

# CSC 215

Math and Computer Science



**A Legacy of Excellence**

# Permutations

- Heart of many brute force algorithms
- Generate all possible combinations
- How many are there?

$$P(n, k) = \frac{n!}{(n - k)!}$$

$$n = 3, k = 3$$

$$P(3, 3) = \frac{3!}{(3 - 3)!} = 3! = 6$$

$$P(3,3)=3!=6$$

- Set  $\{0,1,2\}$  ,  $n = 3$

$\{0,1,2\}$   $\{0,2,1\}$   $\{1,0,2\}$   $\{1,2,0\}$   $\{2,0,1\}$   $\{2,1,0\}$

6 ways to order the 3 numbers

$$P(4,4) = 4! = 24$$

- Set {0,1,2,3}

{0,1,2,3} {0,1,3,2} {0,2,1,3} {0,2,3,1} {0,3,1,2} {0,3,2,1}  
{1,0,2,3} {1,0,3,2} {1,2,0,3} {1,2,3,0} {1,3,0,2} {1,3,2,0}  
{2,0,1,3} {2,0,3,1} {2,1,0,3} {2,1,3,0} {2,3,0,1} {2,3,1,0}  
{3,0,1,2} {3,0,2,1} {3,1,0,2} {3,1,2,0} {3,2,0,1} {3,2,1,0}

# Solving P(3,3) Iteratively

```
void iter_permute3()
{
    int i, j, k;
    for ( i = 0; i < 3; i++ )
        for ( j = 0; j < 3; j++ )
            for ( k = 0; k < 3; k++ )
                if ( i != j && i != k && j != k )
                {
                    cout << i << " " << j << " " << k << endl;
                }
}
```

# Solving $P(4,4)$ Iteratively

```
void iter_permute4()
{
    int i,j,k,l;

    for(i=0; i<4; i++)
        for(j=0; j<4; j++)
            for(k=0; k<4; k++)
                for(l=0; l<4; l++)
                    if( i!=j && i!=k && i!=l && j!=k && j!=l && k!=l )
                        cout << i << " " << j << " " << k << " " << l << endl;
}
```

# Solving P(10,10) Iteratively

```
void iter_permute10()
{
    int i,j,k,l,m,n,o,p,q,r;
    for(i=0; i<10; i++)
        for(j=0; j<10; j++)
            for(k=0; k<10; k++)
                for(l=0; l<10; l++)
                    for(m=0; m<10; m++)
                        for(n=0; n<10; n++)
                            for(o=0; o<10; o++)
                                for(p=0; p<10; p++)
                                    for(q=0; q<10; q++)
                                        for(r=0; r<10; r++)
                                            if( i!=j && i!=k && i!=l && i!=m && i!=n && i!=o && i!=p && i!=q && i!=r &&
                                                j!=k && j!=l && j!=m && j!=n && j!=o && j!=p && j!=q && j!=r &&
                                                k!=l && k!=m && k!=n && k!=o && k!=p && k!=q && k!=r &&
                                                l!=m && l!=n && l!=o && l!=p && l!=q && l!=r &&
                                                m!=n && m!=o && m!=p && m!=q && m!=r &&
                                                n!=o && n!=p && n!=q && n!=r &&
                                                o!=p && o!=q && o!=r &&
                                                p!=q && p!=r &&
                                                q!=r )
                                                cout << i << " " << j << " " << k << " " << l << " " << m << " "
                                                    << n << " " << o << " " << p << " " << q << " " << r << endl;
}
```

# Iterative Approach

- $n$  must be known before programming
- $n$  number of for loops will be needed
- If statement to make sure no two numbers are the same.



# Recursive Approach

- N not necessarily known at time of programming
- Each recursive call will nest a for loop inside of another for loop
- We will not put duplicate numbers into our solution

# What is Needed – Set of $n$ Integers

- An array of size  $(n)$  to hold the solution
- An array to keep track of the numbers used in the solution
- A variable to keep track of how many numbers are in the solutions so far
- A variable to store the size of our set  $(n)$

# The Solution Array

- Assume  $n = 3$
- `int p[3];`

P Array	2	0	1
Index	0	1	2

- The P array holds a solution set of  $\{2,0,1\}$

# The Used Array

- Lets look at placing a number someplace in the P array
- Put the number 2 in the zeroth spot of the P array

P	2		
Index	0	1	2

Used	0	0	1
Index	0	1	2

- Mark the 2 spot of the used array with a 1 to show it is in the solution already

# Other Variables

- Need a variable to keep track of how many numbers we have put into the P array.
  - Tells us we have inserted k number of n
  - Tells us the location (index) of where to put the next number in the P array.
  - Call it pos for position
- Need a variable to tell us how many items are in the set.
  - Call it n,

## Filling a Spot in P

- $n = 10$
- $\text{pos} = 4 \leq \text{some spot in the P array}$

P	x	x	x	x	?					
Index	0	1	2	3	4	5	6	7	8	9

- Must try and put every number in this location  
`for( i=0; i<n; i++)`
- There are numbers in the previous spots and we can not duplicate.

## Filling a Spot in P - continued

P	x	x	x	x	?					
Index	0	1	2	3	4	5	6	7	8	9

```
for( item=0; item<n; item++)
{
    if( used[item] == 0 )
    {
        p[pos] = item;           // move item into solution
        used[item] = 1;         // mark the item as used
        // fill the other spots
        used[item] = 0;         // mark the item as unused and continue
    }
}
```

# Moving to the next position

P	x	x	x	x	?					
Index	0	1	2	3	4	5	6	7	8	9

```
for( item = 0; item < n; item++)
{
    if( used[item] == 0 )
    {
        p[pos] = item;           // move item into solution
        used[item] = 1;         // mark the item as used
        permute( p, used, n, pos+1 ); // fill the other spots
        used[item] = 0;         // mark the item as unused and continue
    }
}
```



# The Base Case

- When I have put n number of items in the P array, we have a solution.
- When this happens, do something with the solution, like print it out.

```
if( pos == n )  
{  
    for( i=0; i<n; i++)  
        cout << p[i] << " ";  
    cout << endl;  
    return;    // back up to the previous function  
}
```

## Walk through with P(3,3) – pos = 0

P			
Index	0	1	2

Used	0	0	0
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
// start new for loop
```

```
← move into P at pos, mark used  
make recursive call to pos+1
```

P	0		
Index	0	1	2

Used	1	0	0
Index	0	1	2

## Walk through with $P(3,3) - \text{pos} = 1$

P	0		
Index	0	1	2

Used	1	0	0
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 0
```

```
// start new for loop
```

← already in the solution

← move into P at pos, mark used  
make recursive call to pos+1

P	0	1	
Index	0	1	2

Used	1	1	0
Index	0	1	2

## Walk through with $P(3,3) - \text{pos} = 2$

P	0	1	
Index	0	1	2

Used	1	1	0
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 1
```

```
Item = 2, used[item] = 0
```

```
// start new for loop
```

← 0 is in solution already

← 1 is in solution already

← move into P at pos, mark used

make recursive call to pos+1

P	0	1	2
Index	0	1	2

Used	1	1	1
Index	0	1	2

## Walk through with $P(3,3) - \text{pos} = 3$

P	0	1	2
Index	0	1	2

Used	1	1	1
Index	0	1	2

Base case is reached ( $\text{pos} == n$ )  
print out solution to screen.

0 1 2

Return to try other numbers

## Walk through with P(3,3) – pos = 2

P	0	1	2
Index	0	1	2

Used	1	1	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 1
```

```
Item = 2, used[item] = 0
```

```
Item = 3,
```

← 0 is in solution already

← 1 is in solution already

← Mark 2 as unused

← return, tried all numbers

P	0	1	
Index	0	1	2

Used	1	1	0
Index	0	1	2

## Walk through with P(3,3) – pos = 1

P	0	1	
Index	0	1	2

Used	1	1	0
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 0
```

```
Item = 2, used[item] = 0
```

← 0 is in solution already

← Mark 1 as unused

← move into P at pos, mark used

make recursive call to pos+1

P	0	2	
Index	0	1	2

Used	1	0	1
Index	0	1	2

## Walk through with P(3,3) – pos = 2

P	0	2	
Index	0	1	2

Used	1	0	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 0
```

```
// start new for loop
```

← 0 is in solution already

← move into P at pos, mark used  
make recursive call to pos+1

P	0	2	1
Index	0	1	2

Used	1	1	1
Index	0	1	2



## Walk through with $P(3,3) - \text{pos} = 3$

P	0	2	1
Index	0	1	2

Used	1	1	1
Index	0	1	2

Base case is reached ( $\text{pos} == n$ )  
print out solution to screen.

Return to try other numbers

0 1 2

0 2 1

## Walk through with P(3,3) – pos = 2

P	0	2	1
Index	0	1	2

Used	1	1	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 0
```

```
Item = 2, used[item] = 1
```

```
Item = 3
```

← 0 is in solution already

← Mark 1 as unused

← return

P	0	2	
Index	0	1	2

Used	1	0	1
Index	0	1	2

# Walk through with P(3,3) – pos = 1

P	0	2	
Index	0	1	2

Used	1	0	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 0
```

```
Item = 2, used[item] = 0
```

```
Item = 3
```

← 0 is in solution already

← Mark 1 as unused

← Mark 2 as unused

← return

P	0		
Index	0	1	2

Used	1	0	0
Index	0	1	2

## Walk through with P(3,3) – pos = 0

P	0		
Index	0	1	2

Used	1	0	0
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
Item = 1, used[item] = 1
```

← Mark 0 as unused

← move into P at pos, mark used  
make recursive call to pos+1

P	1		
Index	0	1	2

Used	0	1	0
Index	0	1	2

## Walk through with P(3,3) – pos = 1

P	1		
Index	0	1	2

Used	0	1	0
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
// start new for loop
```

← move into P at pos, mark used  
make recursive call to pos+1

P	1	0	
Index	0	1	2

Used	1	1	0
Index	0	1	2

## Walk through with $P(3,3) - \text{pos} = 2$

P	1	0	
Index	0	1	2

Used	1	1	0
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 1
```

```
Item = 2, used[item] = 0
```

```
// start new for loop
```

← 0 is in solution already

← 1 is in solution already

← move into P at pos, mark used

make recursive call to pos+1

P	1	0	2
Index	0	1	2

Used	1	1	1
Index	0	1	2

## Walk through with $P(3,3) - \text{pos} = 3$

P	1	0	2
Index	0	1	2

Used	1	1	1
Index	0	1	2

Base case is reached ( $\text{pos} == n$ )  
print out solution to screen.

Return to try other numbers

0 1 2  
0 2 1  
1 0 2

## Walk through with P(3,3) – pos = 2

P	1	0	2
Index	0	1	2

Used	1	1	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 1
```

```
Item = 2, used[item] = 0
```

```
Item = 3
```

← 0 is in solution already

← 1 is in solution already

← Mark 2 as unused

← return

P	1	0	
Index	0	1	2

Used	1	1	0
Index	0	1	2



## Walk through with $P(3,3) - \text{pos} = 1$

P	1	0	
Index	0	1	2

Used	1	1	0
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
Item = 1, used[item] = 1
```

```
Item = 2, used[item] = 0
```

← Mark 0 as unused

← 1 is in solution already

← move into P at pos, mark used

make recursive call to pos+1

P	1	2	
Index	0	1	2

Used	0	1	1
Index	0	1	2

## Walk through with P(3,3) – pos = 2

P	1	2	
Index	0	1	2

Used	0	1	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
// start new for loop
```

```
← move into P at pos, mark used  
make recursive call to pos+1
```

P	1	2	0
Index	0	1	2

Used	1	1	1
Index	0	1	2

## Walk through with $P(3,3) - \text{pos} = 3$

P	1	2	0
Index	0	1	2

Used	1	1	1
Index	0	1	2

Base case is reached ( $\text{pos} == n$ )  
print out solution to screen.

Return to try other numbers

0 1 2  
0 2 1  
1 0 2  
1 2 0

# Walk through with P(3,3) – pos = 2

P	1	2	0
Index	0	1	2

Used	1	1	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
Item = 1, used[item] = 1
```

```
Item = 2, used[item] = 1
```

```
Item = 3
```

← Mark 0 as unused

← Return

P	1	2	
Index	0	1	2

Used	0	1	1
Index	0	1	2

# Walk through with P(3,3) – pos = 1

P	1	2	
Index	0	1	2

Used	0	1	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
Item = 1, used[item] = 1
```

```
Item = 2, used[item] = 0
```

```
Item = 3
```

← Mark 0 as unused

← 1 is in solution already

← Mark 2 as unused

← return

P	1		
Index	0	1	2

Used	0	1	0
Index	0	1	2

## Walk through with $P(3,3) - \text{pos} = 0$

P	1		
Index	0	1	2

Used	0	1	0
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
Item = 1, used[item] = 0
```

```
Item = 2, used[item] = 0
```

← Mark 0 as unused

← Mark 1 as unused

← move into P at pos, mark used

make recursive call to pos+1

P	2		
Index	0	1	2

Used	0	0	1
Index	0	1	2

## Walk through with P(3,3) – pos = 1

P	2		
Index	0	1	2

Used	0	0	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
// start new for loop
```

```
← move into P at pos, mark used  
make recursive call to pos+1
```

P	2	0	
Index	0	1	2

Used	1	0	1
Index	0	1	2

## Walk through with $P(3,3) - \text{pos} = 2$

P	2	0	
Index	0	1	2

Used	1	0	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 0
```

```
// start new for loop
```

← 0 already in solution

← move into P at pos, mark used  
make recursive call to pos+1

P	2	0	1
Index	0	1	2

Used	1	1	1
Index	0	1	2



## Walk through with $P(3,3) - \text{pos} = 3$

P	2	0	1
Index	0	1	2

Used	1	1	1
Index	0	1	2

Base case is reached ( $\text{pos} == n$ )  
print out solution to screen.

```
0 1 2
0 2 1
1 0 2
1 2 0
2 0 1
```

Return to try other numbers

## Walk through with P(3,3) – pos = 2

P	2	0	1
Index	0	1	2

Used	1	1	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 0
```

```
Item = 2, used[item] = 1
```

```
Item = 3
```

← 0 already in solution

← Mark 1 as unused

← 2 already in solution

← return

P	2	0	
Index	0	1	2

Used	1	0	1
Index	0	1	2

## Walk through with $P(3,3) - \text{pos} = 1$

P	2	0	
Index	0	1	2

Used	1	0	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 1
```

```
Item = 1, used[item] = 0
```

← Mark 0 as unused

← move into P at pos, mark used  
make recursive call to pos+1

P	2	1	
Index	0	1	2

Used	0	1	1
Index	0	1	2

## Walk through with P(3,3) – pos = 2

P	2	1	
Index	0	1	2

Used	0	1	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
// start new for loop
```

```
← move into P at pos, mark used  
make recursive call to pos+1
```

P	2	1	0
Index	0	1	2

Used	1	1	1
Index	0	1	2

## Walk through with $P(3,3) - \text{pos} = 3$

P	2	1	0
Index	0	1	2

Used	1	1	1
Index	0	1	2

Base case is reached ( $\text{pos} == n$ )  
print out solution to screen.

```
0 1 2
0 2 1
1 0 2
1 2 0
2 0 1
2 1 0
```

Return to try other numbers

## Walk through with P(3,3) – pos = 2

P	2	1	0
Index	0	1	2

Used	1	1	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
Item = 1, used[item] = 1
```

```
Item = 2, used[item] = 1
```

```
Item = 3
```

← Mark 0 as unused

← 1 already in solution

← 2 already in solution

← return

P	2	1	
Index	0	1	2

Used	0	1	1
Index	0	1	2

## Walk through with P(3,3) – pos = 1

P	2	1	
Index	0	1	2

Used	0	1	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
Item = 1, used[item] = 0
```

```
Item = 2, used[item] = 1
```

```
Item = 3
```

← Mark 0 as unused

← Mark 1 as Unused

← 2 already in solution

← Return

P	2		
Index	0	1	2

Used	0	0	1
Index	0	1	2

# Walk through with P(3,3) – pos = 0

P	2		
Index	0	1	2

Used	0	0	1
Index	0	1	2

```
for( item=0; item<n; item++)
```

```
Item = 0, used[item] = 0
```

```
Item = 1, used[item] = 0
```

```
Item = 2, used[item] = 0
```

```
Item = 3
```

← Mark 0 as unused

← Mark 1 as unused

← Mark 2 as unused

← return

P			
Index	0	1	2

Used	0	0	0
Index	0	1	2