

भारतीय सूचना प्रौद्योगिकी संस्थान धारवाड़

INDIAN INSTITUTE OF INFORMATION TECHNOLOGY DHARWAD

ARTIFICIAL INTELLIGENCE

Report on

N-Queens Problem

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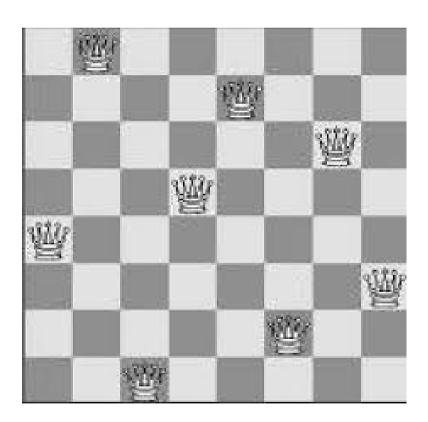
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1. Problem Statement

Using a chess board of N×N size, the challenge is to place N queens on it so that no two queens attack each other.

For example, Using a regular chess board, the challenge is to place 8 queens on the board such that no queen is attacking any of the other.

So one of the solution for above example could be like this:-



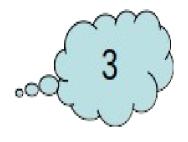
There can be many other solutions for 8 queens and similarly we can change number of queens and board size.

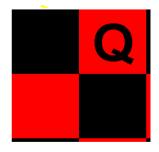
2. Solving N- queens Problem

We cannot use N-queens problem solution, if we have number of queens equal to 3 or 4 we can't use:

N = 3 or 4Cannot use N Queens













2.1 Search Space: The set of objects among which we search for the solution

Example: N-queen configurations

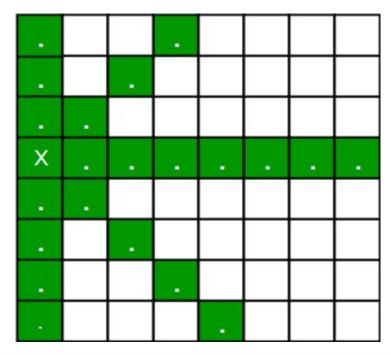
2.2 Goal condition: This is the characteristics of the object we want to find in the search space?

Example: Non-attacking n-queen configuration

2.3 Constraints

Some contraints are as follows-

- There can be only one queen in a column
- No two queens will be on the same diagonal.
- No queens on the same row.



3. Mathematical Formulation

- For N > 4 only
- N is even except N ≠ 6K+2 :

Row 1 to N/2: Queen on 2*Row

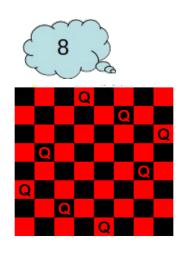
Row N/2+1 to N: Queen on 2*Row-N-1

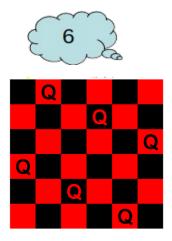
• N is even, N = 6K+2

Row 1 to N/2: Queen on (2*Row + N/2 - 3)mod N +1

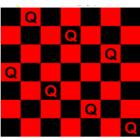
Row N/2+1 to N: Queen on N - (2*(N-Row+1) + N/2 - 3)mod N

- N is odd:
 - When N is even, no queen is placed on position (1,1).
 - So this just places the first N-1 queens as on an N-1 (even) sized board, then places the last queen on the bottom right position (N,N).



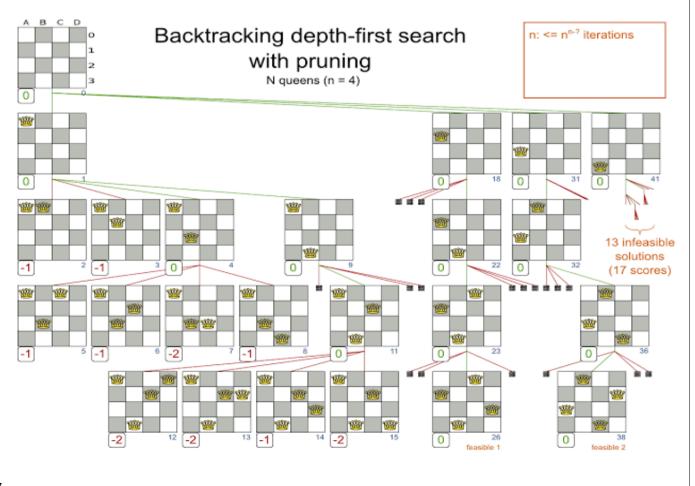






4. Solution Using Backtracking

- One of the approach that guarantees a solution is backtracking, though it can be slow
- It Can be seen as a form of intelligent depth-first search.
- 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.



4.1 Algorithms used will be

- 1. Start in the leftmost column
- 2.If all queens are placed return true
- 3. Try all rows in the current column.

Do following for every tried row.

- a) If the queen can be placed safely in this row then mark this [row, column] as part of the solution and recursively check if placing queen here leads to a solution.
- b)If placing the queen in [row, column] leads to a solution then return true.
- c)If placing queen doesn't lead to a solution then unmark this [row, column] (Backtrack) and go to step (a) to try other rows
- 4. If all rows have been tried and nothing worked, return false to trigger backtracking.

4.2 Pseudo code of backtracking in N-queens

```
IS-ATTACK(i, j, board, N)
  // checking in the column j
  for k in 1 to i-1
    if board[k][j]==1
      return TRUE
  // checking upper right diagonal
  k = i-1
  l = j+1
  while k>=1 and l<=N
    if board[k][l] == 1
      return TRUE
  k=k+1
  l=l+1</pre>
```

```
// checking upper left diagonal
k = i-1
l = j-1
while k>=1 and l>=1
if board[k][l] == 1
   return TRUE
k=k-1
l=l-1
return FALSE
```

4.3 Input/Output of our submitted code

1. If we give input as N = 1

Output will be 1 solution

2. And for input as N = 2 & 3

Output will be no solution

3. If we give input as N = 4

Output will be shown as all possible solution of queens and total number of call for backtraking

```
| See Act Now Seeth Tempel Male
| Che Now Seeth Tempel Mal
```

4. Silimary for input N = 8, total solution = 92

```
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