

## Lab-4

# Implement Hill climbing search algorithm to solve N-Queens problem.

function HILL-CLIMBING (problem) returns a state that is a local maximum.

current ← Make-Node (problem, INITIAL-STATE)

loop do

neighbor ← a highest-valued successor of current

if neighbor.VALUE ≤ current.VALUE then return current.STATE

current ← neighbor.

Implement:

			Q	
Q				
				Q
	Q			

← Goal.

state	score.
3 1 2 0	2
1 3 2 0	1
1 2 3 0	1
1 2 0 3	1

state score.

3 1 2 0	0
1 3 2 0	1 → Select
2 1 3 0	1
0 1 2 3	6 Initial state.
3 2 1 0	6
3 0 2 1	1
3 1 0 2	1

			Q
	Q		
		Q	
Q			

			Q
Q			
		Q	
	Q		

state score.

1 3 2 0	1
3 1 2 0	2
2 3 1 0	2
0 3 2 1	3
1 2 3 0	3
1 3 0 2	0 ← Goal.