

Lecture 7 - Backtracking (continued)

Ex #1: Knapsack

Capacity: 10

item	weight	value
1	8	13
2	3	7
3	5	10
4	5	10
5	2	1
6	2	1
7	2	1

With brute force:

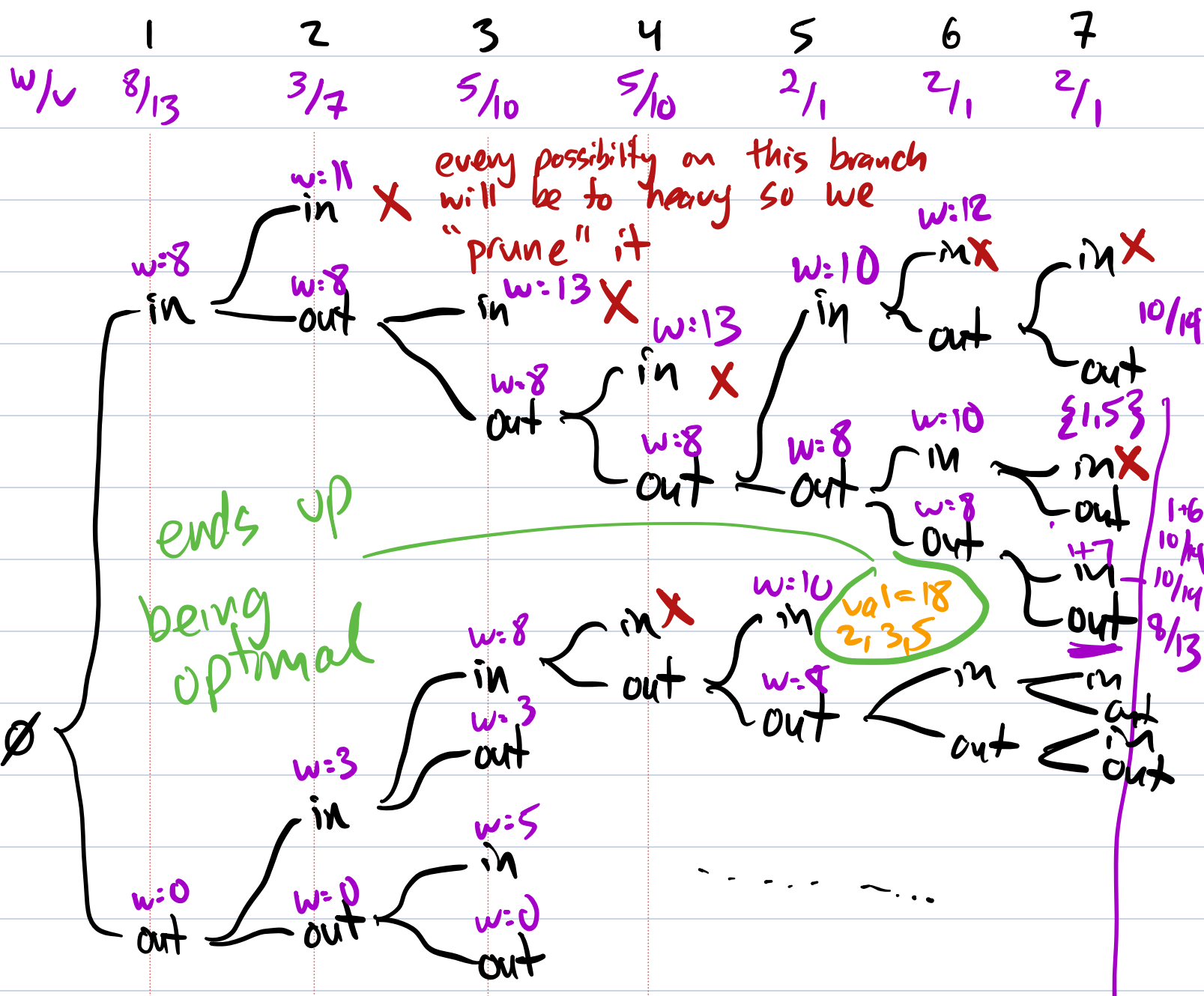
Possibilities: \emptyset , $\{1\}$, $\{2\}$, ...

$\{1, 3, 4, 5, 7\}$

too heavy, and still too heavy
if you remove any single item

Backtracking

$C=10$



full solution,
we have made a decision about every item

What are we doing?

- Putting a hierarchy on decisions that builds the whole search space with the critical property: if a candidate (partially built solution) is bad, then every candidate that comes after it (full solutions built from that partial solution) must also be bad.

Backtracking checks or rules out every candidate in the search space.

In the worst case it's as slow (or even a little slower) than brute force, but in practice significantly faster.

3 items

	w	v
1	5	10
2	3	8
3	4	7

$$C = 1000000$$

