CSE 143
Computer Programming II
Recursive Backtracking

WHY I HAVE NO FRIENDS, REASON #1729: UNIMPRESSIVE MIND-BLOWING FACTS

DID YOU KNOW THAT THE WORD "RECURSION" CONTAINS THE WORD "RECURSION" IN ITSELF?

WHOOAA! THAT'S AMAZ... YOU'RE AN ASSHOLE.
1. Words & Permutations

2. Solving Mazes
Recursive Backtracking

Definition (Recursive Backtracking)

**Recursive Backtracking** is an attempt to find solution(s) by building up partial solutions and abandoning them if they don’t work.

Recursive Backtracking Strategy

- If we found a solution, stop looking (e.g. return)
- Otherwise for each possible choice $c$...
  - Make the choice $c$
  - Recursively continue to make choices
  - Un-make the choice $c$ (if we got back here, it means we need to continue looking)
To do this, we build up partial solutions as follows:

- The only length 0 string is ""; so, we’re done.
- Otherwise, the three choices are $a$, $b$, and $c$:
  - Make the choice letter
  - Find all solutions with one fewer letter recursively.
  - Unmake the choice (to continue looking).
```java
private static void words(int length) {
    String[] choices = {"a", "b", "c", "d"};
    // The empty string is the only word of length 0
    if (length == 0) {
        print();
    } else {
        // Try appending each possible choice to our partial word.
        for (String choice : choices) {
            choose(choice); // Add the choice
            words(length - 1); // Recurse on the rest
            unchoose(); // Undo the choice
        }
    }
}
```
private static void words(String acc, int length) {
    String[] choices = {"a", "b", "c", "d"};
    // The empty string is the only word of length 0
    if (length == 0) {
        print();
    } else {
        for (String choice : choices) {
            acc += choice;
            acc = acc.substring(0, acc.length() - 1);
            words(acc, length - 1);
        }
    }
}
Solving Recursion Problems

- Figure out what the pieces of the problem are.
- What is the base case? (the smallest possible piece of the problem)
- Solve one piece of the problem and recurse on the rest.

paintbucket Review

- A piece of the problem is **one surrounding set of squares**
- The base case is **we hit a non-white cell**
- To solve one piece of the problem, we **color the cell** and **go left**, **right**, **up**, and **down**
Solving a maze is a lot like paintbucket. What is the difference?

**Instead of filling everything in, we want to stop at dead ends!**

If you were in a maze, how would you solve it?

- Try a direction.
- Every time you go in a direction, draw an X on the ground.
- If you hit a dead end, go back until you can go in another direction.

**This is recursive backtracking!**

```java
1  public boolean canSolveMaze(int x, int y) {
2      if (isGoal(x, y)) {
3          return true;
4      }
5      else if (inBounds(x, y) && isPassage(x, y)) {
6          return solveMaze(x + 1, y) ||
7             solveMaze(x - 1, y) ||
8             solveMaze(x, y + 1) ||
9             solveMaze(x, y - 1);
10    }
11  }
```
public static boolean solveMaze(Point p) {
    // We found a path to the goal!
    if (p.isGoal()) {
        p.makeVisited(panel);
        return true;
    }

    // If the point is a valid part of a path to the solution...
    if (!p.isOOB() && p.isPassage(panel)) {
        p.makeVisited(panel); // Choose this point
        panel.sleep(120);
        if (solveMaze(p.getLeft()) || // Try each direction
            solveMaze(p.getRight()) || // until we get a
            solveMaze(p.getAbove()) || // solution.
            solveMaze(p.getBelow()))) {
            return true;
        }
        panel.sleep(200);
        p.makeDeadEnd(panel); // Undo the choice
    }
    return false;
}
The most important part is figuring out what the choices are.

It can help to draw out a tree of choices

Make sure to undo your choices after the recursive call.

You will still always have a base case.