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Lab 6 Assignment: Solving Optimization Problems through Backtracking technique and draw state-space diagram.

AIM: To Solve Optimization Problems through Backtracking technique and draw state-space diagram.

Problem 1: Write a C/C++ program to solve given sudoku puzzle using Backtracking Approach. Analyze its time complexity.

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

<http://printablesudoku.blogspot.com>

CODE:

```

1. #include <stdio.h>
2. #include <stdbool.h>
3. #define N 9
4.
5. // Function to print result
6. void PrintSolution(int sudokuBoard[N][N])
7. {
8.     for (int i = 0; i < N; i++)
9.     {
10.        for (int j = 0; j < N; j++)
11.        {
12.            printf(" %d ", sudokuBoard[i][j]);
13.        }
14.        printf("\n");
15.    }
16. }
17.
18. // Function to check whether it's legal or not
19. bool SudokuCheck(int sudokuBoard[N][N], int row, int col, int num)

```

```
20. {
21.     // If we find the same number in similar row, then we will return 0
22.     for (int i = 0; i < N; i++)
23.     {
24.         if (sudokuBoard[row][i] == num)
25.         {
26.             return false;
27.         }
28.     }
29.     // If we find the same number in similar column, then we will return 0
30.     for (int i = 0; i < N; i++)
31.     {
32.         if (sudokuBoard[i][col] == num)
33.         {
34.             return false;
35.         }
36.     }
37.     // If we find the same number in particular 3x3 matrix, then we will return 0
38.     int startRow = row - row % 3;
39.     int startCol = col - col % 3;
40.     for (int i = 0; i < 3; i++)
41.     {
42.         for (int j = 0; j < 3; j++)
43.         {
44.             if (sudokuBoard[i + startRow][j + startCol] == num)
45.             {
46.                 return 0;
47.             }
48.         }
49.     }
50.     return true;
51. }
52.
53. // Funtion to solve Sudoku puzzle
54. bool SudokuSolver(int sudokuBoard[N][N], int row, int col)
55. {
56.     // If we have reached the 8th row and 8th column, we are returning true to avoid backtracking
57.     if (row == N - 1 && col == N)
58.     {
59.         return true;
60.     }
61.     // If column becomes 9th, we set it to 0 and move to next row
62.     if (col == N)
```

```

63.     {
64.         row++;
65.         col = 0;
66.     }
67.     // If current position value > 0, we iterate for next column
68.     if (sudokuBoard[row][col] > 0)
69.     {
70.         return SudokuSolver(sudokuBoard, row, col + 1);
71.     }
72.
73.     for (int num = 1; num <= N; num++)
74.     {
75.         if (SudokuCheck(sudokuBoard, row, col, num))
76.         {
77.             // Assigning the number
78.             sudokuBoard[row][col] = num;
79.
80.             //Checking for possibility with next column
81.             if (SudokuSolver(sudokuBoard, row, col + 1))
82.             {
83.                 return true;
84.             }
85.         }
86.         // Removing assigned number since our assumption was wrong. We will go for next assumption with different value
87.         sudokuBoard[row][col] = 0;
88.     }
89.     return false;
90. }
91.
92. int main()
93. {
94.     int unsolvedSudoku[N][N] = {{0, 3, 0, 0, 1, 0, 0, 6, 0},
95.                                   {7, 5, 0, 0, 3, 0, 0, 4, 8},
96.                                   {0, 0, 6, 9, 8, 4, 3, 0, 0},
97.                                   {0, 0, 3, 0, 0, 0, 8, 0, 0},
98.                                   {9, 1, 2, 0, 0, 0, 6, 7, 4},
99.                                   {0, 0, 4, 0, 0, 0, 5, 0, 0},
100.                                  {0, 0, 1, 6, 7, 5, 2, 0, 0},
101.                                  {6, 8, 0, 0, 9, 0, 0, 1, 5},
102.                                  {0, 9, 0, 0, 4, 0, 0, 3, 0}};
103.
104.     if (SudokuSolver(unsolvedSudoku, 0, 0) == true)
105.     {

```

```

106.         printf("\nThe Solved Sudoku Puzzle will look like: \n\n");
107.         PrintSolution(unsolvedSudoku);
108.     }
109.     else
110.     {
111.         printf("No Solution Exists");
112.     }
113.
114.     return 0;
115. }
116.

```

OUTPUT:

PROBLEMS OUTPUT TERMINAL ...

1: Code

+ □ 🗑 ^ ×

Windows PowerShell

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Try the new cross-platform PowerShell <https://aka.ms/pscore6>

```

PS F:\Programs\C Programming\Projects\Design and Analysis of Algorithm> cd "f:\Programs\
C Programming\Projects\Design and Analysis of Algorithm\Backtracking\" ; if ($?) { gcc s
udoku.c -o sudoku } ; if ($?) { .\sudoku }

```

The Solved Sudoku Puzzle will look like:

```

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

```

```

PS F:\Programs\C Programming\Projects\Design and Analysis of Algorithm\Backtracking> █

```

TIME COMPLEXITY:

Time Complexity of Sudoku Puzzle using Backtracking → $O(N^M)$

where N = Size of Matrix (Generally 9 in classic Sudoku)

M = Number of blank spaces

Problem-2: Write a C/C++ program to solve 8-Queen's problem. Analyze the time required by algorithm using Backtracking to solve the problem.

CODE:

```
1. #include <stdio.h>
2. #include <stdbool.h>
3. #define N 8
4.
5. // Function to print result
6. void PrintSolution(int chessBoard[N][N])
7. {
8.     for (int i = 0; i < N; i++)
9.     {
10.        for (int j = 0; j < N; j++)
11.        {
12.            printf(" %d ", chessBoard[i][j]);
13.        }
14.        printf("\n");
15.    }
16. }
17.
18. // Function to check whether it's a safe move or not
19. bool SafeMove(int chessBoard[N][N], int row, int col)
20. {
21.     int i, j;
22.     // Checking for the left column
23.     for (i = 0; i < col; i++)
24.     {
25.         if (chessBoard[row][i])
26.         {
27.             return false;
28.         }
29.     }
30.     // Checking for the left top diagonal
31.     for (i = row, j = col; i >= 0 && j >= 0; i--, j--)
32.     {
33.         if (chessBoard[i][j])
34.         {
35.             return false;
36.         }
37.     }
38.     // Checking for the left bottom diagonal
```

```
39.     for (i = row, j = col; j >= 0 && i < N; i++, j--)
40.     {
41.         if (chessBoard[i][j])
42.         {
43.             return false;
44.         }
45.     }
46.     return true;
47. }
48.
49. // Function to solve N Queen problem
50. bool QueenSolver(int chessBoard[N][N], int col)
51. {
52.     // If all Queens are already placed at correct position, then simply return true
53.     if (col >= N)
54.     {
55.         return true;
56.     }
57.
58.     // Consider the column at 0th position and try placing the Queen in all rows one by one
59.     for (int i = 0; i < N; i++)
60.     {
61.         // If safe, place the Queen
62.         if (SafeMove(chessBoard, i, col))
63.         {
64.             chessBoard[i][col] = 1;
65.
66.             // Recursive call to other Queens
67.             if (QueenSolver(chessBoard, col + 1))
68.             {
69.                 return true;
70.             }
71.             chessBoard[i][col] = 0;
72.         }
73.     }
74.     return false;
75. }
76.
77. int main()
78. {
79.     int board[N][N] = {{0, 0, 0, 0, 0, 0, 0, 0},
80.                         {0, 0, 0, 0, 0, 0, 0, 0},
81.                         {0, 0, 0, 0, 0, 0, 0, 0},
82.                         {0, 0, 0, 0, 0, 0, 0, 0},
```



```

83.             {0, 0, 0, 0, 0, 0, 0, 0},
84.             {0, 0, 0, 0, 0, 0, 0, 0},
85.             {0, 0, 0, 0, 0, 0, 0, 0},
86.             {0, 0, 0, 0, 0, 0, 0, 0}};
87.
88.     if (QueenSolver(board, 0) == true)
89.     {
90.         printf("\nThe Queens can be placed where there are 1s \n\n");
91.         PrintSolution(board);
92.     }
93.     else
94.     {
95.         printf("Solution does not exist");
96.         return false;
97.     }
98.     return 0;
99. }
100.

```

OUTPUT:

PROBLEMS OUTPUT TERMINAL ...

1: Code

+ □ 🗑 ^ ×

Windows PowerShell

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Try the new cross-platform PowerShell <https://aka.ms/pscore6>

```
PS F:\Programs\C Programming\Projects\Design and Analysis of Algorithm> cd "f:\P
ueen.c -o queen } ; if ($?) { .\queen }
```

The Queens can be placed where there are 1s

```

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

```

```
PS F:\Programs\C Programming\Projects\Design and Analysis of Algorithm\Backtracking> █
```

TIME COMPLEXITY:

Time Complexity of N Queen's Problem ==> $O(N!)$

Problem 3: Write a C/C++ program to solve Sum of subset problem for given array A= {7,3,2,5,8}, Sum=14. Print all the subsets for the given sum.

CODE:

```
1. #include <stdio.h>
2. #include <stdlib.h>
3. #define N 5
4.
5. int totalNodes;
6.
7. void PrintSolution(int A[], int size)
8. {
9.     for (int i = 0; i < size; i++)
10.    {
11.        printf("%d", N, A[i]);
12.    }
13.    printf("\n");
14. }
15.
16. /*
17.    A -> Set Vector
18.    V -> Tuplet Vector
19.    ASize -> Set Size
20.    VSize -> Tuplet Size so Far
21.    Sum -> Sum so far
22.    Nodes -> Nodes Count
23.    m -> Sum to be found
24. */
25.
26. void subsetSum(int A[], int V[], int ASize, int VSize, int sum, int Nodes, int m)
27. {
28.     totalNodes++;
29.     if (m == sum)
30.     {
31.         // We found subset
32.         PrintSolution(V, VSize);
33.
34.         // Consider next item to find another combination
35.         subsetSum(A, V, ASize, VSize - 1, sum - A[Nodes], Nodes + 1, m);
36.         return;
37.     }
```

```
38.     else
39.     {
40.         // Generate Nodes along the breadth
41.         for (int i = Nodes; i < ASize; i++)
42.         {
43.             V[VSize] = A[i];
44.
45.             // Consider next level node along depth
46.             subsetSum(A, V, ASize, VSize + 1, sum + A[i], i + 1, m);
47.         }
48.     }
49. }
50.
51. // A Function to generate subset
52. void SubsetGenerator(int A[], int size, int m)
53. {
54.     int *TupletVector = (int *)malloc(size * sizeof(int));
55.
56.     subsetSum(A, TupletVector, size, 0, 0, 0, m);
57.
58.     free(TupletVector);
59. }
60.
61. int main()
62. {
63.     // Getting the input weights
64.     int Weight[] = {7, 3, 2, 5, 8};
65.
66.     SubsetGenerator(Weight, N, 14);
67.
68.     printf("Total Nodes Generated: %d", totalNodes);
69.
70.     return 0;
71. }
72.
```

OUTPUT:PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

1: Code



Windows PowerShell

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Try the new cross-platform PowerShell <https://aka.ms/pscore6>

```
PS F:\Programs\C Programming\Projects\Design and Analysis of Algorithm> cd "f:\Programs\C P
rogramming\Projects\Design and Analysis of Algorithm\Backtracking\" ; if ($?) { gcc subsum.
c -o subsum } ; if ($?) { .\subsum }
7 2 5
```

Total Nodes Generated: 32

PS F:\Programs\C Programming\Projects\Design and Analysis of Algorithm\Backtracking> █

TIME COMPLEXITY:Time Complexity of N Queen's Problem ==> $O(2^N)$ Link: https://github.com/rgautam320/Design-and-Analysis-of-Algorithm-Lab/tree/master/Lab_6_Backtracking