

Backtracking

(riešenie problému umiestnenia ôsmich navzájom sa neohrozujúcich dám na šachovnici)

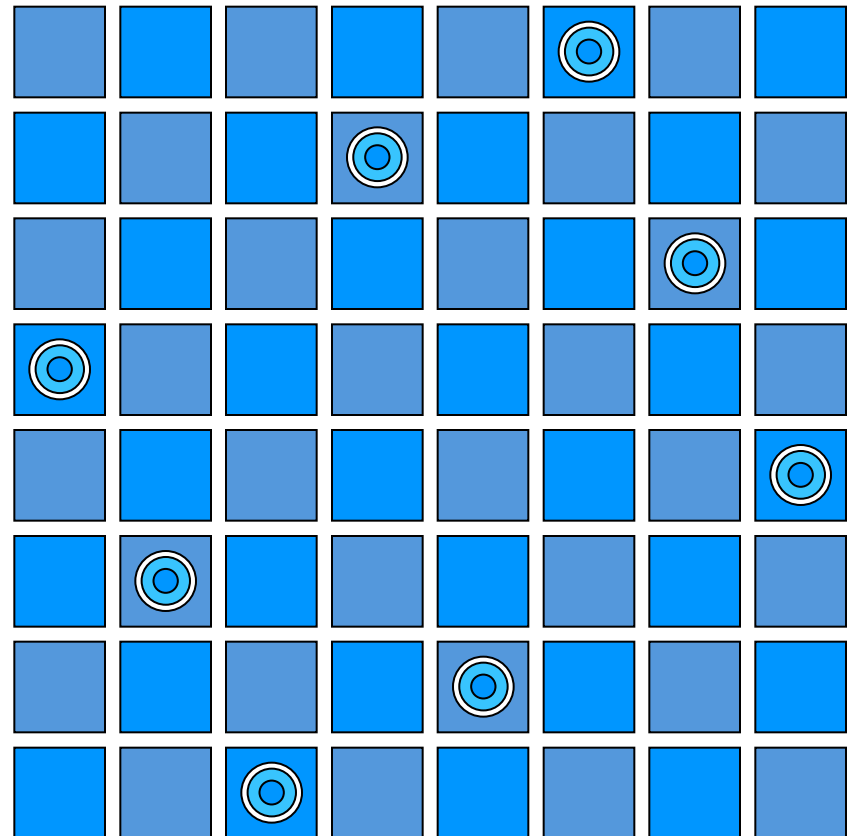
- * Vo všeobecnosti môžeme povedať, že backtracking je neefektívny prístup,
- * využíva princíp „hrubej sily“ – metódu pokus/omyl.

- * Ak poznáme (alebo smeschopní nájsť) všetky možnosti, ktoré môžu viesť k riešeniu,
- * postupne ich „skúšame“ prechádzať,
- * a časom nájdeme správne riešenie, ak existuje.

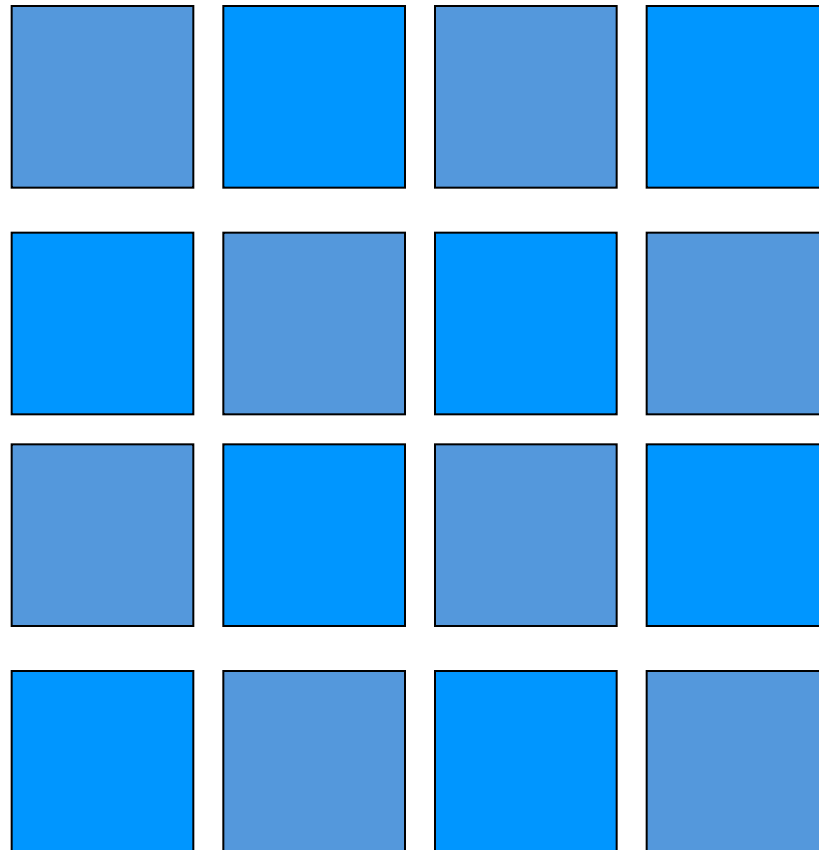
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(riešenie problému umiestnenia ôsmich navzájom sa neohrozujujúcich dám na šachovnici)

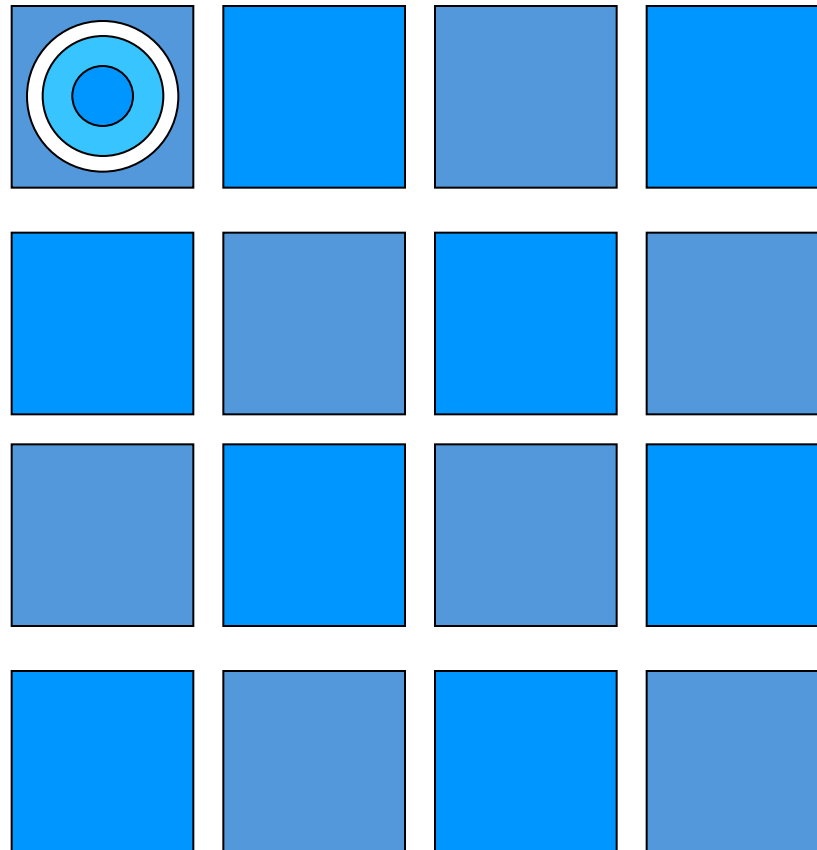
- * Problém ôsmich dám:
 - * na šachovnici 8×8 potrebujeme rozložiť osem dám tak, aby sa vzájomne neohrozovali...
- * Demonštračne riešme problém na šachovnici 4×4 .



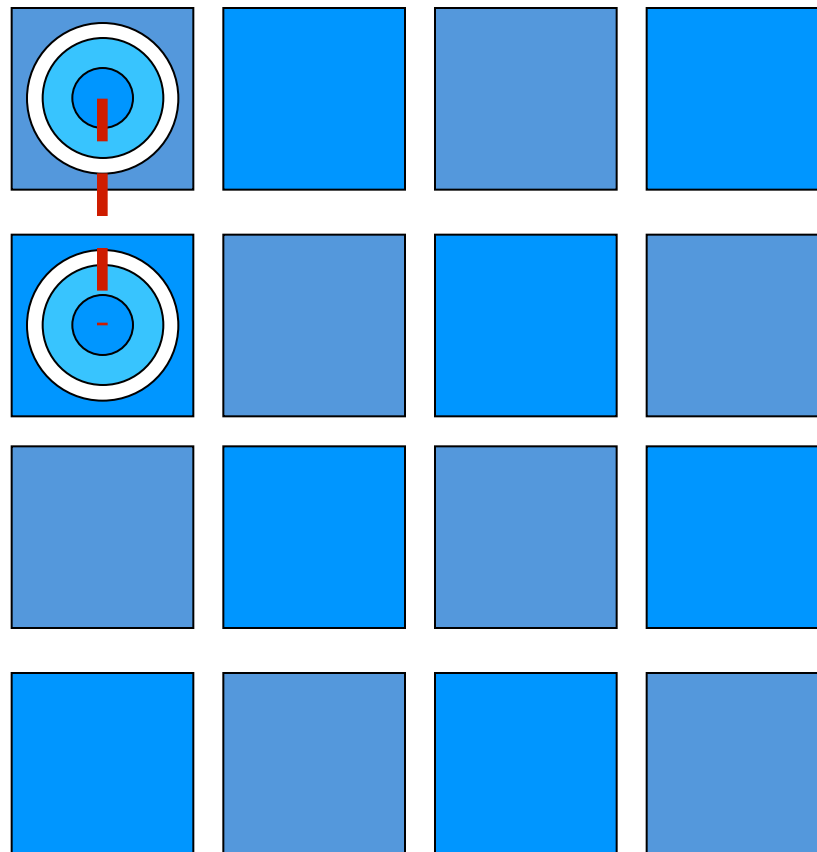
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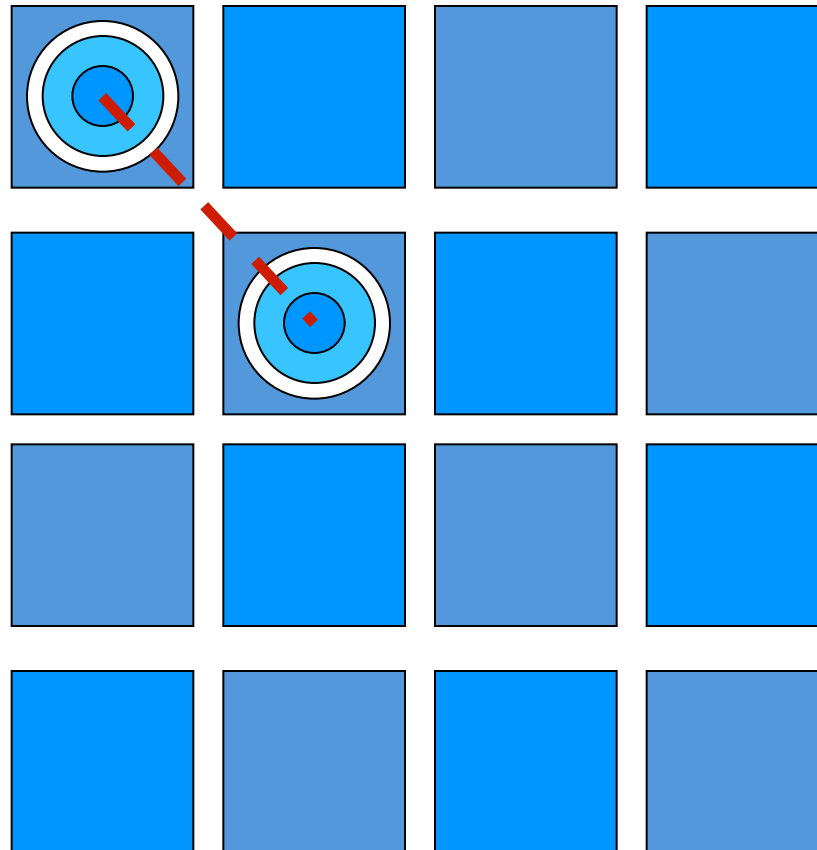
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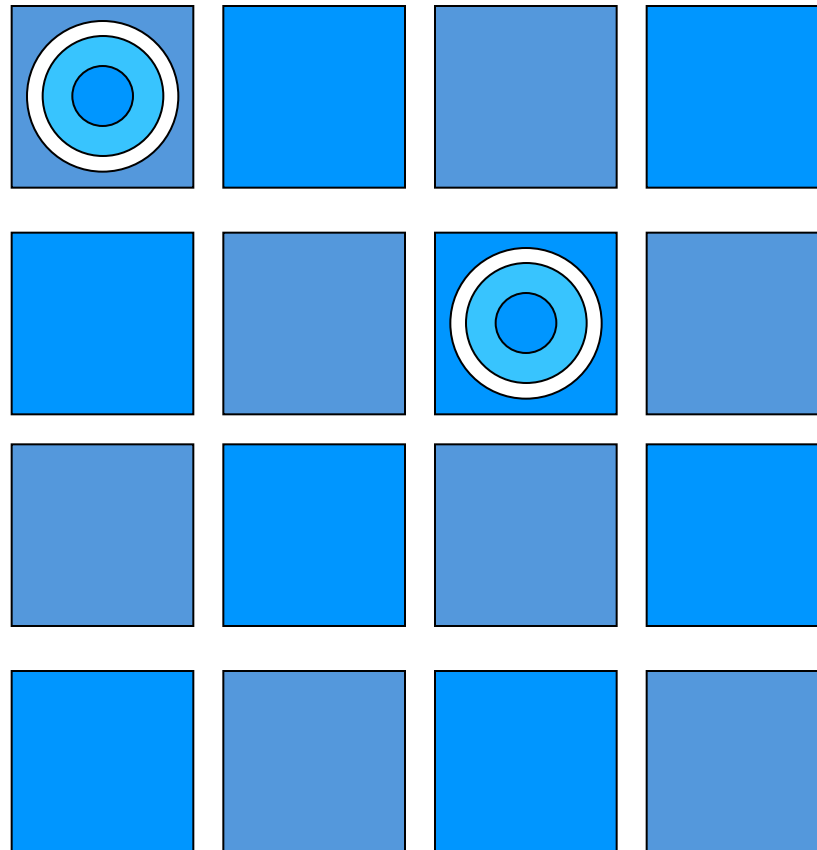
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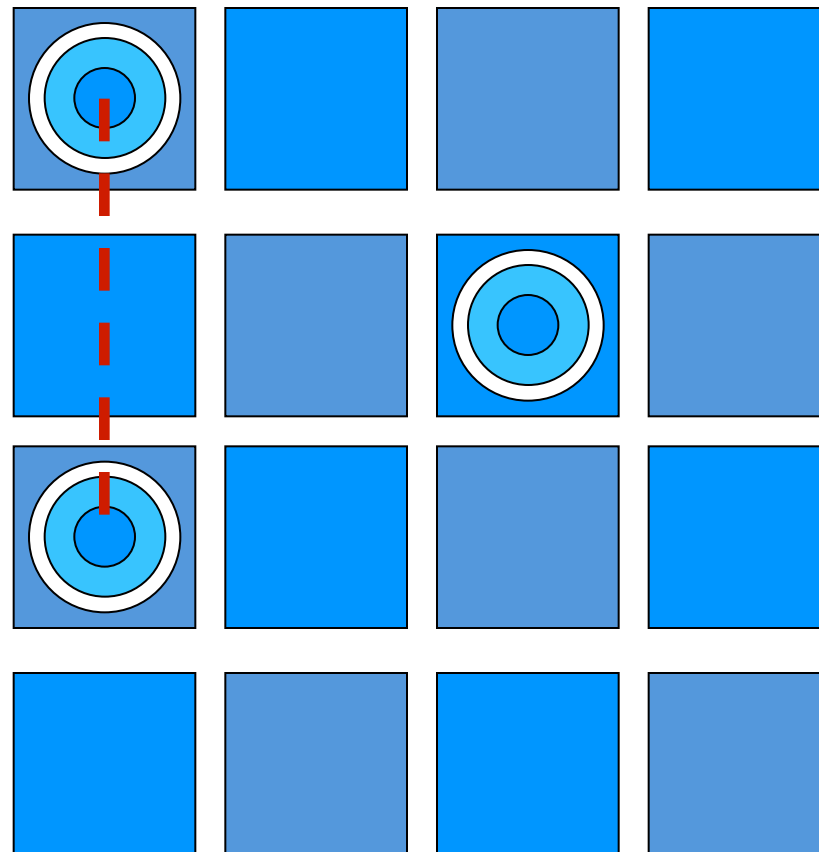
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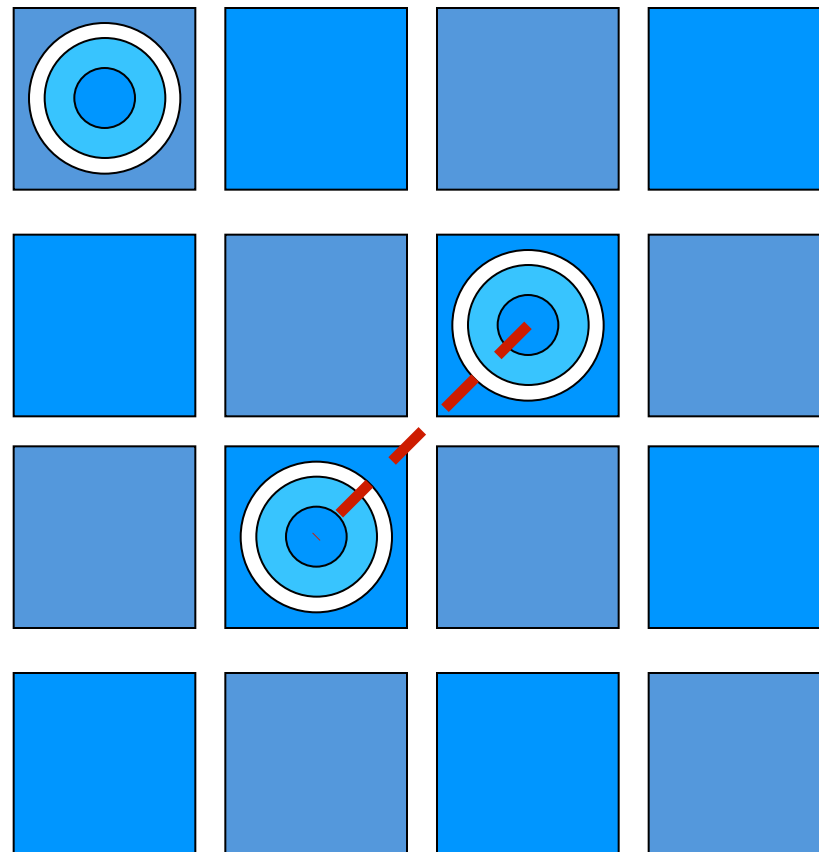
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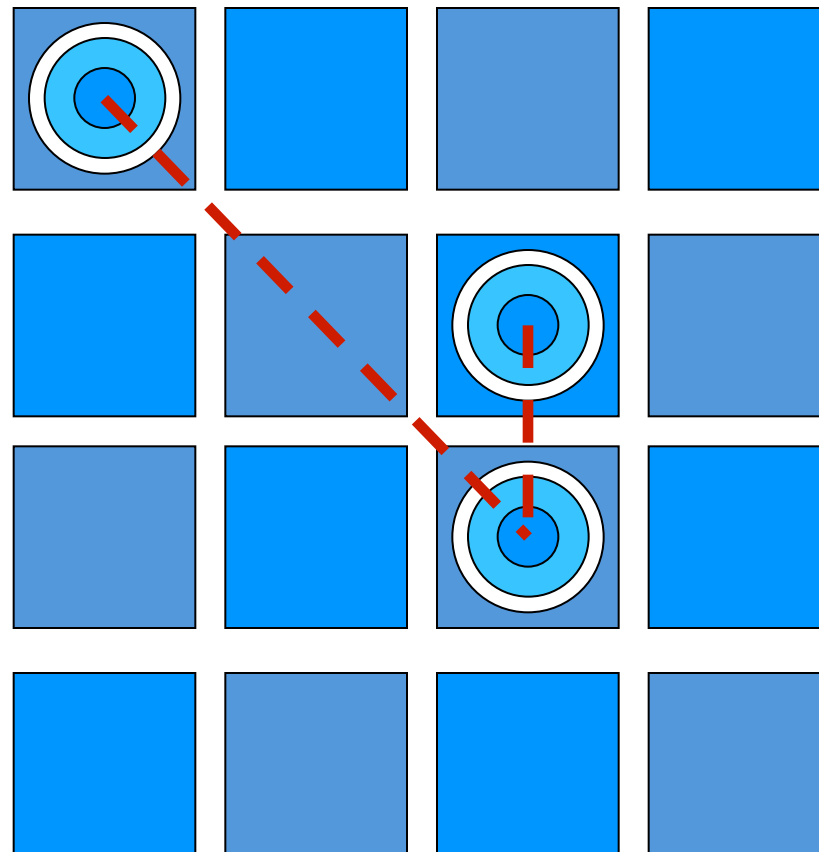
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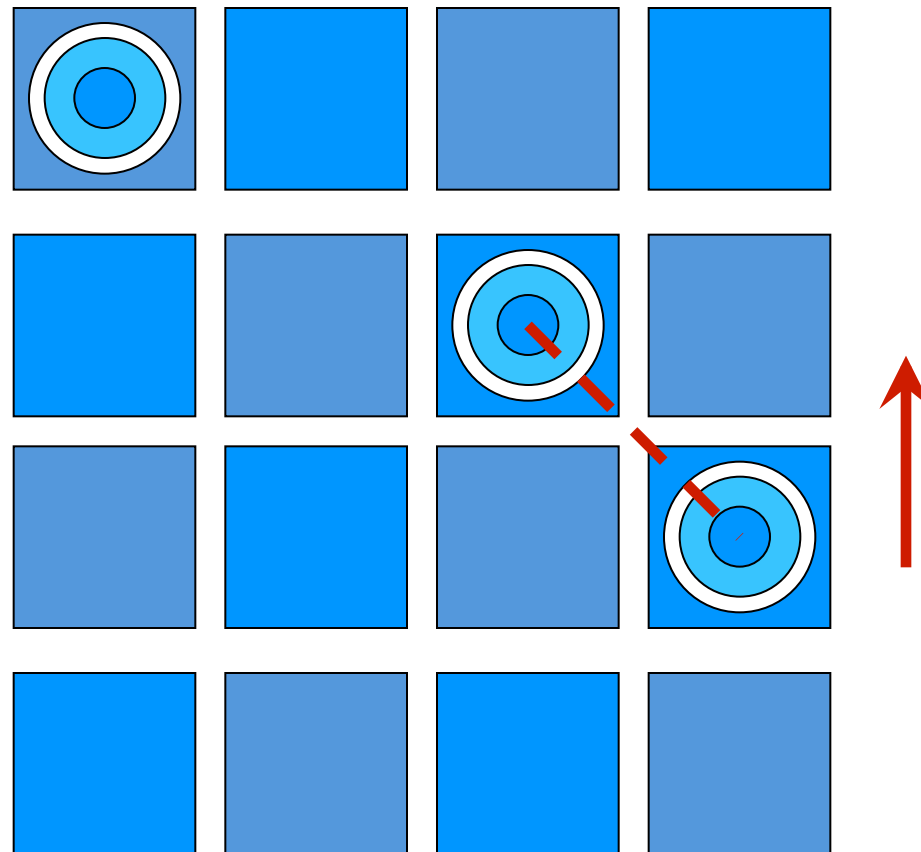
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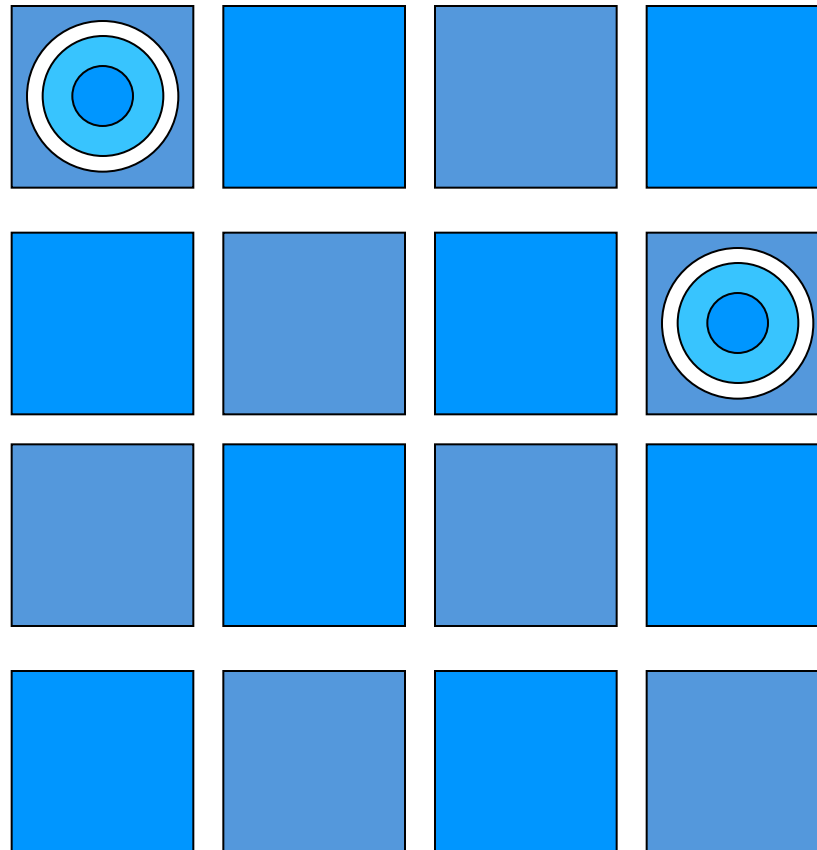
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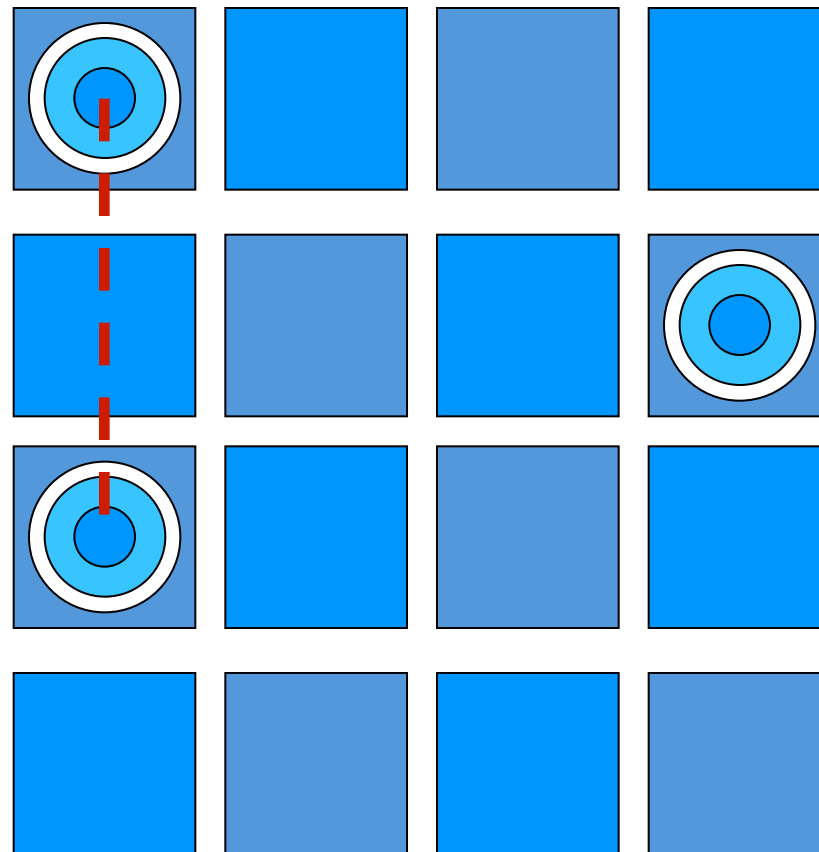
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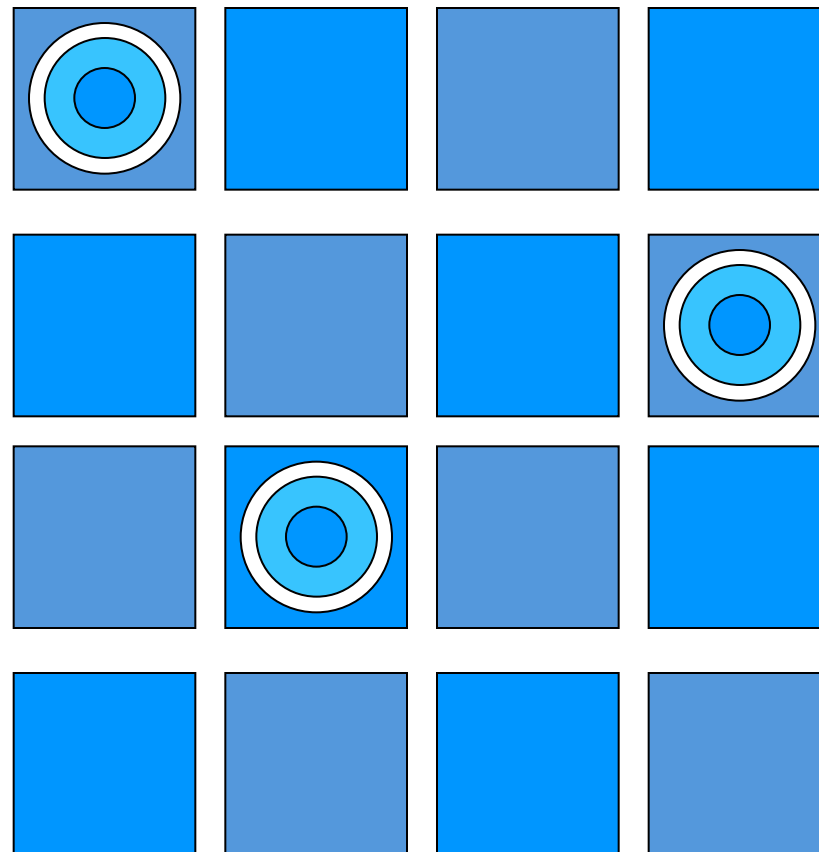
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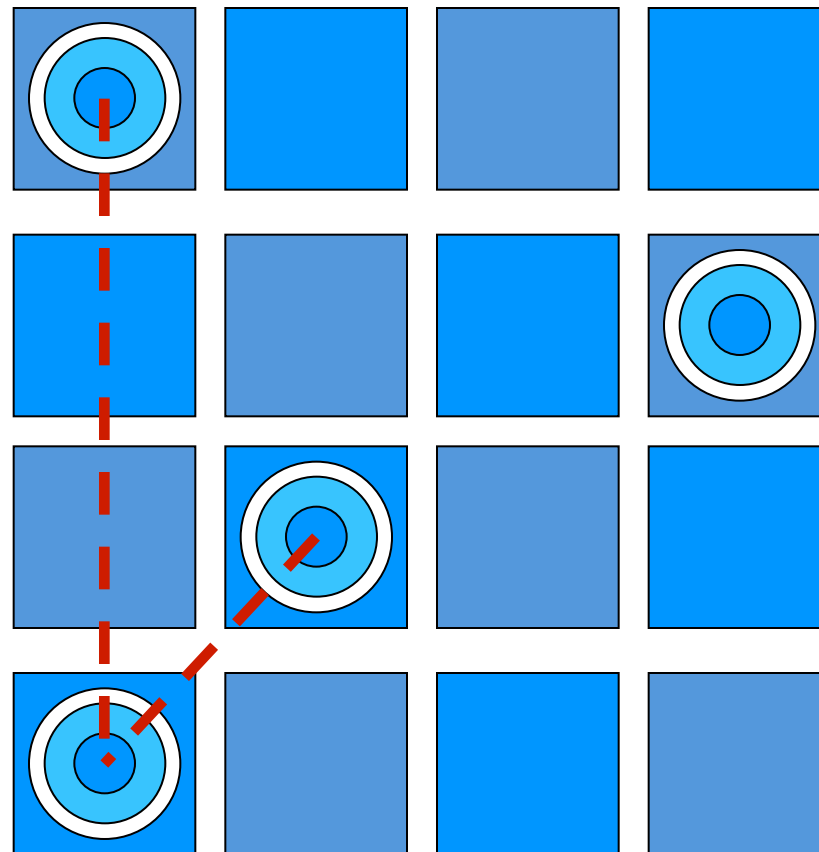
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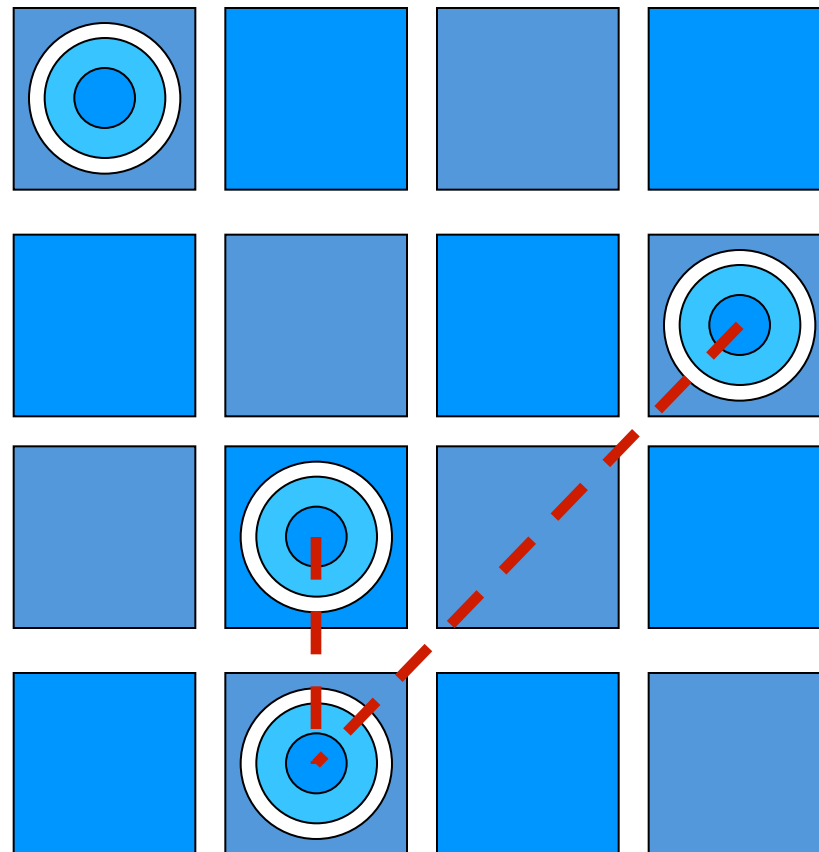
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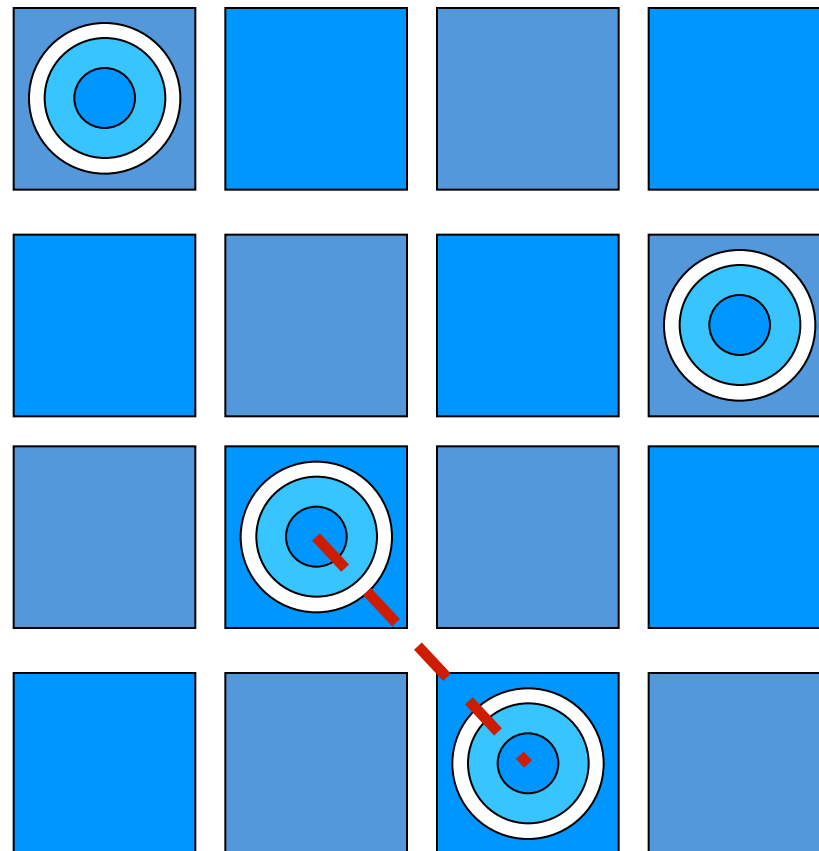
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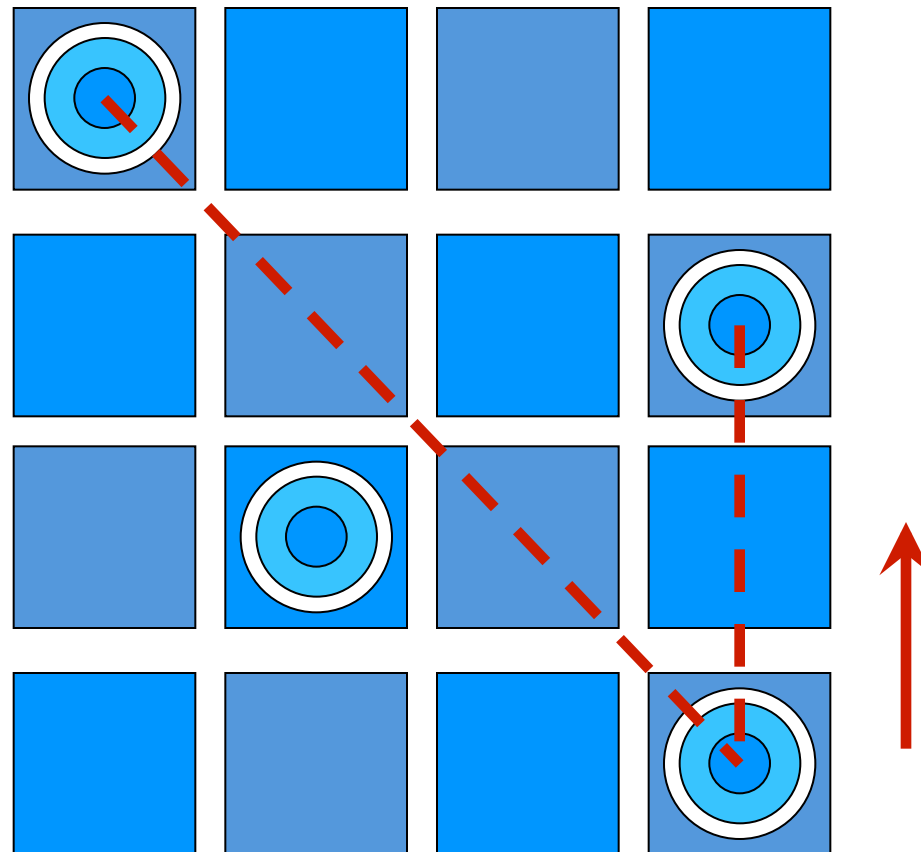
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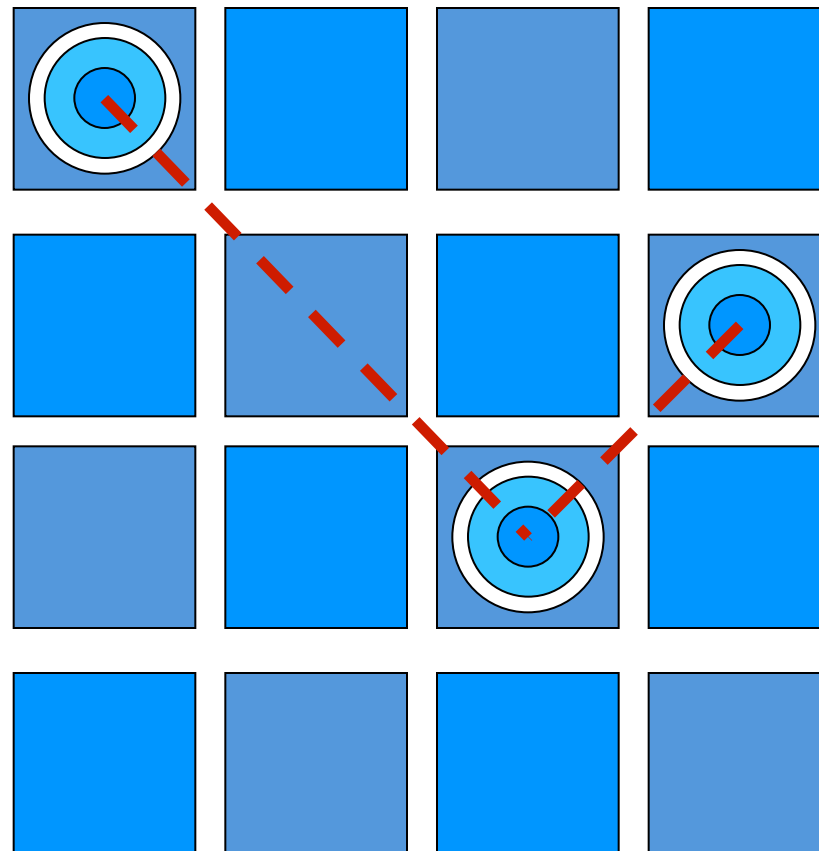
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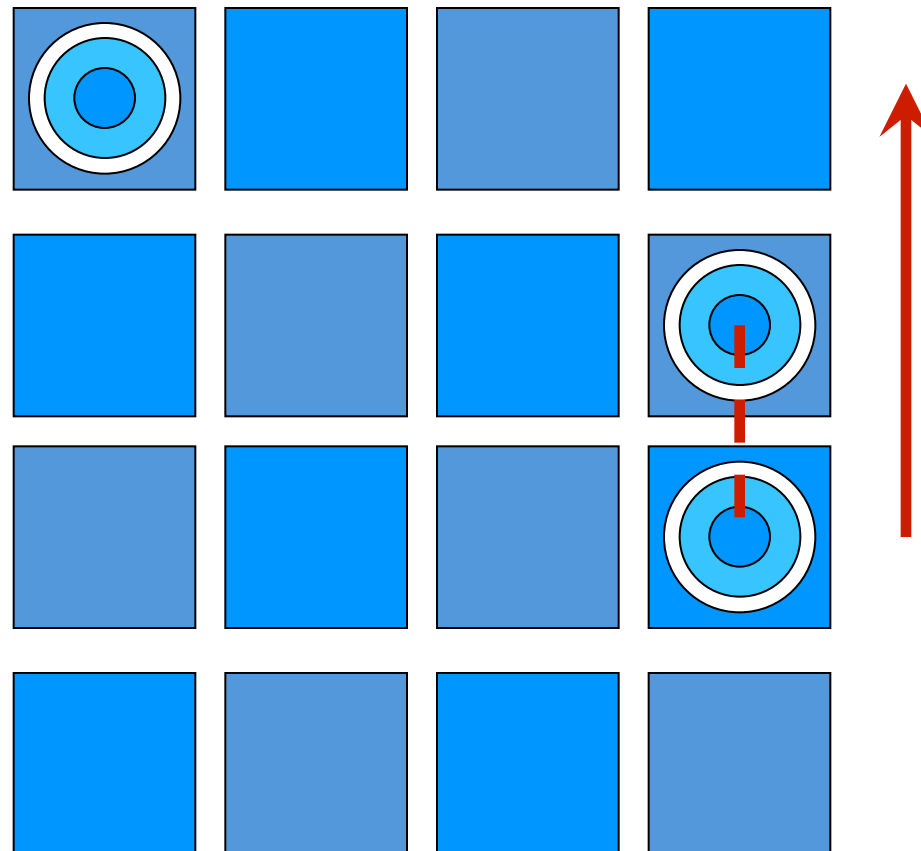
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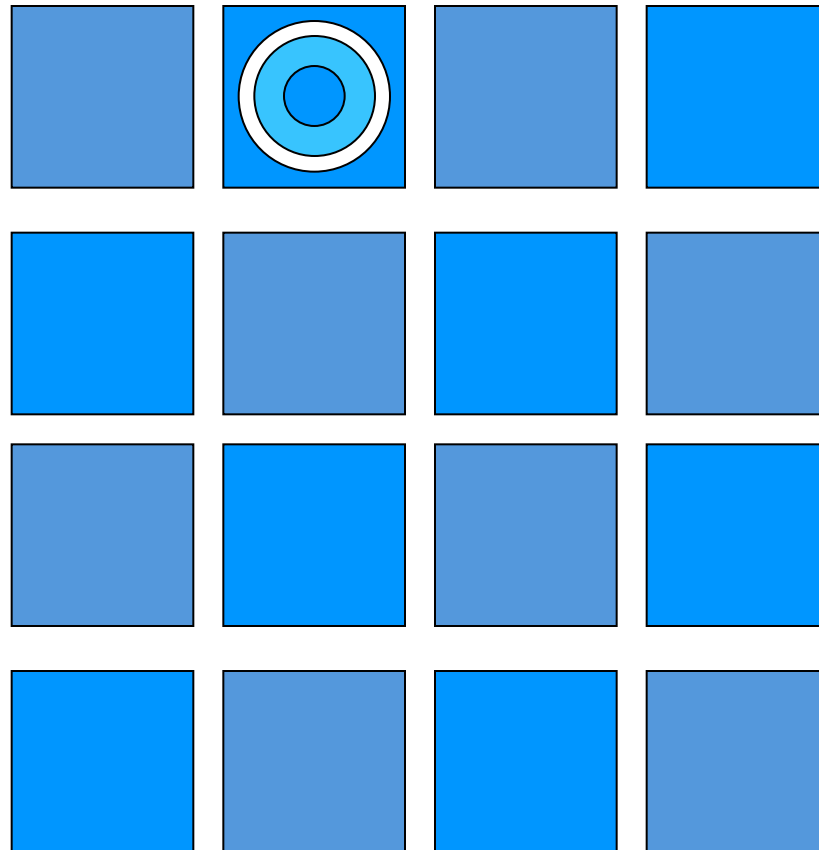
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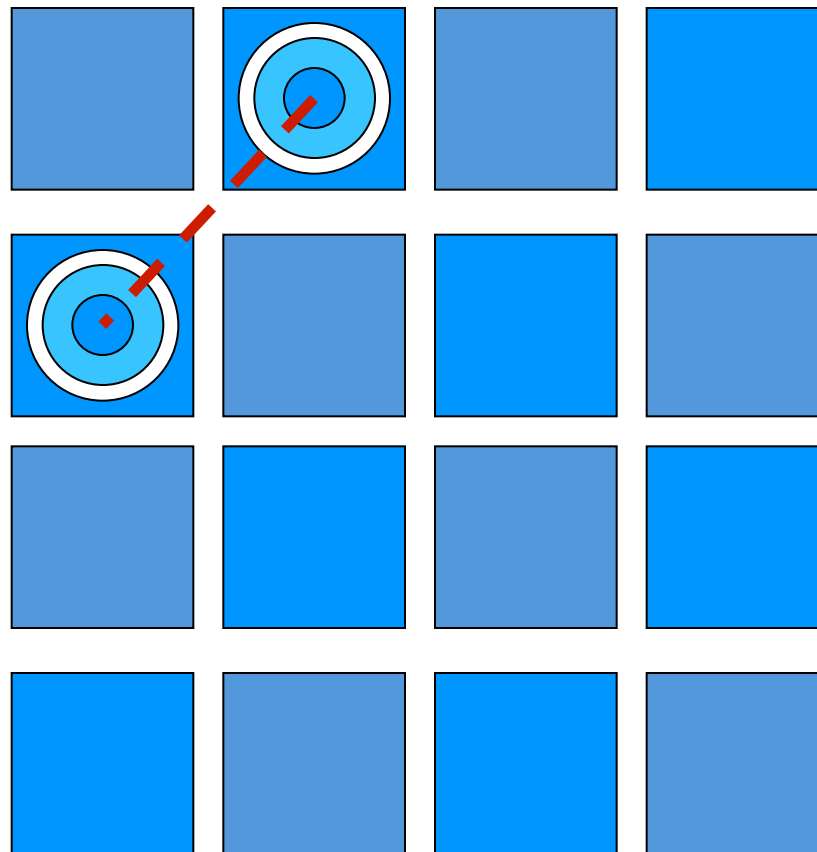
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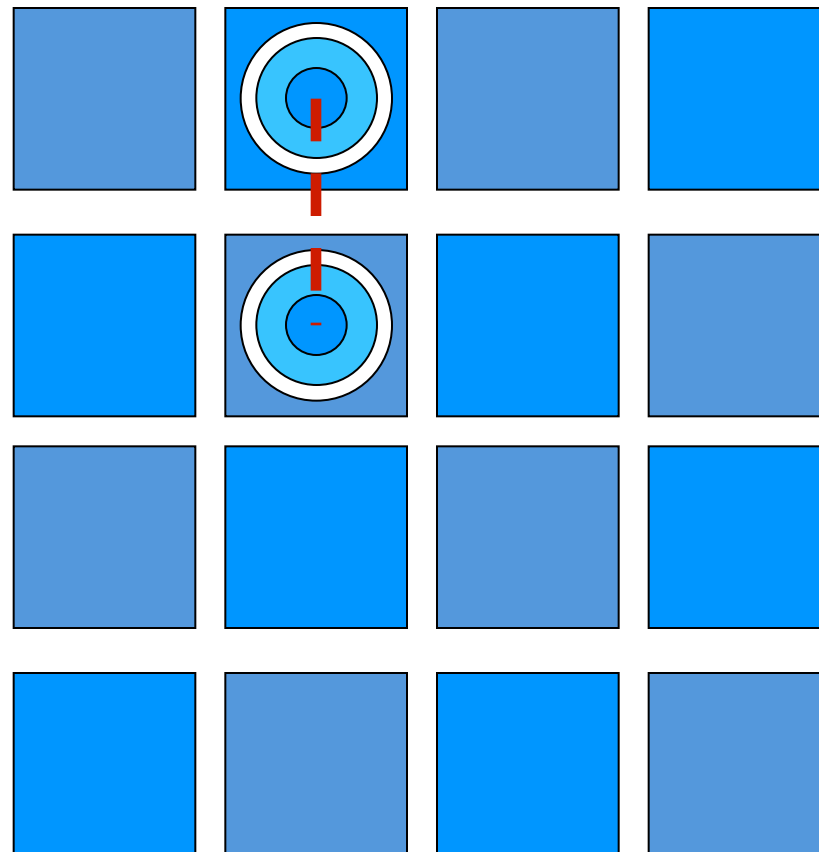
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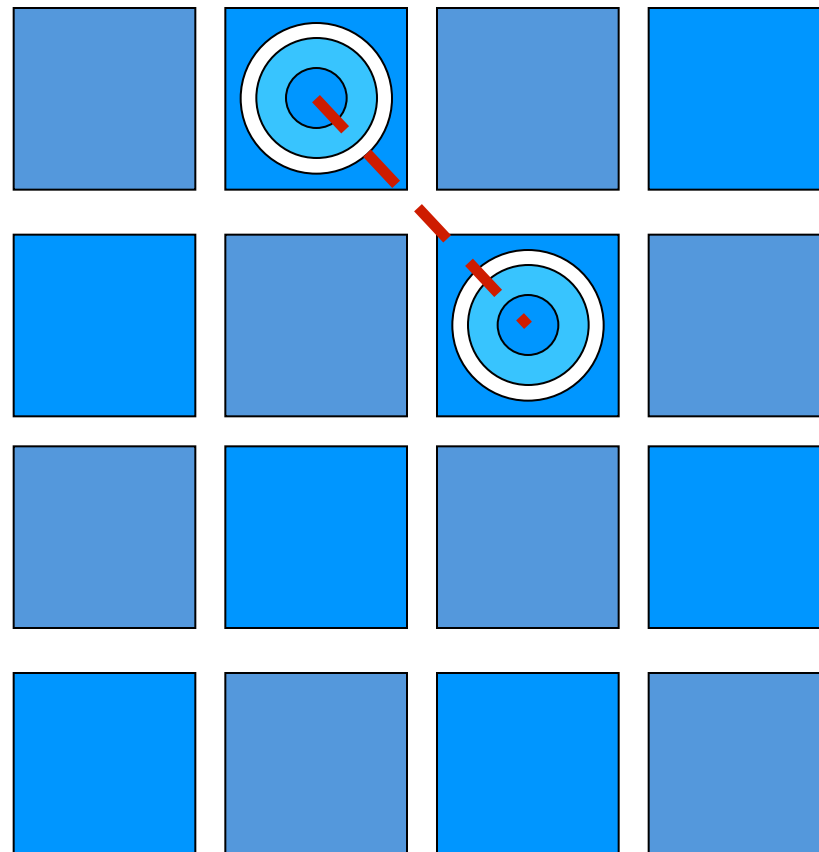
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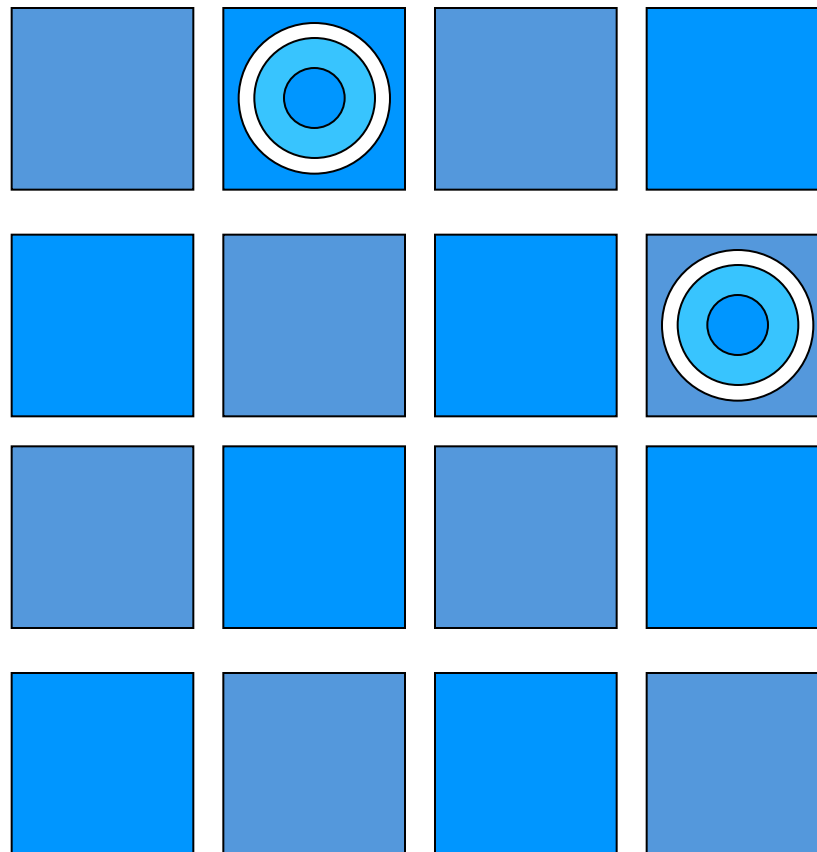
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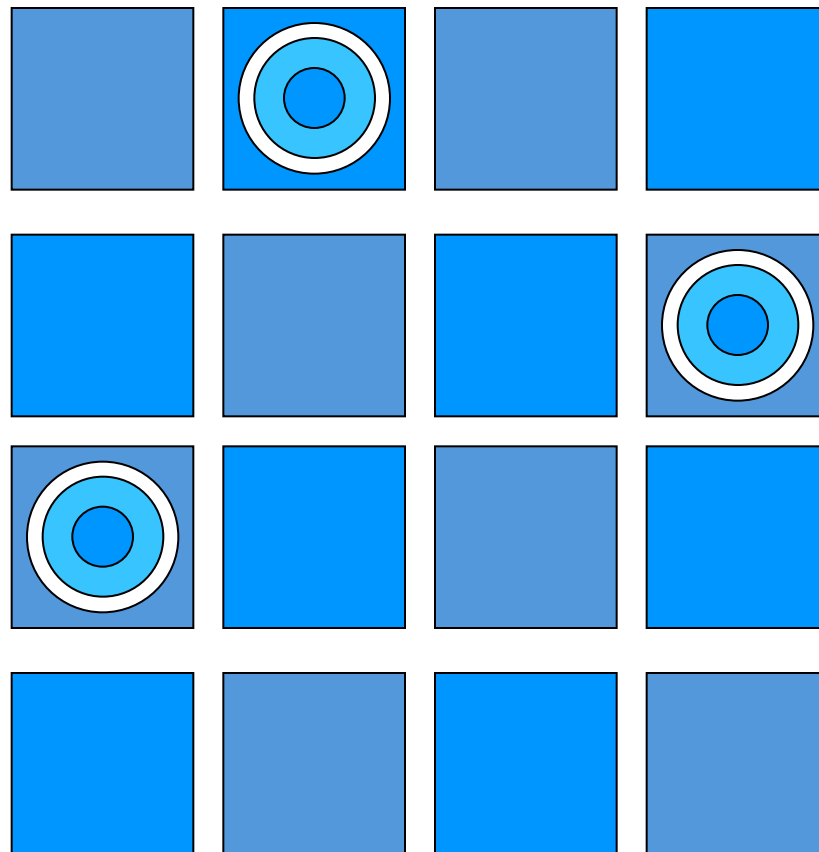
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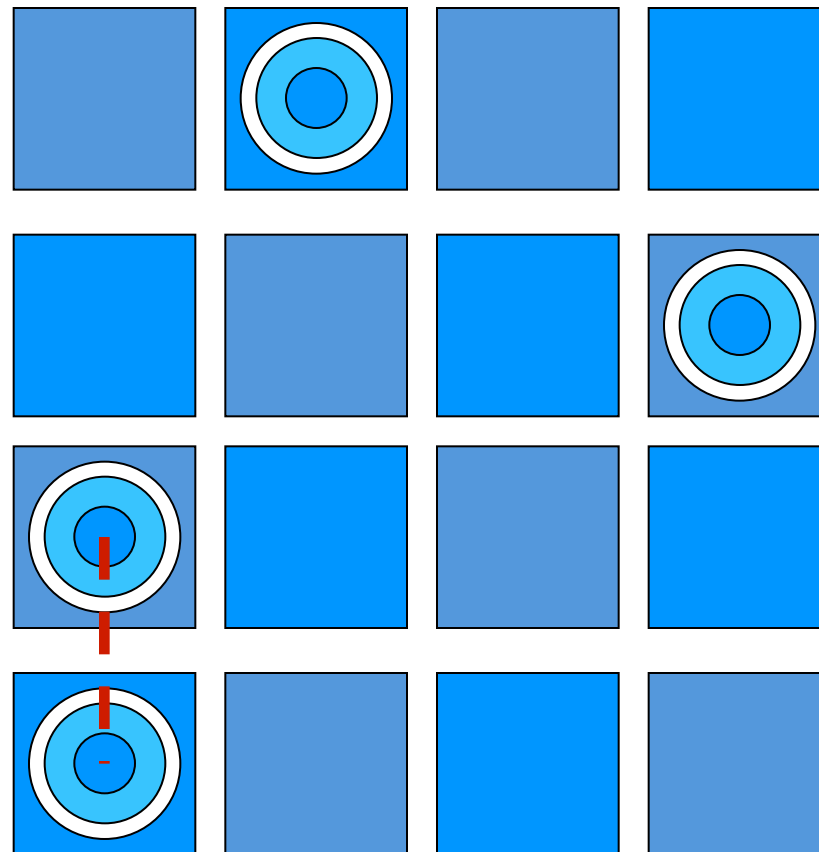
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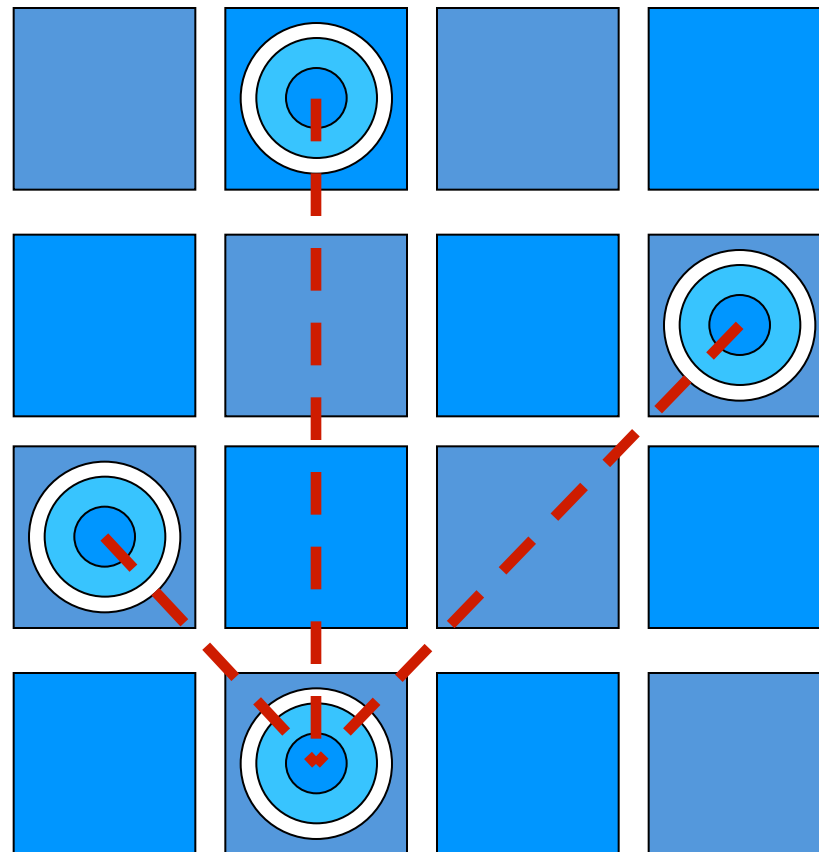
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