

Backtracking

- Brute Force but cutting out of searches doomed to fail.

↳ list all possible items search space
evaluate each one, take the best

location	visit	1, 2, 3, 4	L/R move	LLLL
		1, 2, 4, 3		LLLR
		⋮		LLRL
		⋮		⋮
		4, 3, 2, 1		RRRR

Standard BF code

```

go (int* sol, int k, int n) {

```

```

    if (k == n) {
        evaluate
    }
    return

```

if (x is doomed to fail) continue;

```

    for each x = next move {

```

```

        => sol[k] = x // Can we skip some since they are doomed to fail?
        recursively call go(sol, k+1, n)
        // logic
    }

```

```

    return — ;
}

```

```

}

```

k divisibility

an integer of n digits a k divisible integer if each of its prefixes are divisible by their length.

5 digit k divisible #

12365

1 div 1
12 div 2
123 div 3
1236 div 4
12365 div 5

go([1|2| | | |], 2, 9, 12)

int curval

```
void go(int* num, int k, int n, int ) {
```

```
    if (k == n) {  
        print(num, n);  
        return;  
    }
```

```
    // i is next digit to place
```

```
    for (int i = 0; i < 10; i++) {  
        if ((10 * curval + i) % (k+1) != 0) continue
```

```
        num[k] = i;
```

```
        go(num, k+1, n, 10 * curval + i);
```

```
    }
```

BACKTRACKING

Runtime

was

$O(10^{\text{digits}})$

with

~~$O(\text{digits}!)$~~

actually
permutations

$10 \times 9 \times 8 \times 7$

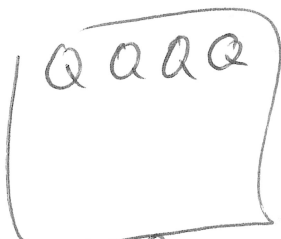
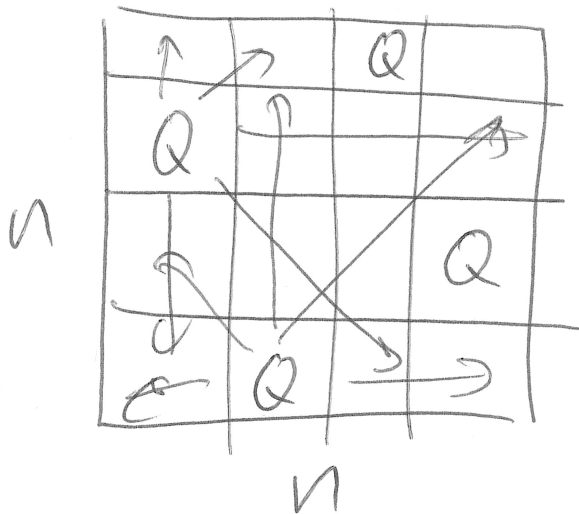
weird

way better! \rightarrow

n Queens

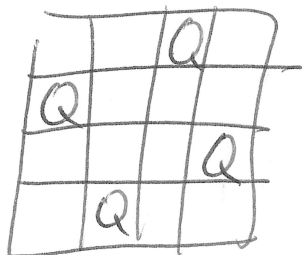
bad brute force

$\binom{n^2}{n}$ - Choose any n slots out of n^2 board eval

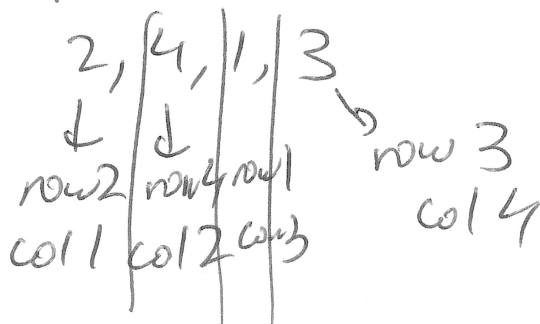


really bad

1Q 1Q 1Q 1Q

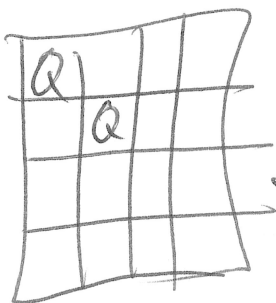


any valid solution is a permutation of rows



gen $O(n!)$

run-time $O(n! \times n^2)$
 ↑ perm ↑ double loop for trash queens



perm code run $(n-2)!$ times

These are doomed to fail!!!

Idea

Skip placing any queen that conflicts w/a previously placed queen!

```
int go(int[] perm, int k) {  
    int[] used  
    if (k == perm.length) {  
        print(perm);  
        return 1;  
    }  
    int res = 0;  
    for (int i = 0; i < perm.length; i++) {  
        if (used[i]) continue;  
        if (conflict(perm, k, i)) continue;  
        perm[k] = i;  
        used[i] = true;  
        res += go(perm, used, k+1);  
        used[i] = false;  
    }  
    return res;  
}  
  
boolean conflict(int[] perm, int k, int row) {  
    int col  
    for (int i = 0; i < col; i++)  
        if (Math.abs(col - i) == Math.abs(perm[i] - row))  
            return true;  
    return false;  
}
```

Magic Square

4	9	2
3	5	7
8	1	6

each # appears once

$$\text{sum} = 45$$

3 row disjoint

$$\text{magic sum} = \frac{45}{3} = 15$$

1, 2, X impossible backtrack

1, 3, X

1, 4, X

1, 5, 9

Painting



map

green $\rightarrow 0$

red $\rightarrow 1$

blue $\rightarrow 2$

red / blue

Conflict

	0	1	2
0	T	T	F
1	T	T	F
2	T	F	

Conflict

F	F	F
F	F	T
F	T	F