Pre-lecture brain teaser

We saw a linear time selection algorithm in the previous lecture.

Why did we choose lists of size 5? Will lists of size 3 work?

(Hint) Write a recurrence to analyze the algorithm's running time if we choose a list of size *k*.

ECE-374-B: Lecture 11 - Backtracking and memorization

Instructor: Nickvash Kani

October 07, 2025

University of Illinois Urbana-Champaign

Pre-lecture brain teaser

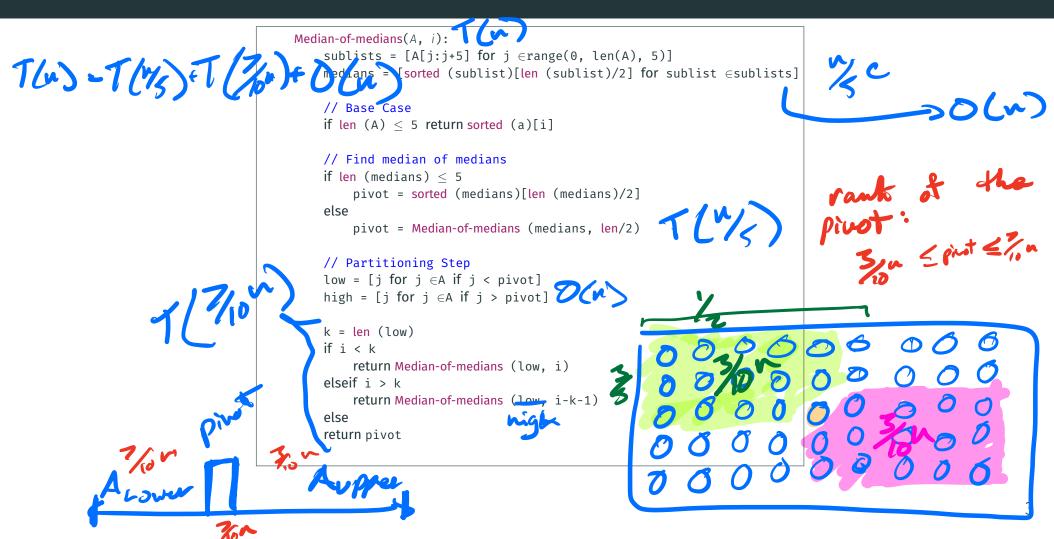
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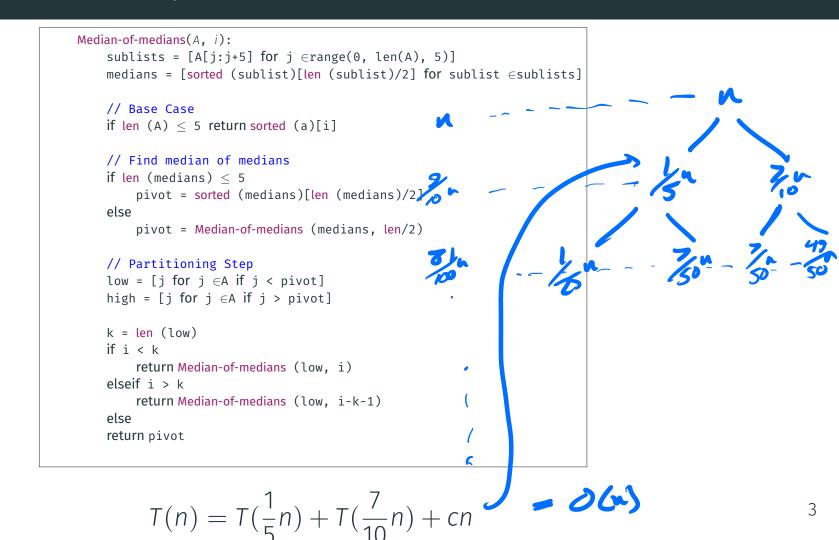
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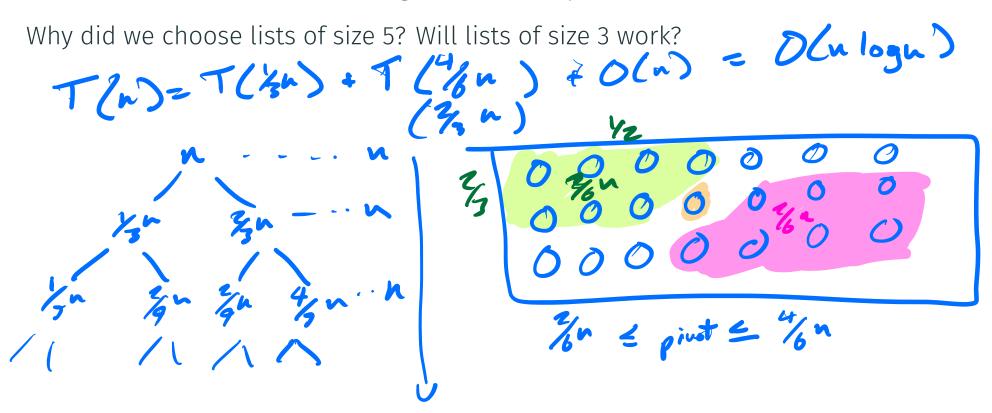
Median of medians time analysis



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14

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$$T(n) = T(\frac{1}{3}n) + T(\frac{4}{6}n) + cn$$

What about k = 7?

$$T(n) = T(\frac{1}{7}n) + T(\frac{10}{14}n) + cn$$

algorithms

On different techniques for recursive

Recursion

Reduction: Reduce one problem to another

Recursion

A special case of reduction

- reduce problem to a smaller instance of itself
- self-reduction
- Problem instance of size n is reduced to one or more instances of size n-1 or less.
- For termination, problem instances of small size are solved by some other method as <u>base cases</u>.

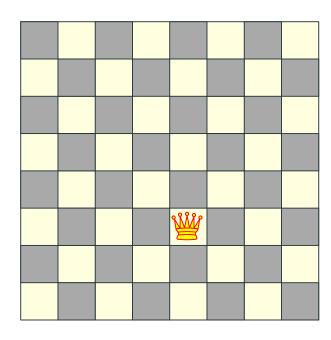
Recursion in Algorithm Design

• <u>Tail Recursion</u>: problem reduced to a <u>single</u> recursive call after some work. Easy to convert algorithm into iterative or greedy algorithms.

Examples: Interval scheduling, MST algorithms....

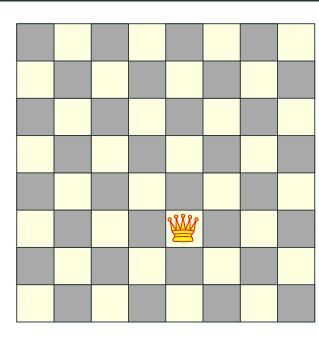
- <u>Divide and Conquer</u>: Problem reduced to multiple independent sub-problems that are solved separately. Conquer step puts together solution for bigger problem. **Examples:** Closest pair, median selection, quick sort.
- <u>Backtracking</u>: Refinement of brute force search. Build solution incrementally by invoking recursion to try all possibilities for the decision in each step.
- <u>Dynamic Programming</u>: problem reduced to multiple (typically) <u>dependent or overlapping</u> sub-problems. Use memorization to avoid recomputation of common solutions leading to <u>iterative bottom-up</u> algorithm.

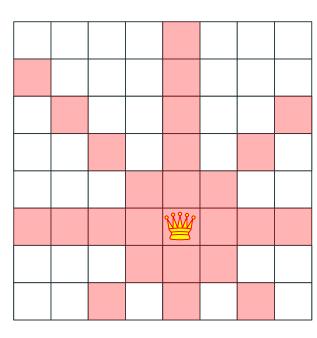
Search trees and backtracking

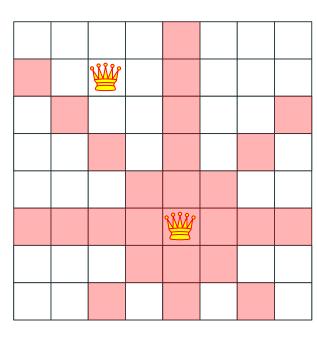


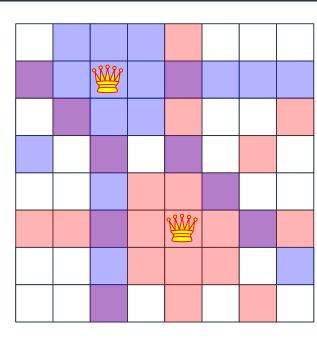
Q: How many queens can one place on the board?

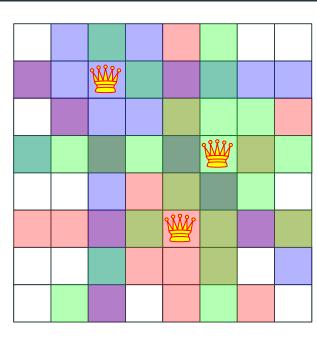
Q: Can one place 8 queens on the board?

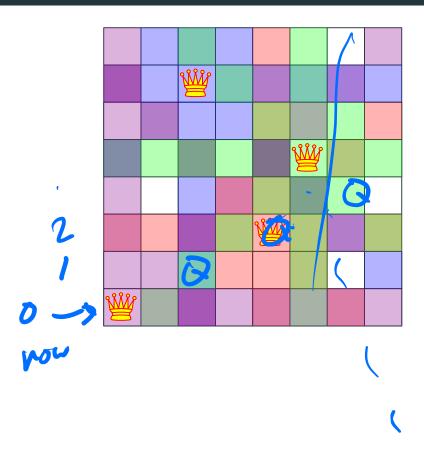


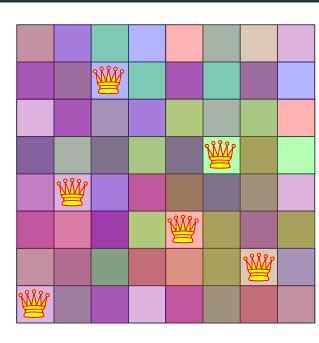


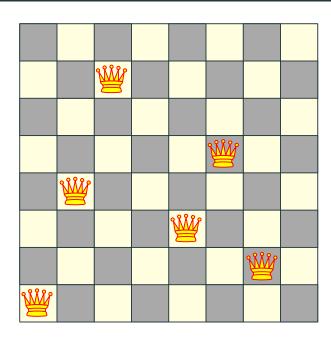










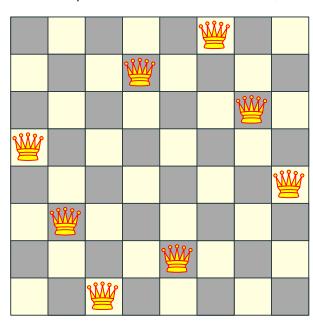


Q: How many queens can one place on the board?

Q: Can one place 8 queens on the board? How many permutations? O (64)

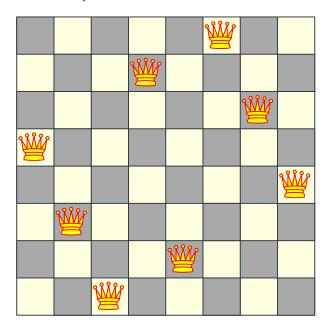
The eight queens puzzle

Problem published in 1848, solved in 1850.



The eight queens puzzle

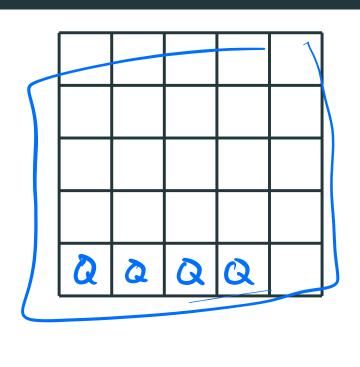
Problem published in 1848, solved in 1850.



Q: How to solve problem for general n?

Give non Good con we place no queens

Introducing concept of state tree



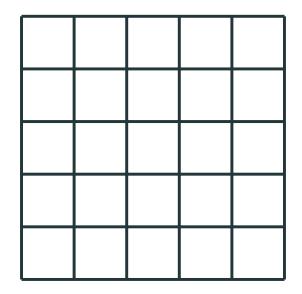
tand_Q_pos (config) it we've placed a queens - check if they're a trocking coche - of yes return fake + it tree return true + config for each excare in board

What if we attempt to find all the possible permutations and then the company of the company of

cr (n2)

0 (n (n2)n)

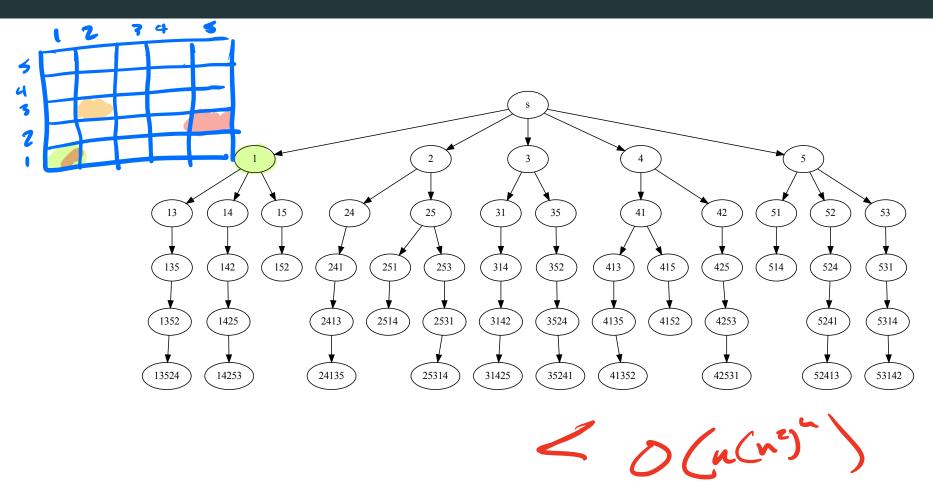
Search tree for 5 queens



Let's be a bit smarter and recognize that:

- · Queens can't be on the same row, column or diagonal
- Can have *n* queens max.

Search tree for 5 queens



Backtracking: Informal definition

Recursive search over an implicit tree, where we "backtrack" if certain possibilities do not work.

n queens C++ code

```
generate permutations(int * permut, int row, int n)
  if (row == n) {
     print board( permut, n );
     return;
  for (int val = 1; val \leq n; val ++)
     if (isValid(permut, row, val)) {
       permut[ row ] = val;
       generate permutations (permut, row + 1, n);
generate_permutations( permut, 0, 8 );
```

Quick note: n queens - number of solutions

N	Number of Solutions	Number of Unique Solutions
1	1	1
2	0	0
3	0	0
4	2	1
5	10	2
6	4	1
7	40	6
8	92	12
9	352	46
10	724	92
11	2,680	341
12	14,200	1,787
13	73,712	9,233
14	365,596	45,752
15	2,279,184	285,053

Sudoku

Sudoku problem

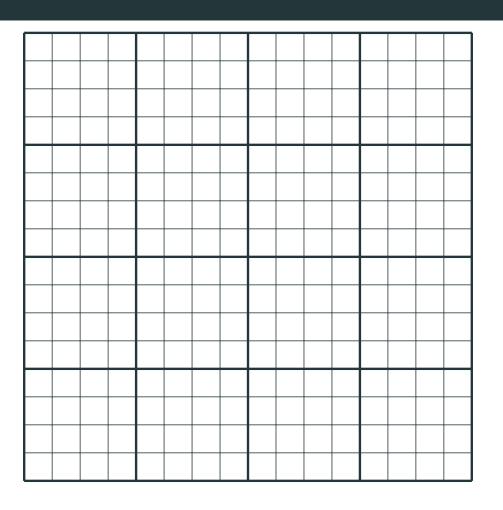
	2		5		1		9	
8			2		3			6
	3			6			7	
		1				6		
5	4						1	9
		2				7		
	9			3			8	
2			8		4			7
	1		9		7		6	

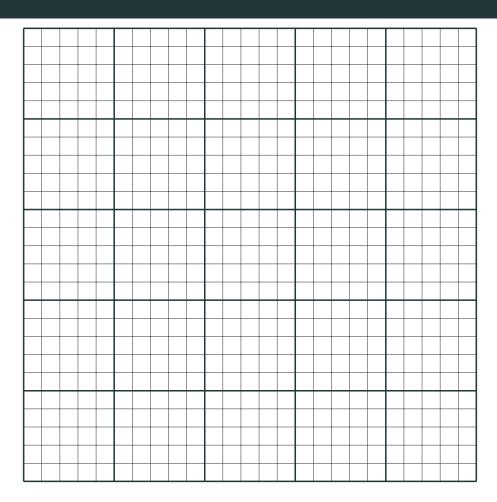
Unsolved Sudoku

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

Solved Sudoku

Variable Sized Sudoku





Naive Enumeration

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

```
algSudokuNaive(S[0..n-1,0..n-1]):
   for possible value (X) in empty space do
      if SudokuValid? == True then
        return X
```

return NULL

Naive Enumeration

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Running time:

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Running time: $O(n^2)^{(n^2)}$.

 n^2 time to check all rows/columns/squares contain values 1 through n

9 possibilities per square for n^2 squares

Better Enumeration

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

```
Initialize Bitmap (BM) to contain only
    values available for each square
algSudoku-smaller(S[0..n-1,0..n-1], BM[0..n-1,0..n-1]):
    for each empty space X do
        for each possible value x for X according to BM do
            S-new = S(Assign X = x)
            BM-new = Modify BM removing x from same
                         row/column/square
            if no more empty squares
                return X
            else
                algSudoku-smaller(S, BM)
```

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Better Enumeration

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Running time: $O(4^{n^2})$.

9 possibilities per square for n^2 squares

Longest Increasing Sub-sequence

Sequences

Definition

<u>Sequence</u>: an ordered list a_1, a_2, \ldots, a_n . <u>Length</u> of a sequence is number of elements in the list.

Definition

 a_{i_1}, \ldots, a_{i_k} is a <u>subsequence</u> of a_1, \ldots, a_n if $1 \le i_1 < i_2 < \ldots < i_k \le n$.

Definition

A sequence is <u>increasing</u> if $a_1 < a_2 < ... < a_n$. It is <u>non-decreasing</u> if $a_1 \le a_2 \le ... \le a_n$. Similarly <u>decreasing</u> and <u>non-increasing</u>.

Sequences - Example...

Example

- Sequence: 6, 3, 5, 2, 7, 8, 1, 9
- Subsequence of above sequence: 5, 2, 1
- Increasing sequence: 3, 5, 9, 17, 54
- Decreasing sequence: 34, 21, 7, 5, 1
- Increasing subsequence of the first sequence: 2, 7, 9.

Longest Increasing Subsequence Problem

Input A sequence of numbers a_1, a_2, \ldots, a_n

Goal Find an increasing subsequence $a_{i_1}, a_{i_2}, \ldots, a_{i_k}$ of maximum length

Longest Increasing Subsequence Problem

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Example

- Sequence: 6, 3, 5, 2, 7, 8, 1
- Increasing subsequences: 6, 7, 8 and 3, 5, 7, 8 and 2, 7 etc
- Longest increasing subsequence: 3, 5, 7, 8

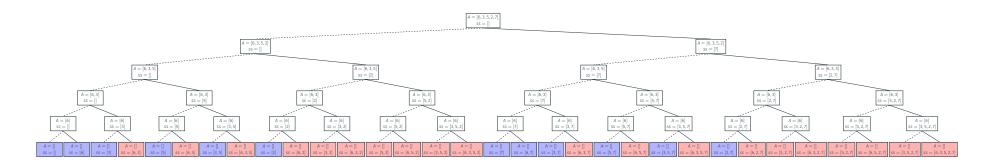
Naive Enumeration

Assume a_1, a_2, \ldots, a_n is contained in an array A

```
algLISNaive(A[1..n]):
    max = 0
    for each subsequence B of A do
        if B is increasing and |B| > max then
        max = |B|
Output max
```



Naive Recursion Enumeration - State Tree



- This is just for [6,3,5,2,7]! (Tikz won't print larger trees)
- How many leafs are there for the full [6,3,5,2,7, 8, 1] sequence
- What is the running time?



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Running time: $O(n2^n)$.

 2^n subsequences of a sequence of length n and O(n) time to check if a given sequence is increasing.

Can we find a recursive algorithm for LIS?

LIS(A[1..n]):

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```
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```

- Case 1: Does not contain A[n] in which case LIS(A[1..n]) = LIS(A[1..(n-1)])
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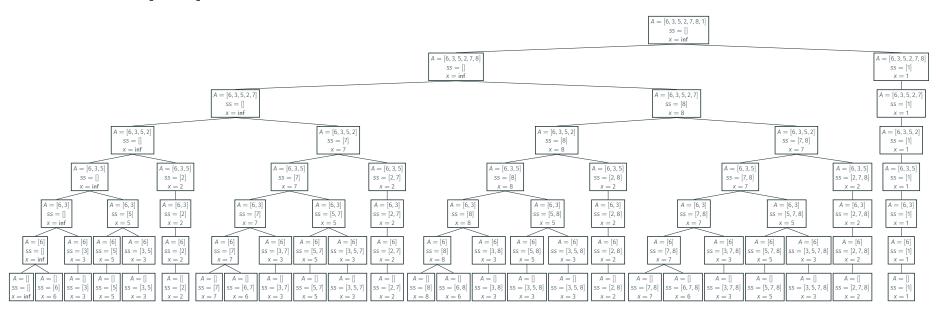
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Observation

For second case we want to find a subsequence in A[1..(n-1)] that is restricted to numbers less than A[n]. This suggests that a more general problem is **LIS_smaller**(A[1..n], x) which gives the longest increasing subsequence in A where each number in the sequence is less than x.

Example

Sequence: A[0..6] = 6, 3, 5, 2, 7, 8, 1



Recursive Approach

LIS_smaller(A[1..n], x): length of longest increasing subsequence in A[1..n] with all numbers in subsequence less than x

```
LIS_smaller(A[1..n], x):

if (n = 0) then return 0

m = LIS_smaller(A[1..(n - 1)], x)

if (A[n] < x) then

m = max(m, 1 + LIS_smaller(A[1..(n - 1)], A[n]))

Output m
```

```
LIS(A[1..n]):
return LIS_smaller(A[1..n], \infty)
```

Running time analysis

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2"

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....one can do much better using memorization!