

Project 2

#ITCS-6150-001

#2/28/2025

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Problem Formulation

The 8 Queen problem, or generalized as the N Queen problem, is a puzzle that requires N queens (or $n-1$ for $n < 4$) to be placed on an $N \times N$ board, such that no Queen is attacking another. This problem can be quite computationally expensive, as there are 4,426,165,368 possible arrangements of 8 queens on an 8x8 board, but only 92 solutions.

Solution

This project uses the hill climbing algorithm to find solutions from a randomly generated board. The board is not fully random as it is guaranteed that there will be only 1 queen in each column. There are 4 versions of hill climbing used. Standard Hill Climbing (HC), HC with sideways move, standard HC with random restarts, and HC with sideways move with random restarts.

Compiling and Using the Program

Compilation

This was programmed using the GO programming language. It can be downloaded from this site. (<https://go.dev/>) While in the project directory it can be compiled using `go build .` and then executing the `project_2_6150` executable.

Usage

The program can either be used with command line arguments or by answering prompts.

There is no prefix for the command line arguments, it is simply ordinal. The following is the order of arguments.

1. n (for an 8x8 board enter 8)
2. Manual entry of pieces toggle
 1. This accepts either false/0 or true/1

2. This option allows for manual entry for where the Queens are placed
 1. **Note:** If this option is chosen, it is best to use 1 or a low value for the number of reruns, or else you will be required to manually enter a large number of pieces
3. This option will later result in a series of prompts (n prompts) where each queen will be entered 1 at a time by entering the x and y coordinates
3. Number of runs
 1. This controls how many times the hill climb algorithm is ran. (i.e 50, 100, 1500 etc)
 1. This is separate from the random restarts functionality
4. Random restarts toggle
 1. This option accepts either false/0 or true/1
5. Sideways move toggle
 1. This accepts either false/0 or true/1
 2. This enables or disables use of sideways movement

When not using command line arguments, the same order and rules apply.

Program Structure

Heuristic

The heuristic function is defined in [BoardPieces.go](#) as `QueenHeuristic` method. This function simply counts the number of queens that are causing 'threat' by checking the horizontal, vertical, and diagonals and counting the number of other queens attacking it.

Files and Code

There are 3 files, [main.go](#), [BoardPieces.go](#), and [HillClimb.go](#). The program can solve any $n \times n$ board as long as $n > 3$. Extremely large boards may run into memory and time complexity issues.

main.go

```
// RandomPlace -  
// Partially random. Places pieces in random row, but ensures there is not  
// more than 1 in any column.  
//  
func RandomPlace(pieces []Piece) ([]Piece, error) {}  
  
// SetManualPieces -  
// Allows the user to manually enter a board instead of randomly generating  
// it.  
//
```

```
// Does not prevent invalid boards from being entered.
func SetManualPieces(pieces *[]Piece) []Piece {}

// main -
// The main function handles program execution
//
// 1. Reads user input/command line args
//
// 2. Executes HillClimb and collects statistics
//
// 3. Prints stats to stdout.
func main() {}
```

BoardPieces.go

```

/*****\
|                                     |
|                                     |
\*****/

// Board -
// A Simple type that is a slice of int slices.
type Board []BoardRow

// Set -
// Sets the value at (x,y)
// Values are stored mirrored over the X axis to align better with typical
graphs.
func (b *Board) Set(x, y, v int) {
    (*b)[len(*b)-1-y][x] = v
}

// Get -
// Gets the value at (x,y)
// Values are stored mirrored over the X axis to align better with typical
graphs.
func (b *Board) Get(x, y int) int {
    return (*b)[len(*b)-1-y][x]
}

// Print -
// Used to print the board in a more readable way
func (b *Board) Print() {}

// BoardRow -
// A type definition for BoardRow is simply a slice of ints

```

```

type BoardRow []int

// Print -
// Prints the row of a board with some formatting for readability.
func (br BoardRow) Print() {}

// NewBoard -
// Constructor for the Board type.
//
// Initializes the required memory.
func NewBoard(size int) Board {}

/*****\
|                                     |
|                               Piece |
\*****/

// Piece -
// The piece type is used to hold the x,y coordinate for a given queen.
type Piece struct {
    x int
    y int
}

// QueenHeuristic
// Counts how many pieces are causing threat on this piece.
func (p *Piece) QueenHeuristic(pieces []Piece) int {}

// PrintPieces -
// Prints the pieces onto a board. Only shows queen locations, not the H
// values for moves.
func PrintPieces(pieces []Piece) {}

```

HillClimb.go

```

// Decision -
// A generic function prototype used in the HillClimb function.
//
// Used when determining when the algorithm should exit.
//
// This is used to implement Sideways and non-sideways movement.
type Decision = func(...int) bool

// NoSolution -
// A custom error type returned if no solution can be found.
type NoSolution struct {

```

```

    msg string
}

// Error -
// Implementation of the error interface.
func (n NoSolution) Error() string {}

// findPiece - A helper function for finding a piece based on it's X
// coordinate
//
// Assumes that only a single piece can be on a particular X coordinate
func findPiece(pieces []Piece, x int) (int, error) {}

// HillClimb -
// The HillClimb algorithm implementation for the 8 Queens problem.
//
// Allows for any size board to be input and will attempt to find the
// solution.
//
// Output -
//
// Board - The final state of the board. May or may not be solved.
//
// []Piece - A list of pieces, each containing their final locations. May or
// may not be solved.
//
// int - The number of steps it took to complete.
//
// error - A NoSolution error or Nil, depends on if a solution is found
func HillClimb(pieces []Piece, decision Decision, stepLimit int, showPath
bool) (Board, []Piece, int, error) {}

// NoSideWays -
// A decision function used for when sideways move is not to be used.
//
// Arg 0: Current Value of H
//
// Arg 1: New Value of H
func NoSideWays(inputs ...int) bool {}

// SideWays -
// A decision function used for when sideways move is to be used.
//
// Arg 0: Current Value of H
//
// Arg 1: New Value of H

```

```
//
// Arg 2: Step Count
//
// Arg 3: Step Limit
func SideWays(inputs ...int) bool {}
```

Results

Statistics

Hill Climb No Sideways Move Stats

No Sideways Move	Run Count			
	50	1000	10000	50000
Average Steps on Success	4.8	5.02	5.1	5.09
Average Steps on Fail	3.575	4.08	4.06	4.06
Success Rate	20.00%	14.20%	13.98%	14.03%
Failure Rate	80.00%	85.80%	86.02%	85.97%

Hill Climb with Sideways Move Stats

With Sideways Move	Run Count			
	50	1000	10000	50000
Average Steps on Success	87.72	64.7	62.5	63.09
Average Steps on Fail	1000	1000	1000	1000
Success Rate	94.00%	95.50%	95.90%	95.95%
Failure Rate	6.00%	4.50%	4.10%	4.05%

Hill Climb with Random Restarts Stats

The step counts are recorded as total steps between all restarts until a successful case is found.

No Sideways Move RR	Run Count			
	50	1000	10000	50000
Average Steps on Success	27.28	30.85	30.36	29.08


```

. . . 4 . . . .
. 2 . . . . .
. . . . . .
. . . . . 6 .
H: 2

```

```

. . . . . 7 .
. . . . 5 . .
. . 3 . . . .
1 . . . . .
. . . 4 . . .
. 2 . . . . .
. . . . . . 8
. . . . . 6 .
H: 1

```

```

. . . . . 7 .
. . . . 5 . .
. . 3 . . . .
1 . . . . .
. . . 4 . . .
. . . . . .
. . . . . . 8
. 2 . . . 6 .
H: 1

```

No Solution Found

Run 2

```

. 1 . . . . .
. . . . . .
. . . . . .
. . . . . 6 7
8 . . . . .
. . . 3 . . .
. . 2 . . 5 .
. . . . 4 . .
H: 5

```


.	1
.
.	.	2
.	6	7
8
.	.	.	3
.	5	.	.
.	.	.	.	4	.	.	.

H: 3

.	1
.	6	.
.	.	2
.	7
8
.	.	.	3
.	5	.	.
.	.	.	.	4	.	.	.

H: 2

.	1	2
.	6	.
.
.	7
8
.	.	.	3
.	5	.	.
.	.	.	.	4	.	.	.

H: 2

No Solution Found

Run 3

.
.	.	7
.
.	.	.	.	1	.	.	.
5	.	.	8	.	.	3	.
.	4

. 6 . . . 2 . .
.

H: 10

.
. . 7
.
. . . . 1
5 3 .
. . . 8 . . . 4
. 6 . . . 2 . .
.

H: 6

.
. . 7
.
. . . . 1
5 3 .
. . . 8
. 6 . . . 2 . .
. 4

H: 4

. . . . 1
. . 7
.
.
5 3 .
. . . 8
. 6 . . . 2 . .
. 4

H: 3

. . . . 1
. . 7
.
. 3 .
5
. . . 8

.	6	.	.	.	2	.	.
.	4

H: 2

.
.	.	7
.	.	.	.	1	.	.	.
.	3	.
5
.	.	.	8
.	6	.	.	.	2	.	.
.	4

H: 1

.	2	.	.
.	.	7
.	.	.	.	1	.	.	.
.	3	.
5
.	.	.	8
.	6
.	4

H: 0

.	2	.	.
.	.	7
.	.	.	.	1	.	.	.
.	3	.
5
.	.	.	8
.	6
.	4

H: 0

Run 4

.	4	.	.
7	8	.	2
.
.	.	1	.	.	.	5	.

.	6
.
.
.	.	.	.	3

H: 8

.	4	.	.
7	8	.	2
.
.	5	.
.	6
.
.	.	1
.	.	.	.	3	.	.	.

H: 5

.	4	.	.
7	8	.	2
.
.	5	.
.
.
.	.	1	6
.	.	.	.	3	.	.	.

H: 4

.	4	.	.
.	8	.	2
7
.	5	.
.
.
.	.	1	6
.	.	.	.	3	.	.	.

H: 3

.	4	.	.
.	.	.	2
7
.	5	.

```

. . . . .
. 8 . . . .
. . 1 . . . 6
. . . . 3 . .
H: 2

```

```

. . . . 4 . .
. . . 2 . . .
7 . . . . .
. . . . . 5 .
. . . . . .
. 8 . . . . .
. . . . . 6
. . 1 . 3 . .
H: 2

```

No Solution Found

Hill Climb with Sideways move Random Sequences

Run 1

```

. 4 . . . . .
. . . . . 8 . 2
. . . . . . .
. . . . . . .
. . . . . . .
. . 5 . . . .
3 . . 6 . . .
. . . . 7 . 1 .
H: 7

```

```

. 4 . . . . .
. . . . . 8 . 2
. . 5 . . . .
. . . . . . .
. . . . . . .
. . . . . . .
3 . . 6 . . .
. . . . 7 . 1 .

```

H: 5

.	4
.	8	.	2
.	.	5
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3
.	.	.	6
.	.	.	.	7	.	1	.

H: 3

.	4
.	8	.	2
.	.	5
.	.	.	.	7	.	.	.
.
3
.	.	.	6
.	1	.

H: 2

.	4
.	8	.	.
.	.	5
.	.	.	.	7	.	.	.
.	2
3
.	.	.	6
.	1	.

H: 1

.	4
.	8	.	.
.	.	5
.	.	.	.	7	.	.	.
.	2
3
.	.	.	6
.	1	.

H: 1

.	4
.	8	.	.
.	.	5
.	.	.	.	7	.	.	.
.	2
3
.	.	.	6
.	1	.

H: 1

.	4
.	8	.	.
.	.	5
.	.	.	.	7	.	.	.
.	2
3
.	.	.	6
.	1	.

H: 1

.	4
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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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.	8	.	.
.	2
3
.	.	.	6	7	.	.	.
.	1	.

H: 1

.	4
.
.	.	5
.	8	.	.
.	2
3
.	.	.	6	7	.	.	.
.	1	.

H: 1

.	4
.	8	.	.
.	.	5
.
.	2
3
.	.	.	6	7	.	.	.
.	1	.

H: 1

.	4
.	8	.	.
.	.	5
.
.	2
3
.	.	.	6	7	.	.	.
.	1	.

H: 1

.	4
.	8	.	.
.	.	5
.
.	2
3
.	.	.	6	7	.	.	.
.	1	.

H: 1

No Solution Found

Run 2

7	.	1
.	.	.	.	3	.	.	6
.
.	4	.	.
.	5	.
.	.	.	2
.
.	8

H: 11

7	.	1
.	.	.	.	3	.	.	6
.
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. 5 .
. . . 2
. 4 . .
. 8
H: 6

7 . 1
. . . . 3
. 6
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. 5 .
. . . 2
. 4 . .
. 8
H: 3

. . 1
. . . . 3
. 6
7
. 5 .
. . . 2
. 4 . .
. 8
H: 2

. . 1
. . . . 3
. 6
7
. 5 .
. . . 2
. 4 . .
. 8
H: 2

. . 1
. . . . 3
. 6
7

. 5 .
. . . 2
. 4 . .
. 8
H: 2

. . 1
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. 4 . .
. 8
H: 2

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. 5 .
. 8 . 2
. 4 . .
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H: 2

. . 1
. . . . 3
. 6
7
. 5 .
. 8 . 2
. 4 . .
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H: 2

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. . 1 6
7

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.	8	.	2
.	4	.	.
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H: 2

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.	.	1	6
7
.	5	.
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.	4	.	.
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H: 1

.	8
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.	6
7
.	5	.
.	.	.	2
.	4	.	.
.	.	1

H: 1

.	8
.	.	.	.	3	.	.	.
.	6
7
.	5	.
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.	4	.	.
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H: 1

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7

. 5 .
. . . 2
. 4 . .
. . 1
H: 1

. 8 6
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H: 1

. 8 6
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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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H: 1

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. 8 . 2
. 4 . .
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H: 1

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. . 1
7
. 5 .
. 8 . 2
. 4 . .
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H: 1

. 6
. . . . 3 . . .
. . 1
7

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. . . . . 5 .
. 8 . 2 . . . .
. . . . . 4 . .
. . . . . . .
H: 1

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. . . . . 6
. . . . 3 . . .
. . 1 . . . .
7 . . . . . .
. . . . . 5 .
. 8 . 2 . . . .
. . . . . 4 . .
. . . . . . .
H: 1

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. . . . . 6
. . . . 3 . . .
. . 1 . . . .
7 . . . . . .
. . . . . 5 .
. 8 . 2 . . . .
. . . . . 4 . .
. . . . . . .
H: 1

```

No Solution Found

Run 3

```

. . . . . . .
. . . . . . .
. . . . . . .
. . . . . 5 .
. . . . . 4 . 6
7 . . . . . .
. . 1 2 . . . .
. 8 . . 3 . . .
H: 10

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.	.	.	2
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.	5	.
.	4	.	6
7
.	.	1
.	8	.	.	3	.	.	.
H:	6						

.	6
.	.	.	2
.
.	5	.
.	4	.	.
7
.	.	1
.	8	.	.	3	.	.	.
H:	3						

.	6
.	.	.	2
.	8
.	5	.
.	4	.	.
7
.	.	1
.	.	.	.	3	.	.	.
H:	1						

.	6
.	.	.	2
.	8
.	5	.
.
7	4	.	.
.	.	1
.	.	.	.	3	.	.	.
H:	1						

.	6
.	.	.	2
.	8
.	5	.
.
7	4	.	.
.	.	1
.	.	.	.	3	.	.	.

H: 1

.	6
.	.	.	2
.	8
.	5	.
.
7	4	.	.
.	.	1
.	.	.	.	3	.	.	.

H: 1

.	6
.	.	.	2
.	8
.	5	.
.
7	4	.	.
.	.	1
.	.	.	.	3	.	.	.

H: 1

.	6
.	.	.	2
.	8
.	5	.
.
7	4	.	.
.	.	1
.	.	.	.	3	.	.	.

H: 1

.	6
.	.	.	2
.	8
.	5	.
.	4	.	.
7
.	.	1
.	.	.	.	3	.	.	.
H:	1						

.	5	6
.	.	.	2
.	8
.
.	4	.	.
7
.	.	1
.	.	.	.	3	.	.	.
H:	1						

.	5	.
.	.	.	2
.	8
.	6
.	4	.	.
7
.	.	1
.	.	.	.	3	.	.	.
H:	0						

Run 4

.	1
.	.	4
.
.	7	.	.
2	.	.	.	6	.	.	.
.	3	.	5
.	8	.

.

H: 7

. 1

. . 4

.

. . . . 7 . .

2

. 3 . 5

. 8 .

. . . . 6 . . .

H: 3

. 1

. . 4

. . . 5

. 7 . .

2

. 3

. 8 .

. . . . 6 . . .

H: 2

. 1

. . 4

2 . . 5

. 7 . .

.

. 3

. 8 .

. . . . 6 . . .

H: 2

. 1

. . 4

2

. 7 . .

. . . 5

. 3

. 8 .

. . . . 6 . . .

H: 1

. 1

. . 4

2

. 7 . .

. . . 5

. 3

. 8 .

. . . . 6

H: 1

.

. . 4

2

. 7 . 1

. . . 5

. 3

. 8 .

. . . . 6

H: 1

. 7 . .

. . 4

2

. 1

. . . 5

. 3

. 8 .

. . . . 6

H: 0