

BACKTRACKING

- Suppose you have to make a series of decisions, among various choices, where
 - You don't have enough information to know what to choose.
 - Each decision leads to a new set of choices.
 - Some sequence of choices (possibly more than one) may be a solution to your problem
- Backtracking is a methodical way of trying out various sequences of decisions, until you find one that "works"

SOLVING A MAZE

- o Given a maze, find a path from start to finish
- At each intersection, you have to decide between three or fewer choices:
 - Go straight
 - · Go left
 - Go right
- You don't have enough information to choose correctly.
- Each choice leads to another set of choices.
- One or more sequences of choices may (or may not) lead to a solution.

COLORING A MAP

- You wish to color a map with not more than four colors:
 - red, yellow, green, blue



- Adjacent countries must be in different colors.
- You don't have enough information to choose colors.
- Each choice leads to another set of choices.
- One or more sequences of choices may (or may not) lead to a solution.

BACKTRACKING

- For some problems, the only way to solve is to check all possibilities.
- Backtracking is a systematic way to go through all the possible configurations of a search space.
- We assume our solution is a vector (a(1),a(2), a(3), ..a(n)) where each element a(i) is selected from a finite ordered set S.

BACKTRACKING

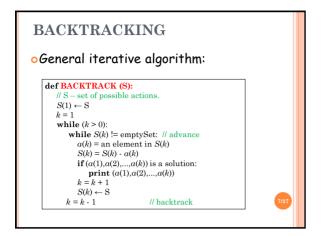
- We build a partial solution v = (a(1), a(2),..., a(k)), extend it and test it.
- If the partial solution is still a candidate solution,

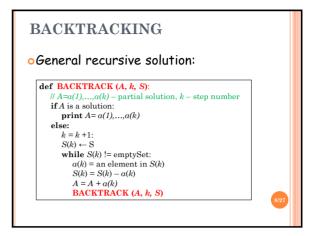
proceed.

else

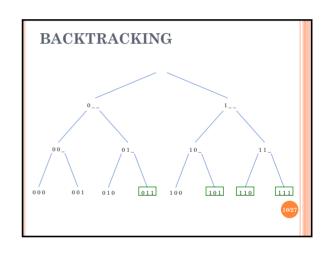
delete a(k) and try another possible choice for a(k)

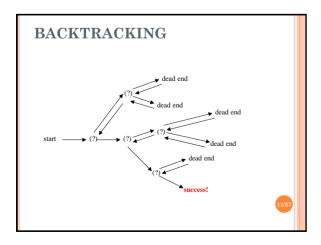
If possible choices of a(k) are exhausted,
 backtrack and try the next choice for a(k-1)



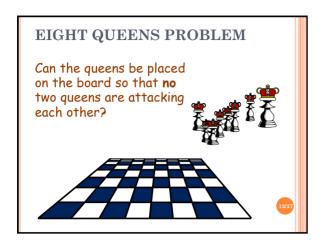


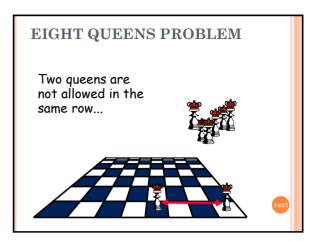
Example: • Find out all 3-bit binary numbers for which the sum of the 1's is greater than or equal to 2. • The only way to solve this problem is to check all the possibilities: (000, 001, 010,,111) • The 8 possibilities are called the search space of the problem. They can be organized into a tree.

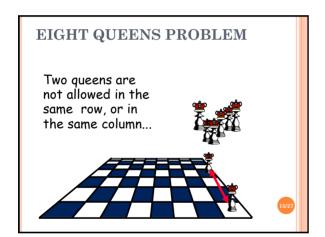


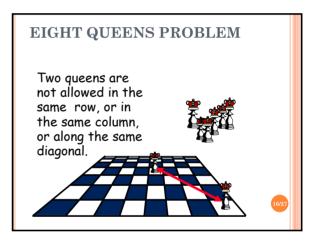


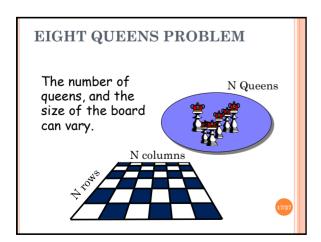


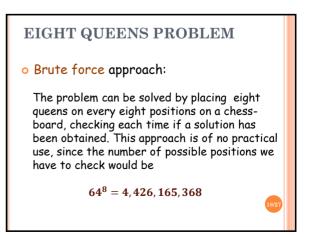












EIGHT QUEENS PROBLEM

- oCan we do better?
- First, we know that two queens can not be in the same row. So, eight queens should be put in eight rows, one queen in one row. Since each queen has 8 positions to be put in the row, there are:

 $8^8 = 16,777,216$ positions.



EIGHT QUEENS PROBLEM

- Can we do EVEN better?
- o Similarly, two queens can not be in the same column. Thus, if the queen in the first row has been put in the i-th column, the other queens can not be in the i-th column, i.e. 8 choices for the $1^{\rm st}$ row, 7 choices for the $2^{\rm nd}$ row,..., 1 choice for the $8^{\rm th}$ row. From this, we can reduce the possible positions to

8! = 40,320



EIGHT QUEENS PROBLEM

- Backtracking allows us to do much better than the above. Using a recursive call, we can realize a backtracking algorithm for eight queens problem as follows:
- ✓ We put the queen of the first row at any position of the row.
- Then we put the queen of the second row to a position of the row that is not attacked by the queen of the first row.



EIGHT QUEENS PROBLEM

- \checkmark Assume, we have put i queens in the first i rows such that none of them attacks any of others
- Ve put the queen of the (i+1)th row to a position of the row that is not attacked by any of the previous i queens.
- If we can not find such a position for the queen of the (i+1)th row, we go **BACK** to the i row to find another non-attacked position for the queen of the i row (if no such position exists we go **BACK** further to (i-1)th row) and then try again.

