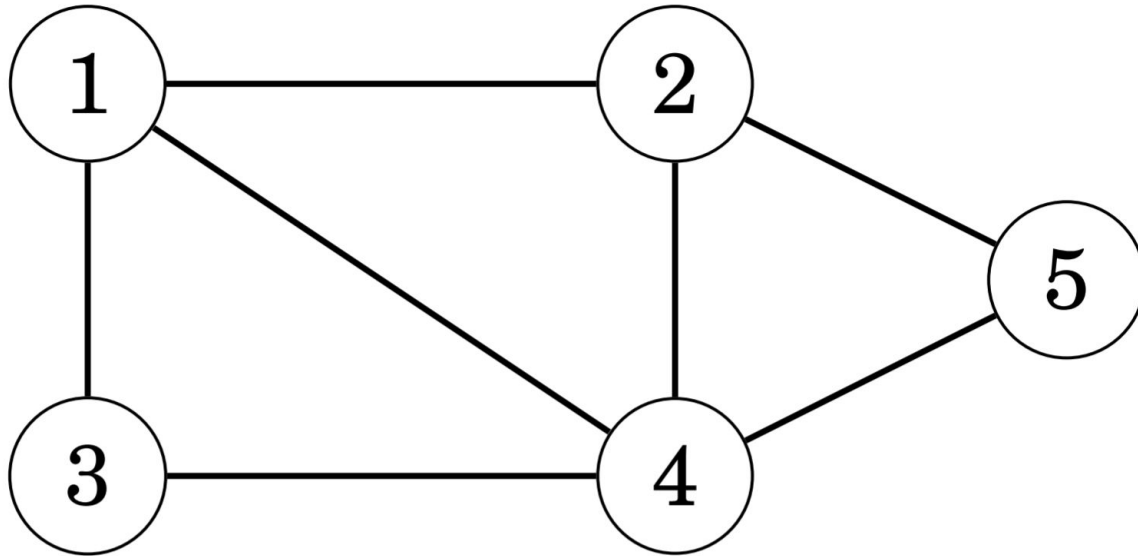


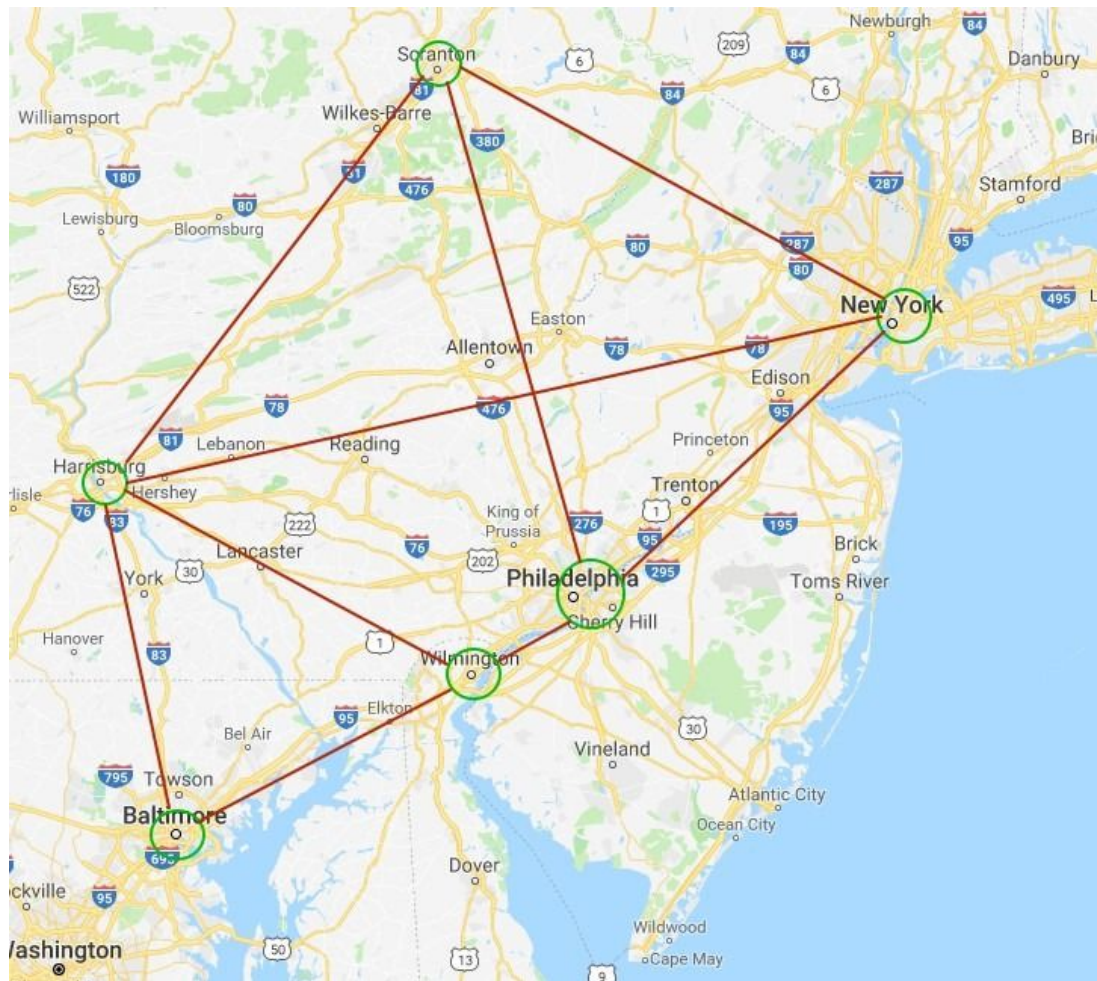
# BACKTRACKING E INTRODUCCIÓN A GRAFOS



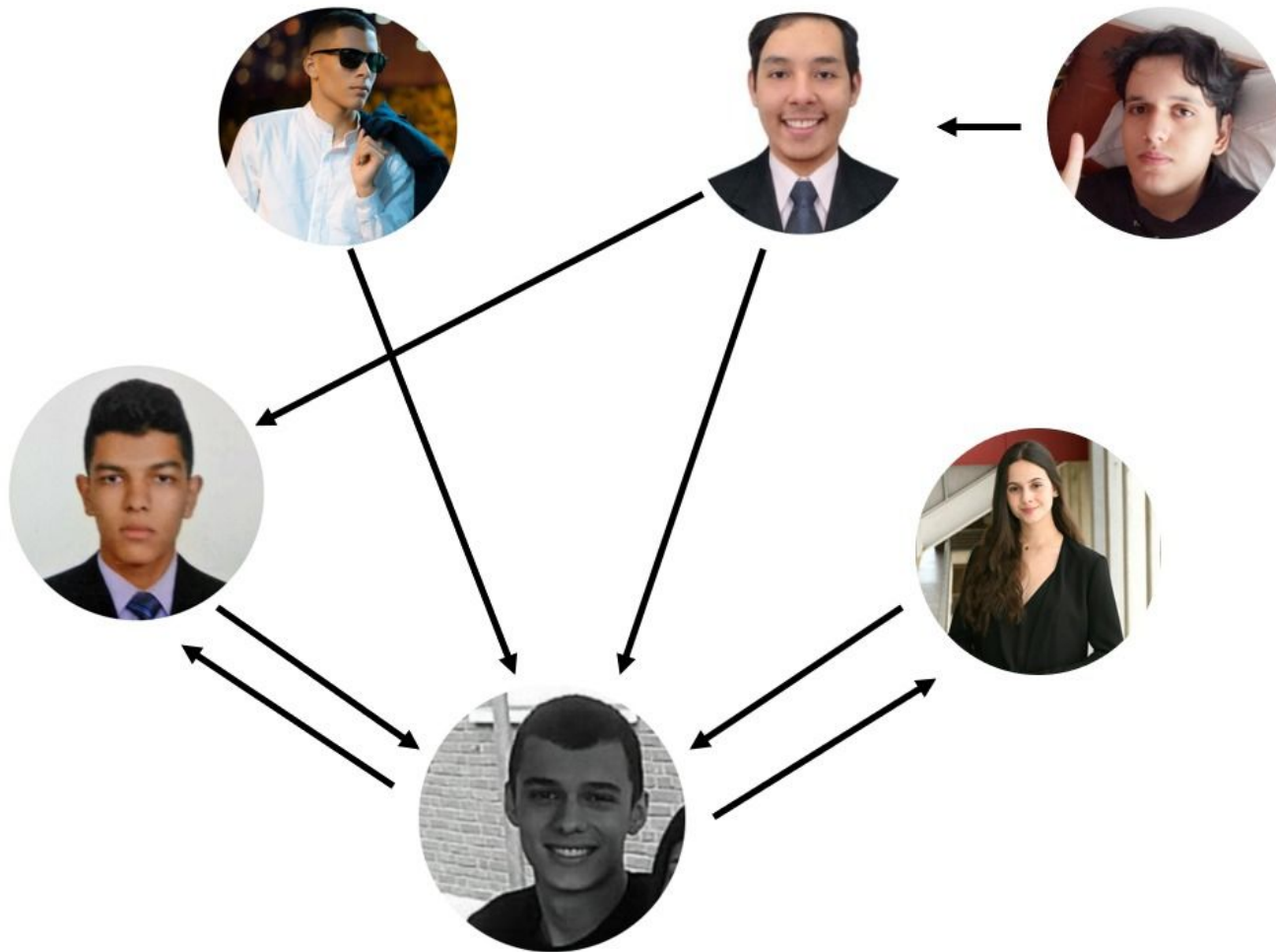
# Teoría de grafos

# Qué es un grafo?

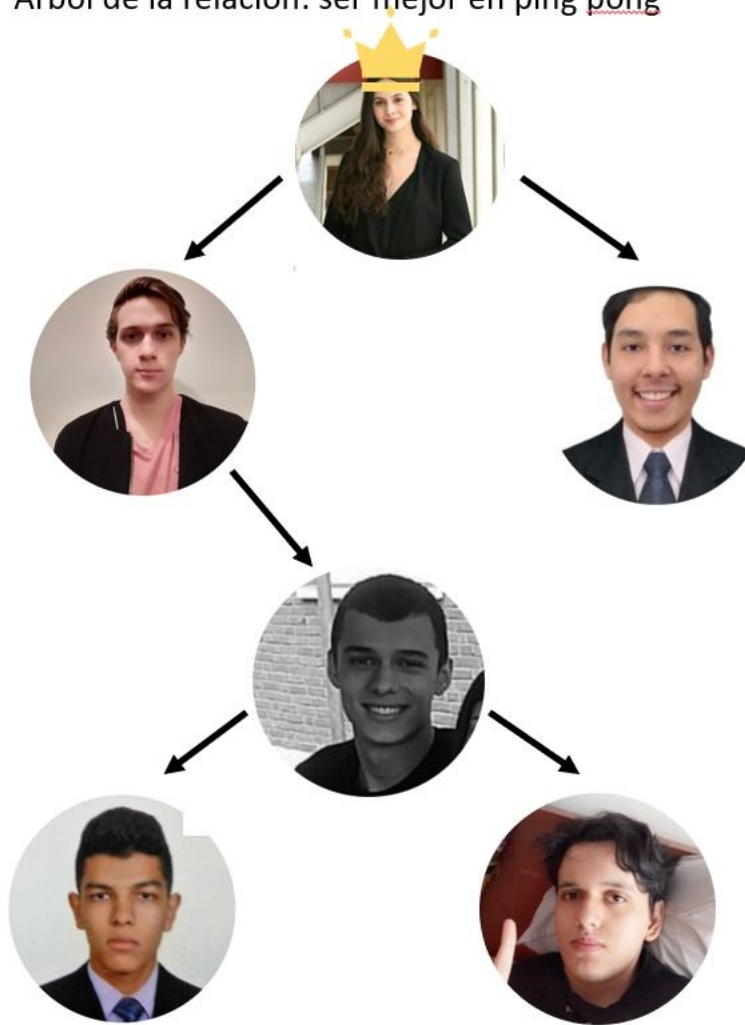




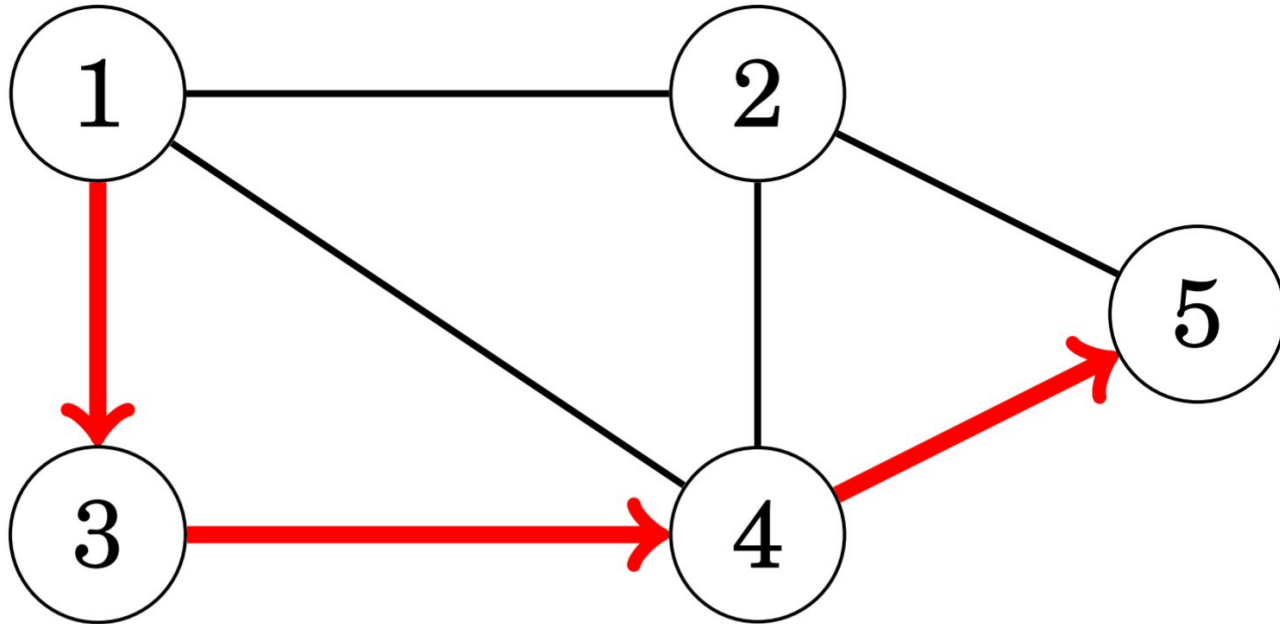
Grafo de la relación: Estar enamorado de



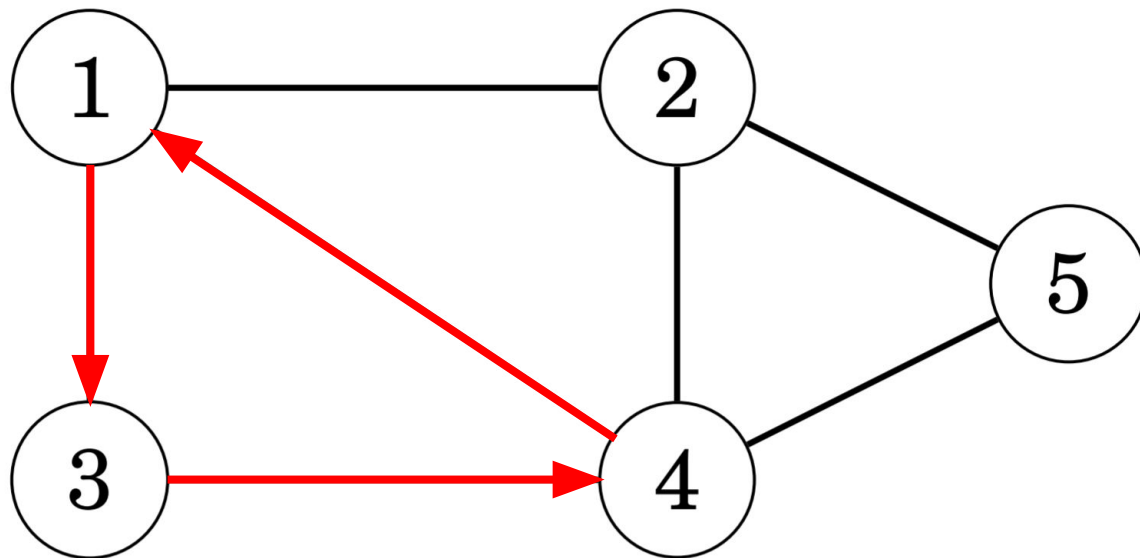
Árbol de la relación: ser mejor en ping pong



# Path

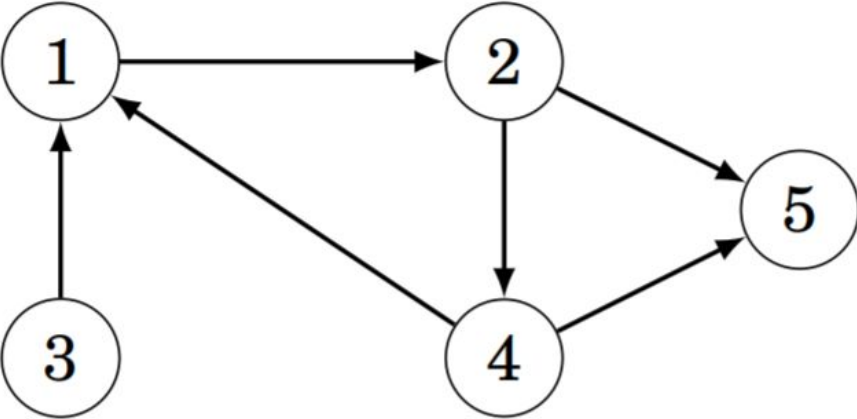


# Cycle

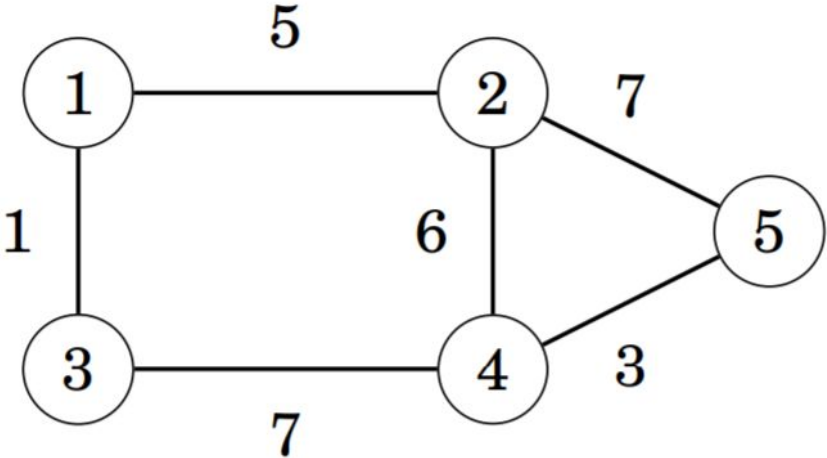




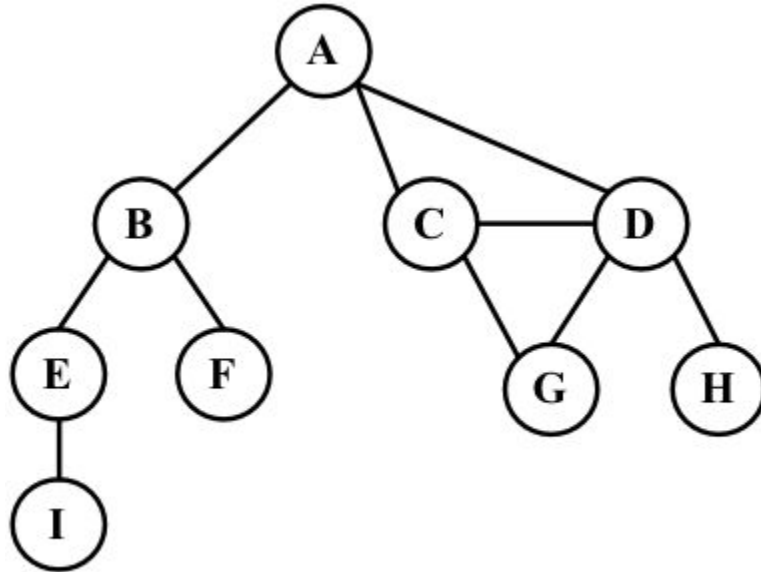
**Edge directions**



**Edge weights**



# Lista de adyacencia

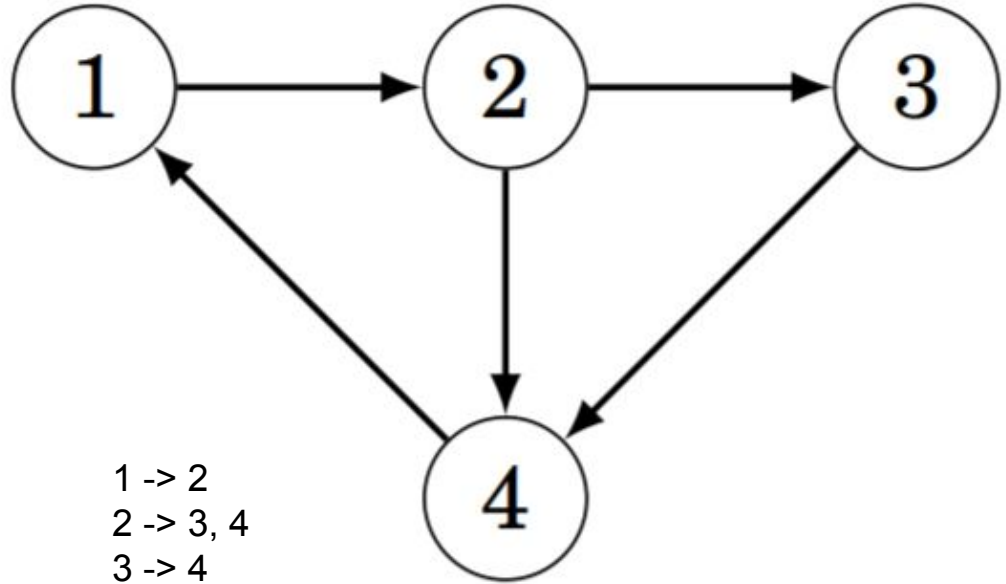


A	B	C	D
B	A	E	F
C	A	D	G
D	A	C	G H
E	B	I	
F	B		
G	C	D	
H	D		
I	E		

# Lista de adyacencia

```
vector<int> adj[N];
```

```
adj[1].push_back(2);  
adj[2].push_back(3);  
adj[2].push_back(4);  
adj[3].push_back(4);  
adj[4].push_back(1);
```

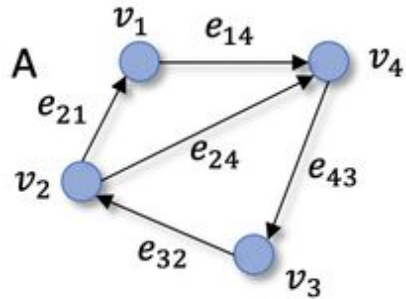


```
1 -> 2  
2 -> 3, 4  
3 -> 4  
4 -> 1
```

```
vector<pair<int,int>> adj[N];  
(a quien voy, peso)
```

# Matriz de adyacencia

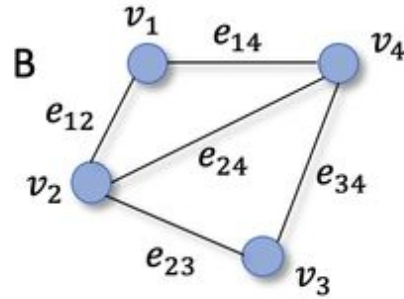
Directed graph  $G(V,E)$



E

	$v_1$	$v_2$	$v_3$	$v_4$
$v_1$	0	0	0	1
$v_2$	1	0	0	1
$v_3$	0	1	0	0
$v_4$	0	0	1	0

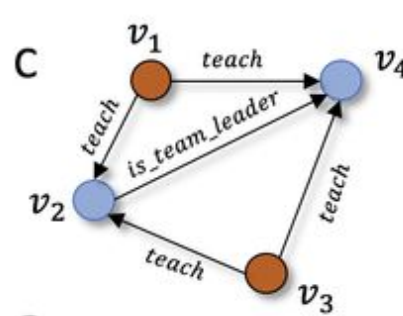
Undirected graph  $G(V,E)$



F

	$v_1$	$v_2$	$v_3$	$v_4$
$v_1$	0	1	0	1
$v_2$	1	0	1	1
$v_3$	0	1	0	1
$v_4$	1	1	1	0

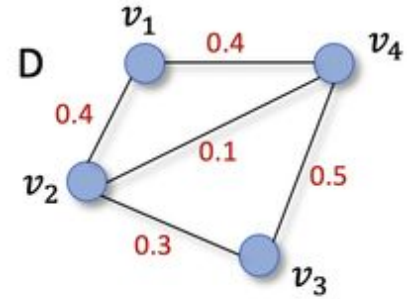
Knowledge graph  $G(V,E)$



G

	$v_1$	$v_2$	$v_3$	$v_4$
$v_1$	0	1	0	1
$v_2$	0	0	0	1
$v_3$	0	1	0	1
$v_4$	0	0	0	0

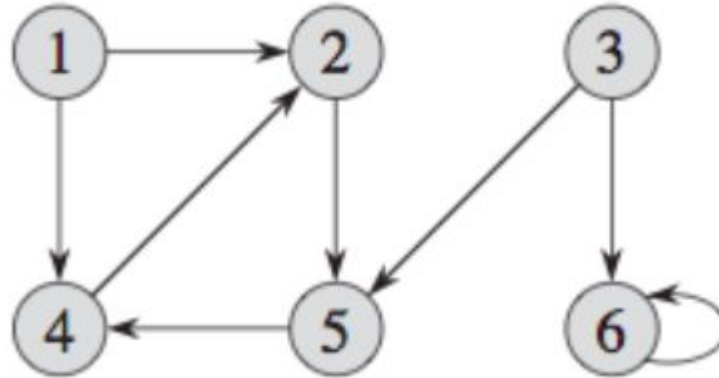
Weighted graph  $G(V,E)$



H

	$v_1$	$v_2$	$v_3$	$v_4$
$v_1$	0	0.4	0	0.4
$v_2$	0.4	0	0.3	0.1
$v_3$	0	0.3	0	0.5
$v_4$	0.4	0.1	0.5	0

Tarea: Hacer la lista de adyacencia y matriz de adyacencia del siguiente grafo.

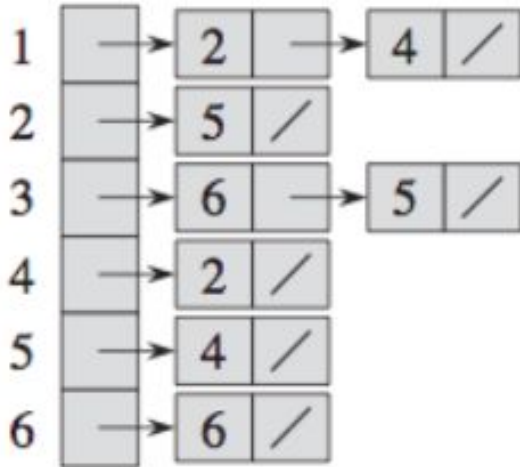


ESPACIO: VERTICES+ARISTAS

CONEXION:  $O(\text{VERTICES})$

PRINT CONE:  $O(\text{ARISTAS})$

Lista de Adyacencia



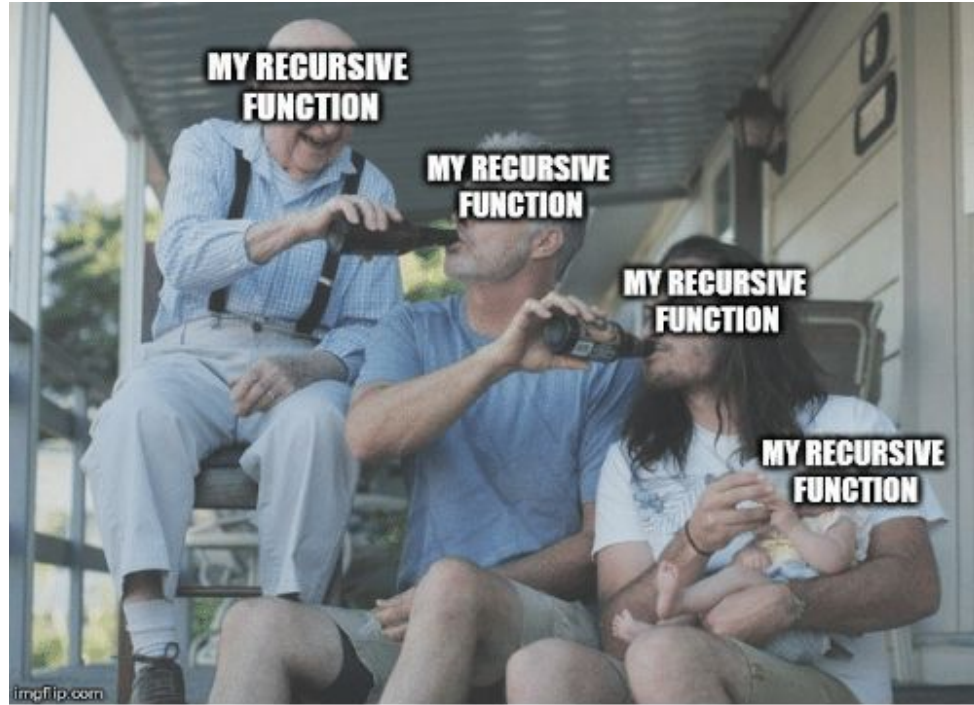
VERTICES\*VERTICES

$O(1)$

$O(\text{VERTICES}*\text{VERTICES})$

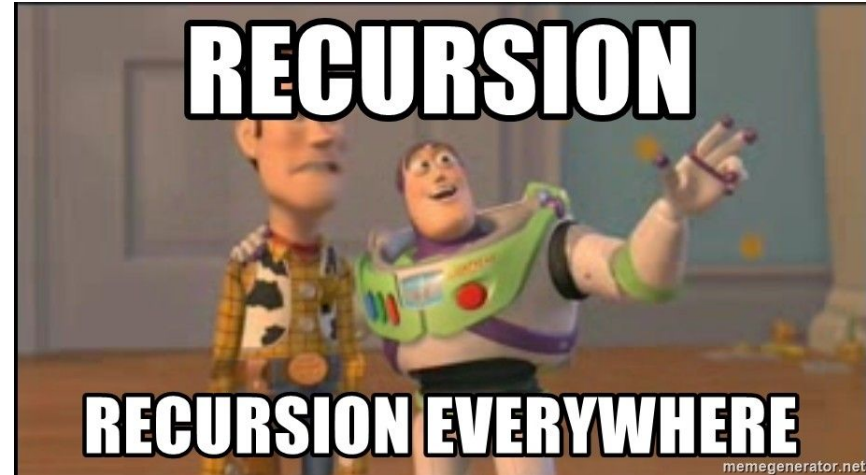
Matriz de Adyacencia

	1	2	3	4	5	6
1	0	1	0	1	0	0
2	0	0	0	0	1	0
3	0	0	0	0	1	1
4	0	1	0	0	0	0
5	0	0	0	1	0	0
6	0	0	0	0	0	1



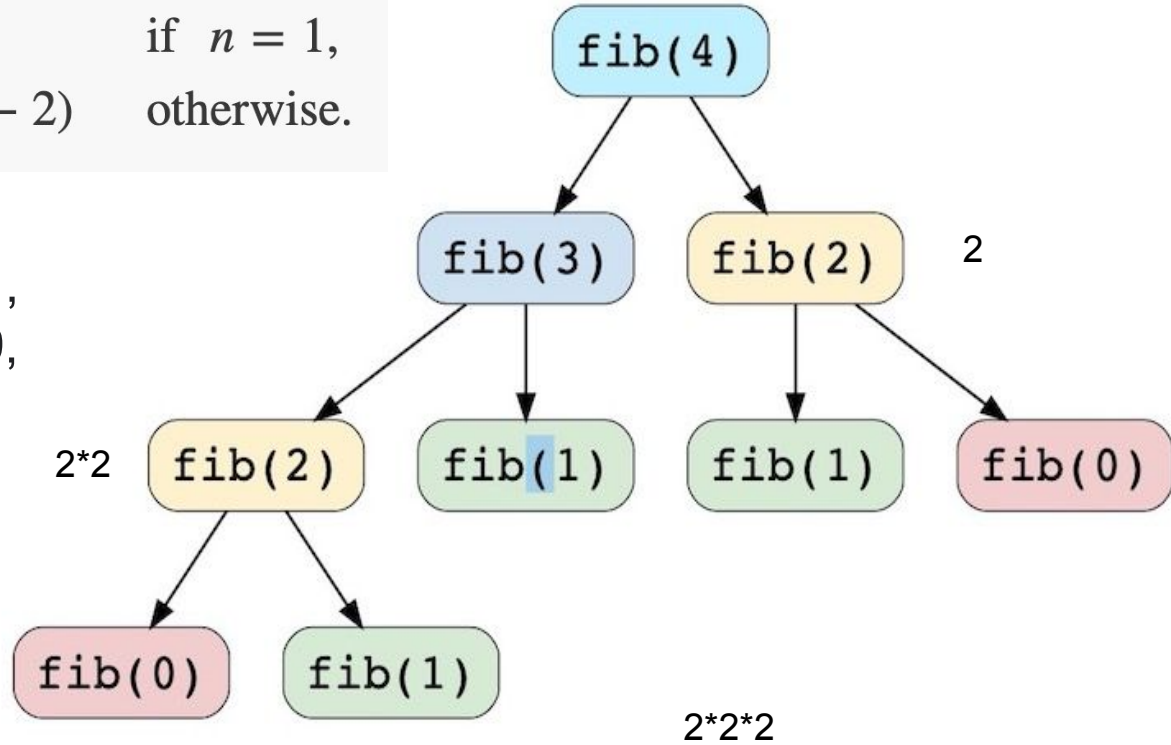
My Recursive Function

# Recursion- Backtracking



$$\text{Fib}(n) = \begin{cases} 0 & \text{if } n = 0, \\ 1 & \text{if } n = 1, \\ \text{Fib}(n-1) + \text{Fib}(n-2) & \text{otherwise.} \end{cases}$$

**Fibonacci Sequence:** 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610, 987, ...



Recursion tree for calculating Fibonacci numbers



# Receta

```
void backtracking(estado){  
    if(estado no es valido){  
        retornar  
    }  
    if(estado es una solución){  
        imprimir estado  
        retornar  
    }  
    for(cambios posible){  
        aplicar cambios a estado  
        backtracking(estado)  
        deshacer cambios de estado  
    }  
}
```

# PERMUTATIONS

$A_3^0$

[ ]

$A_3^1$

[1]

[2]

[3]

$A_3^2$

[1, 2]

[1, 3]

[2, 1]

[2, 3]

[3, 1]

[3, 2]

$A_3^3$

[1, 2, 3]

[1, 3, 2]

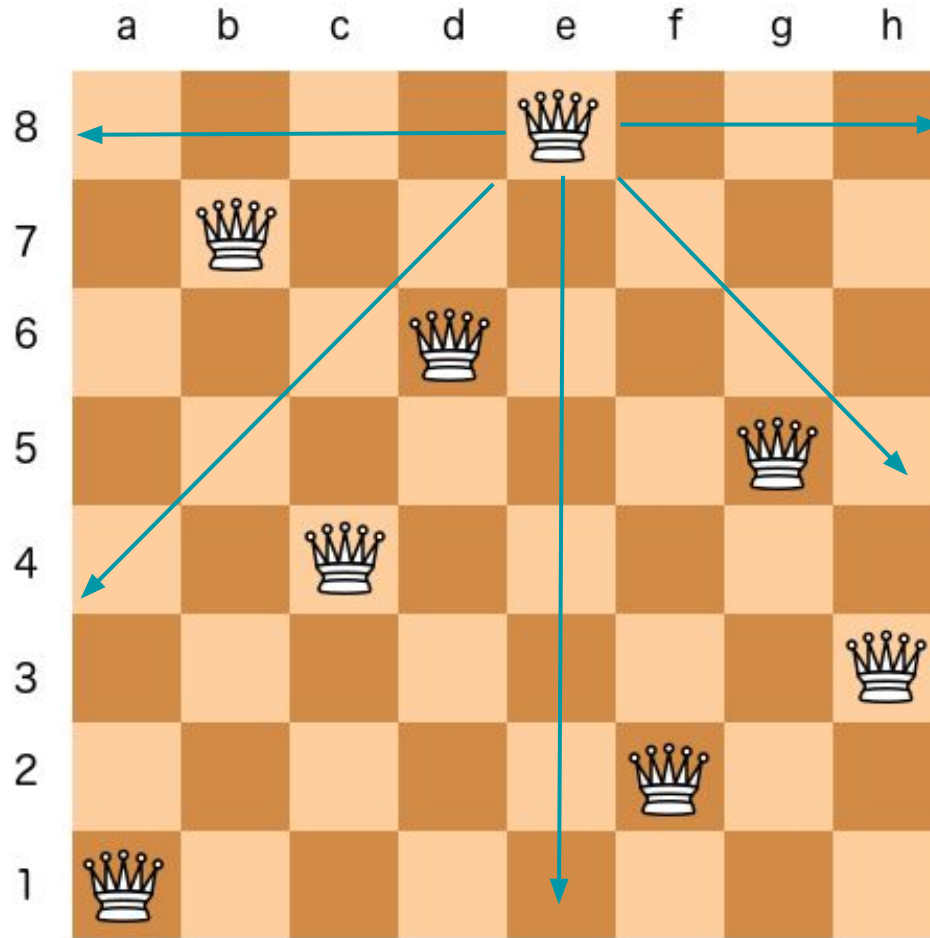
[2, 1, 3]

[2, 3, 1]

[3, 1, 2]

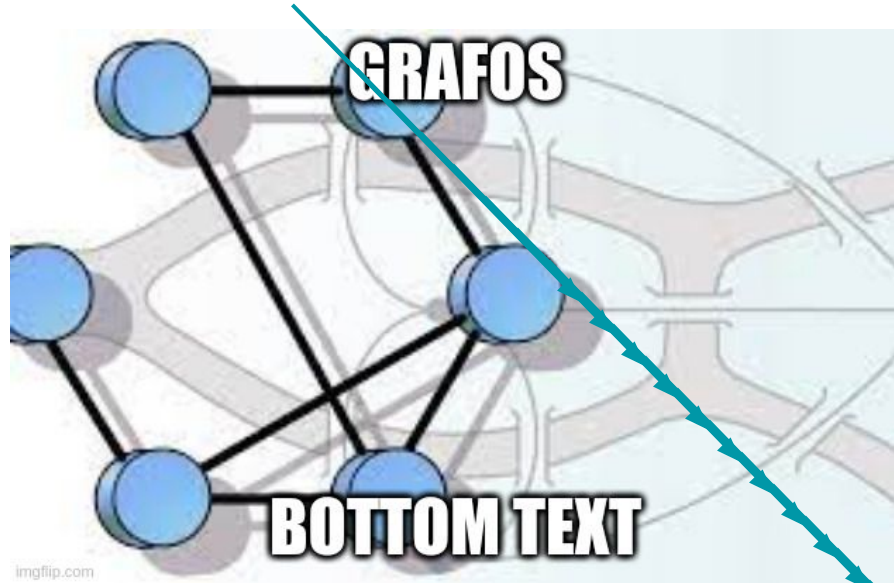
[3, 2, 1]

## 8 QUEENS



# Haz clic para añadir texto

- Haz clic par
- 



jizzmaster 69

