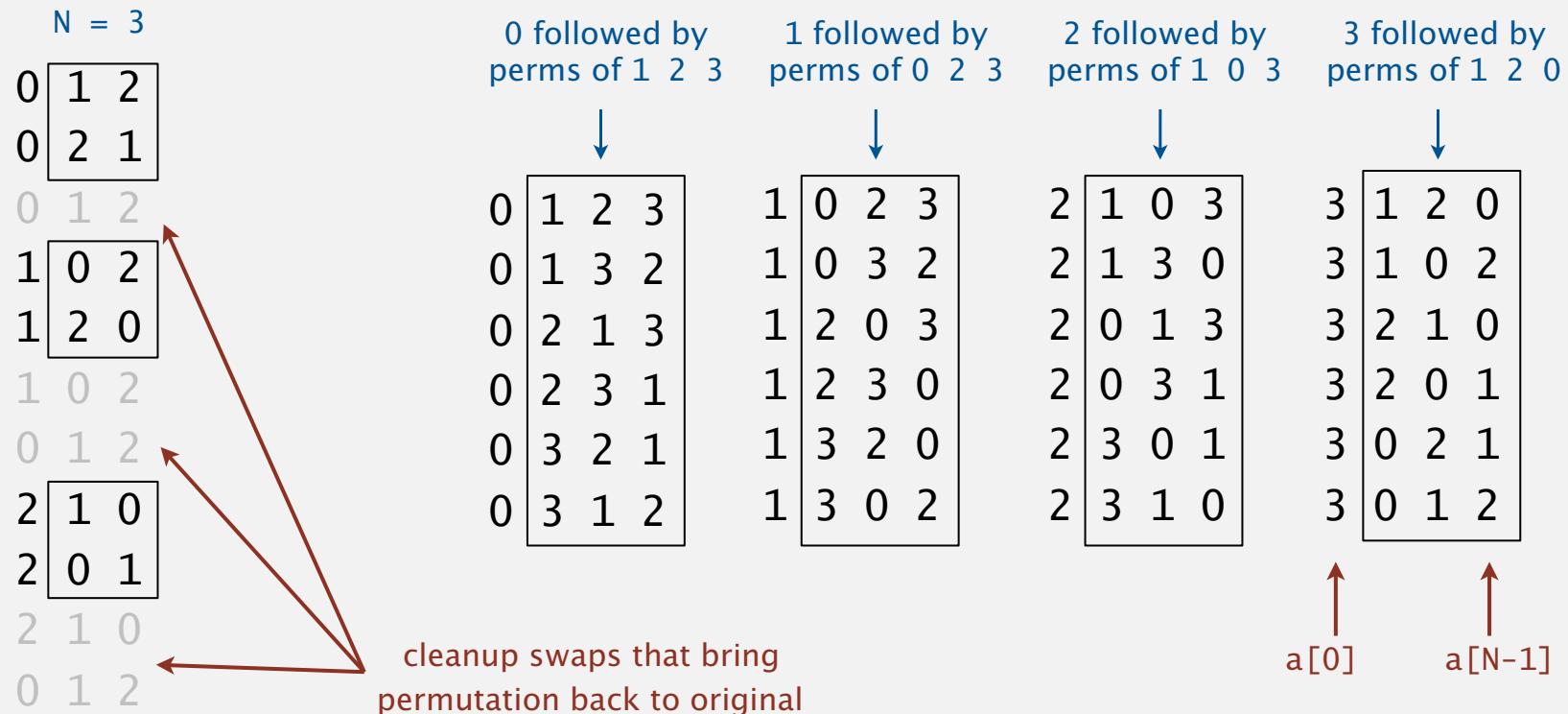
Representation. No two rooks in the same row or column  $\Rightarrow$  permutation.

Challenge. Enumerate all  $N!$  permutations of  $N$  integers 0 to  $N - 1$ .

# Enumerating permutations

Recursive algorithm to enumerate all  $N!$  permutations of  $N$  elements.

- Start with permutation  $a[0]$  to  $a[N-1]$ .
- For each value of  $i$ :
  - swap  $a[i]$  into position 0
  - enumerate all  $(N-1)!$  permutations of  $a[1]$  to  $a[N-1]$
  - clean up (swap  $a[i]$  back to original position)



# Enumerating permutations

---

Recursive algorithm to enumerate all  $N!$  permutations of  $N$  elements.

- Start with permutation  $a[0]$  to  $a[N-1]$ .
- For each value of  $i$ :
  - swap  $a[i]$  into position 0
  - enumerate all  $(N-1)!$  permutations of  $a[1]$  to  $a[N-1]$
  - clean up (swap  $a[i]$  back to original position)

```
// place N-k rooks in a[k] to a[N-1]
private void enumerate(int k)
{
    if (k == N)
    { process(); return; }

    for (int i = k; i < N; i++)
    {
        exch(k, i);
        enumerate(k+1);
        exch(i, k);      ← clean up
    }
}
```

# Enumerating permutations

```
public class Rooks
{
    private int N;
    private int[] a; // bits (0 or 1)

    public Rooks(int N)
    {
        this.N = N;
        a = new int[N];
        for (int i = 0; i < N; i++)
            a[i] = i;           ← initial permutation
        enumerate(0);
    }

    private void enumerate(int k)
    { /* see previous slide */ }

    private void exch(int i, int j)
    { int t = a[i]; a[i] = a[j]; a[j] = t; }

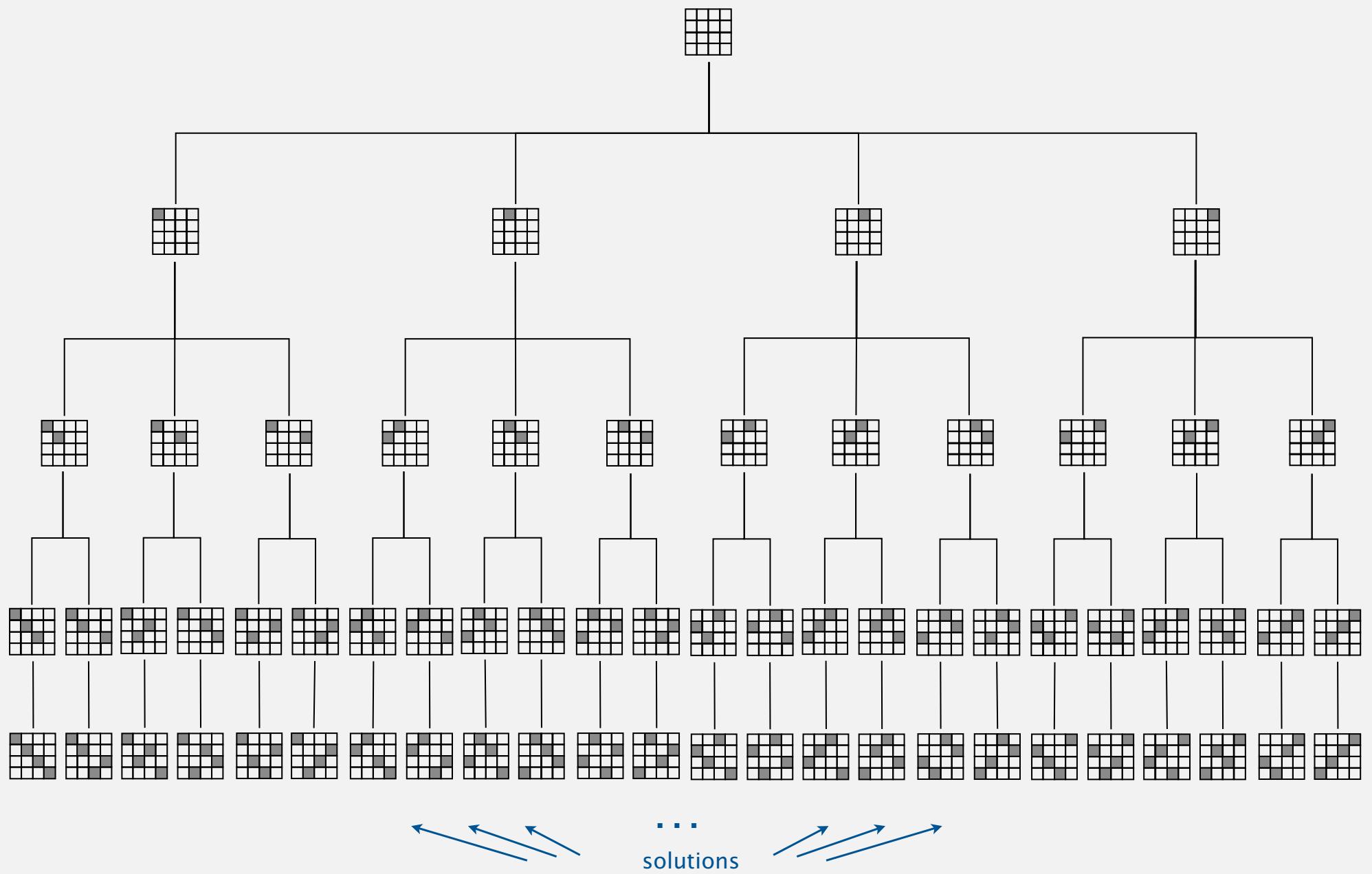
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        new Rooks(N);
    }
}
```

```
% java Rooks 2
0 1
1 0

% java Rooks 3
0 1 2
0 2 1
1 0 2
1 2 0
2 1 0
2 0 1
```

## 4-rooks search tree

---



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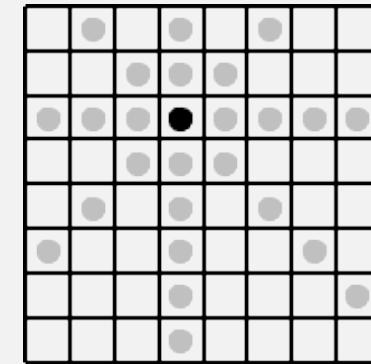
- ▶ *introduction*
- ▶ *permutations*
- ▶ *backtracking*
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# N-queens problem

Q. How many ways are there to place  $N$  queens on an  $N$ -by- $N$  board so that no queen can attack any other?

	0	1	2	3	4	5	6	7
0					♛			
1							♛	
2	♛							
3			♛					
4						♛		
5					♛			
6				♛				
7	♛							

a[1] = 6 means the queen from row 1 is in column 6



```
int[] a = { 2, 7, 3, 6, 0, 5, 1, 4 };
```

Representation. No 2 queens in the same row or column  $\Rightarrow$  permutation.

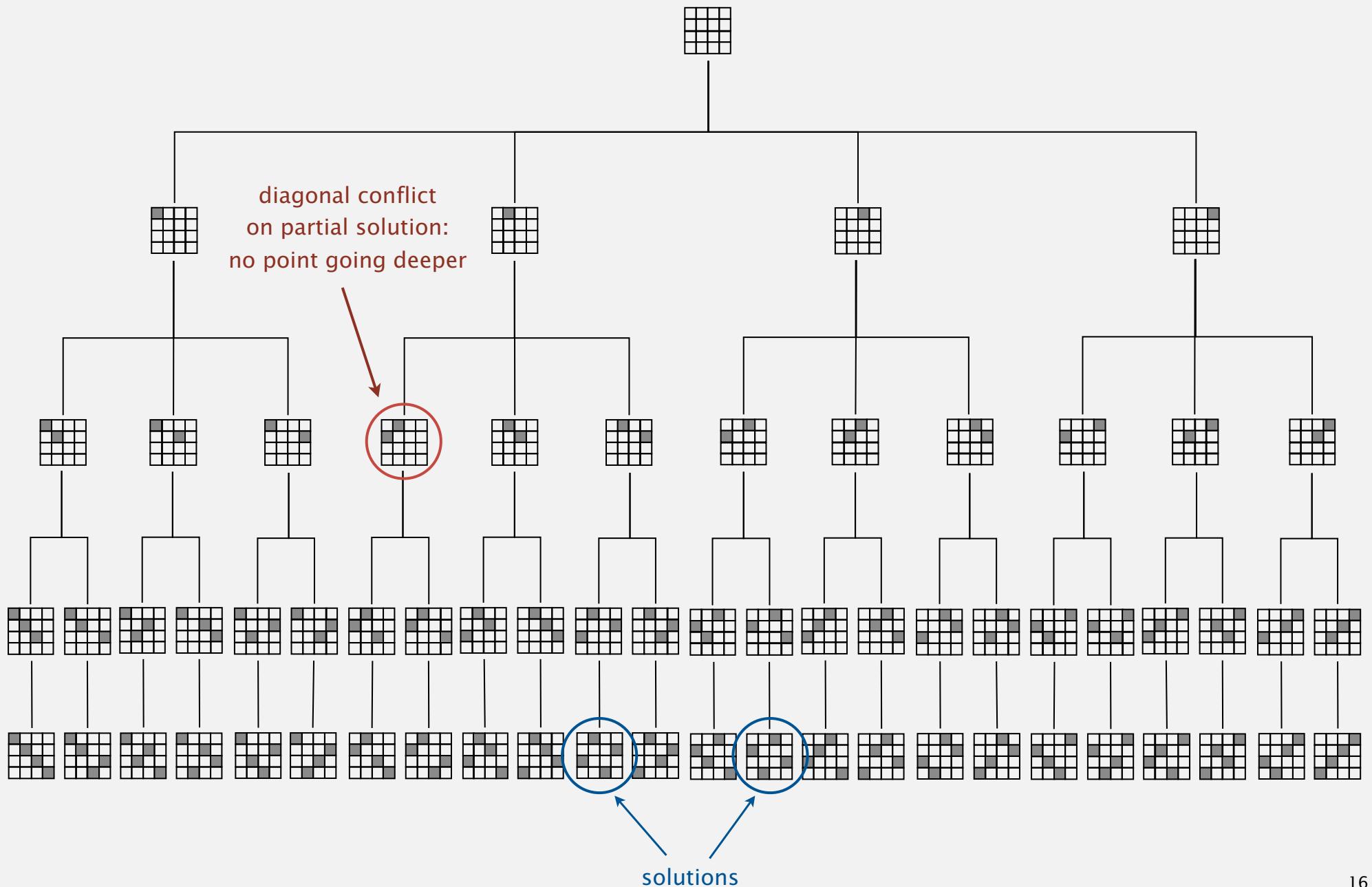
Additional constraint. No diagonal attack is possible.

Challenge. Enumerate (or even count) the solutions.  $\leftarrow$

unlike N-rooks problem,  
nobody knows answer for  $N > 30$

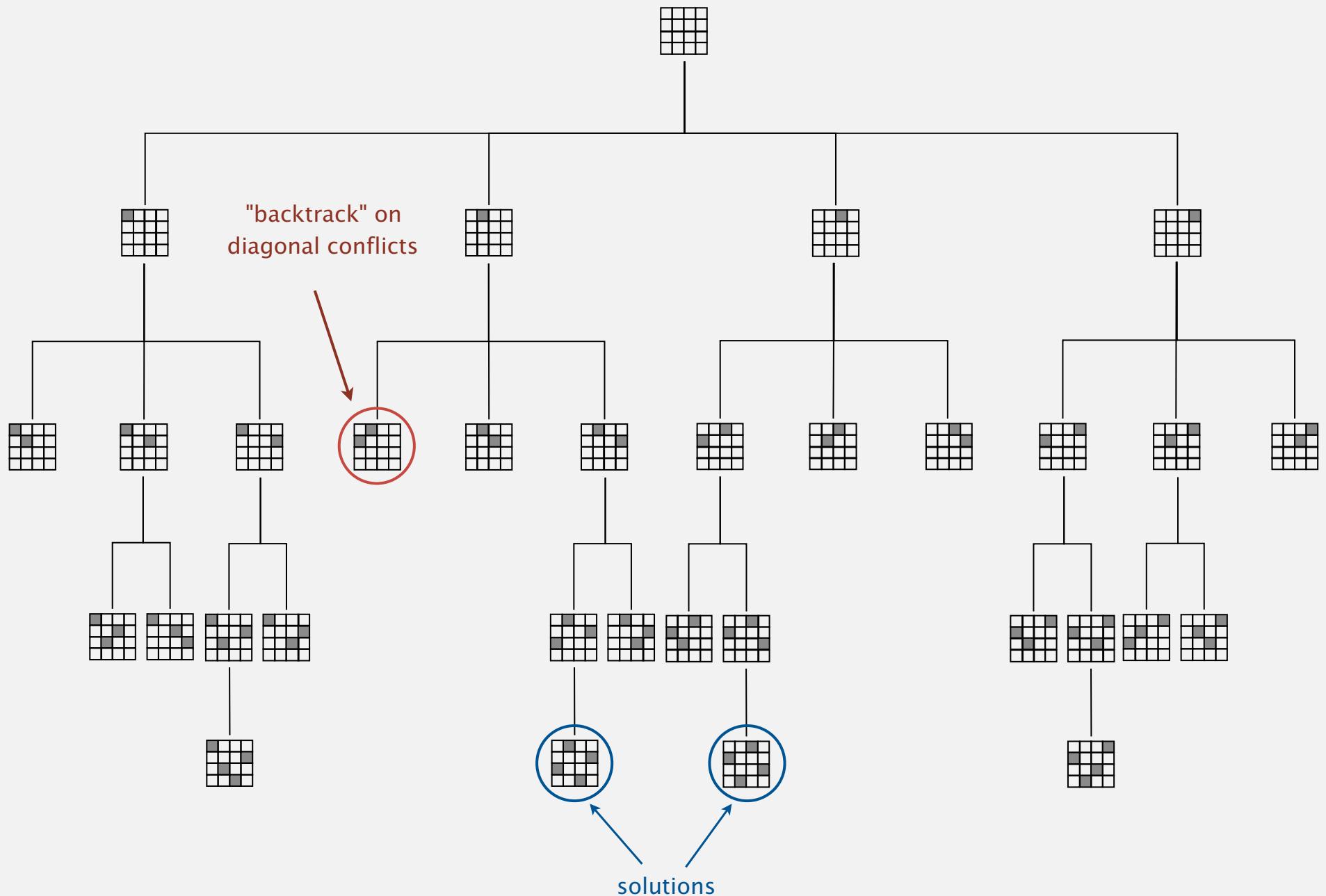
## 4-queens search tree

---



## 4-queens search tree (pruned)

---



# Backtracking

---

**Backtracking paradigm.** Iterate through elements of search space.

- When there are several possible choices, make one choice and recur.
- If the choice is a **dead end**, backtrack to previous choice, and make next available choice.

**Benefit.** Identifying dead ends allows us to **prune** the search tree.

**Ex.** [backtracking for  $N$ -queens problem]

- Dead end: a diagonal conflict.
- Pruning: backtrack and try next column when diagonal conflict found.

**Applications.** Puzzles, combinatorial optimization, parsing, ...

# N-queens problem: backtracking solution

```
private boolean canBacktrack(int k)
{
    for (int i = 0; i < k; i++)
    {
        if ((a[i] - a[k]) == (k - i)) return true;
        if ((a[k] - a[i]) == (k - i)) return true;
    }
    return false;
}

// place N-k queens in a[k] to a[N-1]
private void enumerate(int k)
{
    if (k == N)
    { process(); return; }

    for (int i = k; i < N; i++)
    {
        exch(k, i);
        if (!canBacktrack(k)) enumerate(k+1);
        exch(i, k);
    }
}
```

stop enumerating if  
adding queen k leads  
to a diagonal violation

```
% java Queens 4
1 3 0 2
2 0 3 1

% java Queens 5
0 2 4 1 3
0 3 1 4 2
1 3 0 2 4
1 4 2 0 3
2 0 3 1 4
2 4 1 3 0
3 1 4 2 0
3 0 2 4 1
4 1 3 0 2
4 2 0 3 1

% java Queens 6
1 3 5 0 2 4
2 5 1 4 0 3
3 0 4 1 5 2
4 2 0 5 3 1
```

a[0]                    a[N-1]

## N-queens problem: effectiveness of backtracking

---

Pruning the search tree leads to enormous time savings.

N	Q(N)	N!	time (sec)
8	92	40,320	–
9	352	362,880	–
10	724	3,628,800	–
11	2,680	39,916,800	–
12	14,200	479,001,600	1.1
13	73,712	6,227,020,800	5.4
14	365,596	87,178,291,200	29
15	2,279,184	1,307,674,368,000	210
16	14,772,512	20,922,789,888,000	1352

Conjecture.  $Q(N) \sim N! / c^N$ , where  $c$  is about 2.54.

Hypothesis. Running time is about  $(N! / 2.5^N) / 43,000$  seconds.

# Some backtracking success stories

**TSP.** Concorde solves real-world TSP instances with ~ 85K points.

- Branch-and-cut.
- Linear programming.
- ...

Combinatorial  
Optimization and  
Networked  
Combinatorial  
Optimization  
Research and  
Development  
Environment

**SAT.** Chaff solves real-world instances with ~ 10K variable.

- Davis-Putnam backtracking.
- Boolean constraint propagation.
- ...

## Chaff: Engineering an Efficient SAT Solver

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### ABSTRACT

Boolean Satisfiability is probably the most studied of combinatorial optimization/search problems. Significant effort has been devoted to trying to provide practical solutions to this problem for problem instances encountered in a range of applications in Electronic Design Automation (EDA), as well as in Artificial Intelligence (AI). This study has culminated in the

Many publicly available SAT solvers (e.g. GRASP [8], POSIT [5], SATO [13], rel\_sat [2], WalkSAT [9]) have been developed, most employing some combination of two main strategies: the Davis-Putnam (DP) backtrack search and heuristic local search. Heuristic local search techniques are not guaranteed to be complete (i.e. they are not guaranteed to find a satisfying assignment if one exists or prove unsatisfiability); as a

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# Counting: Java implementation

**Goal.** Enumerate all  $N$ -digit base- $R$  numbers.

**Solution.** Generalize binary counter in lecture warmup.

```
// enumerate base-R numbers in a[k] to a[N-1]
private static void enumerate(int k)
{
    if (k == N)
    {   process(); return; }

    for (int r = 0; r < R; r++)
    {
        a[k] = r;
        enumerate(k+1);
    }
    a[k] = 0; ← cleanup not needed; why?
}
```

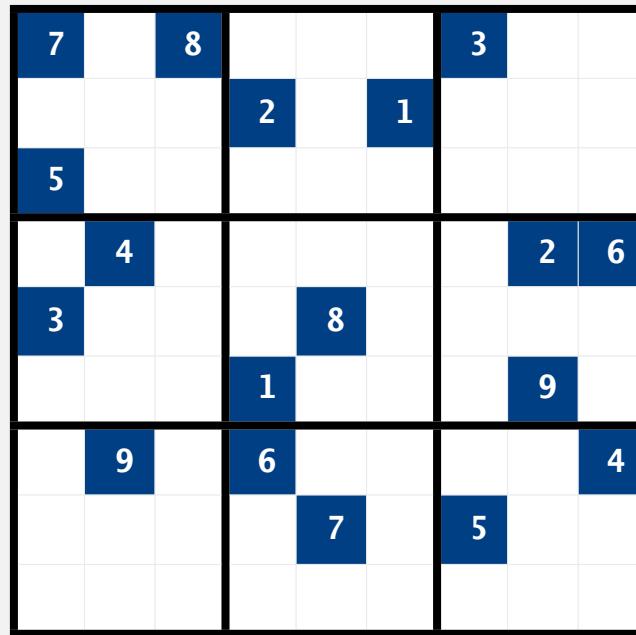
```
% java Counter 2 4
0 0
0 1
0 2
0 3
1 0
1 1
1 2
1 3
2 0
2 1
2 2
2 3
3 0
3 1
3 2
3 3
```

```
% java Counter 3 2
0 0 0
0 0 1
0 1 0
0 1 1
1 0 0
1 0 1
1 1 0
1 1 1
↑   ↑
a[0] a[N-1]
```

# Sudoku

---

**Goal.** Fill 9-by-9 grid so that every row, column, and box contains each of the digits 1 through 9.



*“Sudoku is a denial of service attack on human intellect.”*

— Ben Laurie (founding director of Apache Software Foundation)



# Sudoku

---

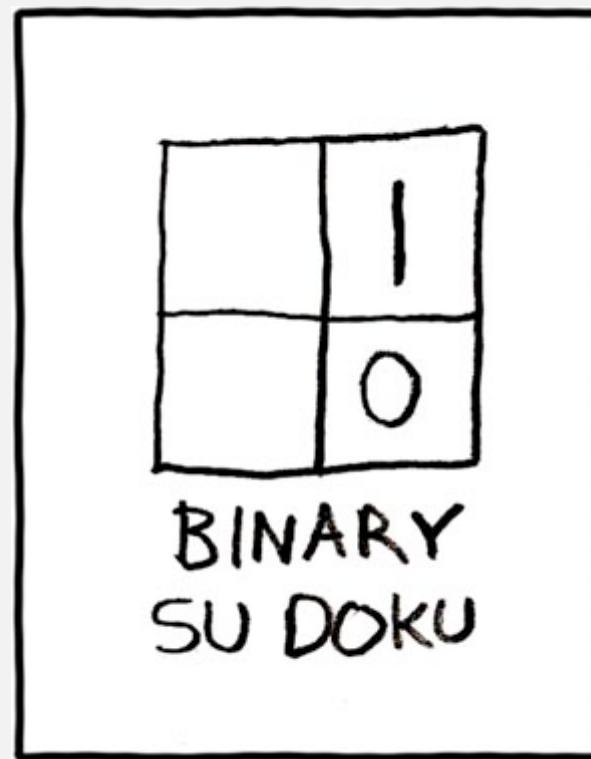
**Goal.** Fill 9-by-9 grid so that every row, column, and box contains each of the digits 1 through 9.

7	2	8	9	4	6	3	1	5
9	3	4	2	5	1	6	7	8
5	1	6	7	3	8	2	4	9
1	4	7	5	9	3	8	2	6
3	6	9	4	8	2	1	5	7
8	5	2	1	6	7	4	9	3
2	9	3	6	1	5	7	8	4
4	8	1	3	7	9	5	6	2
6	7	5	8	2	4	9	3	1

# Sudoku is (probably) intractable

---

Remark. Natural generalization of Sudoku is NP-complete.

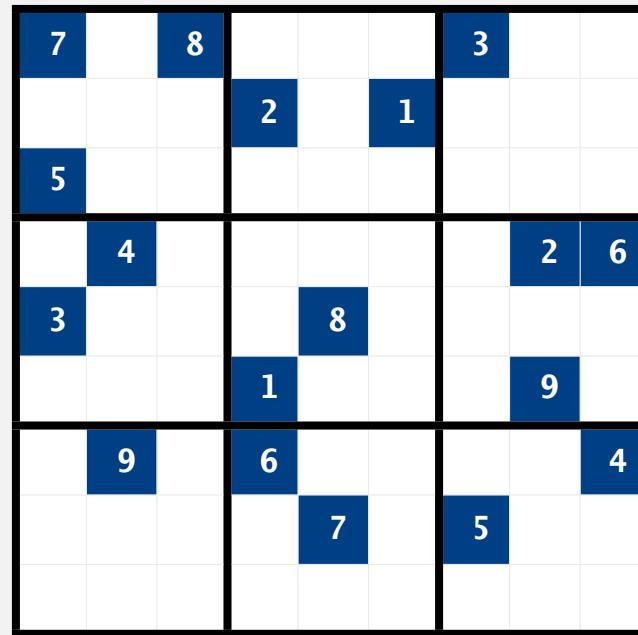


<http://xkcd.com/74>

# Sudoku: brute-force solution

---

**Goal.** Fill 9-by-9 grid so that every row, column, and box contains each of the digits 1 through 9.



**Solution.** Enumerate all 81-digit base-9 numbers (with backtracking).

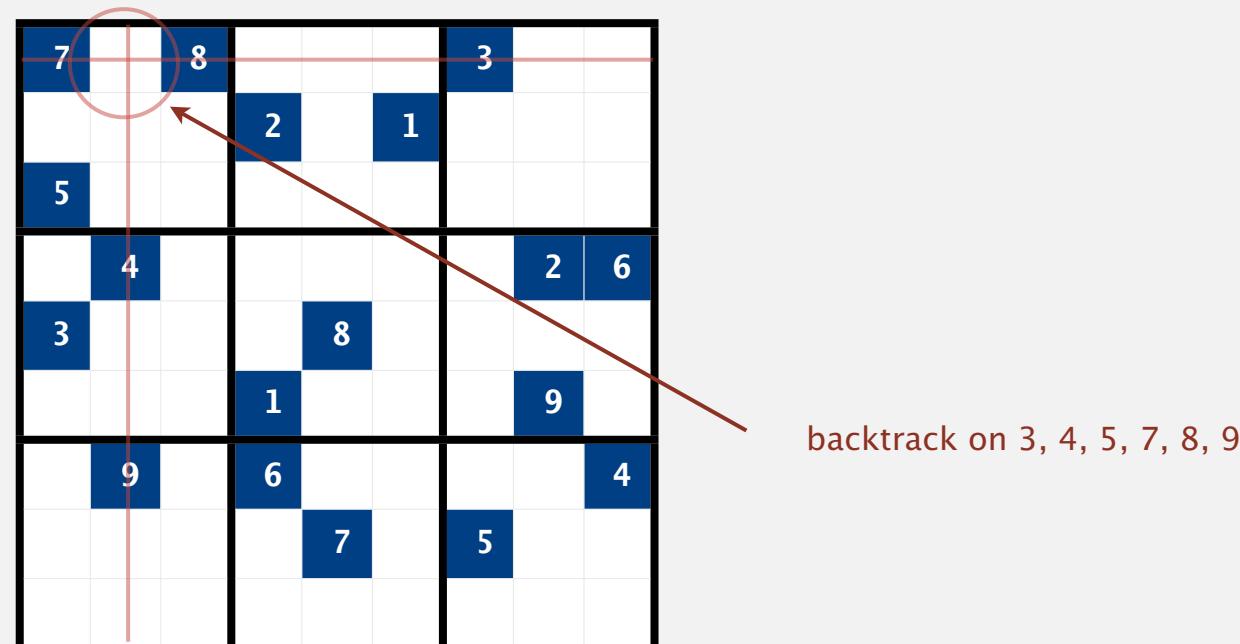


# Sudoku: backtracking solution

---

Iterate through elements of search space.

- For each empty cell, there are 9 possible choices.
- Make one choice and recur.
- If you find a conflict in row, column, or box, then backtrack.



# Sudoku: Java implementation

```
private void enumerate(int k)
{
    if (k == 81)
    { process(); return; } ← found a solution

    if (a[k] != 0) ← cell k initially filled in;
    { enumerate(k+1); return; } ← recur on next cell

    for (int r = 1; r <= 9; r++) ← try 9 possible digits
    {
        a[k] = r; ← for cell k
        if (!canBacktrack(k)) ← unless it violates a
            enumerate(k+1); ← Sudoku constraint
        } ← (see booksite for code)

        a[k] = 0; ← clean up
    }
}
```

found a solution

cell k initially filled in;  
recur on next cell

try 9 possible digits  
for cell k

unless it violates a  
Sudoku constraint  
(see booksite for code)

clean up

```
% more board.txt
7 0 8 0 0 0 3 0 0
0 0 0 2 0 1 0 0 0
5 0 0 0 0 0 0 0 0
0 4 0 0 0 0 0 2 6
3 0 0 0 8 0 0 0 0
0 0 0 1 0 0 0 9 0
0 9 0 6 0 0 0 0 4
0 0 0 0 7 0 5 0 0
0 0 0 0 0 0 0 0 0
```

```
% java Sudoku < board.txt
7 2 8 9 4 6 3 1 5
9 3 4 2 5 1 6 7 8
5 1 6 7 3 8 2 4 9
1 4 7 5 9 3 8 2 6
3 6 9 4 8 2 1 5 7
8 5 2 1 6 7 4 9 3
2 9 3 6 1 5 7 8 4
4 8 1 3 7 9 5 6 2
6 7 5 8 2 4 9 3 1
```

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# Enumerating subsets: natural binary encoding

---

Given  $N$  elements, enumerate all  $2^N$  subsets.

- Count in binary from 0 to  $2^N - 1$ .
- Maintain array  $a[]$  where  $a[i]$  represents element  $i$ .
- If 1,  $a[i]$  in subset; if 0,  $a[i]$  not in subset.

i	binary	subset
0	0 0 0 0	empty
1	0 0 0 1	0
2	0 0 1 0	1
3	0 0 1 1	1 0
4	0 1 0 0	2
5	0 1 0 1	2 0
6	0 1 1 0	2 1
7	0 1 1 1	2 1 0
8	1 0 0 0	3
9	1 0 0 1	3 0
10	1 0 1 0	3 1
11	1 0 1 1	3 1 0
12	1 1 0 0	3 2
13	1 1 0 1	3 2 0
14	1 1 1 0	3 2 1
15	1 1 1 1	3 2 1 0

## Enumerating subsets: natural binary encoding

---

Given  $N$  elements, enumerate all  $2^N$  subsets.

- Count in binary from 0 to  $2^N - 1$ .
- Maintain array  $a[]$  where  $a[i]$  represents element  $i$ .
- If 1,  $a[i]$  in subset; if 0,  $a[i]$  not in subset.

Binary counter from warmup does the job.

```
private void enumerate(int k)
{
    if (k == N)
    { process(); return; }
    enumerate(k+1);
    a[k] = 1;
    enumerate(k+1);
    a[k] = 0;
}
```

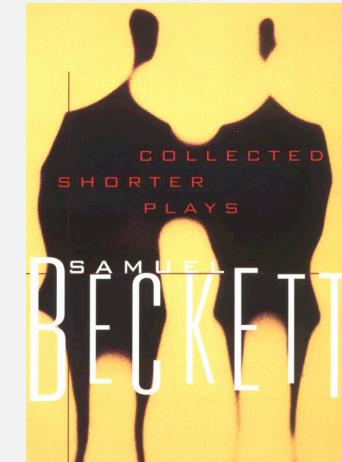
## Digression: Samuel Beckett play

Quad. Starting with empty stage, 4 characters enter and exit one at a time, such that each subset of actors appears exactly once.

binary	subset	move
0 0 0 0	empty	-
0 0 0 1	0	enter 0
0 0 1 1	1 0	enter 1
0 0 1 0	1	exit 1
0 1 1 0	2 1	enter 2
0 1 1 1	2 1 0	enter 0
0 1 0 1	2 0	exit 1
0 1 0 0	2	exit 0
1 1 0 0	3 2	enter 3
1 1 0 1	3 2 0	enter 0
1 1 1 1	3 2 1 0	enter 1
1 1 1 0	3 2 1	exit 0
1 0 1 0	3 1	exit 2
1 0 1 1	3 1 0	enter 0
1 0 0 1	3 0	exit 1
1 0 0 0	3	exit 0

binary reflected Gray code

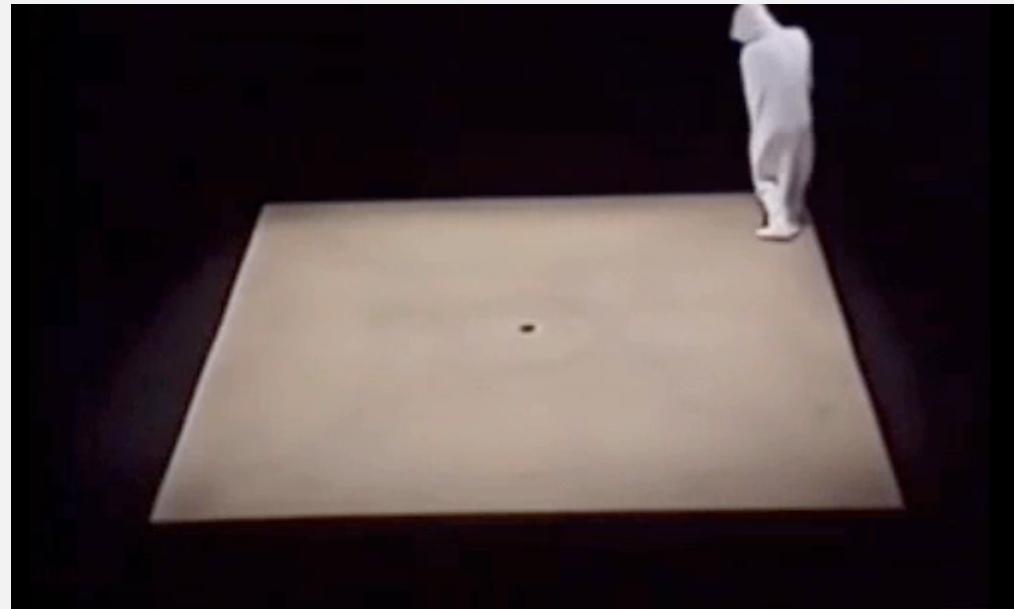
ruler function



## Digression: Samuel Beckett play

---

Quad. Starting with empty stage, 4 characters enter and exit one at a time, such that each subset of actors appears exactly once.



*“ faceless, emotionless one of the far future, a world where people are born, go through prescribed movements, fear non-being even though their lives are meaningless, and then they disappear or die.” — Sidney Homan*

# Binary reflected gray code

Def. The  $k$ -bit **binary reflected Gray code** is:

- The  $(k - 1)$  bit code with a 0 prepended to each word, followed by
- The  $(k - 1)$  bit code in reverse order, with a 1 prepended to each word.

1-bit code		3-bit code	
2-bit	0 0	0 0 0	0 0 0
	0 1	0 0 1	0 0 1
	1 1	0 1 1	0 1 1
	1 0	0 1 0	0 1 0
1-bit code (reversed)		2-bit code	
3-bit	0 0 0	0 1 0	0 1 0
	0 0 1	0 1 1	0 1 1
	0 1 1	1 1 1	1 1 1
	0 1 0	1 1 0	1 1 0
	1 1 0	1 0 1	1 0 1
	1 1 1	1 0 0	1 0 0
	1 0 1	0 1 1	0 1 1
	1 0 0	0 0 1	0 0 1
2-bit code (reversed)		a[0] a[N-1]	

# Enumerating subsets using Gray code

Two simple changes to binary counter from warmup:

- Flip  $a[k]$  instead of setting it to 1.
- Eliminate cleanup.

## Gray code binary counter

```
// all bit strings in a[k] to a[N-1]
private void enumerate(int k)
{
    if (k == N)
    { process(); return; }
    enumerate(k+1);
    a[k] = 1 - a[k];
    enumerate(k+1);
}
```

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

## standard binary counter (from warmup)

```
// all bit strings in a[k] to a[N-1]
private void enumerate(int k)
{
    if (k == N)
    { process(); return; }
    enumerate(k+1);
    a[k] = 1;
    enumerate(k+1);
    a[k] = 0;
}
```

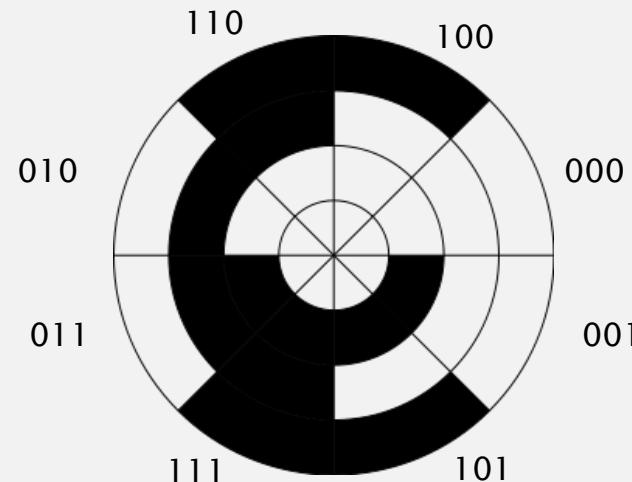
0	0	0
0	0	1
0	1	0
0	1	1
1	0	0
1	0	1
1	1	0
1	1	1

same values  
since no cleanup

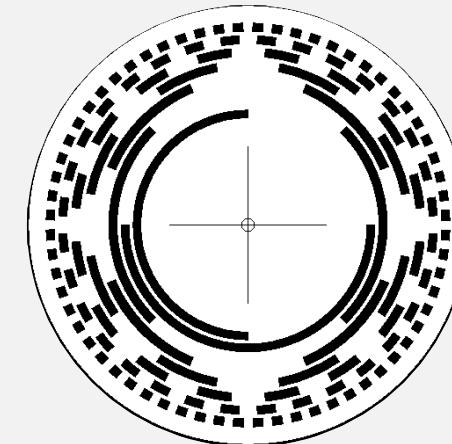
Advantage. Only one element in subset changes at a time.

# More applications of Gray codes

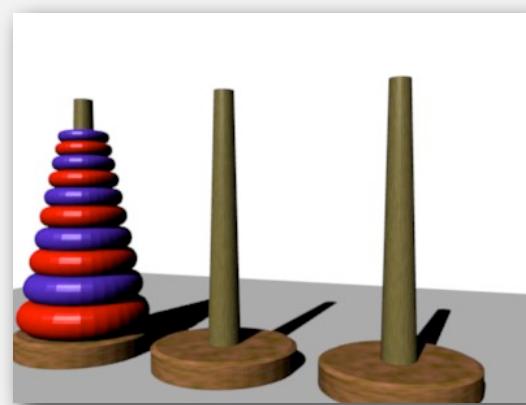
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3-bit rotary encoder

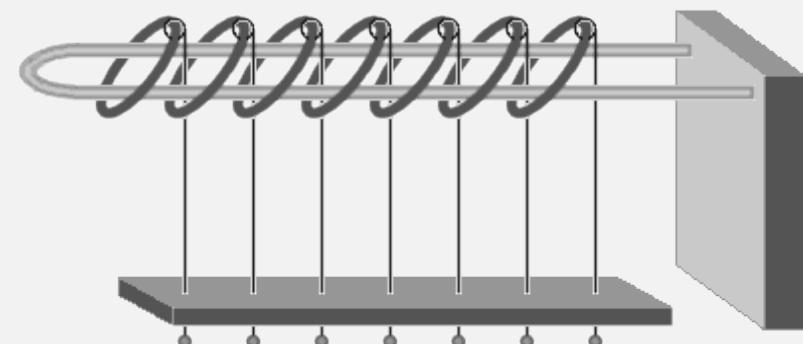


8-bit rotary encoder



Towers of Hanoi

(move  $i$ th smallest disk when bit  $i$  changes in Gray code)

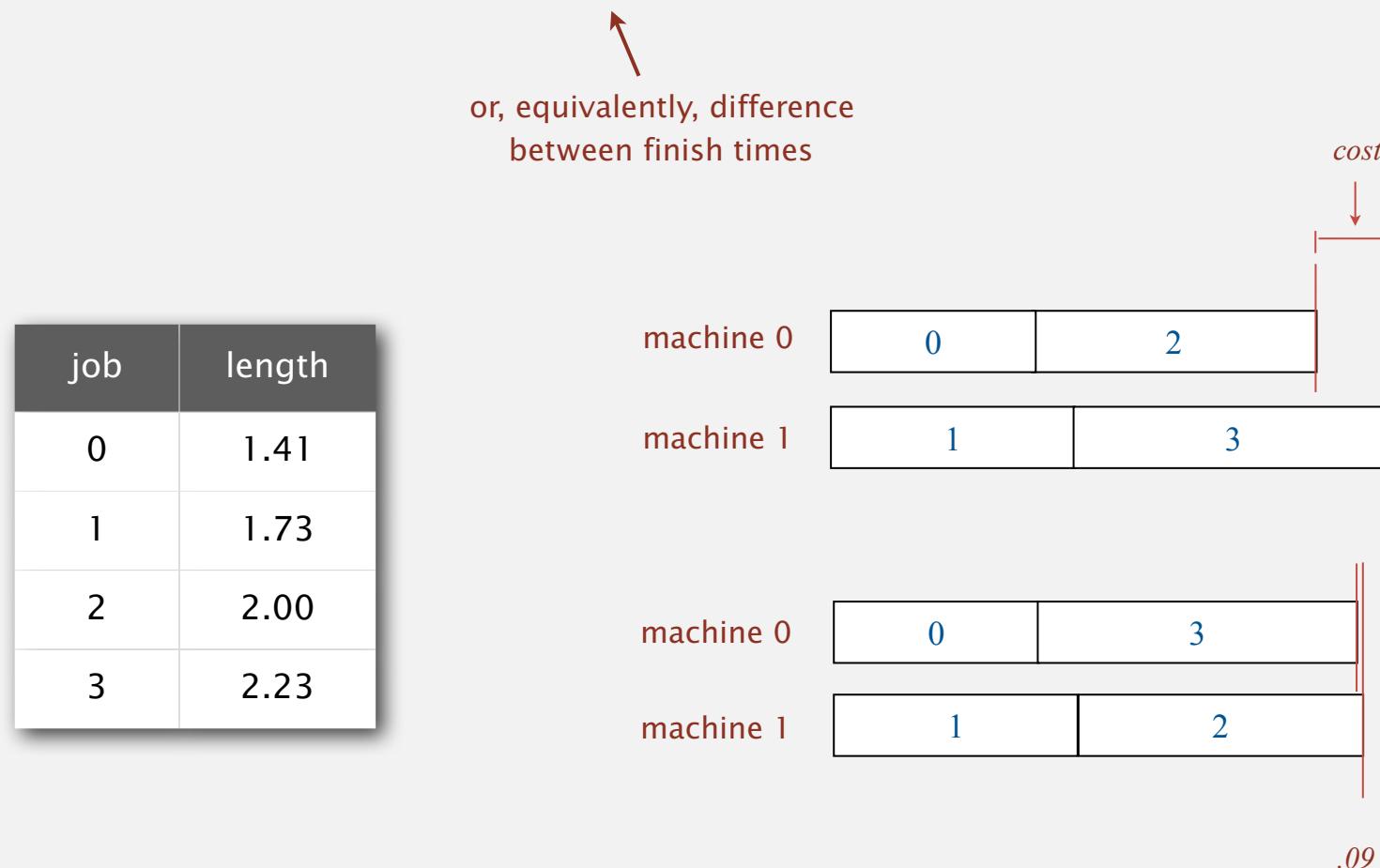


Chinese ring puzzle (Baguenaudier)

(move  $i$ th ring from right when bit  $i$  changes in Gray code)

# Scheduling

**Scheduling (set partitioning).** Given  $N$  jobs of varying length, divide among two machines to minimize the makespan (time the last job finishes).



**Remark.** This scheduling problem is NP-complete.

## Scheduling: improvements

Brute force. Enumerate  $2^N$  subsets; compute makespan; return best.

Many opportunities to improve.

- Fix first job to be on machine 0.  $\leftarrow$  factor of 2 speedup
  - Maintain difference in finish times.  $\leftarrow$  factor of  $N$  speedup (using Gray code order)  
(and avoid recomputing cost from scratch)
  - Backtrack when partial schedule cannot beat best known.  $\leftarrow$
  - Preprocess all  $2^k$  subsets of last  $k$  jobs;  $\leftarrow$  reduces time to  $2^{N-k}$   
at cost of  $2^k$  memory
- huge opportunities  
for improvement  
on typical inputs

```
private void enumerate(int k)
{
    if (k == N) { process(); return; }
    if (canBacktrack(k)) return;
    enumerate(k+1);
    a[k] = 1 - a[k];
    enumerate(k+1);
}
```

# Algorithms

ROBERT SEDGEWICK | KEVIN WAYNE

<http://algs4.cs.princeton.edu>

## COMBINATORIAL SEARCH

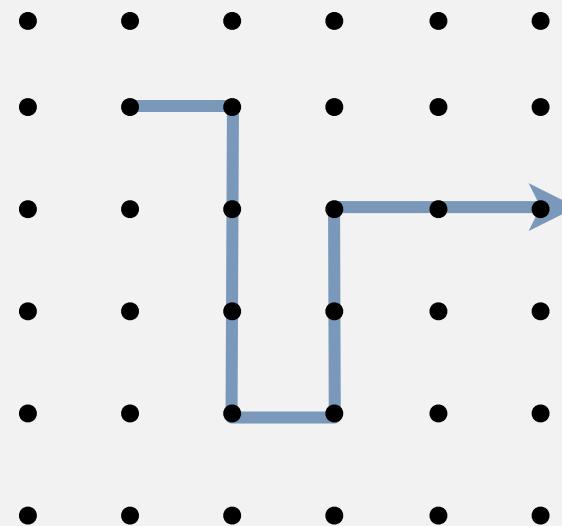
---

- ▶ *introduction*
- ▶ *permutations*
- ▶ *backtracking*
- ▶ *counting*
- ▶ *subsets*
- ▶ ***paths in a graph***

# Enumerating all paths on a grid

---

**Goal.** Enumerate all simple paths on a grid of adjacent sites.



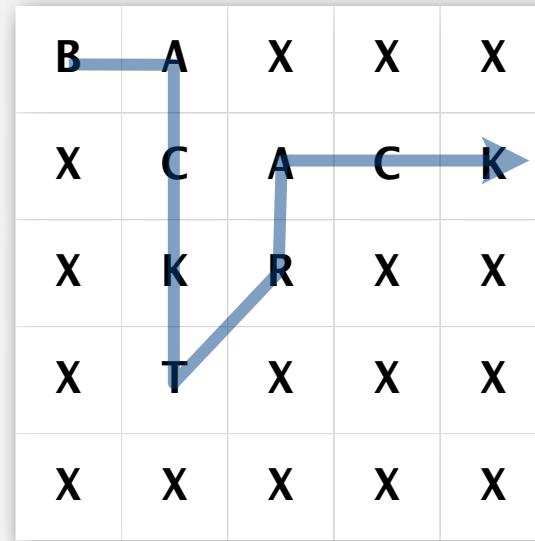
no two atoms can occupy  
same position at same time

**Application.** Self-avoiding lattice walk to model polymer chains.

## Enumerating all paths on a grid: Boggle

---

Boggle. Find all words that can be formed by tracing a simple path of adjacent cubes (left, right, up, down, diagonal).



Backtracking. Stop as soon as no word in dictionary contains string of letters on current path as a prefix  $\Rightarrow$  use a trie.

B

BA

BAX

# Boggle: Java implementation

```
private void dfs(String prefix, int i, int j)
{
    if ((i < 0 || i >= N) ||
        (j < 0 || j >= N) ||
        (visited[i][j]) ||
        !dictionary.containsAsPrefix(prefix))
        return;

    visited[i][j] = true;
    prefix = prefix + board[i][j];

    if (dictionary.contains(prefix))
        found.add(prefix);

    for (int ii = -1; ii <= 1; ii++)
        for (int jj = -1; jj <= 1; jj++)
            dfs(prefix, i + ii, j + jj);

    visited[i][j] = false;
}
```

string of letters on current path to (i, j)

backtrack

add current character

add to set of found words

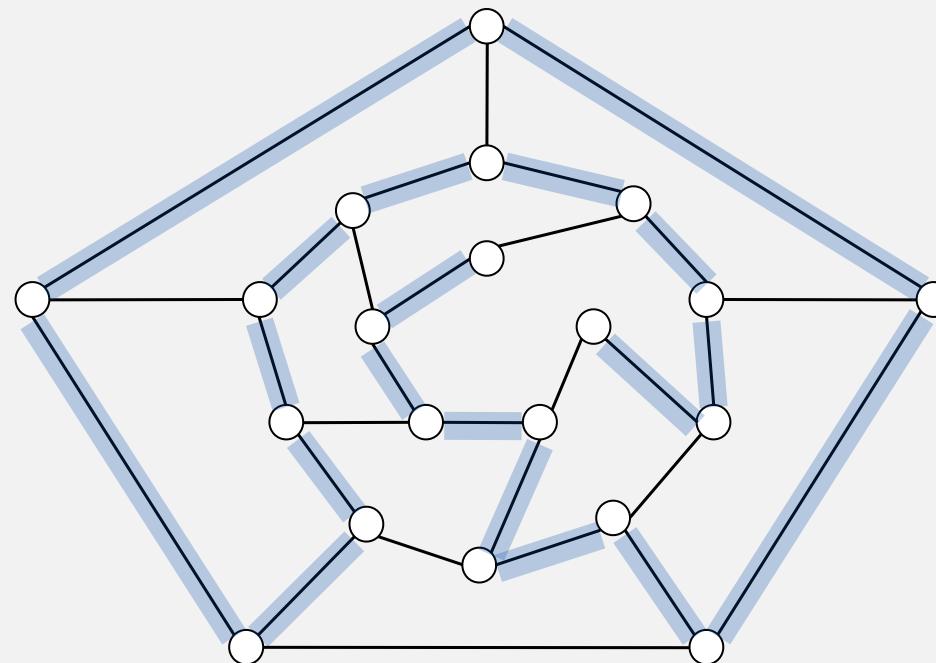
try all possibilities

clean up

## Hamilton path

---

Goal. Find a simple path that visits every vertex exactly once



visit every edge exactly once

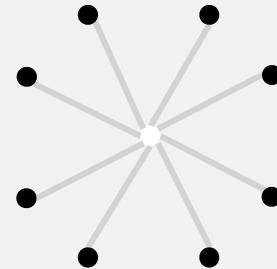


Remark. Euler path easy, but Hamilton path is NP-complete.

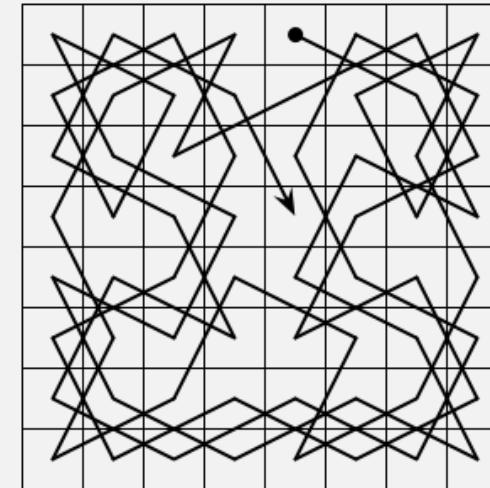
# Knight's tour

---

**Goal.** Find a sequence of moves for a knight so that (starting from any desired square) it visits every square on a chessboard exactly once.



legal knight moves



a knight's tour

**Solution.** Find a Hamilton path in knight's graph.

## Hamilton path: backtracking solution

---

Backtracking solution. To find Hamilton path starting at  $v$ :

- Add  $v$  to current path.
- For each vertex  $w$  adjacent to  $v$ 
  - find a simple path starting at  $w$  using all remaining vertices
- Clean up: remove  $v$  from current path.

Q. How to implement?

A. Depth-first search + cleanup (!)

# Hamilton path: Java implementation

```
public class HamiltonPath
{
    private boolean[] marked;      // vertices on current path
    private int count = 0;         // number of Hamiltonian paths

    public HamiltonPath(Graph G)
    {
        marked = new boolean[G.V()];
        for (int v = 0; v < G.V(); v++)
            dfs(G, v, 1);
    }

    private void dfs(Graph G, int v, int depth)
    {
        marked[v] = true;
        if (depth == G.V()) count++;

        found one →
        for (int w : G.adj(v))
            if (!marked[w]) dfs(G, w, depth+1); ← backtrack if w is
                                                       already part of path
            marked[v] = false; ← clean up
    }
}
```

length of current path  
(depth of recursion)

backtrack if w is  
already part of path

clean up

# Exhaustive search: summary

---

problem	enumeration	backtracking
N-rooks	permutations	no
N-queens	permutations	yes
Sudoku	base-9 numbers	yes
scheduling	subsets	yes
Boggle	paths in a grid	yes
Hamilton path	paths in a graph	yes

# The longest path

---



**The world's longest path (Sendero de Chile): 9,700 km.  
(originally scheduled for completion in 2010; now delayed until 2038)**

# That's all, folks: keep searching!

---



*Woh-oh-oh-oh, find the longest path!*

*Woh-oh-oh-oh, find the longest path!*

*If you said P is NP tonight,  
There would still be papers left to write.  
I have a weakness;  
I'm addicted to completeness,  
And I keep searching for the longest path.*

*The algorithm I would like to see  
Is of polynomial degree.  
But it's elusive:  
Nobody has found conclusive  
Evidence that we can find a longest path.*

*I have been hard working for so long.  
I swear it's right, and he marks it wrong.  
Some how I'll feel sorry when it's done: GPA 2.1  
Is more than I hope for.*

*Garey, Johnson, Karp and other men (and women)  
Tried to make it order  $N \log N$ .  
Am I a mad fool  
If I spend my life in grad school,  
Forever following the longest path?*

*Woh-oh-oh-oh, find the longest path!  
Woh-oh-oh-oh, find the longest path!  
Woh-oh-oh-oh, find the longest path.*

**Written by Dan Barrett in 1988 while a student  
at Johns Hopkins during a difficult algorithms take-home final**