

# Backtracking

## **BACKTRACKING**

- It is one of the most general algorithm design techniques.
- Many problems which deal with searching for a set of solutions or for a optimal solution satisfying some constraints can be solved using the backtracking formulation.
- To apply backtracking method, the desired solution must be expressible as an n-tuple  $(x_1 \dots x_n)$  where  $x_i$  is chosen from some finite set  $S_i$ .
- The problem is to find a vector, which maximizes or minimizes a criterion function  $P(x_1 \dots x_n)$ .
- The major advantage of this method is, once we know that a partial vector  $(x_1, \dots, x_i)$  will not lead to an optimal solution that  $(m_{i+1}, \dots, m_n)$  possible test vectors may be ignored entirely.

- Many problems solved using backtracking require that all the solutions satisfy a complex set of constraints.
- These constraints are classified as:
  - i) Explicit constraints.
  - ii) Implicit constraints.

### 1) Explicit constraints:

Explicit constraints are rules that restrict each  $X_i$  to take values only from a given set.

Some examples are,

$X_i \geq 0$  or  $S_i = \{\text{all non-negative real nos.}\}$

$X_i = 0 \text{ or } 1$  or  $S_i = \{0, 1\}$ .

$L_i \leq X_i \leq U_i$  or  $S_i = \{a : L_i \leq a \leq U_i\}$

- All tuples that satisfy the explicit constraint define a possible solution space for  $I$ .

### 2) Implicit constraints:

The implicit constraint determines which of the tuples in the solution space  $I$  can actually satisfy the criterion functions.

### **Algorithm:**

```
Algorithm IBacktracking (n)
// This schema describes the backtracking procedure .All solutions are generated in
X[1:n]
//and printed as soon as they are determined.
{
    k=1;
    While (k ≠ 0) do
    {
        if (there remains all untried
            X[k] ∈ T (X[1],[2],.....X[k-1]) and Bk (X[1],.....X[k])) is true ) then
        {
            if(X[1],.....X[k] )is the path to the answer node)
            Then write(X[1:k]);
            k=k+1;          //consider the next step.
        }
        else k=k-1;          //consider backtracking to the previous set.
    }
}
```

- All solutions are generated in  $X[1:n]$  and printed as soon as they are determined.

# N – Queens problem

The problem is to place n queens on an **n x n** chessboard so that no two “attack” that is no two queens on **the same row, column, or diagonal.**

## **Defining the problem:-**

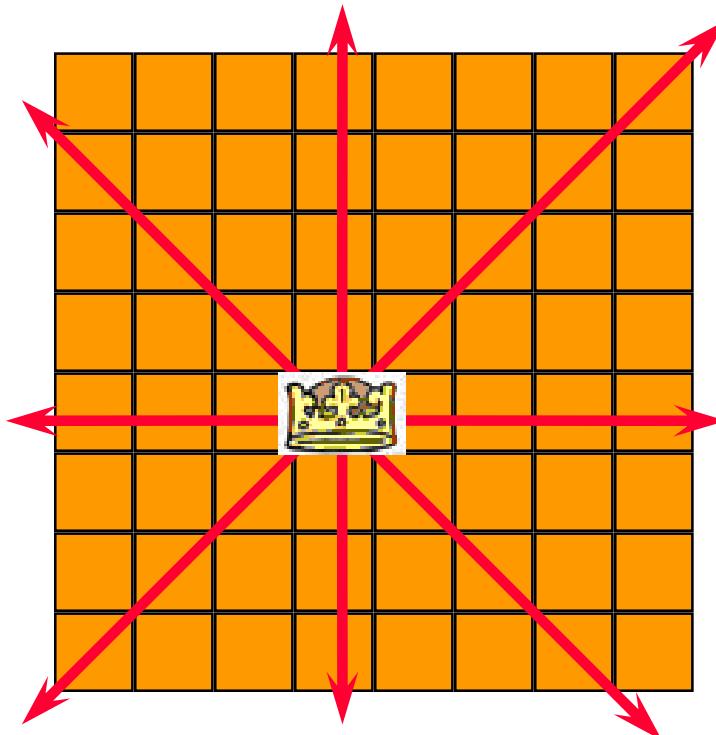
- Assume rows and columns of chessboard are numbered 1 through n.
- Queens also be numbered 1 through n.
- Since each queen must be on a different row ,hence assume queen i is to be placed on row i.
- Therefore all solutions to the n-queens problem can be represented as n-tuples (  $x_1, x_2, \dots, x_n$ ), where  $x_i$  is the column on which queen i is placed.



# n-Queens Problem



*A queen that is placed on an  $n \times n$  chessboard, may attack any piece placed in the same column, row, or diagonal.*



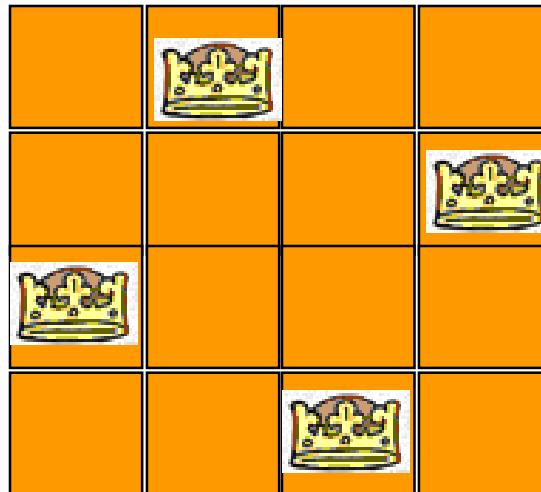
8x8 Chessboard



# 4-Queens Problem



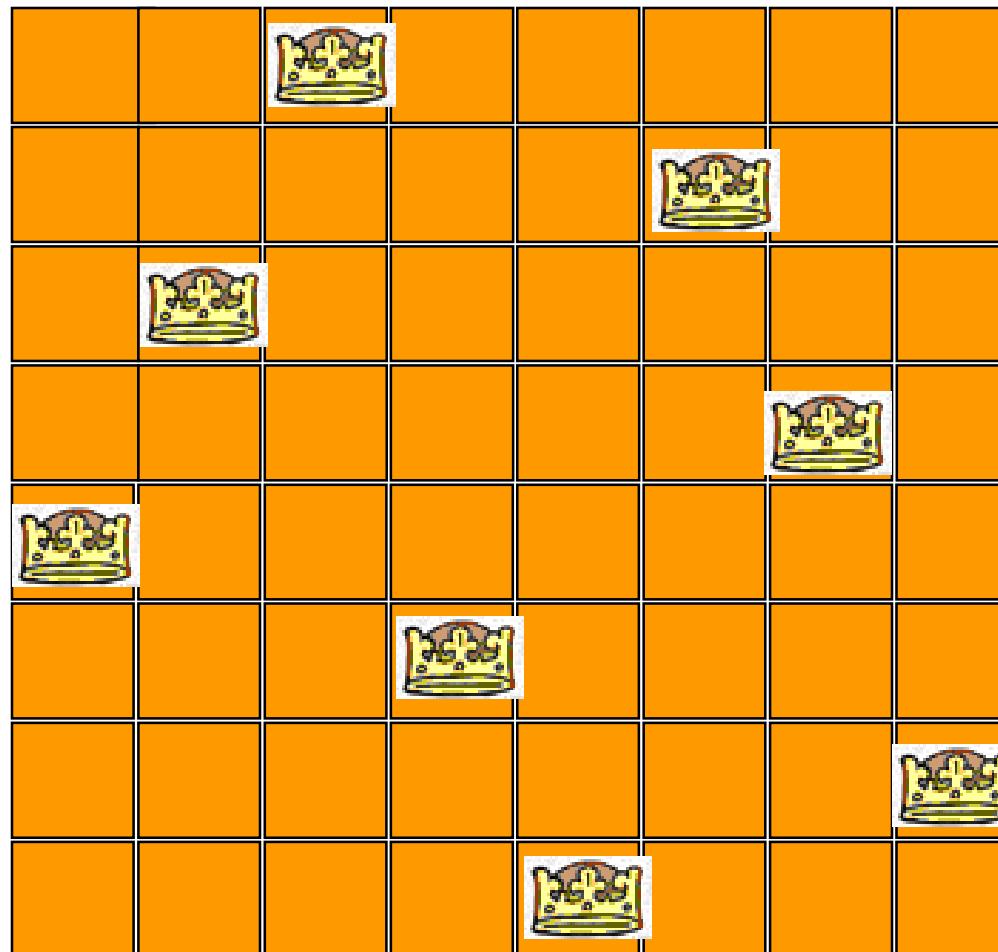
*Can  $n$  queens be placed on an  $n \times n$  chessboard so that no queen may attack another queen?*



4x4

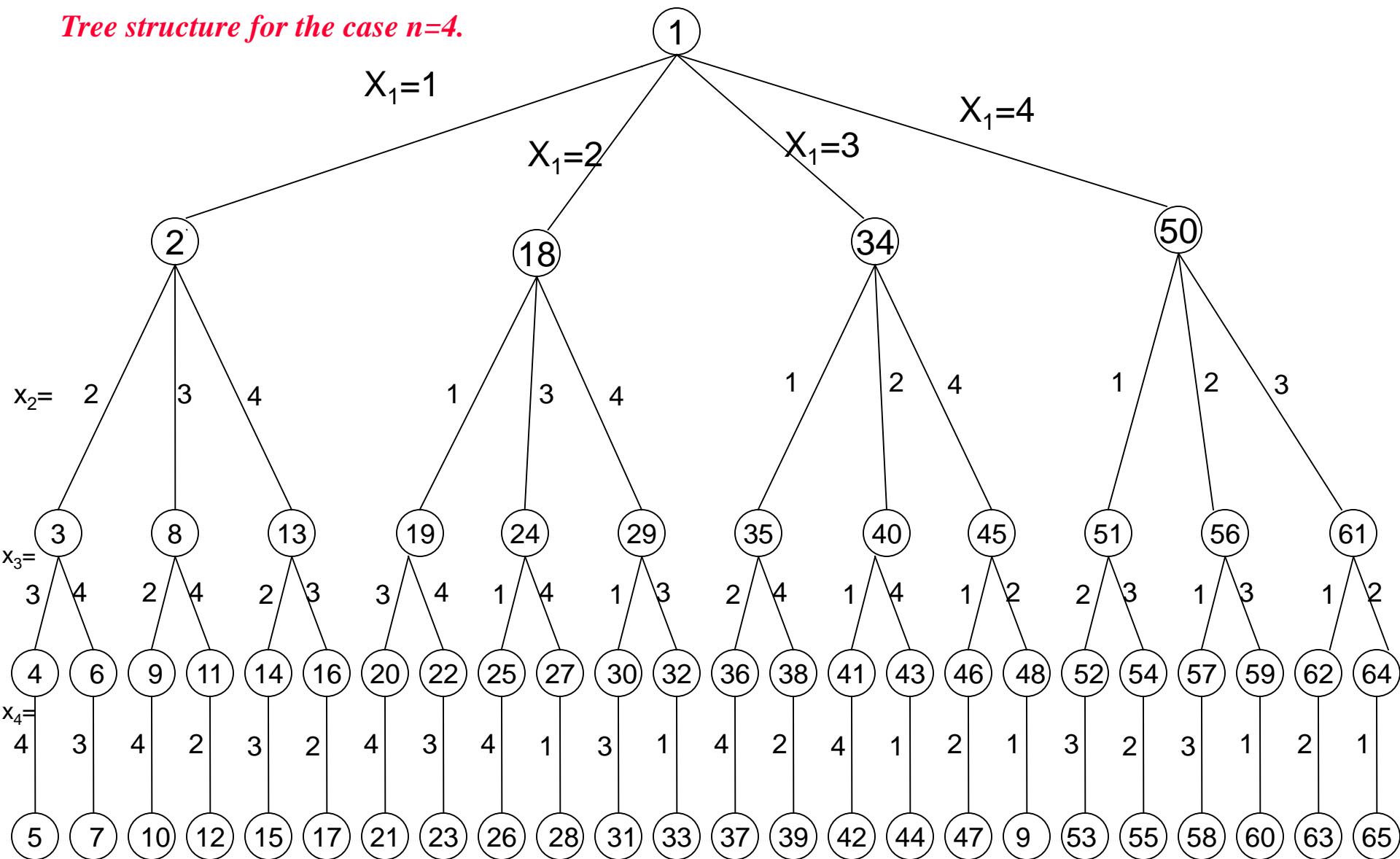


# 8-Queens Problem

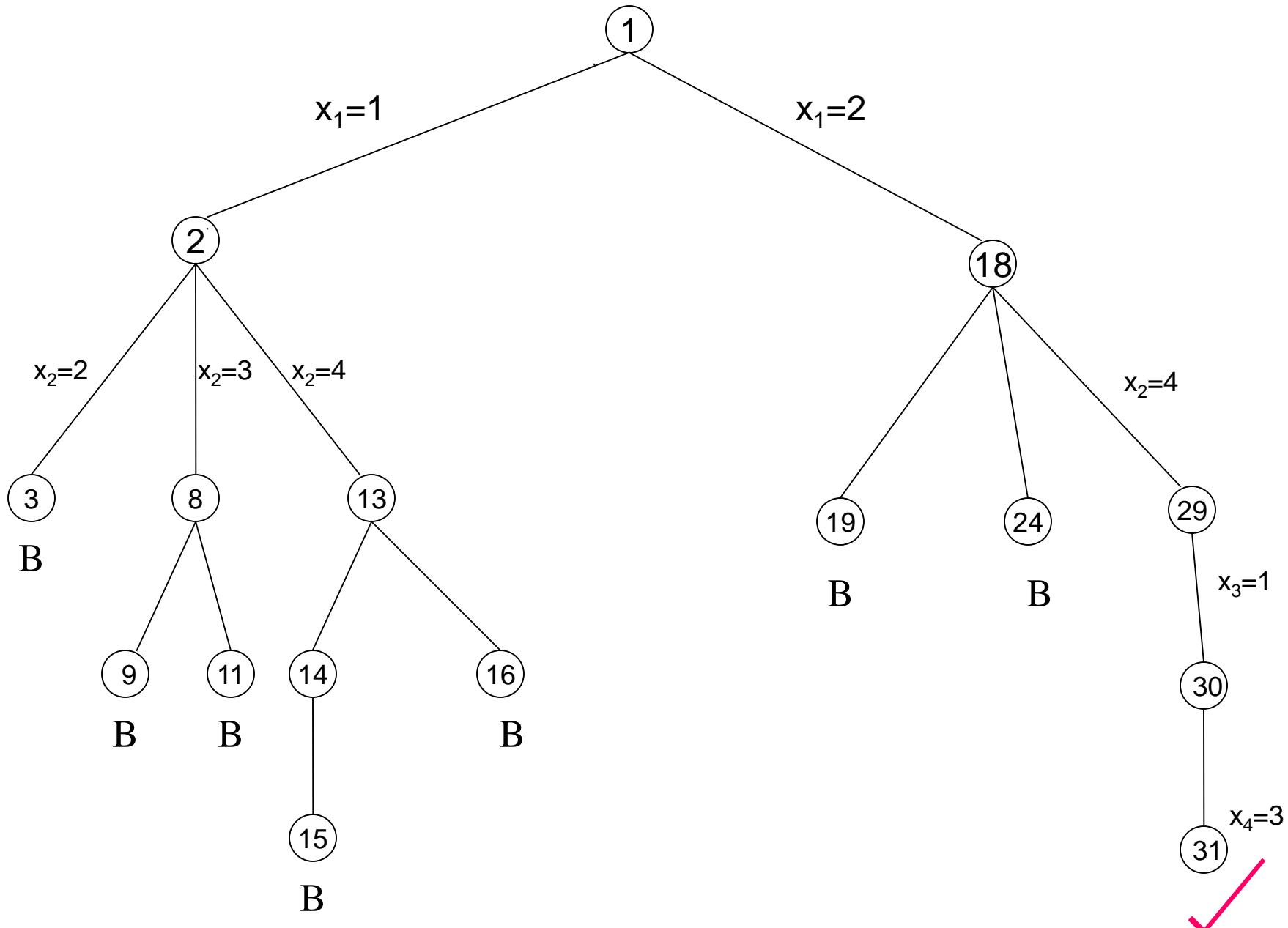


8x8

*Tree structure for the case n=4.*



Tree organization of the 4-queens solution space. Nodes are numbered as in **depth first search**.



Portion of the tree that is generated during backtracking(  $n=4$  ).

# n - queens problem algorithm

- Every element on the **same diagonal** that runs from the upper left to the lower right has the same row – column value.
- Similarly, every element on the **on the same diagonal** that goes from the upper right to the lower left has the same row + column value.

## Algorithm **Nqueen**(k, n)

// Using backtracking, this procedure prints all possible placements  
// of n queens on an nxn chessboard so that they are nonattacking.

{

for i = 1 to n do // check place of column for queen k

{

if **place**( k, i ) then

{

x[ k ] = i;

if( k = n ) then write ( x[1:n] );

else **NQueens**( k+1, n);

}

}

}

# Algorithm place( k, i )

```
// It returns true if a queen can be placed in kth row and ith  
// column . Otherwise it returns false. x[] is a goal array whose  
// first( k-1) values have been set. Abs(r) returns the absolute value  
// of r.  
{  
    for j = 1 to k-1 do  
        { // Two in the same column or in the same diagonal  
            if ( ( x [ j ]=i ) or ( Abs( x[ j ] - i ) = Abs( j - k ) ) ) then  
                return false;  
        }  
    return true ;  
}
```

Enter the no. of queens:- 4

The solution is:-

Q

Q

Q

Q

The solution is:-

Q

Q

Q

Q