

Voorbereiding Programmeerwedstrijden

najaar 2023

<https://liacs.leidenuniv.nl/~vlietrvan1/vbpw/>

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college 4, 26 september 2023

Backtracking

Dinsdag 3 oktober: geen college

Zaterdag 30 september: LKP

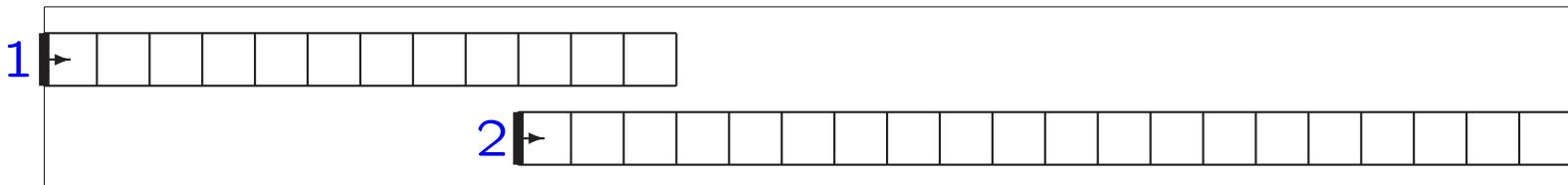
(Eind)Programmeerwedstrijd

26 of 31 oktober, 13.00-17.00 / 13.15-17.15 ?

⇒ dinsdag 31 oktober, 13.15-17.15

7.2.2. Least Common Multiple

- for simultaneous periodicity of two distinct periodic events
-

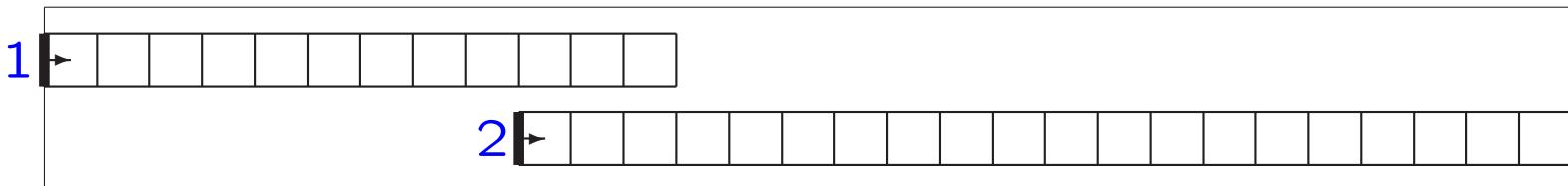


$$\text{lcm}(24, 40) = 120$$

- in general, $\text{lcm}(a, b) = \dots$

7.2.2. Least Common Multiple

- for simultaneous periodicity of two distinct periodic events
-



$$\text{lcm}(24, 40) = 120$$

- in general, $\text{lcm}(a, b) = \frac{ab}{\text{gcd}(a,b)} = a \frac{b}{\text{gcd}(a,b)}$

High-Precision Integers

- `__int128_t n;`
if 128 bits is sufficient
- `include <boost/multiprecision/cpp_int.hpp>`
`using boost::multiprecision::cpp_int;`
`cpp_int n;`
- array of digits
- linked list of digits

7.3. Modular Arithmetic

- sometimes remainder modulo a number is sufficient
(also in programming contest)
- $(x + y) \text{ mod } n = ((x \text{ mod } n) + (y \text{ mod } n)) \text{ mod } n$
$$(12345 + 9467) \text{ mod } 100 = \dots$$

7.3. Modular Arithmetic

- sometimes remainder modulo a number is sufficient
(also in programming contest)
- $(x + y) \text{ mod } n = ((x \text{ mod } n) + (y \text{ mod } n)) \text{ mod } n$
$$\begin{aligned}(12345 + 9467) \text{ mod } 100 \\ &= ((12345 \text{ mod } 100) + (9467 \text{ mod } 100)) \text{ mod } 100 \\ &= (45 + 67) \text{ mod } 100 \\ &= 12\end{aligned}$$
- $(x - y) \text{ mod } n = ((x \text{ mod } n) - (y \text{ mod } n)) \text{ mod } n$
- $(x * y) \text{ mod } n = ((x \text{ mod } n) * (y \text{ mod } n)) \text{ mod } n$
- $(x^k) \text{ mod } n$
- negative numbers
- division: more complicated

7.3. Modular Arithmetic

Some applications:

- Finding the last digit: $2^{100} \bmod 10 = \dots$
- RSA Encryption Algorithm: $m^k \bmod n$
with huge integers

7.6.6. Smith Numbers

- $4937775 = 3 \cdot 5 \cdot 5 \cdot 65837$
- sum of digits
- prime numbers excluded
- given n ($1 \leq n \leq 10^9$), find first, larger Smith number

7.6.6. Smith Numbers

- $4937775 = 3 \cdot 5 \cdot 5 \cdot 65837$
- sum of digits
- prime numbers excluded
- given n ($1 \leq n \leq 10^9$), find first, larger Smith number
- just try $n + 1, n + 2, n + 3, \dots$
- determine factorization (compute all prime numbers up to $\sqrt{10^9}$)
- if not prime, then add up digits

8.1. Backtracking

- to iterate through all possible configurations
- model solution as vector (a_1, a_2, \dots, a_n)
- try all candidates for a_k

8.1. Backtracking

```
void backtrack (int a[], int k, ...)
{ int c[MAXCANDIDATES];    // candidates for position k+1
  int ncandidates;          // number of candidates
  int i;

  if (is_a_solution (a, k, ...))
    process_solution (a, k, ...)
  else
  { k++;
    construct_candidates (a, k, ..., c, ncandidates);
    for (i=0; i<ncandidates; i++)
    { a[k] = c[i];
      backtrack (a, k, ...);
    } // for
  } // else
}
```

8.1. Backtracking

- additional parameters
- `is_a_solution (...)`
- `process_solution (...)`
- `construct_candidates (...)`
including check on validity

8.2. Constructing All Subsets

a[] contains 0/1

```
bool is_a_solution (int a[], int k, int n)
```

```
{
```

```
...
```

```
} // is_a_solution
```

```
void construct_candidates (int a[], int k, int n, int c[], int &ncandidate)
```

```
{
```

```
...
```

```
} // construct_candidates
```

8.2. Constructing All Subsets

```
bool is_a_solution (int a[], int k, int n)
{
    return (k==n);           // is k == n ?

} // is_a_solution

void construct_candidates (int a[], int k, int n, int c[], int &ncandidates)
{
    c[0] = 0;
    c[1] = 1;
    ncandidates = 2;

} // construct_candidates
```

```
void process_solution (int a[], int k)
{ int i;

    cout << "{";
    for (i=1;i<=k;i++)
        if (a[i]==1)
            cout << " " << i;
    cout << " }" << endl;

} // process_solution
```

Order of subsets...

8.3. Constructing All Permutations

8.4. The Eight-Queens Problem

for general n

possible configurations:

- all subsets of the n^2 squares: $2^{64} \approx 1.84 \times 10^{19}$
- a_k is position of k -th queen: $64^8 \approx 2.81 \times 10^{14}$
- all subsets of n out of n^2 squares (order irrelevant):
$$\binom{64}{8} \approx 4.426 \times 10^9$$
- one queen per row: $8^8 \approx 1.677 \times 10^7$
- one queen per row and one per column: $8! = 40,320$

```

void construct_candidates (int a[], int k, int n, int c[], int &ncandidates)
{ int i, j;      bool legal_move; // might the move be legal?

    ncandidates = 0;
    for (i=1;i<=n;i++) // possible column for queen k in row k
    { legal_move = true;
        for (j=1;j<k;j++)
        { if (abs(k-j) == abs(i-a[j])) // diagonal threat
            legal_move = false;
            if (i==a[j]) // column threat
                legal_move = false;
        } // for j

        if (legal_move)
        { c[ncandidates] = i;
            ncandidates++;
        }
    } // for i

} // construct_candidates

```

Optimizations

Optimizations

1. default version
2. `for (j=1; j<k && legal_move; j++)`
3. bool-array `column_used[i]`
4. int-array `column_left[i2]`

Column_Left

```
void backtrack (int a[], int k, int n, int column_left[])
{
    ...
    ncolumnsleft = n - k + 1;
    for (i=0;i<ncandidates;i++)
    { i2 = c[i];
        a[k] = column_left[i2];

        tmp = column_left[i2];
        column_left[i2] = column_left[ncolumnsleft]; // move last element
                                                       // into position i2
        backtrack (a, k, n, column_left);
        column_left[i2] = tmp; // move back original element
    } // for i
    ...
} // backtrack
```

Run times

in seconds, for $n = 15$

	version			
	1	2	2+3	2+4
standard	315.172	149.293	62.861	51.460

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-O2	63.766	46.033	25.271	19.984

8.6.1. Little Bishops

Part of a slide from lecture 2

6.1. Basic Counting Techniques

- product rule: $|A| \times |B|$
5 shirts and 4 pants
- sum rule: $|A| + |B|$
5 shirts and 4 pants

6.3. Binomial Coefficients

$\binom{n}{k}$, for

- k -member committees from n people
- paths across an $n \times m$ grid
- coefficients of $(a + b)^n$

- Pascal's triangle

					1			
				1	1	1		
			1	3	2	1		
		1	4	6	4	1		
1	5	10	10	5	1			

8.6.1. Little Bishops

$n \times n$ chessboard

- configurations are . . .
- max number of bishops is . . .
- special case: $n = 1$

8.6.1. Little Bishops

- configurations consist of
 - subset of k diagonals NW-SE
 - plus position in these diagonals
- – subsets of size k / binomial coefficients
 - sum rule
- how to check attacking bishops?
- too slow: $\binom{15}{8} = 6435$ subsets of $k = 8$ diagonals

8.6.1. Little Bishops

- hardcoded solution

```
for (n=1;n<=MAXN;n++)
{ maxk = 2*n-2; // maximum number of bishops on an nxn chess board
  for (k=0;k<=maxk;k++)
  { nsolutions = 0;
    ...
    construct_combinations (... , ... , incombi, 0, ...);

    cout << " numbersolutions[" << n << "] [" << k << "] = "
          << nsolutions << ";" << endl;
  } // for k
}
```

8.6.1. Little Bishops

- hardcoded solution

```
numbersolutions[1][0] = 1;  
numbersolutions[2][0] = 1;  
numbersolutions[2][1] = 4;  
numbersolutions[2][2] = 4;  
numbersolutions[3][0] = 1;  
numbersolutions[3][1] = 9;  
numbersolutions[3][2] = 26;  
...  
numbersolutions[8][12] = 489536;  
numbersolutions[8][13] = 20224;  
numbersolutions[8][14] = 256;
```

8.6.1. Little Bishops

- separate black / white diagonals
- partition k bishops over black / white diagonals:
 $(0, k), (1, k - 1), (2, k - 2), \dots, (k, 0)$
- – sum rule
 - product rule
- combinatorial solution

8.6.6. Garden of Eden

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- bitstrings \approx subsets
- construct ancestor with backtracking...

8.6.6. Garden of Eden

- construct ancestor with backtracking...
- check after bit 2,3,...,N-1
- final check
- config as number...
- translate caID into ca table (`int[2][2][2]` or `int[8]`)
- translate config-string into `int[32]`
- 2^{32} too slow (but accepted)

8.6.6. Garden of Eden

- smarter solution...

8.6.3. Queue

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- N , P (left), R (right)
- construct permutations with backtracking
- make sure that P and R can still be achieved...

8.6.3. Queue

- smarter: dynamic programming
- how many permutations of persons 1,3,4,7 such that two persons have unblocked vision to the left

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-

$$\text{nperm}[m][k] = \sum_{\text{pos}=k}^m \dots$$

8.6.3. Queue

- smarter: dynamic programming
- how many permutations of persons 1,3,4,7 such that two persons have unblocked vision to the left

•

$$\text{nperm}[m][k] = \sum_{\text{pos}=k}^m \dots$$

•

$$\text{nsolutions}(N, P, R) = \sum_{\text{pos}=P}^{N-R+1} \dots$$