

Fundamentele programării

Problema Backtracking

1) anagrama

RAC

ARC

...

CAR

CRA

| soluție candidat | soluție consistentă | condiție soluție |
|---|--|-------------------------|
| $x = (x_0, \dots, x_k)$ | $x = (x_0, \dots, x_k)$ | $x = (x_0, \dots, x_k)$ |
| $x_i = (0, 1, \dots, \text{lung cuv.})$ | consistent dacă | sol dacă x consistent |
| | $\forall i, j, i \neq j, x_i \neq x_j$ | și $k = n - 1$ |

Ex₁: A₁ A₂ A₃

s: 2 5 7

f: 6 8 12

Ⓟ₁ directă cea mai mică x
A₂, A₁, A₃

Ⓟ₂ cel mai rapid al mai rapid ✓
A₁, A₃

Fractional Knapsack

| | 1 | 2 | 3 |
|--------|----|-----|-----|
| kg | 10 | 20 | 30 |
| \$ | 60 | 100 | 120 |
| raport | 6 | 5 | 4 |

Greedy

Rucsac = max 50 kg

1. $10 \text{ kg} \Rightarrow 60 \$$

max 40 kg

2. $20 \text{ kg} \Rightarrow 160 \$$

max 20 kg

3. $20 \text{ kg} \Rightarrow \frac{20}{30} \cdot 4 + 160 \$ = 240 \$$

max 0 kg

0-1 Knapsack

| | 1 | 2 | 3 | 4 |
|----|----|----|----|----|
| kg | 2 | 3 | 6 | 4 |
| \$ | 20 | 40 | 50 | 45 |

Prog Din

Rucsac = max 10 kg

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|---|---|----|----|----|----|----|----|----|----|----|
| 01 | 0 | 0 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| 02 | 0 | 0 | 20 | 40 | 40 | 60 | 60 | 60 | 60 | 60 | 60 |
| 03 | 0 | 0 | 20 | 40 | 40 | 60 | 60 | 60 | 70 | 90 | 90 |
| 04 | | | | | | | | | | | |

$$T[i][j] = \begin{cases} T[i-1][w] & \text{dacă } w_{\text{light}}^{[i]} > w \\ \max(T[i-1][w], \text{profits}_{[i]} + T[i-1][w - w_{\text{light}}^{[i]}]) & \text{altfel} \end{cases}$$

Backtracking

$[x_1, \dots, x_n]$

Spatiu de căutare

$S = \{1, 2, \dots, m\}$

$P = \underbrace{S \times S \times \dots \times S}_n, \quad |P| = m^n$

$\text{sol}(x_1, \dots, x_n), x_i \in S \quad \forall i \in \{1, m\}, \quad \sum_{i=1}^n x_i = \text{sum}$ Solutie

$\text{can}(x_1, \dots, x_k), k < n, \quad \sum_{i=1}^k x_i < \text{sum}$ Candidat

Problema 6 Backtracking

Spațiu de căutare

$$L = [a_1 \dots a_m], d \in \mathbb{N}^*$$

$$IP(L) = \{x, x \subseteq L\}$$

Soluție

$$(a_1, \dots, a_k), k \leq m, a_i \in L, i = \overline{1, k}, \left(\sum_{i=1}^k x_i\right) \% d = 0$$

Candidat

$$(a_1, \dots, a_k), k < m, a_i, a_j \in L, a_i \neq a_j, i \neq j$$

Spațiu de căutare

$$S = [' (' , ') '], m \in \mathbb{N}, m \% 2 = 0$$

Candidat

$$C = (x_1, \dots, x_k), k < m, x_i = ' (' , i = \overline{1, k} \geq x_j = ') ' , j = \overline{1, k}$$

$$\text{cand } \{x \subseteq C, x \in X, x = ' (' \} \leq m/2$$

Spatio de cântare

$$S = ['(', ')', '\{', '\}'] , m \in \mathbb{N}, m \neq 2 = 0$$

Candidat

$$C = (x_1, \dots, x_k), k \leq m, x_i = '(' \vee x_i = '\{', i = \overline{1, k} \geq \\ x_j = ')' \vee x_j = '\}', j = \overline{1, k}, \text{ and } \{ X \subseteq C, x \in X, x = '(' \\ \vee x = '\{' \} \leq m/2$$

Soluție

$$\text{Sol} = (x_1, \dots, x_k), k = m, x_i = x_{m-(i-1)}$$