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### **Department of Computer Engineering**

Batch: A1 Roll No.: 16010123012

**Experiment No.: 08** 

Grade: AA / AB / BB / BC / CC / CD /DD

Signature of the Staff In-charge with date

Title: Study, Implementation and Analysis of 8-Queens problem.

**Objective:** To learn the Backtracking strategy of problem solving for 8-Queens problem

#### CO to be achieved:

Sr. No	Objective
CO 1	Compare and demonstrate the efficiency of algorithms using asymptotic complexity notations.
CO 2	Analyze and solve problems for divide and conquer strategy, greedy method, dynamic programming approach and backtracking and branch & bound policies.

#### **Books/ Journals/ Websites referred:**

- 1. Ellis horowitz, Sarataj Sahni, S.Rajsekaran," Fundamentals of computer algorithm", University Press
- 2. T.H.Cormen ,C.E.Leiserson,R.L.Rivest and C.Stein," Introduction to algorithms",2nd Edition ,MIT press/McGraw Hill,2001
- 3. http://www.math.utah.edu/~alfeld/queens/queens.html
- 4. <a href="http://wwwisl.ece.arizona.edu/ece175/assignments275/assignment4a/Solving/9208%20queen%20problem.pdf">http://wwwisl.ece.arizona.edu/ece175/assignments275/assignment4a/Solving/9208%20queen%20problem.pdf</a>
- 5. http://www.slideshare.net/Tech\_MX/8-queens-problem-using-back-tracking
- 6. <a href="http://www.mathcs.emory.edu/~cheung/Courses/170.2010/Syllabus/Backtracking/8queens.html">http://www.mathcs.emory.edu/~cheung/Courses/170.2010/Syllabus/Backtracking/8queens.html</a>
- 7. <a href="http://www.geeksforgeeks.org/backtracking-set-3-n-queen-problem/">http://www.geeksforgeeks.org/backtracking-set-3-n-queen-problem/</a>
- 8. http://www.hbmeyer.de/backtrack/achtdamen/eight.htm

#### **Pre Lab/ Prior Concepts:**

Data structures, Concepts of algorithm analysis

#### **Historical Profile:**

The **N-Queens puzzle** is the problem of placing N queens on an N×N chessboard so that no two queens attack each other. Thus, a solution requires that no two queens share the same row, column, or diagonal.



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#### **New Concepts to be learned:**

Application of algorithmic design strategy to any problem, Backtracking method of problem-solving Vs other methods of problem solving, 8- Queens problem and its applications.

```
Algorithm N Queens Problem: -
void NOueens(int k, int n)
// Using backtracking, this procedure prints all possible placements of n queens on an n X n
chessboard so that they are nonattacking.
        for (int i=1; i<=n; i++)
      {
             if (Place(k, i))
              {
               x[k] = i;
               if (k==n)
                        for (int j=1; j <=n; j++)
                                                       Print x[j];
               else NQueens(k+1, n);
        }
}
Boolean Place(int k, int i)
// Returns true if a queen can be placed in k<sup>th</sup> row and i<sup>th</sup> column. Otherwise it returns false.
// x[] is a global array whose first (k-1) values have been set. abs(r) returns absolute value of
r.
{
for (int j=1; j < k; j++)
        if ((x[i] == i) // Two in the same column
      \parallel (abs(x[j]-i) == abs(j-k)))
                                                // or in the same diagonal
         return(false);
return(true);
}
```

#### **Example 8-Queens Problem:**

The eight queens puzzle is the problem of placing eight chess queens on an 8×8 chessboard so that no two queens threaten each other i.e. no two queens share the same row, column, or diagonal.

#### **Solution Using Backtracking Approach:**

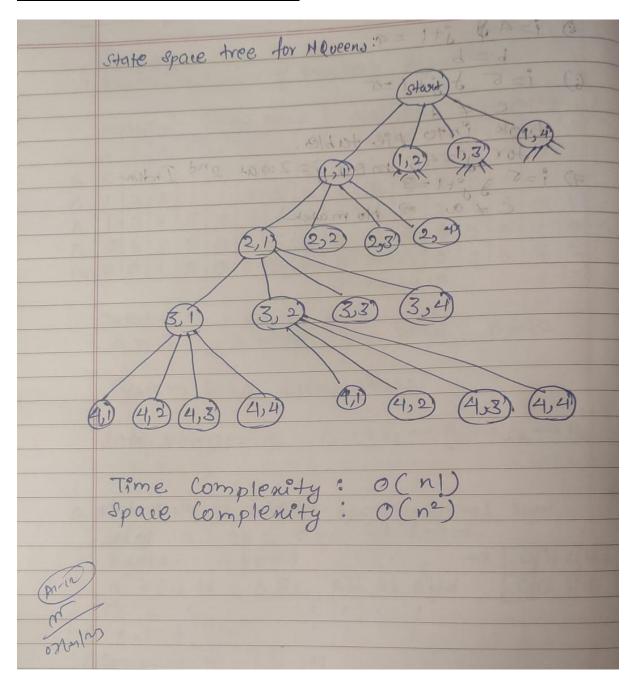
The idea is to place queens one by one in different columns, starting from the leftmost column. When we place a queen in a column, we check for clashes with already placed queens. In the current column, if we find a row for which there is no clash, we mark this row and column as part of the solution. If we do not find such a row due to clashes then we backtrack and return false.



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# **State Space tree for N-Queens (Solution):**



## **Implementation (Code):**

```
#include <bits/stdc++.h>
#define endl '\n'
using namespace std;
int x[8];
bool Place(int k, int i)
{
```



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```
for (int j = 1; j < k; j++)
        if ((x[j] == i) || (abs(x[j] - i) == abs(j - k)))
             return false;
    return true;
void NQueens(int k, int n)
    for (int i = 1; i <= n; i++)
        if (Place(k, i))
             x[k] = i;
             if (k == n)
                 for (int j = 1; j <= n; j++)
                     cout << x[j] << " ";</pre>
                 cout << endl;</pre>
             else
                 NQueens(k + 1, n);
int main()
    cout << "Enter the number of queens: ";</pre>
    cin >> n;
    NQueens(1, n);
    return 0;
```

# **OUTPUT:**



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```
Enter the number of queens: 4
2 4 1 3
3 1 4 2
...Program finished with exit code 0
Press ENTER to exit console.
```

```
Enter the number of queens: 5

1 3 5 2 4

1 4 2 5 3

2 4 1 3 5

2 5 3 1 4

3 1 4 2 5

3 5 2 4 1

4 1 3 5 2

4 2 5 3 1

5 2 4 1 3

5 3 1 4 2

...Program finished with exit code 0

Press ENTER to exit console.
```

```
Enter the number of queens: 6
2 4 6 1 3 5
3 6 2 5 1 4
4 1 5 2 6 3
5 3 1 6 4 2

...Program finished with exit code 0
Press ENTER to exit console.
```

#### **Analysis of Backtracking solution:**

Time Complexity: O(N!) Auxiliary Space:  $O(N^2)$ 

#### **CONCLUSION:**

I have successfully implemented the N-Queens problem using the backtracking strategy. Through this experiment, I gained a deeper understanding of recursive problem-solving techniques and how backtracking can be effectively applied to constraint satisfaction problems.