

# Combinatorial Search



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

## Overview

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

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

**Applicability.** Huge range of problems (include NP-hard ones).

**Caveat.** Search space is typically exponential in size  $\Rightarrow$  effectiveness may be limited to relatively small instances.

**Caveat to the caveat.** Backtracking may **prune** search space to reasonable size, even for relatively large instances

## Warmup: enumerate N-bit strings

Problem: process all  $2^N$  N-bit strings (stay tuned for applications).

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

- maintain  $a[i]$  where  $a[i]$  represents bit  $i$
- initialize all bits to 0
- simple recursive method does the job  
(call `enumerate(0)`)

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

*← clean up*

starts with all 0s

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

example showing  
cleanups that  
zero out digits

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

ends with all 0s

Invariant (prove by induction):

Enumerates all (N-k)-bit strings **and cleans up after itself.**

## Warmup: enumerate N-bit strings (full implementation)

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

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

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

    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]);
        Counter c = new Counter(N);
    }
}
```

all the programs  
in this lecture  
are variations  
on this theme →

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

```
% java Counter 4
0000
0001
0010
0011
0100
0101
0110
0111
1000
1001
1010
1011
1100
1101
1110
1111
```

▶ **permutations**

▶ backtracking

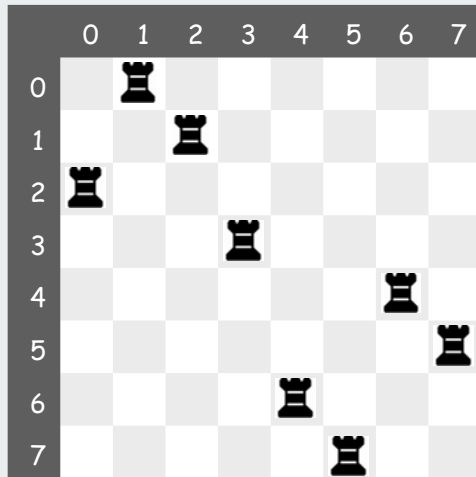
▶ counting

▶ subsets

▶ paths in a graph

## N-rooks Problem

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



original problem: N = 8

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

No two in the same row, so represent solution with an array

$a[i]$  = column of rook in row  $i$ .

No two in the same column, so array entries are all different

$a[]$  is a **permutation** (rearrangement of  $0, 1, \dots, N-1$ )

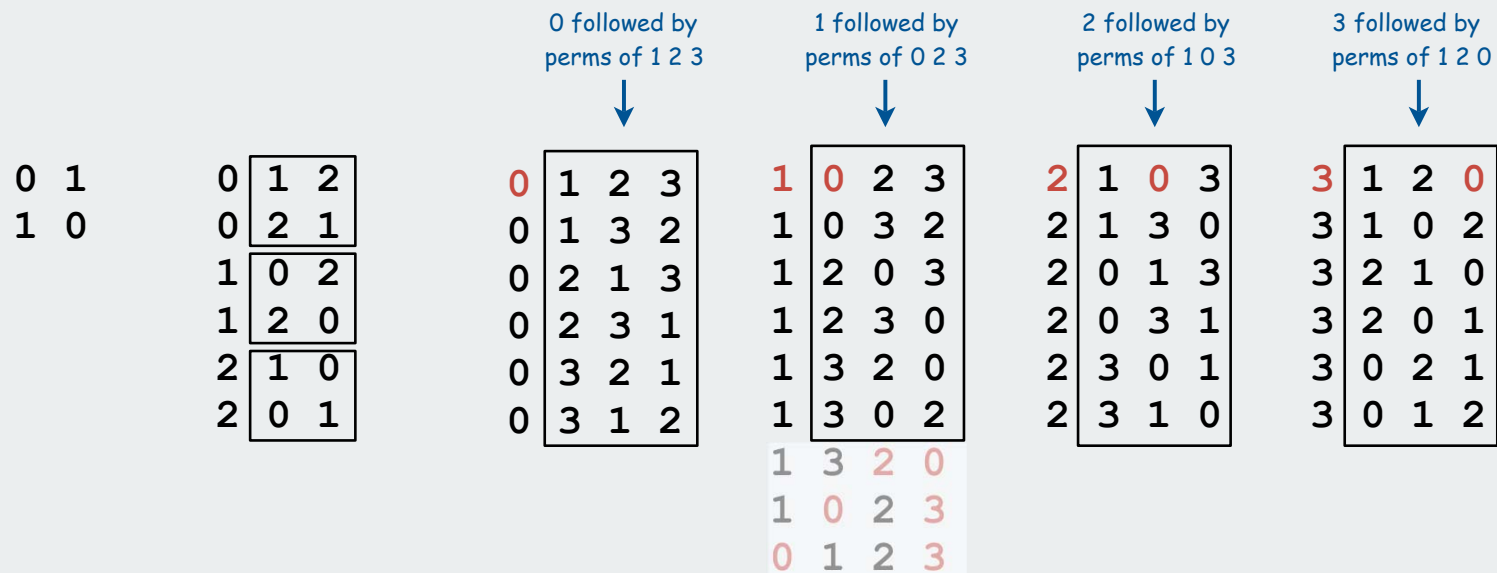
**Answer:** There are  $N!$  non mutually-attacking placements.

**Challenge:** Enumerate them all.

## Enumerating permutations

Recursive algorithm to enumerate all  $N!$  permutations of size  $N$ :

- Start with  $0\ 1\ 2\ \dots\ N-1$ .
- For each value of  $i$ 
  - swap  $i$  into position  $0$
  - enumerate all  $(N-1)!$  arrangements of  $a[1..N-1]$
  - clean up (swap  $i$  and  $0$  back into position)



example showing cleanup swaps that bring perm back to original

## N-rooks problem (enumerating all permutations): scaffolding

```
public class Rooks
{
    private int N;
    private int[] a;

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

    private void enumerate(int k)
    { /* See next slide. */ }

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

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

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

← initialize a[0..N-1] to 0..N-1

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



## N-rooks problem (enumerating all permutations): recursive enumeration

Recursive algorithm to enumerate all  $N!$  permutations of size  $N$ :

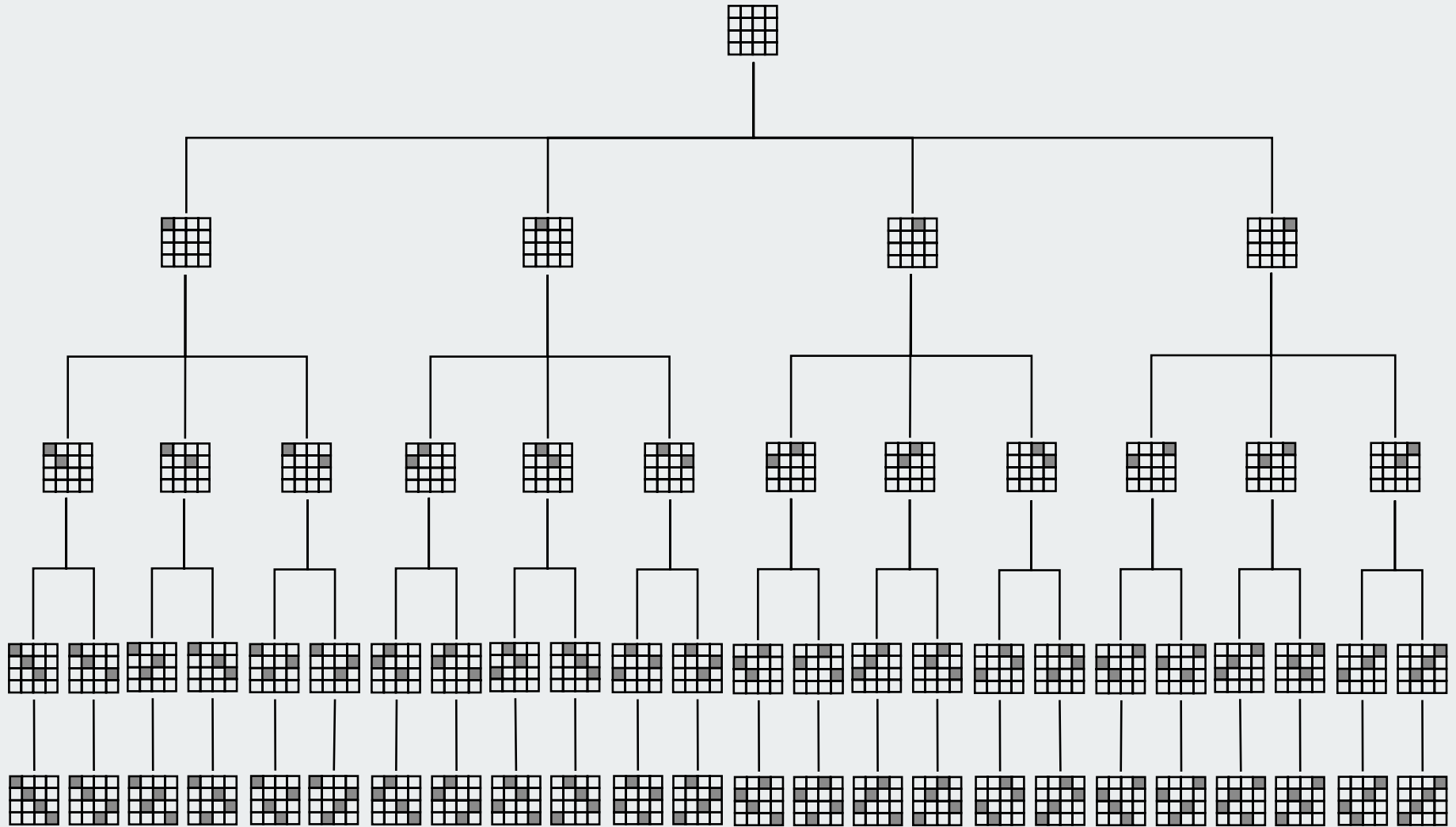
- Start with  $0\ 1\ 2\ \dots\ N-1$ .
- For each value of  $i$ 
  - swap  $i$  into position  $0$
  - enumerate all  $(N-1)!$  arrangements of  $a[1..N-1]$
  - clean up (swap  $i$  and  $0$  back into position)

```
private void enumerate(int k)
{
    if (k == N)
    {
        process();
        return;
    }
    for (int i = k; i < N; i++)
    {
        exch(a, k, i);
        enumerate(k+1);
        exch(a, k, i);
    }
}
```

← 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 2 0
1 3 0 2
2 1 0 3
2 1 3 0
2 0 1 3
2 0 3 1
2 3 0 1
2 3 1 0
3 1 2 0
3 1 0 2
3 2 1 0
3 2 0 1
3 0 2 1
3 0 1 2
```

# 4-Rooks search tree



← ← ←  
...  
solutions → → →

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

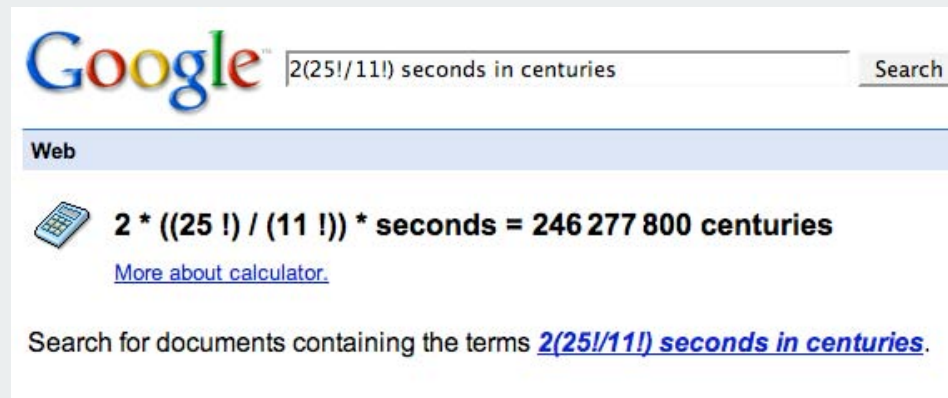
[ Studying slow way to compute  $N!$  but good warmup for calculations.]

```
% java Rooks 10
3628800 solutions ← instant

% java Rooks 11
39916800 solutions ← about 2 seconds

% java Rooks 12
479001600 solutions ← about 24 seconds (checks with  $N!$  hypothesis)
```

Hypothesis: Running time is about  $2(N! / 11!)$  seconds.



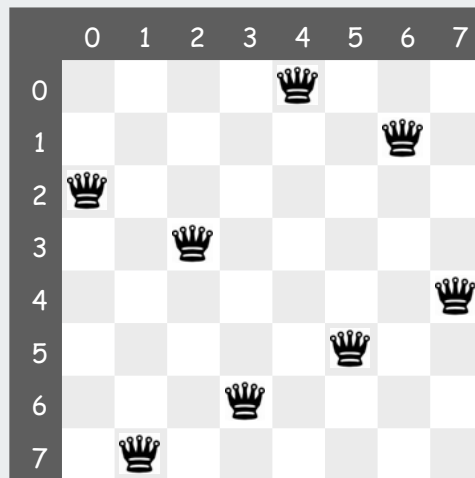
The screenshot shows a Google search interface. The search bar contains the text "2(25!/11!) seconds in centuries" and a "Search" button. Below the search bar, the "Web" section is highlighted. A calculator icon is shown next to the text "2 \* ((25 !) / (11 !)) \* seconds = 246 277 800 centuries". Below this text is a link "More about calculator.". At the bottom of the search results, it says "Search for documents containing the terms [2\(25!/11!\) seconds in centuries.](#)"

```
% java Rooks 25
← millions of centuries
```

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

## N-Queens problem

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



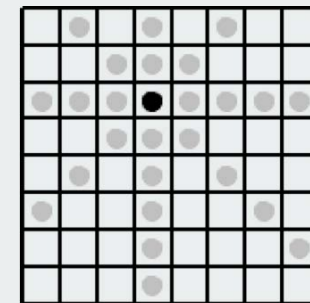
original problem: N = 8

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

**Representation.** Same as for rooks:

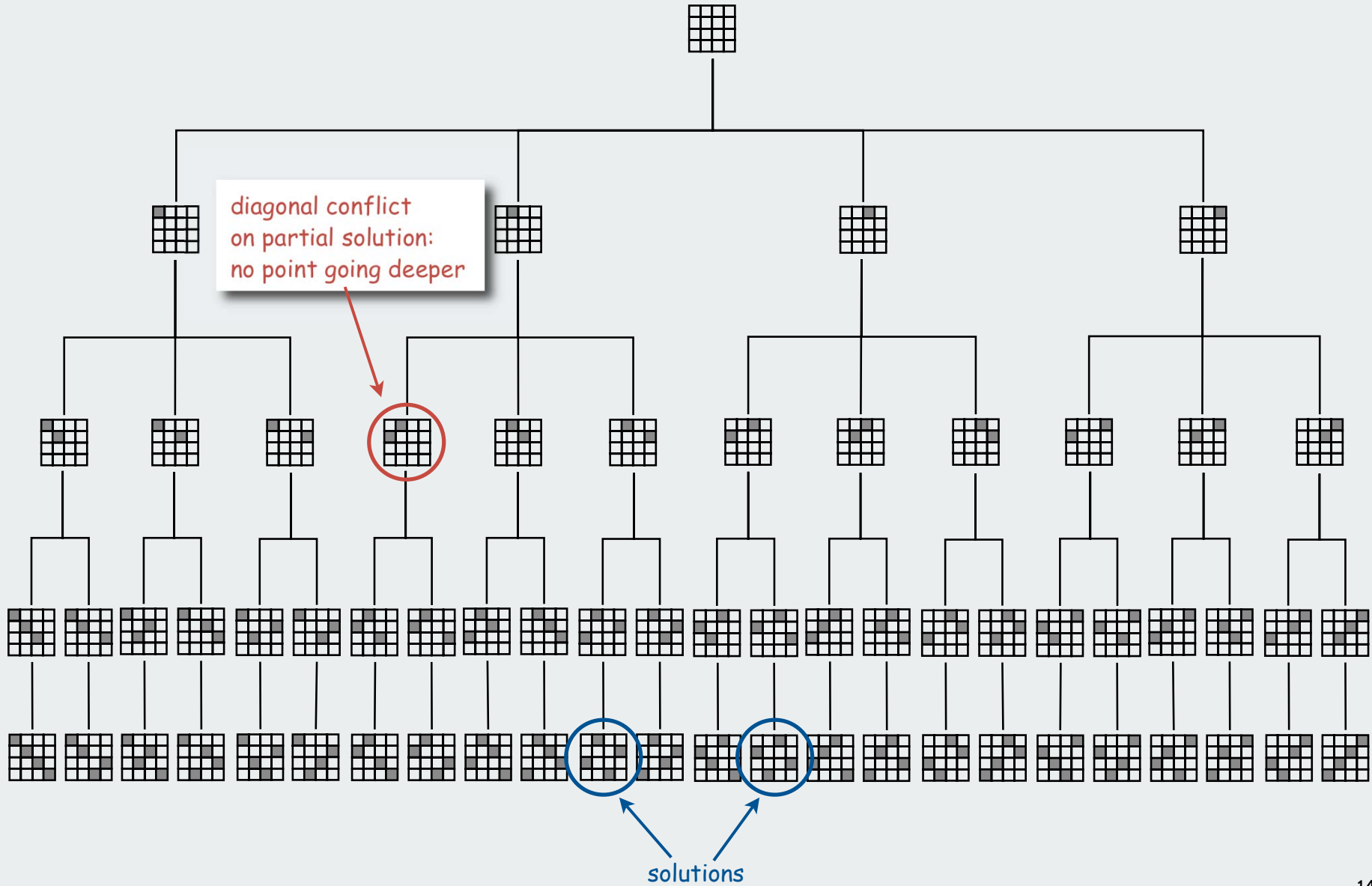
represent solution as a permutation:  $a[i]$  = column of queen in row  $i$ .

**Additional constraint:** no diagonal attack is possible



**Challenge:** Enumerate (or even count) the solutions

# 4-Queens search tree



## N Queens: Backtracking solution

Iterate through elements of search space.

- when there are N possible choices, make one choice and recur.
- if the choice is a dead end, **backtrack** to previous choice, and make next available choice.

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

For N queens:

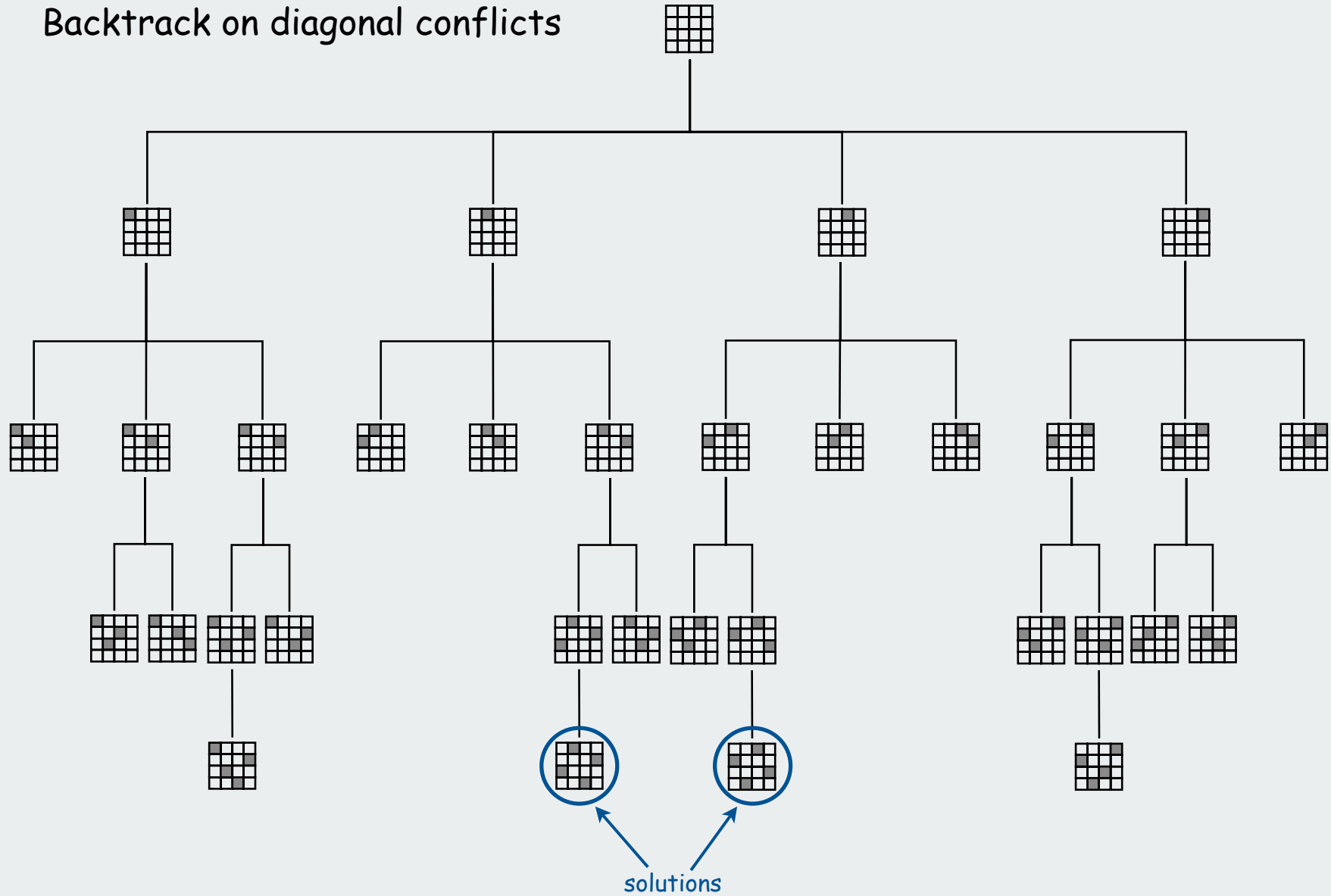
- dead end: a diagonal conflict
- pruning: backtrack and try next row when diagonal conflict found

In general, improvements are possible:

- try to make an "intelligent" choice
- try to reduce cost of choosing/backtracking

# 4-Queens Search Tree (pruned)

Backtrack on diagonal conflicts



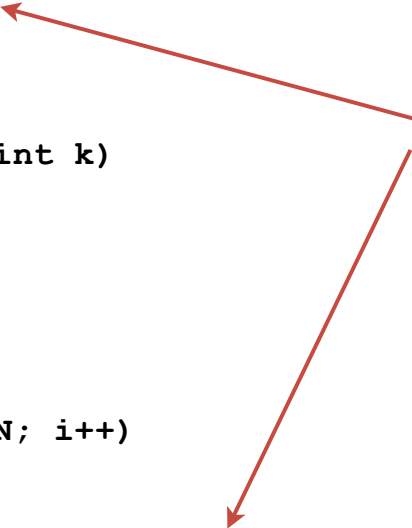


## N-Queens: Backtracking solution

```
private boolean backtrack(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;
}

private void enumerate(int k)
{
    if (k == N)
    {
        process();
        return;
    }
    for (int i = k; i < N; i++)
    {
        exch(a, k, i);
        if (!backtrack(k)) enumerate(k+1);
        exch(a, k, i);
    }
}
```

stop enumerating  
if adding the  $n^{\text{th}}$   
queen 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
```

## N-Queens: Effectiveness of backtracking

Pruning the search tree leads to enormous time savings

N	2	3	4	5	6	7	8	9	10	11	12
Q(N)	0	0	2	10	4	40	92	352	724	2,680	14,200
N!	2	6	24	120	720	5,040	40,320	362,880	3,628,800	39,916,800	479,001,600

N	13	14	15	16
Q(N)	73,712	365,596	2,279,184	14,772,512
N!	6,227,020,800	87,178,291,200	1,307,674,368,000	20,922,789,888,000

↑  
savings: factor of more than 1-million

## N-Queens: How many solutions?

Answer to original question easy to obtain:

- add an instance variable to count solutions (initialized to 0)
- change `process()` to increment the counter
- add a method to return its value

```
% java Queens 4
2 solutions

% java Queens 8
92 solutions

% java Queens 16
14772512 solutions
```

Source: [On-line encyclopedia of integer sequences, N. J. Sloane \[ sequence A000170 \]](#)

N	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Q(N)	0	0	2	10	4	40	92	352	724	2,680	14,200	73,712	365,596	2,279,184

N	16	17	18	19		25
Q(N)	14,772,512	95,815,104	666,090,624	4,968,057,848	...	2, 207,893,435,808,350

↑  
took 53 years of CPU time (2005)

# N-queens problem: back-of-envelope running time estimate

## Hypothesis ??

```
% java Queens 13  
73712 solutions
```

← about a second

```
% java Queens 14  
365596 solutions
```

← about 7 seconds

```
% java Queens 15  
2279184 solutions
```

← about 49 seconds

```
% java Queens 16  
14772512 solutions
```

← about 360 seconds

ratio

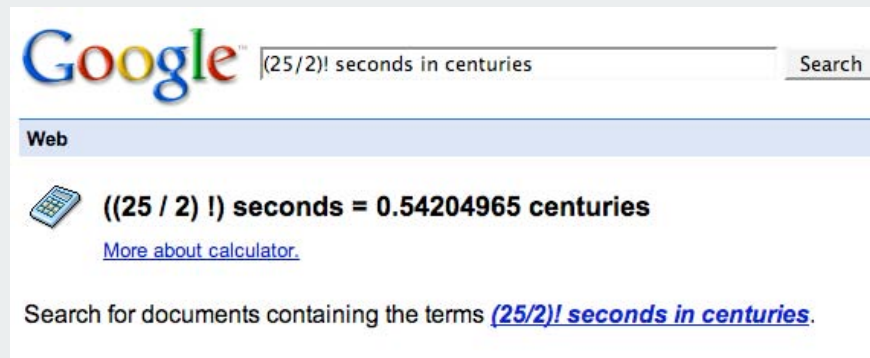


6.32

6.73

7.38

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



```
% java Queens 25
```

← about 54 years



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

## Counting: Java Implementation

**Problem:** enumerate all N-digit base-R numbers

**Solution:** generalize binary counter in lecture warmup

enumerate N-digit base-R numbers

```
private static void enumerate(int k)
{
    if (k == N)
    { process(); return; }

    for (int n = 0; n < R; n++)
    {
        a[k] = n;
        enumerate(k + 1);
    }
    a[k] = 0; ← clean up not needed: Why?
}
```

enumerate binary numbers (from warmup)

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

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

example showing  
cleanups that  
zero out digits

## Counting application: Sudoku

Problem:

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

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

**Remark:** Natural generalization is NP-hard.

## Counting application: Sudoku

Problem:

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

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

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

using digits 1 to 9 →

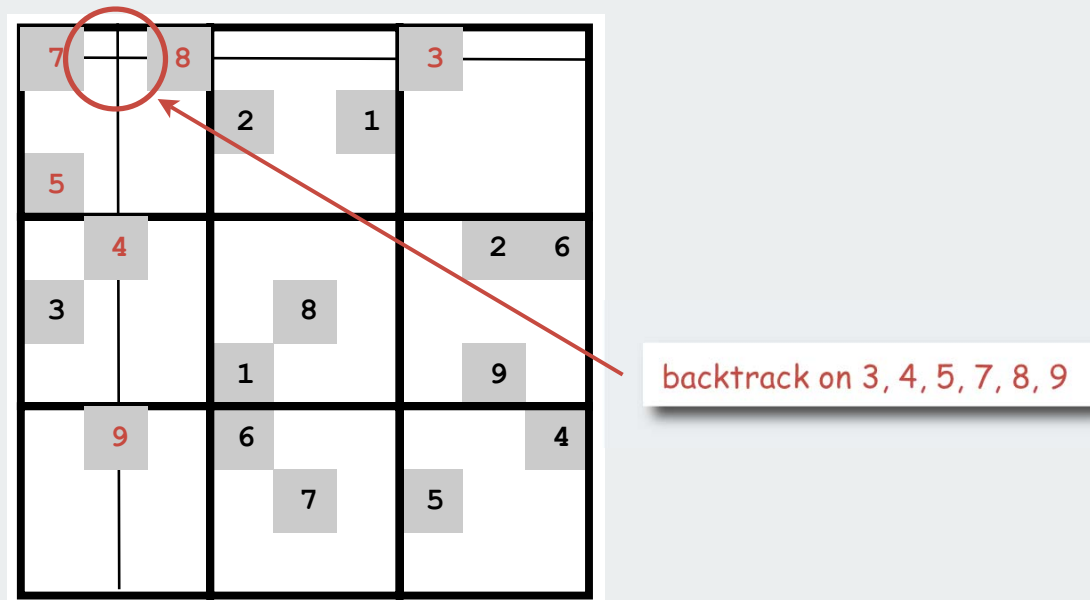




## Sudoku: Backtracking solution

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.**



Improvements are possible.

- try to make an "intelligent" choice
- try to reduce cost of choosing/backtracking

## Sudoku: Java implementation

```
private static void solve(int cell)
{
    if (cell == 81)
    { show(board); return; }

    if (board[cell] != 0)
    { solve(cell + 1); return; }

    for (int n = 1; n <= 9; n++)
    {
        if (! backtrack(cell, n))
        {
            board[cell] = n;
            solve(cell + 1);
        }
    }

    board[cell] = 0;
}
```

← already filled in

← try all 9 possibilities

← unless a Sudoku  
constraint is violated  
(see booksite for code)

← clean up

```
...
int[81] board;
for (int i = 0; i < 81; i++)
    board[i] = StdOut.readInt();
Solver s = new Solver(board);
s.solve();
...
```

```
% 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 Solver
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
```

Works remarkably well (plenty of constraints). Try it!

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

## Enumerating subsets: natural binary encoding

Given  $n$  items, enumerate all  $2^n$  subsets.

- count in binary from 0 to  $2^n - 1$ .
- bit  $i$  represents item  $i$
- if 0, **in** subset; if 1, **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

## Enumerating subsets: natural binary encoding

Given  $N$  items, enumerate all  $2^N$  subsets.

- count in binary from 0 to  $2^N - 1$ .
- maintain  $a[i]$  where  $a[i]$  represents item  $i$
- if 0,  $a[i]$  in subset; if 1,  $a[i]$  not in subset

Binary counter from warmup does the job

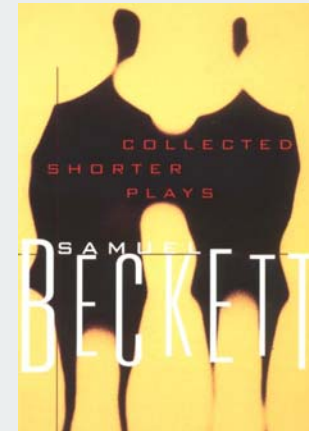
```
private void enumerate(int k)
{
    if (k == N)
    { process(); return; }
    enumerate(k+1);
    a[k] = 1;
    enumerate(k+1);
    a[k] = 0;
}
```

## Digression: Samuel Beckett play

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

<i>code</i>	<i>subset</i>	<i>move</i>
0 0 0 0	<i>empty</i>	
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

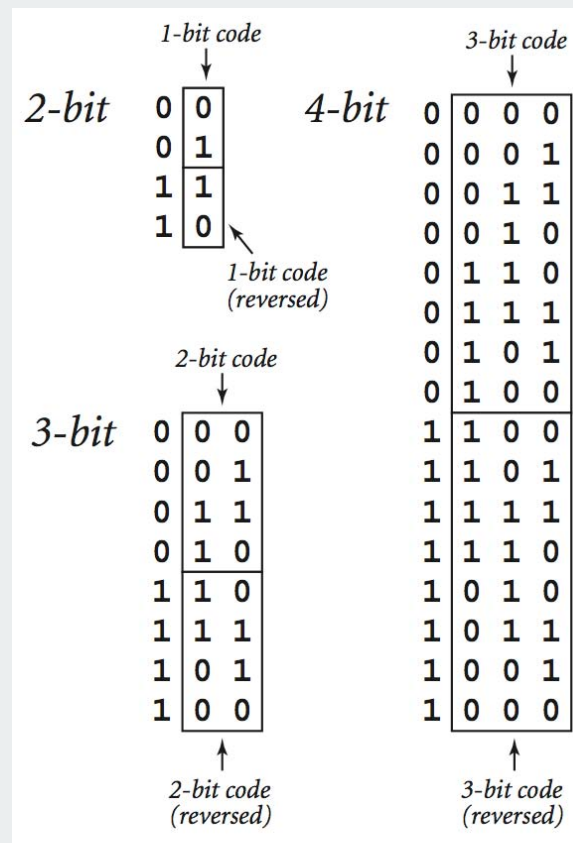
↑  
ruler function



## Binary reflected gray code

The  $n$ -bit **binary reflected Gray code** is:

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



## Beckett: Java implementation

```
public static void moves(int n, boolean enter)
{
    if (n == 0) return;
    moves(n-1, true);
    if (enter) System.out.println("enter " + n);
    else      System.out.println("exit  " + n);
    moves(n-1, false);
}
```

```
% java Beckett 4
```

```
enter 1
enter 2
exit  1
enter 3
enter 1
exit  2
exit  1
```

stage directions  
for 3-actor play  
moves(3, true)

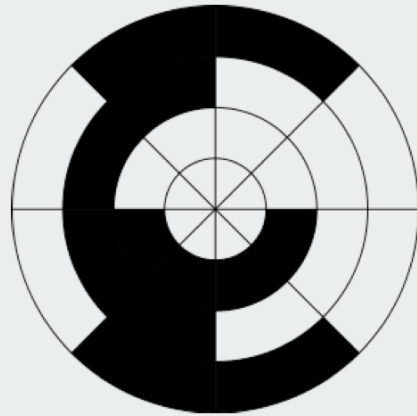
```
enter 4
```

```
enter 1
enter 2
exit  1
exit  3
enter 1
exit  2
exit  1
```

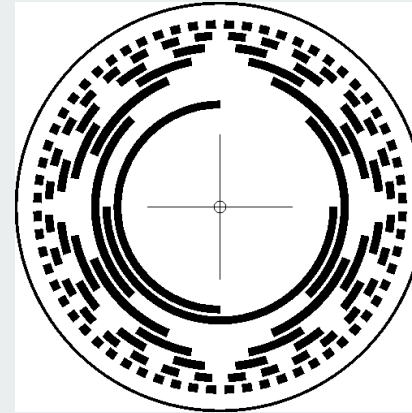
reverse stage directions  
for 3-actor play  
moves(3, false)



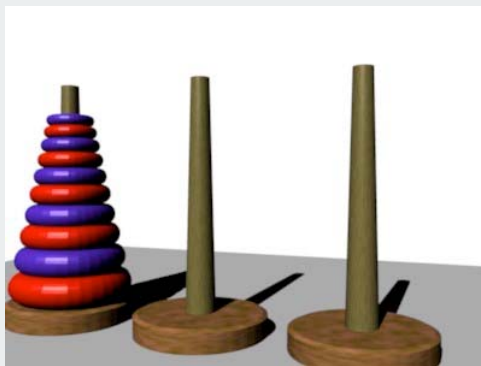
## More Applications of Gray Codes



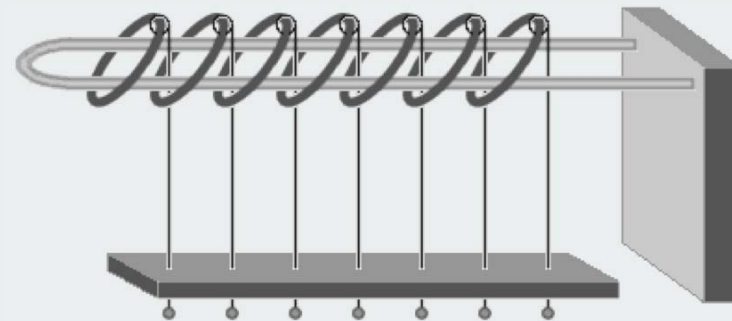
3-bit rotary encoder



8-bit rotary encoder



Towers of Hanoi



Chinese ring puzzle

## 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 enumeration

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

```
000
001
011
010
110
111
101
100
```

standard binary (from warmup)

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

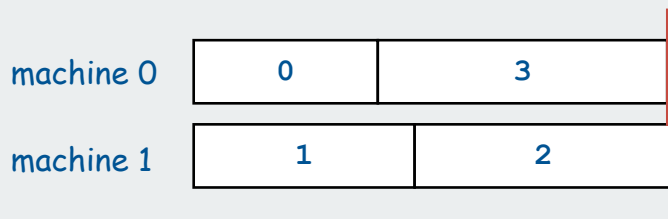
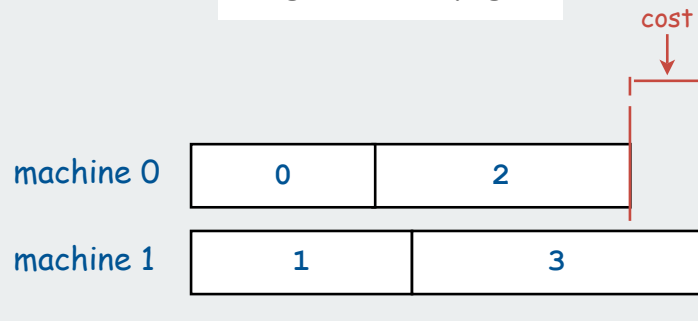
```
000
001
010
011
100
101
110
111
```

Advantage (same as Beckett): only one item changes subsets

# Scheduling

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

job	length
0	1.41
1	1.73
2	2.00
3	2.23



Remark: NP-hard.

↑  
or, equivalently, difference  
between finish times

```
public double[] finish(int[] a)
{
    double[] time = new double[2];
    time[0] = 0.0; time[1] = 0.0;
    for (int i = 0; i < N; i++)
        time[a[i]] += jobs[i];
    return time;
}

private double cost(int[] a)
{
    double[] time = finish(a);
    return Math.abs(time[0] - time[1]);
}
```

i	a[]	time[0]	time[1]
	0 1 1 0	1.41	0
0	0 1 1 0	1.41	0
1	0 1 1 0	1.41	1.73
2	0 1 1 0	1.41	3.73
3	0 1 1 0	3.64	3.73
		3.64	3.73

cost: .09

## Scheduling (full implementation)

```

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

    public Scheduler(double[] jobs)
    {
        this.N = jobs.length;;
        this.jobs = jobs;
        a = new int[N];
        b = new int[N];
        for (int i = 0; i < N; i++)
            a[i] = 0;
        for (int i = 0; i < N; i++)
            b[i] = a[i];
        enumerate(0);
    }

    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 result. */ }
}

```

trace of

```
% java Scheduler 4 < jobs.txt
```

a[]	finish times	cost
0 0 0 0	7.38	0.00
0 0 0 1	5.15	2.24
0 0 1 1	3.15	4.24
0 0 1 0	5.38	2.00
0 1 1 0	3.65	3.73
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
1.4142135624		1.7320508076
		2.0000000000
2.2360679775		
-----		
3.6502815399		3.7320508076

## Scheduling (larger example)

```
java SchedulerEZ 24 < jobs.txt
```

```
MACHINE 0      MACHINE 1
```

```
1.4142135624
```

```
1.7320508076
```

```
2.0000000000
```

```
2.2360679775
```

```
2.4494897428
```

```
2.6457513111
```

```
2.8284271247
```

```
3.0000000000
```

```
3.1622776602
```

```
3.3166247904
```

```
3.4641016151
```

```
3.6055512755
```

```
3.7416573868
```

```
3.8729833462
```

```
4.0000000000
```

```
4.1231056256
```

```
4.2426406871
```

```
4.3588989435
```

```
4.4721359550
```

```
4.5825756950
```

```
4.6904157598
```

```
4.7958315233
```

```
4.8989794856
```

```
5.0000000000
```

```
-----  
42.3168901295 42.3168901457
```

cost < 10<sup>-8</sup>

Large number of subsets leads to remarkably low cost

## Scheduling: improvements

### Many opportunities (details omitted)

- fix last job on machine 0 (quick factor-of-two improvement)
- backtrack when partial schedule cannot beat best known (check total against goal: half of total job times)

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

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

## Backtracking summary

N-Queens : **permutations** with backtracking

Soduko : **counting** with backtracking

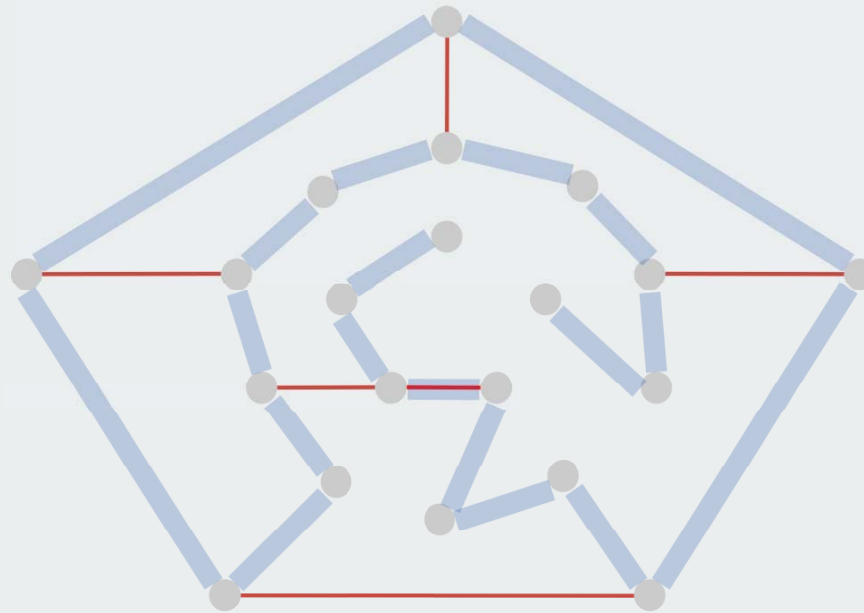
Scheduling: **subsets** with backtracking

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



## Hamilton Path

**Hamilton path.** Find a simple path that visits every vertex exactly once.

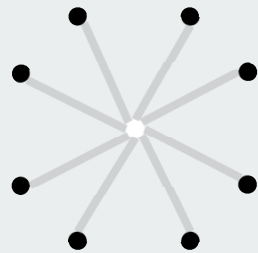


**Remark.** Euler path easy, but Hamilton path is NP-complete.

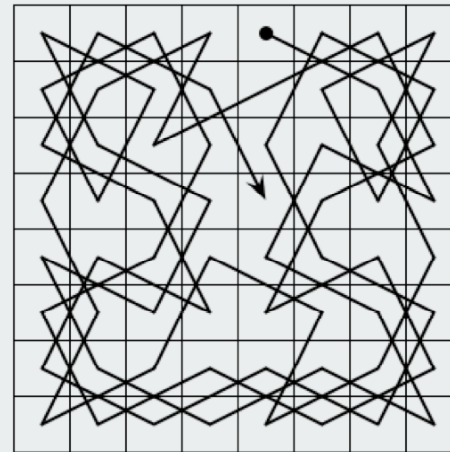
↑  
visit every edge  
exactly once

## Knight's Tour

**Knight's tour.** Find a sequence of moves for a knight so that, starting from any square, it visits every square on a chessboard exactly once.



*legal knight moves*



*a knight's tour*

**Solution.** Find a Hamilton path in knight's graph.

## 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
- Remove  $v$  from current path.

How to implement?

Add cleanup to DFS (!!)

## Hamilton Path: Java implementation

```
public class HamiltonPath
{
    private boolean[] marked;
    private int count;

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

    private void dfs(Graph G, int v, int depth)
    {
        marked[v] = true;

        if (depth == G.V()) count++;

        for (int w : G.adj(v))
            if (!marked[w]) dfs(G, w, depth+1);

        marked[v] = false;
    }
}
```

also need code to  
count solutions  
(path length = V)

clean up

Easy exercise: Modify this code to find and print the **longest** path

## The Longest Path

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

*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.*