# 算法说明

## 1.回溯算法:

逐行放置皇后,确保每行只有一个皇后 使用 is\_safe()检查列和对角线冲突 递归探索所有可能位置,遇到冲突时回溯

### 2.优化思路:

使用一维数组存储皇后位置(索引=行,值=列)

提前终止: 当找到第一个解时立即返回(如果不需要所有解)

对角线检查优化: 仅检查当前行上方的冲突

## 实验结果

### N = 4:

```
Enter board size N (N>=4): 4
Find all solutions? (y/n): y

Found 2 solution(s)

Solution 1:
. Q . .
. . . Q
Q . . .
. . Q .

Solution 2:
. . Q .
Q . . .
. . Q .
Q . . .
. . Q .
```

#### N = 8

# 实验分析

```
Run performance experiments? (y/n): y
N=4: 2 solutions, Time: 0.0000000s
N=5: 10 solutions, Time: 0.001223s
N=6: 4 solutions, Time: 0.002020s
N=7: 40 solutions, Time: 0.010484s
N=8: 92 solutions, Time: 0.044795s
N=9: 352 solutions, Time: 0.215059s
N=10: 724 solutions, Time: 0.869414s
N=11: 2680 solutions, Time: 2.046520s
N=12: 14200 solutions, Time: 11.901771s
```

