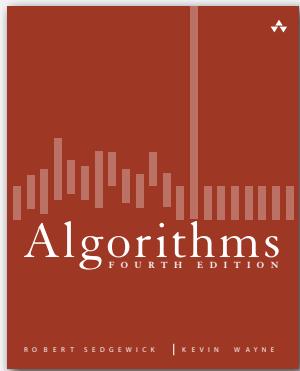


COMBINATORIAL SEARCH



- ▶ permutations
- ▶ backtracking
- ▶ counting
- ▶ subsets
- ▶ paths in a graph

Algorithms, 4th Edition · Robert Sedgewick and Kevin Wayne · Copyright © 2002–2011 · December 15, 2011 5:24:11 AM

Overview

Exhaustive search. Iterate through all elements of a search space.

Applicability. Huge range of problems (include intractable ones).



Caveat. Search space is typically exponential in size ⇒ effectiveness may be limited to relatively small instances.

Backtracking. Systematic method for examining **feasible** solutions to a problem, by systematically pruning infeasible ones.

Warmup: enumerate N-bit strings

Goal. Process all 2^N bit strings of length N .

- Maintain array $a[]$ where $a[i]$ represents bit i .
- Simple recursive method does the job.

```
// enumerate bits in a[k] to a[N-1]
private void enumerate(int k)
{
    if (k == N)
        { process(); return; }
    enumerate(k+1);
    a[k] = 1;
    enumerate(k+1);
    a[k] = 0; // clean up
}
```

N = 3		N = 4	
0	0 0 0	0	0 0 0 0
0	0 0 1	0	0 0 0 1
0	0 0 0	0	0 0 1 0
0	0 1 0	0	0 0 1 1
0	0 1 1	0	0 1 0 0
0	1 0 0	0	0 1 0 1
0	1 0 1	0	0 1 1 0
0	1 0 0	0	0 1 1 1
1	0 0 0	1	0 0 0 0
1	0 0 1	1	0 0 0 1
1	0 0 0	1	0 0 1 0
1	0 1 0	1	0 0 1 1
1	0 1 1	1	0 1 0 0
1	1 0 0	1	0 1 0 1
1	1 0 1	1	0 1 1 0
1	1 0 0	1	0 1 1 1
1	1 1 0	1	1 0 0 0
1	1 1 1	1	1 0 0 1
1	1 1 0	1	1 0 1 0
1	1 0 0	1	1 0 1 1
1	0 0 0	1	1 1 0 0

Remark. Equivalent to counting in binary from 0 to $2^N - 1$.

Warmup: enumerate N-bit strings

```
public class BinaryCounter
{
    private int N; // number of bits
    private int[] a; // a[i] = ith bit
```

```
public BinaryCounter(int N)
{
    this.N = N;
    this.a = new int[N];
    enumerate(0);
}
```

```
private void process()
{
    for (int i = 0; i < N; i++)
        StdOut.print(a[i] + " ");
    StdOut.println();
}
```

```
private void enumerate(int k)
{
    if (k == N)
        { process(); return; }
    enumerate(k+1);
    a[k] = 1;
    enumerate(k+1);
    a[k] = 0;
}
```

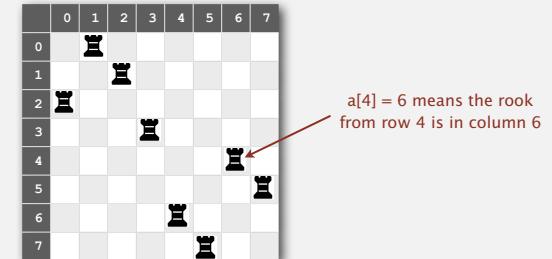
```
public static void main(String[] args)
{
    int N = Integer.parseInt(args[0]);
    new BinaryCounter(N);
}
```

```
% java BinaryCounter 4
0 0 0 0
0 0 0 1
0 0 1 0
0 0 1 1
0 1 0 0
0 1 0 1
0 1 1 0
0 1 1 1
1 0 0 0
1 0 0 1
1 0 1 0
1 0 1 1
1 1 0 0
1 1 0 1
1 1 1 0
1 1 1 1
```

all programs in this lecture are variations on this theme

N-rooks problem

Q. How many ways are there to place N rooks on an N -by- N board so that no rook can attack any other?



```
int[] a = { 2, 0, 1, 3, 6, 7, 4, 5 };
```

Representation. No two rooks in the same row or column \Rightarrow permutation.

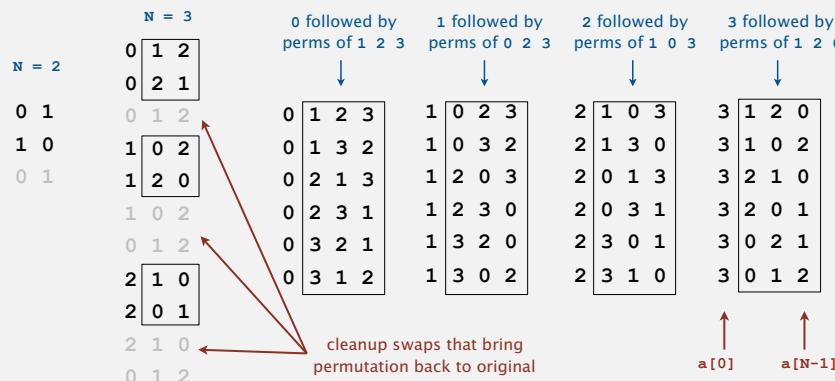
- ▶ permutations
- ▶ backtracking
- ▶ counting
- ▶ subsets
- ▶ paths in a graph

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Enumerating permutations

Recursive algorithm to enumerate all $N!$ permutations of N elements.

- Start with permutation $a[0]$ to $a[N-1]$.
- For each value of i :
 - swap $a[i]$ into position 0
 - enumerate all $(N-1)!$ permutations of $a[1]$ to $a[N-1]$
 - clean up (swap $a[i]$ back to original position)



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Enumerating permutations

Recursive algorithm to enumerate all $N!$ permutations of N elements.

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- For each value of i :
 - swap $a[i]$ into position 0
 - enumerate all $(N-1)!$ permutations of $a[1]$ to $a[N-1]$
 - clean up (swap $a[i]$ back to original position)

```
// place N-k rooks in a[k] to a[N-1]
private void enumerate(int k)
{
    if (k == N)
        process(); return;

    for (int i = k; i < N; i++)
    {
        exch(k, i);
        enumerate(k+1);
        exch(i, k);    ← clean up
    }
}
```

% java Rooks 4

0 1 2 3	0 1 3 2	0 2 1 3	0 2 3 1	0 3 2 1	0 3 1 2
1 0 2 3	1 0 3 2	1 2 0 3	1 2 3 0	1 3 0 2	1 3 2 0
1 0 3 2	1 2 0 3	1 2 3 0	1 3 0 2	1 3 2 0	2 1 0 3
1 2 0 3	1 2 3 0	1 3 0 2	1 3 2 0	2 0 3 1	2 0 3 1
1 2 3 0	1 3 0 2	2 0 1 3	2 0 3 1	2 3 0 1	2 3 1 0
1 3 0 2	2 0 3 1	2 0 3 1	2 3 0 1	3 0 2 1	3 1 2 0
1 3 2 0	2 3 0 1	2 3 1 0	3 0 2 1	3 1 0 2	3 1 2 0
2 1 0 3	2 1 3 0	2 0 1 3	2 0 3 1	2 3 0 1	2 3 1 0
2 1 3 0	2 0 1 3	2 0 3 1	2 3 0 1	3 1 0 2	3 2 1 0
2 0 1 3	2 0 3 1	2 3 0 1	3 0 2 1	3 2 0 1	3 2 1 0
2 0 3 1	2 3 0 1	3 0 2 1	3 2 0 1	3 2 1 0	3 2 0 1
2 3 0 1	3 0 2 1	3 0 2 1	3 2 0 1	3 2 1 0	3 0 1 2
2 3 1 0	3 0 1 2	3 0 1 2	3 2 1 0	3 2 0 1	3 0 2 1
3 1 2 0	3 1 0 2	3 1 0 2	3 2 1 0	3 2 0 1	3 0 1 2
3 1 0 2	3 1 2 0	3 1 2 0	3 2 0 1	3 0 2 1	3 0 1 2
3 1 2 0	3 2 0 1	3 2 0 1	3 0 2 1	3 0 1 2	

a[0] a[N-1]

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Enumerating permutations

```
public class Rooks
{
    private int N;
    private int[] a; // bits (0 or 1)

    public Rooks(int N)
    {
        this.N = N;
        a = new int[N];
        for (int i = 0; i < N; i++)
            a[i] = i;           ← initial permutation
        enumerate(0);
    }

    private void enumerate(int k)
    { /* see previous slide */ }

    private void exch(int i, int j)
    { int t = a[i]; a[i] = a[j]; a[j] = t; }

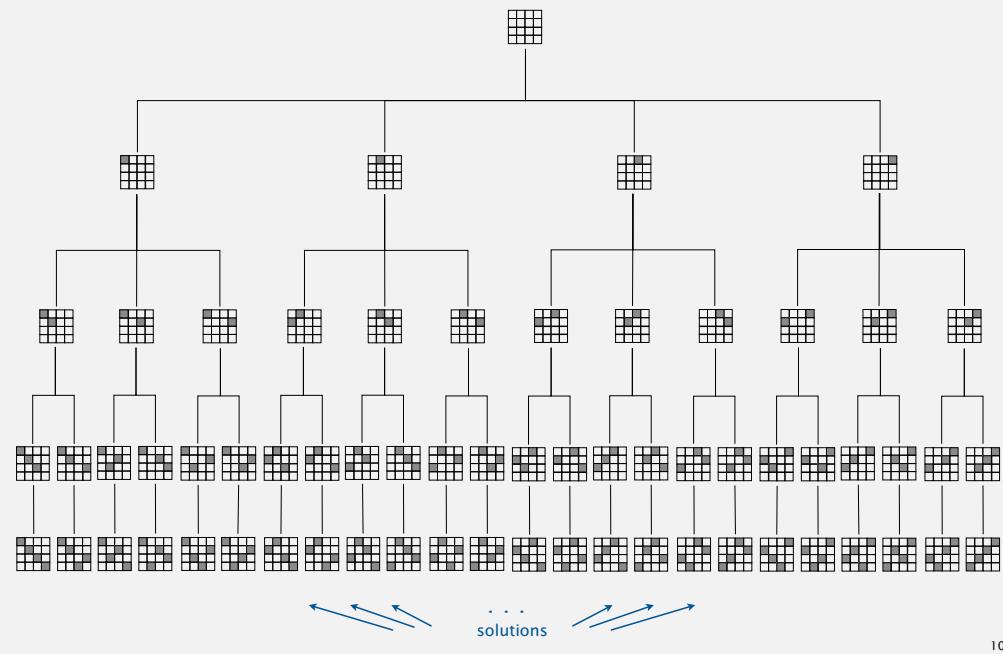
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        new Rooks(N);
    }
}
```

```
% java Rooks 2
0 1
1 0

% java Rooks 3
0 1 2
0 2 1
1 0 2
1 2 0
2 1 0
2 0 1
```

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4-rooks search tree



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N-rooks problem: back-of-envelope running time estimate

Slow way to compute $N!$.

```
% java Rooks 7 | wc -l
5040
← instant

% java Rooks 8 | wc -l
40320
← 1.6 seconds

% java Rooks 9 | wc -l
362880
← 15 seconds

% java Rooks 10 | wc -l
3628800
← 170 seconds

% java Rooks 25 | wc -l
...
← forever
```

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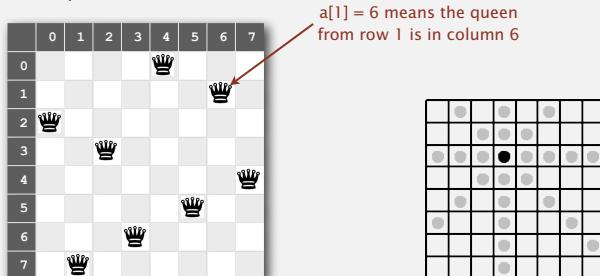
Hypothesis. Running time is about $2(N! / 8!)$ seconds.

- ▶ permutations
- ▶ backtracking
- ▶ counting
- ▶ subsets
- ▶ paths in a graph

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N-queens problem

Q. How many ways are there to place N queens on an N -by- N board so that no queen can attack any other?



```
int[] a = { 2, 7, 3, 6, 0, 5, 1, 4 };
```

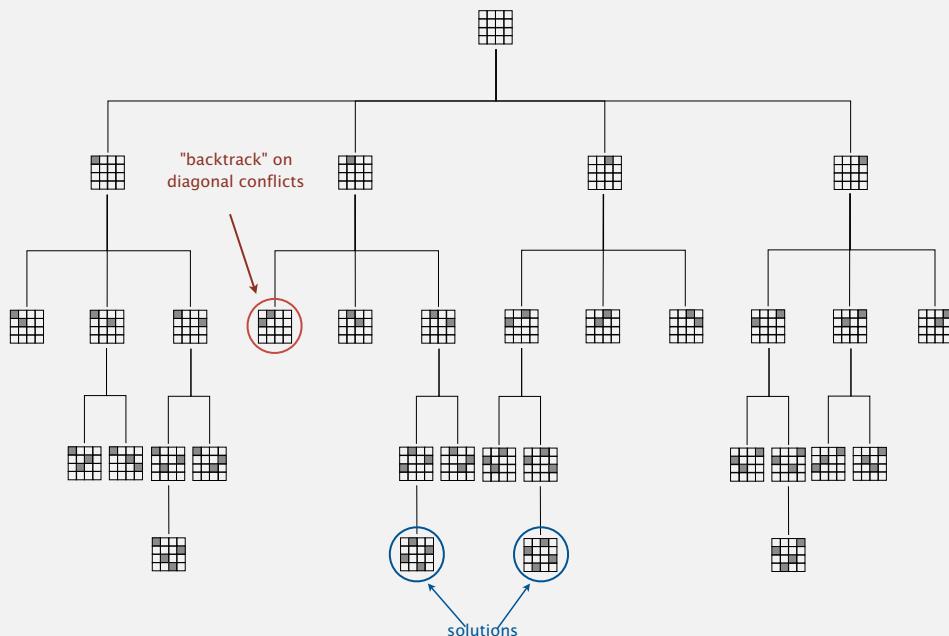
Representation. No two queens in the same row or column \Rightarrow permutation.

Additional constraint. No diagonal attack is possible.

Challenge. Enumerate (or even count) the solutions. ← unlike N-rooks problem, nobody knows answer for $N > 30$

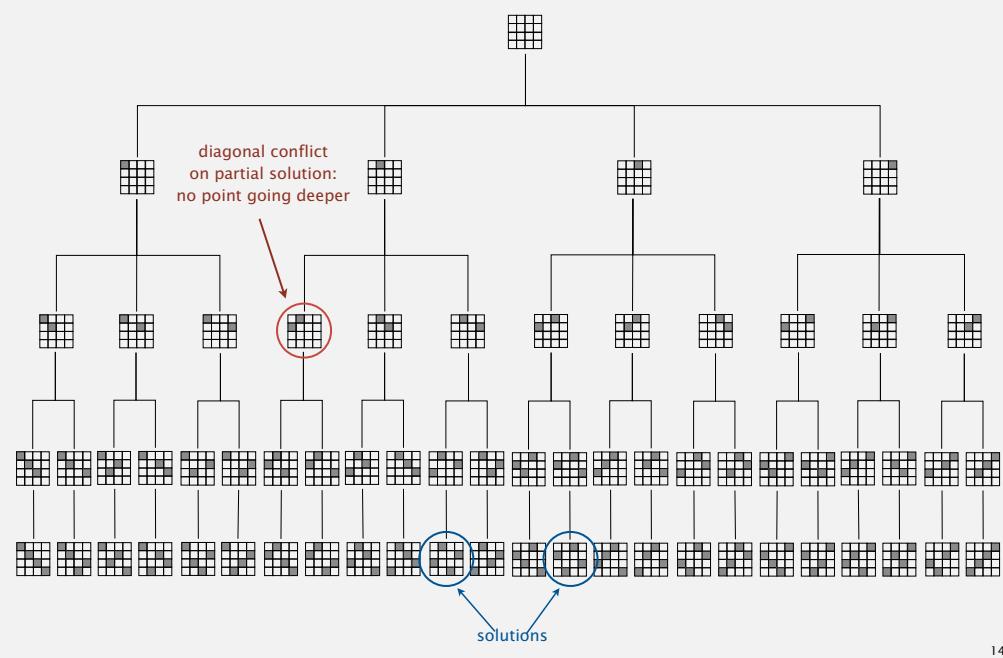
13

4-queens search tree (pruned)



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4-queens search tree



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N-queens problem: backtracking solution

Backtracking paradigm. Iterate through elements of search space.

- When there are several possible choices, make one choice and recur.
- If the choice is a **dead end**, backtrack to previous choice, and make next available choice.

Benefit. Identifying dead ends allows us to **prune** the search tree.

Ex. [backtracking for N -queens problem]

- Dead end: a diagonal conflict.
- Pruning: backtrack and try next column when diagonal conflict found.

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N-queens problem: backtracking solution

```

private boolean canBacktrack(int k)
{
    for (int i = 0; i < k; i++)
    {
        if ((a[i] - a[k]) == (k - i)) return true;
        if ((a[k] - a[i]) == (k - i)) return true;
    }
    return false;
}

// place N-k queens in a[k] to a[N-1]
private void enumerate(int k)
{
    if (k == N)
    { process(); return; }

    for (int i = k; i < N; i++)
    {
        exch(k, i);
        if (!canBacktrack(k)) enumerate(k+1);
        exch(i, k);
    }
}

```

stop enumerating if adding queen k leads to a diagonal violation

```

% java Queens 4
1 3 0 2
2 0 3 1

% java Queens 5
0 2 4 1 3
0 3 1 4 2
1 3 0 2 4
1 4 2 0 3
2 0 3 1 4
2 4 1 3 0
3 1 4 2 0
3 0 2 4 1
4 1 3 0 2
4 2 0 3 1

% java Queens 6
1 3 5 0 2 4
2 5 1 4 0 3
3 0 4 1 5 2
4 2 0 5 3 1

```

a[0] a[N-1]

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N-queens problem: effectiveness of backtracking

Pruning the search tree leads to enormous time savings.

N	Q(N)	N!
2	0	2
3	0	6
4	2	24
5	10	120
6	4	720
7	40	5,040
8	92	40,320
9	352	362,880
10	724	3,628,800
11	2,680	39,916,800
12	14,200	479,001,600
13	73,712	6,227,020,800
14	365,596	87,178,291,200

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N-queens problem: How many solutions?

```

% java Queens 13 | wc -l
73712 ← 1.1 seconds

% java Queens 14 | wc -l
365596 ← 5.4 seconds

% java Queens 15 | wc -l
2279184 ← 29 seconds

% java Queens 16 | wc -l
14772512 ← 210 seconds

% java Queens 17 | wc -l
...

```

Hypothesis. Running time is about $(N! / 2.5^N) / 43,000$ seconds.

Conjecture. $Q(N) \sim N! / c^N$, where c is about 2.54.

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- ▶ permutations
- ▶ backtracking
- ▶ counting
- ▶ subsets
- ▶ paths in a graph

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Counting: Java implementation

Goal. Enumerate all N -digit base- R numbers.

Solution. Generalize binary counter in lecture warmup.

```
// enumerate base-R numbers in a[k] to a[N-1]
private static void enumerate(int k)
{
    if (k == N)
    { process(); return; }

    for (int r = 0; r < R; r++)
    {
        a[k] = r;
        enumerate(k+1);
    }
    a[k] = 0;           ← cleanup not needed; why?
}
```

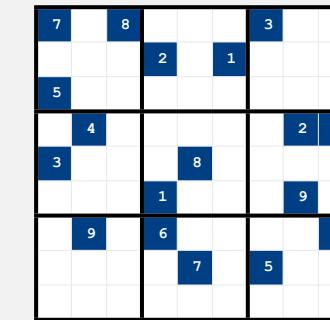
```
% java Counter 2 4
0 0
0 1
0 2
0 3
1 0
1 1
1 2
1 3
2 0
2 1
2 2
2 3
3 0
3 1
3 2
3 3

% java Counter 3 2
0 0 0
0 0 1
0 1 0
0 1 1
1 0 0
1 0 1
1 1 0
1 1 1
↑   ↑
a[0] a[N-1]
```

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Counting application: Sudoku

Goal. Fill 9-by-9 grid so that every row, column, and box contains each of the digits 1 through 9.

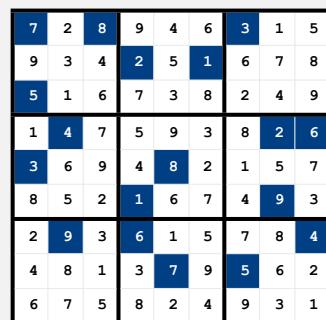


Remark. Natural generalization is NP-complete.

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Counting application: Sudoku

Goal. Fill 9-by-9 grid so that every row, column, and box contains each of the digits 1 through 9.



Solution. Enumerate all 81-digit base-9 numbers (with backtracking).

a[]
using digits 1 to 9 →

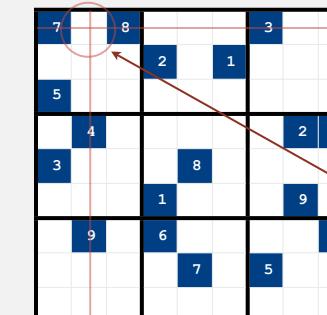
7	8	3	...						
0	1	2	3	4	5	6	7	8	9

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Sudoku: backtracking solution

Iterate through elements of search space.

- For each empty cell, there are 9 possible choices.
- Make one choice and recur.
- If you find a conflict in row, column, or box, then backtrack.



backtrack on 3, 4, 5, 7, 8, 9

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```

private void enumerate(int k)
{
    if (k == 81)
        { process(); return; }

    if (a[k] != 0)
        { enumerate(k+1); return; }

    for (int r = 1; r <= 9; r++)
    {
        a[k] = r;
        if (!canBacktrack(k))
            enumerate(k+1);
    }

    a[k] = 0;
}

```

found a solution

cell k initially filled in;
recur on next cell

try 9 possible digits
for cell k

unless it violates a
Sudoku constraint
(see booksite for code)

clean up

```

% more board.txt
7 0 8 0 0 0 3 0 0
0 0 0 2 0 1 0 0 0
5 0 0 0 0 0 0 0 0
0 4 0 0 0 0 0 2 6
3 0 0 0 8 0 0 0 0
0 0 0 1 0 0 0 9 0
0 9 0 6 0 0 0 0 4
0 0 0 0 7 0 5 0 0
0 0 0 0 0 0 0 0 0

```

```

% java Sudoku < board.txt
7 2 8 9 4 6 3 1 5
9 3 4 2 5 1 6 7 8
5 1 6 7 3 8 2 4 9
1 4 7 5 9 3 8 2 6
3 6 9 4 8 2 1 5 7
8 5 2 1 6 7 4 9 3
2 9 3 6 1 5 7 8 4
4 8 1 3 7 9 5 6 2
6 7 5 8 2 4 9 3 1

```

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- ▶ permutations
- ▶ backtracking
- ▶ counting
- ▶ subsets
- ▶ paths in a graph

Enumerating subsets: natural binary encoding

Given N elements, enumerate all 2^N subsets.

- Count in binary from 0 to $2^N - 1$.
- Bit i represents element i .
- If 1, in subset; if 0, not in subset.

i	binary	subset	complement
0	0 0 0 0	empty	4 3 2 1
1	0 0 0 1	1	4 3 2
2	0 0 1 0	2	4 3 1
3	0 0 1 1	2 1	4 3
4	0 1 0 0	3	4 2 1
5	0 1 0 1	3 1	4 2
6	0 1 1 0	3 2	4 1
7	0 1 1 1	3 2 1	4
8	1 0 0 0	4	3 2 1
9	1 0 0 1	4 1	3 2
10	1 0 1 0	4 2	3 1
11	1 0 1 1	4 2 1	3
12	1 1 0 0	4 3	2 1
13	1 1 0 1	4 3 1	2
14	1 1 1 0	4 3 2	1
15	1 1 1 1	4 3 2 1	empty

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Enumerating subsets: natural binary encoding

Given N elements, enumerate all 2^N subsets.

- Count in binary from 0 to $2^N - 1$.
- Maintain array $a[]$ where $a[i]$ represents element i .
- If 1, $a[i]$ in subset; if 0, $a[i]$ not in subset.

Binary counter from warmup does the job.

```

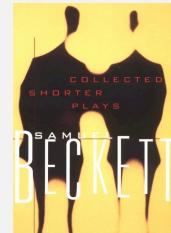
private void enumerate(int k)
{
    if (k == N)
        { process(); return; }
    enumerate(k+1);
    a[k] = 1;
    enumerate(k+1);
    a[n] = 0;
}

```

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Quad. Starting with empty stage, 4 characters enter and exit one at a time, such that each subset of actors appears exactly once.

code	subset	move
0 0 0 0	empty	
0 0 0 1	1	enter 1
0 0 1 1	2 1	enter 2
0 0 1 0	2	exit 1
0 1 1 0	3 2	enter 3
0 1 1 1	3 2 1	enter 1
0 1 0 1	3 1	exit 2
0 1 0 0	3	exit 1
1 1 0 0	4 3	enter 4
1 1 0 1	4 3 1	enter 1
1 1 1 1	4 3 2 1	enter 2
1 1 1 0	4 3 2	exit 1
1 0 1 0	4 2	exit 3
1 0 1 1	4 2 1	enter 1
1 0 0 1	4 1	exit 2
1 0 0 0	4	exit 1



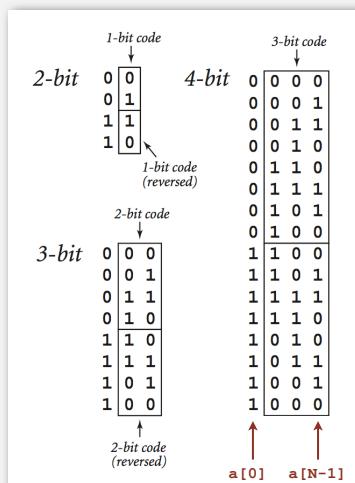
ruler function

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Binary reflected gray code

Def. The k -bit **binary reflected Gray code** is:

- The $(k-1)$ bit code with a 0 prepended to each word, followed by
- The $(k-1)$ bit code in reverse order, with a 1 prepended to each word.



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Quad. Starting with empty stage, 4 characters enter and exit one at a time, such that each subset of actors appears exactly once.



“faceless, emotionless one of the far future, a world where people are born, go through prescribed movements, fear non-being even though their lives are meaningless, and then they disappear or die.” — Sidney Homan

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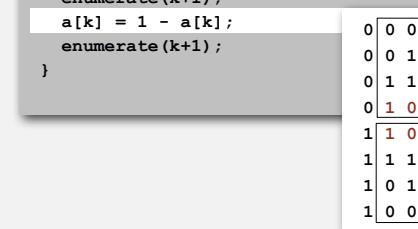
Enumerating subsets using Gray code

Two simple changes to binary counter from warmup:

- Flip $a[k]$ instead of setting it to 1.
- Eliminate cleanup.

Gray code binary counter

```
// all bit strings in a[k] to a[N-1]
private void enumerate(int k)
{
    if (k == N)
        process();
    else
        enumerate(k+1);
    a[k] = 1 - a[k];
    enumerate(k+1);
}
```



standard binary counter (from warmup)

```
// all bit strings in a[k] to a[N-1]
private void enumerate(int k)
{
    if (k == N)
        process();
    else
        enumerate(k+1);
    a[k] = 1;
    enumerate(k+1);
    a[k] = 0;
}
```

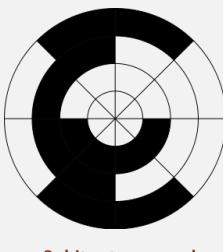
0 0 0	0 0 0
0 0 1	0 0 1
0 1 1	0 1 0
0 1 0	0 1 1
1 1 0	1 0 0
1 1 1	1 0 1
1 0 1	1 1 0
1 0 0	1 1 1

same values since no cleanup

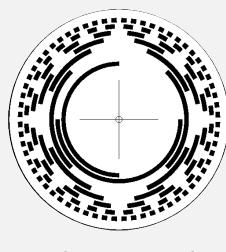
Advantage. Only one item in subset changes at a time.

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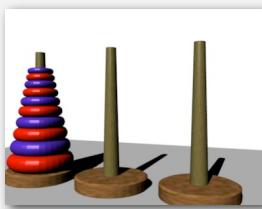
More applications of Gray codes



3-bit rotary encoder

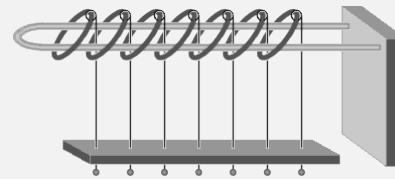


8-bit rotary encoder



Towers of Hanoi

(move i th smallest disk when bit i changes in Gray code)



Chinese ring puzzle (Baguenaudier)

(move i th ring from right when bit i changes in Gray code)

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Scheduling (full implementation)

```
public class Scheduler
{
    private int N;           // Number of jobs.
    private int[] a;          // Subset assignments.
    private int[] b;          // Best assignment.
    private double[] jobs;   // Job lengths.

    public Scheduler(double[] jobs)
    {
        this.N = jobs.length;
        this.jobs = jobs;
        a = new int[N];
        b = new int[N];
        enumerate(N);
    }

    public int[] best()
    { return b; }

    private void enumerate(int k)
    { /* Gray code enumeration. */ }

    private void process()
    {
        if (cost(a) < cost(b))
            for (int i = 0; i < N; i++)
                b[i] = a[i];
    }

    public static void main(String[] args)
    { /* Create Scheduler, print results */ }
}
```

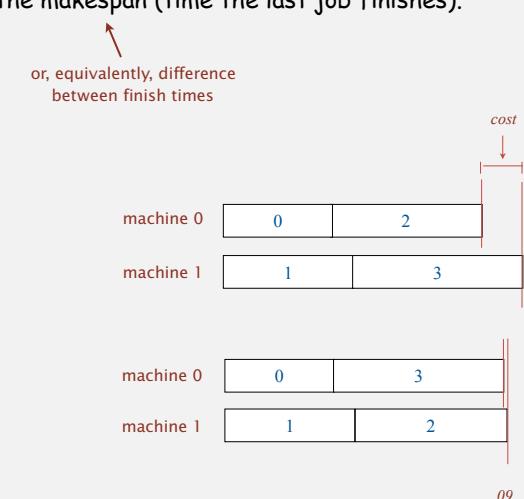
a[]	finish times	cost
0 0 0 0	7.38 0.00	7.38
0 0 0 1	5.15 2.24	2.91
0 0 1 1	3.15 4.24	1.09
0 0 1 0	5.38 2.00	
0 1 1 0	3.65 3.73	0.08
0 1 1 1	1.41 5.97	
0 1 0 1	3.41 3.97	
0 1 0 0	5.65 1.73	
1 1 0 0	4.24 3.15	
1 1 0 1	2.00 5.38	
1 1 1 1	0.00 7.38	
1 1 1 0	2.24 5.15	
1 0 1 0	3.97 3.41	
1 0 1 1	1.73 5.65	
1 0 0 1	3.73 3.65	
1 0 0 0	5.97 1.41	

MACHINE 0	MACHINE 1
1.41	1.73
	2.00
-----	-----
3.65	3.73

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Scheduling

Scheduling (set partitioning). Given N jobs of varying length, divide among two machines to minimize the makespan (time the last job finishes).



Remark. This scheduling problem is NP-complete.

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Scheduling: improvements

Many opportunities to improve.

- Fix last job to be on machine 0. 2x speedup
- Maintain difference in finish times. factor of N speedup (using Gray code order)
(and avoid recomputing cost from scratch)
- Backtrack when partial schedule cannot beat best known. huge opportunities for improvement on typical inputs

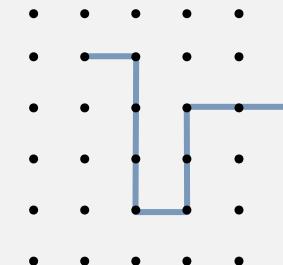
```
private void enumerate(int k)
{
    if (k == N-1)
    { process(); return; }
    if (canBacktrack(k)) return;
    enumerate(k+1);
    a[k] = 1 - a[k];
    enumerate(k+1);
}
```

- Process all 2^k subsets of last k jobs, cache results in memory, (reduces time to 2^{N-k} when 2^k memory available).

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Enumerating all paths on a grid

Goal. Enumerate all simple paths on a grid of adjacent sites.



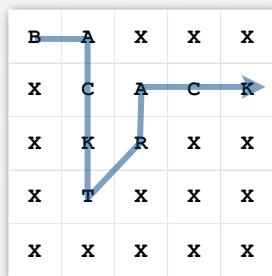
no two atoms can occupy
same position at same time

Application. Self-avoiding lattice walk to model polymer chains.

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Enumerating all paths on a grid: Boggle

Boggle. Find all words that can be formed by tracing a simple path of adjacent cubes (left, right, up, down, diagonal).



Pruning. Stop as soon as no word in dictionary contains string of letters on current path as a prefix \Rightarrow use a trie.

B
BA
BAX

Boggle: Java implementation

```
private void dfs(String prefix, int i, int j)
{
    if ((i < 0 || i >= N) ||
        (j < 0 || j >= N) ||
        (visited[i][j]) ||
        !dictionary.containsAsPrefix(prefix))
        return;

    visited[i][j] = true;
    prefix = prefix + board[i][j];

    if (dictionary.contains(prefix))
        found.add(prefix);

    for (int ii = -1; ii <= 1; ii++)
        for (int jj = -1; jj <= 1; jj++)
            dfs(prefix, i + ii, j + jj);

    visited[i][j] = false;
}
```

string of letters on current path to (i, j)

backtrack

add current character

add to set of found words

try all possibilities

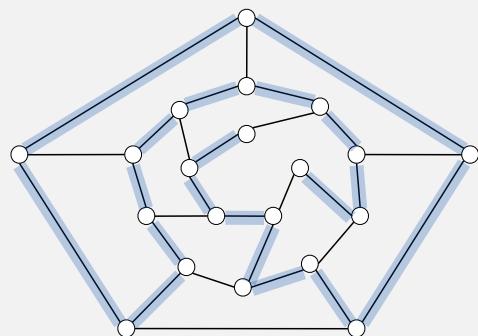
clean up

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Hamilton path

Goal. Find a simple path that visits every vertex exactly once.



visit every edge exactly once

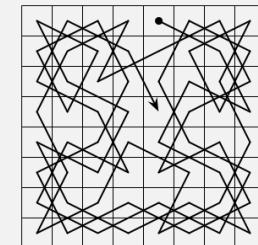
Remark. Euler path easy, but Hamilton path is NP-complete.

Knight's tour

Goal. Find a sequence of moves for a knight so that (starting from any desired square) it visits every square on a chessboard exactly once.



legal knight moves



a knight's tour

Hamilton path: backtracking solution

Backtracking solution. To find Hamilton path starting at v :

- Add v to current path.
- For each vertex w adjacent to v
 - find a simple path starting at w using all remaining vertices
- Clean up: remove v from current path.

Q. How to implement?

A. Add cleanup to DFS (!!)

Hamilton path: Java implementation

```
public class HamiltonPath
{
    private boolean[] marked; // vertices on current path
    private int count = 0; // number of Hamiltonian paths

    public HamiltonPath(Graph G)
    {
        marked = new boolean[G.V()];
        for (int v = 0; v < G.V(); v++)
            dfs(G, v, 1);
    }

    private void dfs(Graph G, int v, int depth)
    {
        marked[v] = true;
        if (depth == G.V()) count++;

        found one →
        for (int w : G.adj(v))
            if (!marked[w]) dfs(G, w, depth+1); ← length of current path
                                            (depth of recursion)

            marked[v] = false; ← backtrack if w is already part of path
        }
    }
}
```

Exhaustive search: summary

problem	enumeration	backtracking
N-rooks	permutations	no
N-queens	permutations	yes
Sudoku	base-9 numbers	yes
scheduling	subsets	yes
Boggle	paths in a grid	yes
Hamilton path	paths in a graph	yes

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The longest path



*Woh-oh-oh-oh, find the longest path!
Woh-oh-oh-oh, find the longest path!*

*If you said P is NP tonight,
There would still be papers left to write.
I have a weakness;
I'm addicted to completeness,
And I keep searching for the longest path.*

*The algorithm I would like to see
Is of polynomial degree.
But it's elusive:
Nobody has found conclusive
Evidence that we can find a longest path.*

*I have been hard working for so long.
I swear it's right, and he marks it wrong.
Some how I'll feel sorry when it's done: GPA 2.1
Is more than I hope for.*

*Garey, Johnson, Karp and other men (and women)
Tried to make it order N log N.
Am I a mad fool
If I spend my life in grad school,
Forever following the longest path?*

*Woh-oh-oh-oh, find the longest path!
Woh-oh-oh-oh, find the longest path!
Woh-oh-oh-oh, find the longest path.*

Recorded by Dan Barrett in 1988 while a student
at Johns Hopkins during a difficult algorithms final

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That's all, folks: keep searching!



The world's longest path (Sendero de Chile): 9,700 km.
(originally scheduled for completion in 2010; now delayed until 2038)

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