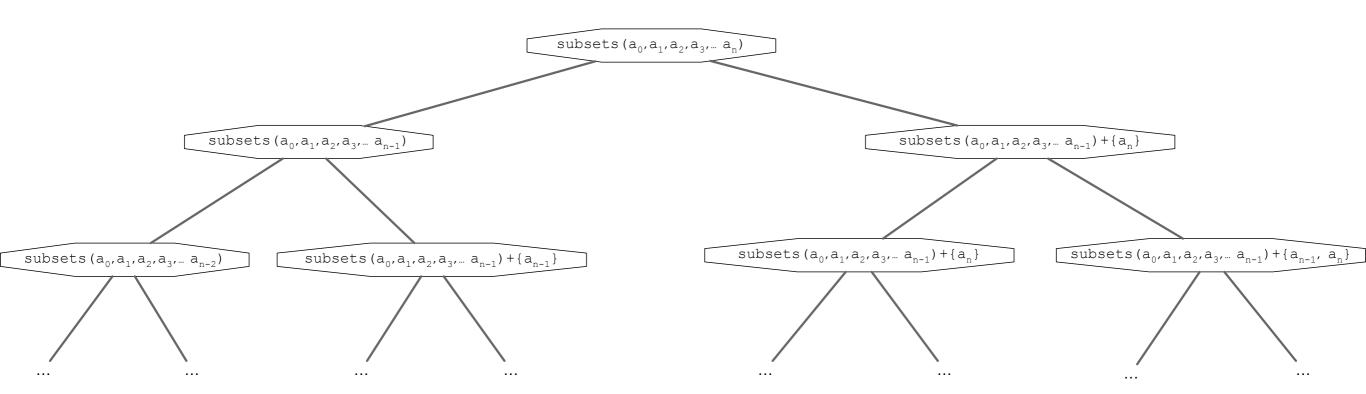
Thomas Schwarz, SJ

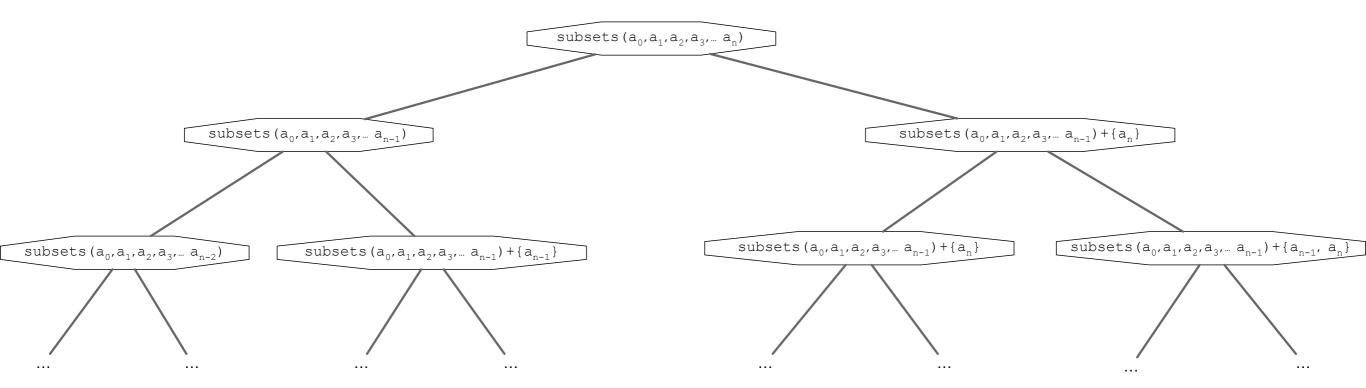
- You are given:
  - A set of numbers, e.g.  $S = \{1,5,12,14,19,20,21\}$
  - A target number t
- Your task is to find a subset of  $\mathbb{S}$  such that the sum of the numbers in the subset is as close to t as possible.

- Complete enumeration solves this by
  - creating all subsets
  - selecting the one that works best
- One possibility is to use recursion for complete enumeration

- Base case:
  - Subsets of the empty set are just the empty set



- Recursive Case:
  - Subsets of the set  $\{a_1, ..., a_n\}$  are:
    - Subsets of  $\{a_1, ..., a_{n-1}\}$
    - Subsets consisting of a subset of  $\{a_1, ..., a_{n-1}\}$  and  $a_n$



- How to represent sets?
  - Python has a type sets, but the elements need to be hashable
  - And sets are not hashable
  - Could use frozen\_sets, but these are ugly
- So, create the set of subsets as a list

• Implementation:

```
def subsets(a_list):
    if len(a_list) == 0:
        return []
    if len(a_list) == 1:
        return [[], [a_list[-1]]]
    lst = a_list[-1]
    menge = subsets(a_list[:-1])
    return menge + [ x+[lst] for x in menge]
```

• Example:  $S = \{1,5,12,14,19,20,21\}$  target 37:

```
lista = [1, 5, 12, 14, 19, 20, 21]
for subset in subsets(lista):
   if sum(subset) == 37:
      print(subset)
```

[1, 5, 12, 19] [5, 12, 20]

 If you want to find the best approximation, you need to remember the best value so far

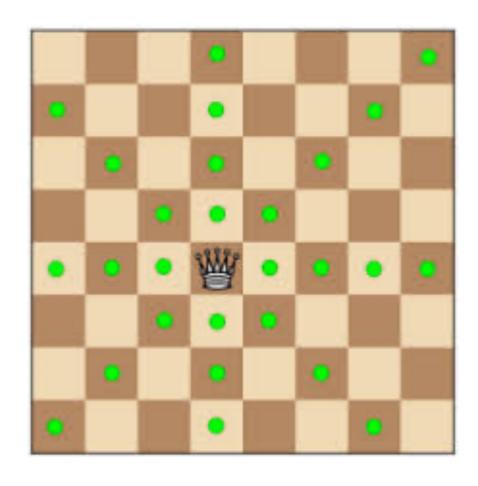
```
def find(lista, target):
    best = sum(lista)+1
    best_seen = []
    for subset in subsets(lista):
        if abs(sum(subset) - target) < best:
            best = abs(sum(subset) - target)
            best_seen = subset
    return best, best_seen</pre>
```

- Example: Target is 43
- Best: 1, [5, 19, 20]

- Complete enumeration of subsets generates  $2^n$  subsets
  - Therefore, is exponential
- In general: complete enumeration with recursion creates a call tree with  $b^n$  or  $b^{n+1}$  leaves

- Idea:
  - We do not always need to go down to the leaves of the tree, but can stop earlier

- Example:
  - The *n*-queens problem
    - Place n-queens on a n × n
       chessboard so that no queen
       threatens any other
    - Queens can move vertically, horizontally, and diagonally



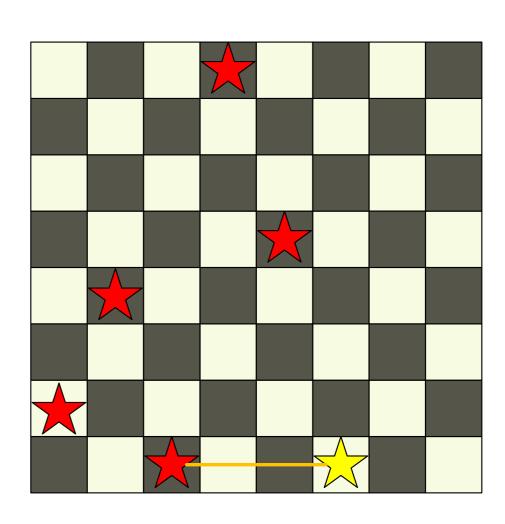
- Strategy:
  - We notice that there can be only one queen per column
  - And that there has to be one in every column to get the total number to n

- Add queen to a partial solution
  - Check whether queen placement is possible
    - If not, stop this branch in the tree
- Trick is to use recursion so that we do not have to administer walking up and down the tree

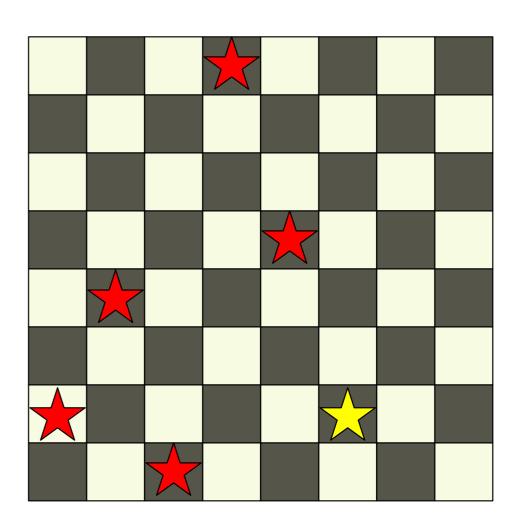
- We encode the problem by having a list board
- $i^{th}$  queen is located in column i and row board[i]
  - E.g. board = [1,3,0,7,4]

row 7

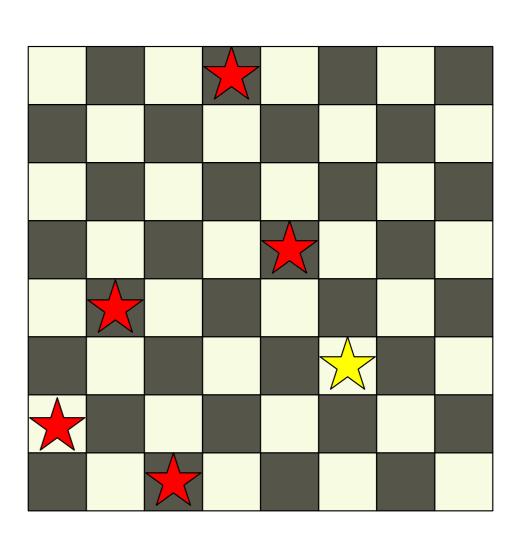
- **E.g.** board=[1,3,0,7,4]
  - We then assign the next queen in column 5
    - We try out: 0, 1, 2, ..., 7
      - 0 does not work



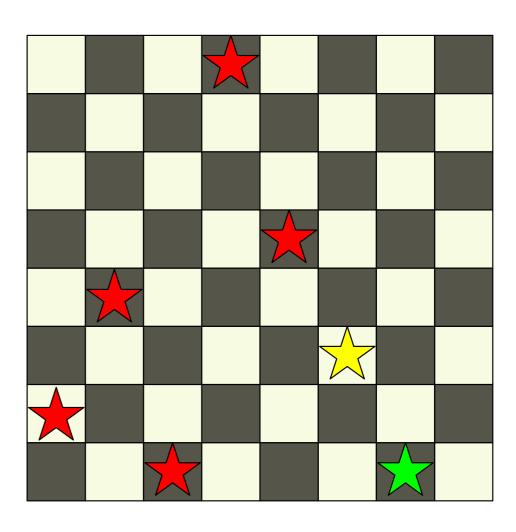
- **E.g.** board=[1,3,0,7,4]
  - We then assign the next queen in row 5
    - We try out: 0, 1, 2, ..., 7
      - 1 does not work



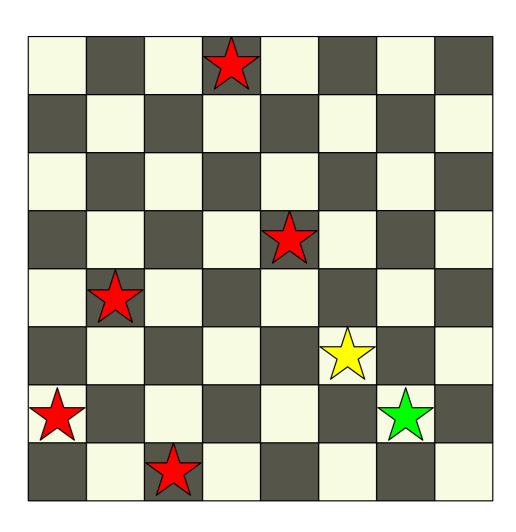
- **E.g.** board=[1,3,0,7,4]
  - We then assign the next queen in row 5
    - We try out: 0, 1, 2, ..., 7
    - 2 does work
    - board=[1,3,0,7,4,2]



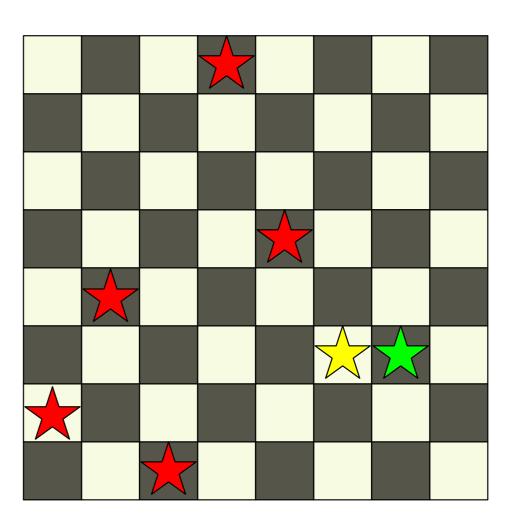
- **E.g.** board=[1,3,0,7,4,2]
  - We then assign the next queen in column 6
    - We try out: 0
    - 0 does not work



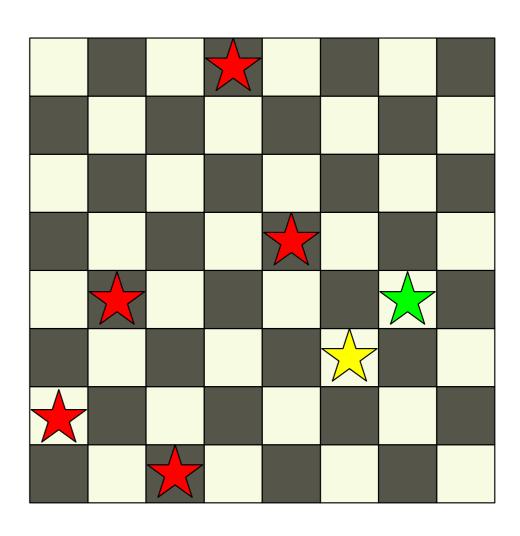
- **E.g.** board=[1,3,0,7,4,2]
  - We then assign the next queen in column 6
    - We try out: 1
    - 1 does not work



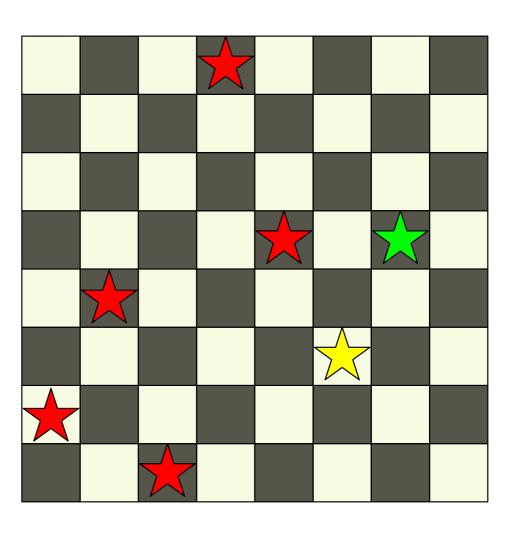
- **E.g.** board=[1,3,0,7,4,2]
  - We then assign the next queen in column 6
    - We try out: 2
    - 2 does not work



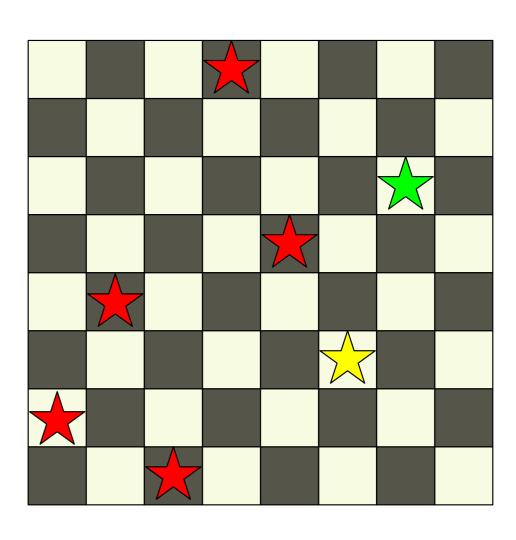
- **E.g.** board=[1,3,0,7,4,2]
  - We then assign the next queen in column 6
    - We try out: 3
    - 3 does not work



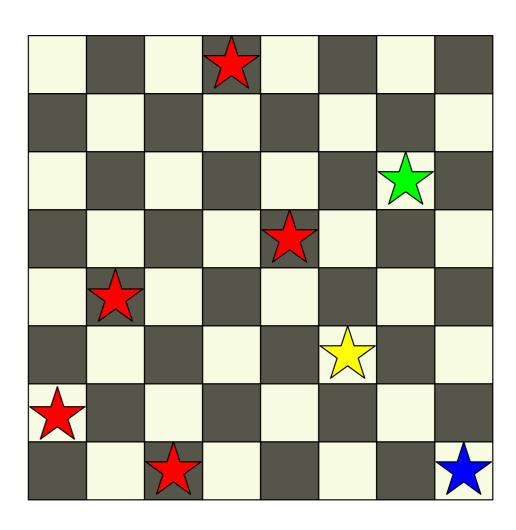
- **E.g.** board=[1,3,0,7,4,2]
  - We then assign the next queen in column 6
    - We try out: 4
    - 4 does not work



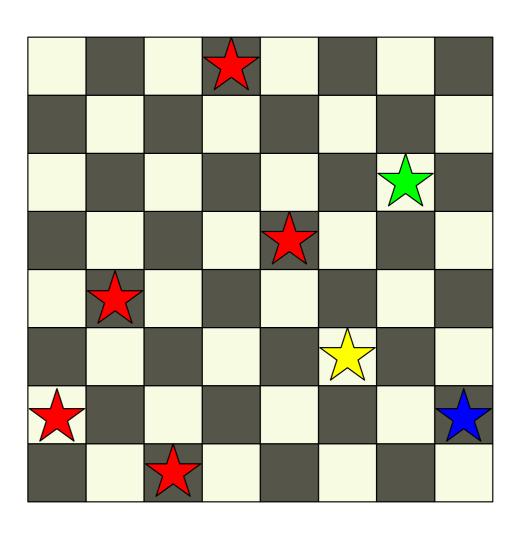
- **E.g.** board=[1,3,0,7,4,2]
  - We then assign the next queen in column 6
    - We try out: 5
    - 5 does work
    - board=[1,3,0,7,4,2,5]



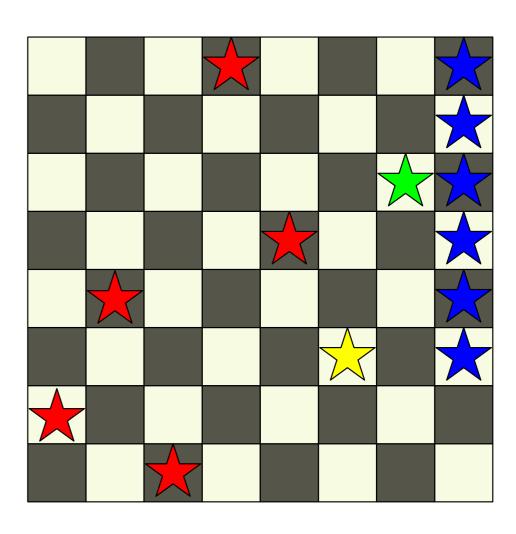
- **E.g.** board=[1,3,0,7,4,2,5]
  - We then assign the next queen in column 7
    - We try out: 0
    - 0 does not work



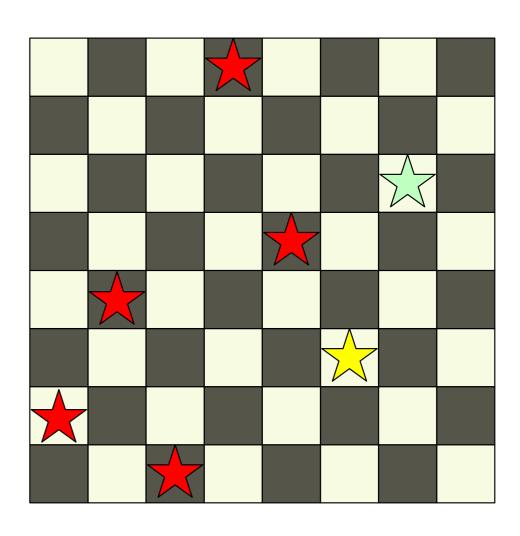
- **E.g.** board=[1,3,0,7,4,2,5]
  - We then assign the next queen in column 7
    - We try out: 1
    - 1 does not work



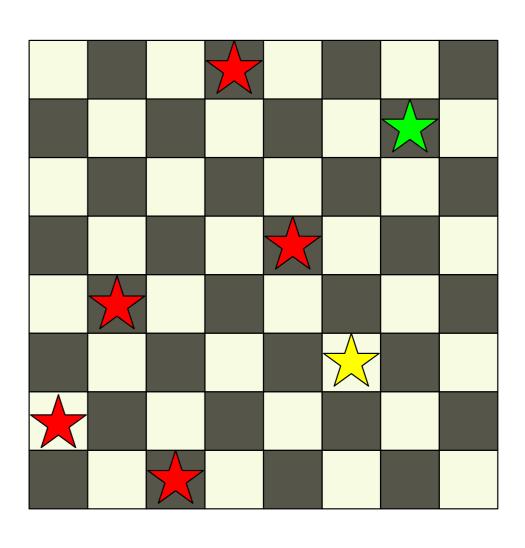
- **E.g.** board=[1,3,0,7,4,2,5]
  - We then assign the next queen in column 7
    - We try out: 2, 3, ..., 7
    - none works



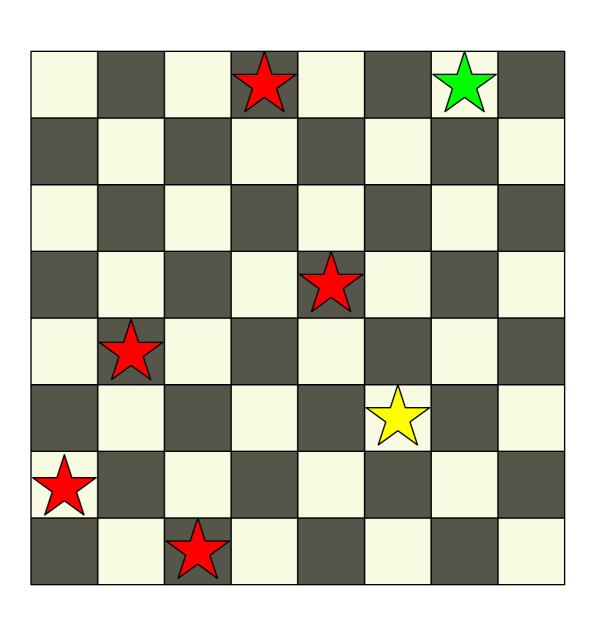
- **E.g.** board=[1,3,0,7,4,2,5]
  - We now remove 5
  - board=[1,3,0,7,4,2]



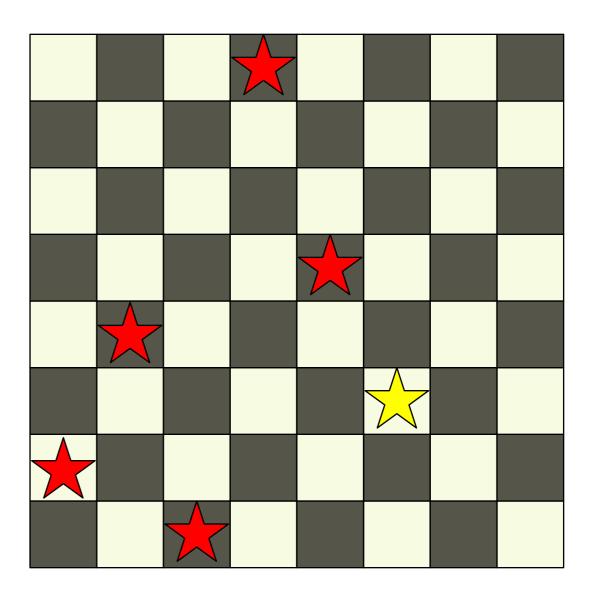
- **E.g.** board=[1,3,0,7,4,2,5]
  - We now remove 5
  - board=[1,3,0,7,4,2]
  - And go to the next one
  - board=[1,3,0,7,4,2,6]
  - which does not work



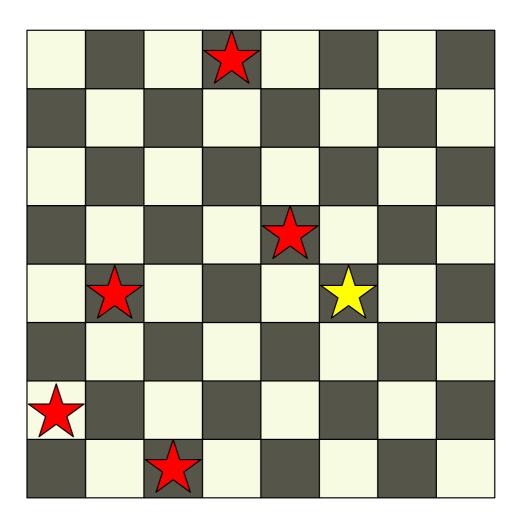
- **E.g.** board=[1,3,0,7,4,2,5]
  - We now remove 5
  - board=[1,3,0,7,4,2]
  - And go to the next one
  - board=[1,3,0,7,4,2,6]
  - which does not work
  - so we try the next one
  - board=[1,3,0,7,4,2,7]
  - which does not work



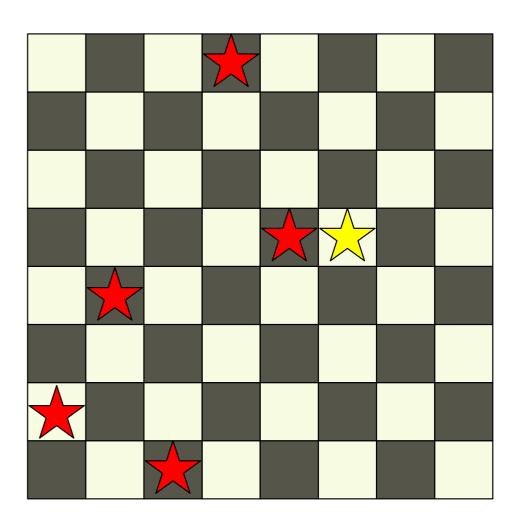
- E.g. board=[1,3,0,7,4,2,?]
  - All possibilities are exhausted
  - We return and try the next position for column 5



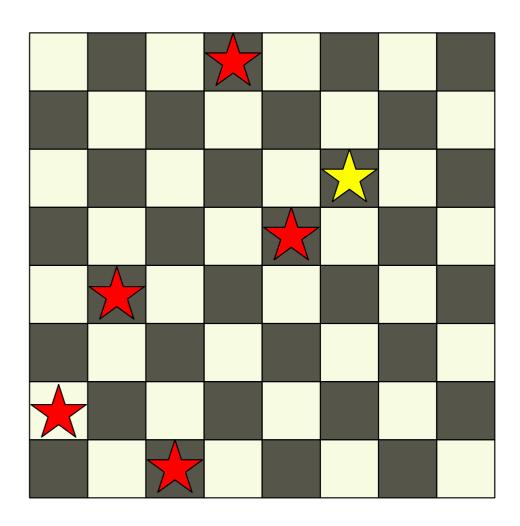
- E.g. board=[1,3,0,7,4,3]
  - 3 does not work



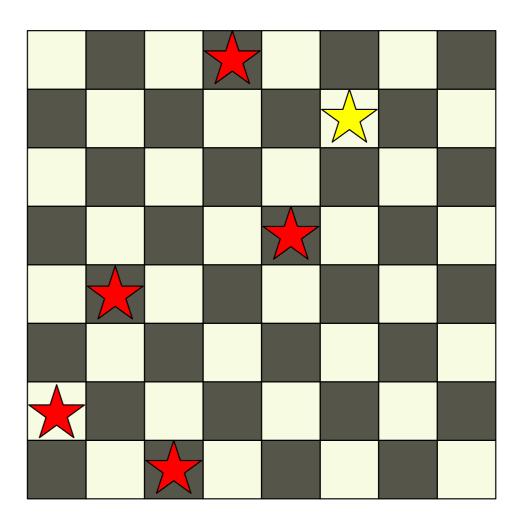
- E.g. board=[1,3,0,7,4,4]
  - 4 does not work



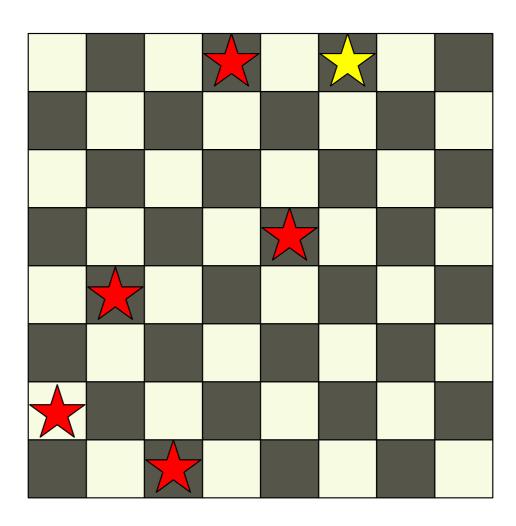
- E.g. board=[1,3,0,7,4,5]
  - 5 does not work



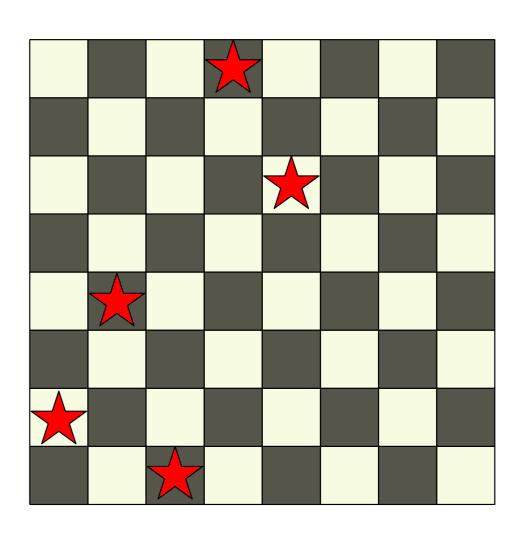
- E.g. board=[1,3,0,7,4,6]
  - 6 does not work



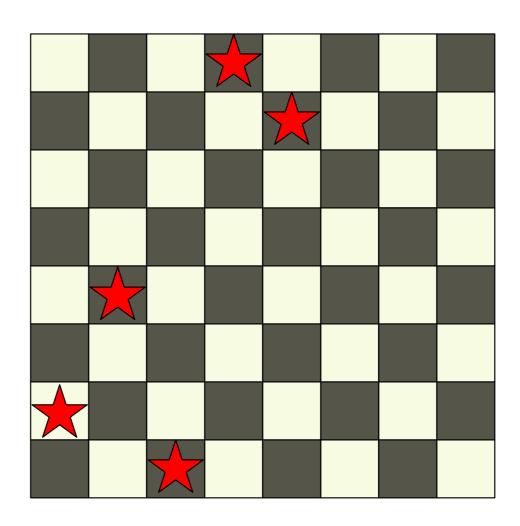
- E.g. board=[1,3,0,7,4,7]
  - 7 does not work



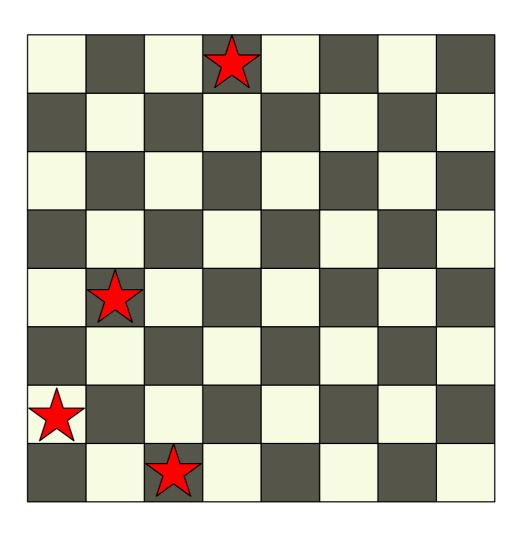
- **E.g.** board=[1,3,0,7,4]
  - Since we exhausted all possibilities, we know this position is hopeless
  - So we move on to the next possibility
  - board=[1,3,0,7,5]
  - Which does not work



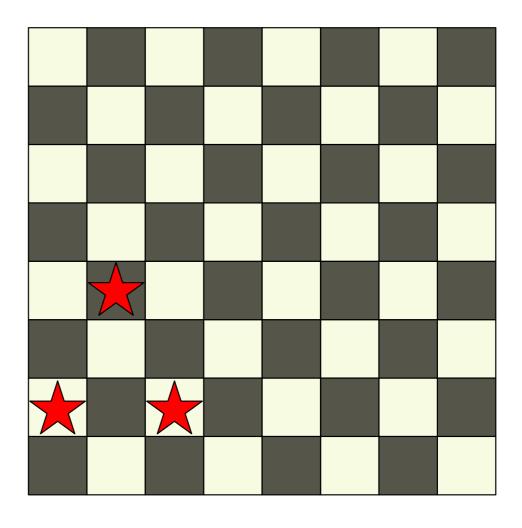
- **E.g.** board=[1,3,0,7,6]
  - Not valid



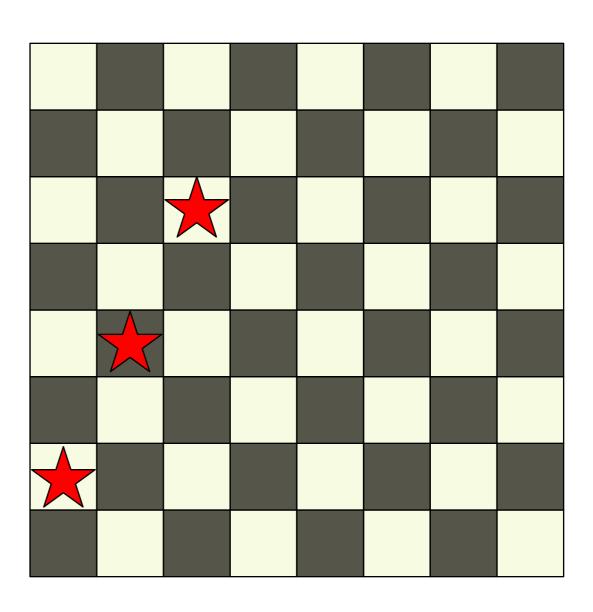
- **E.g.** board=[1,3,0,7]
  - Not valid
  - So, we remove and return



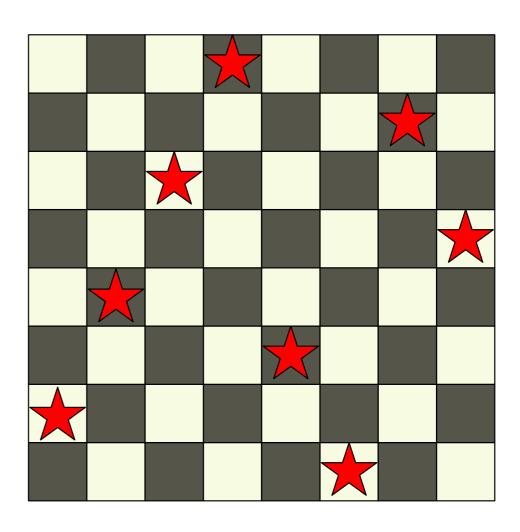
- **E.g.** board=[1,3,0,7]
  - Now more possibilities in column 3
  - We return and board is now [1,3,0] and we try the next possibility [1,3,1]



- **E.g.** board=[1,3,0]
  - First valid partial board is
    - board=[1,3,5]



- **E.g.** board=[1,3,0]
  - Which will be a progenitor of a solution



- Need to check validity:
  - Set-up guarantees that queens are in different columns
  - Need to check that a new queen is not in the same row or in one of the two diagonals with any already placed queen

```
def is_valid(board):
    current_queen_row, current_queen_col = len(board)-1, board[-1]
    for row, col in enumerate(board[:-1]):
        diff = abs(current_queen_col - col)
        if diff == 0 or diff == current_queen_row - row:
            return False
    return True
```

```
def queens(n, board = []):
    if n == len(board):
        return board
    for col in range(n):
        board.append(col)
        if is_valid(board):
            board = queens(n, board)
            if is_valid(board) and len(board) ==n:
                return (board)
        board.pop()
    return board
```

Notice how we add and a remove a value from the board

```
def queens(n, board = []):
    if n == len(board):
        return board
    for col in range(n):
        board.append(col)
        if is_valid(board):
            board = queens(n, board)
            if is_valid(board) and len(board) ==n:
                return (board)
        board.pop()
    return board
```

- Back-tracking can be used if
  - We can construct partial solutions
  - We can verify that a partial solution is invalid
  - Can we verify if the solution is complete

- Back-tracking can be used if
  - We can construct partial solutions
  - We can verify that a partial solution is invalid
  - Can we verify if the solution is complete

- *n* queens problem:
  - Can we construct partial solutions?
    - Yes, just use partial boards
  - Can we verify that a partial solution is invalid
    - Yes, if a queen is in the same row or in the same diagonal with one placed before
  - Can we verify if the solution is complete
    - Yes, when we have reached a board of length n.

- Example: Sudoku Solver
  - Given an initial sudoku position
    - Add one new number at a time
    - Check whether that number violates any of the rules
    - Finish when all numbers have been placed