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AOA Experiment 7

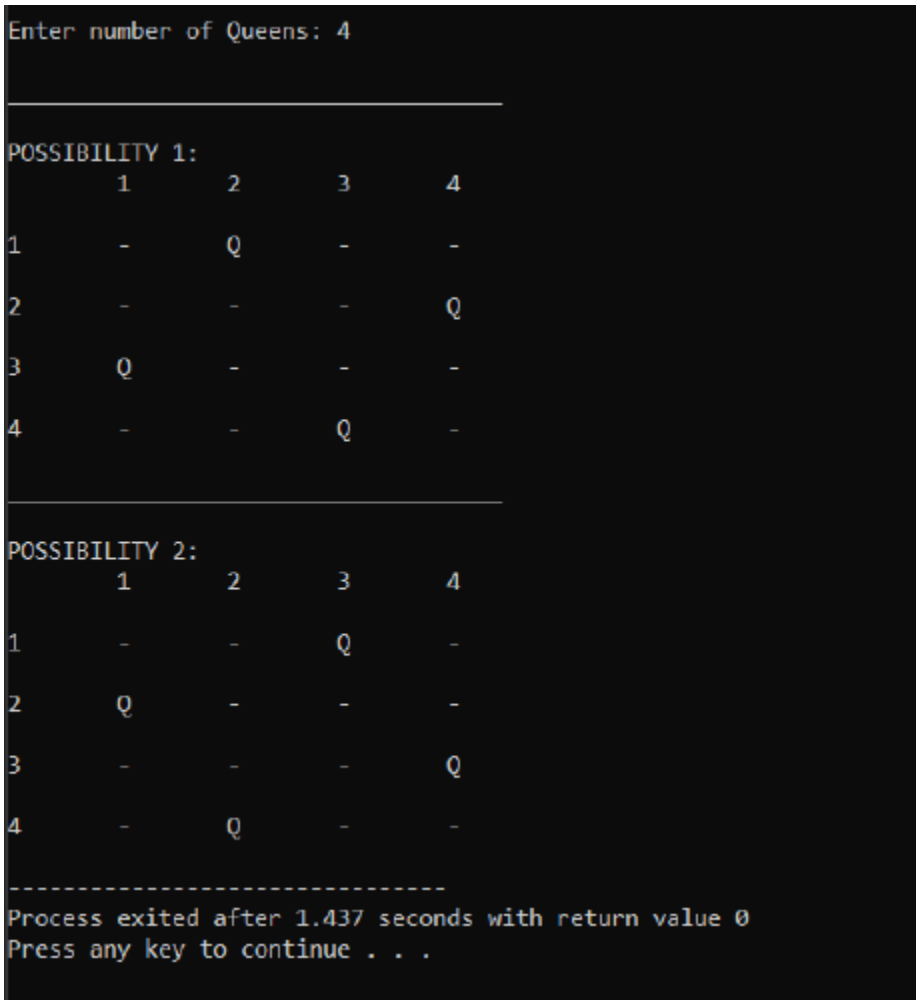
Aim:

To implement & analyze N-Queen Problem using Backtracking approach:

```c
#include<stdio.h>
#include<math.h>
#include<stdlib.h>

int x[20],count;

void display(int n)
{
int i,j;
 printf("\n_____\n");
 printf(" \nPOSSIBILITY %d:\n ",++count);
 for(i=1;i<=n;++i)
 printf("\t%d",i);

 for(i=1;i<=n;i++)
 {
 printf("\n\n%d",i);
 for(j=1;j<=n;j++)
 {
 if(x[i]==j)
 {
 printf("\tQ");
 }


 else
 printf("\t-");
 }
 }
 printf("\n");

 }

 int Place(int k,int i)
 {
 int j;
 for(j=1;j<=k-1;j++)
 {
 if((x[j]==i)||(abs(x[j]-i)==abs(j-k)))
 return 0;
 }
 return 1;

```

```
47: {
48: int i;
49: for(i=1;i<=n;i++)
50: {
51: if(Place(k,i))
52: {
53: x[k]=i;
54: if(k==n)
55: display(n);
56: else
57: NQueens(k+1,n);
58: }
59: }
60: }
61:
62: int main()
63: {
64: int n,i,j;
65: printf("****************************************\n");
66: printf(" N-QUEENS \n");
67: printf("****************************************\n");
68: printf("Enter number of Queens:");
69: scanf("%d",&n);
70: int temp =1;
71: NQueens(temp,n);
72: return 0;
73: }
74:
```

Output:


Enter number of Queens: 4
POSSIBILITY 1:
1 2 3 4
1 - Q - -
2 - - - Q
3 Q - - -
4 - - Q -
POSSIBILITY 2:
1 2 3 4
1 - - Q -
2 Q - - -
3 - - - Q
4 - Q - -
Process exited after 1.437 seconds with return value 0
Press any key to continue . . .

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Exp 07

Theory:

- It is a famous chess puzzle based on combinational logic. The efficient solution to this problem is given by the backtracking strategy.
- It is a classical example of backtracking algorithm

Problem description:

- Place n-queens on an nxn chessboard such that none of them can attack any other using standard chess queen's moves.
- This implies that no two 2 queens placed at position (i,j) & (k,l) where i & k are the rows indices & j & k are the column indices, then

$i \neq k$ (not same row)
$j \neq k$ (not same column) &
$|i-k| \neq |j-l|$ { No same diagonal
where $i, j, k, l \in \{1, 2, 3 \dots N\}$ }

Algorithm:

```
Place (k, i) {
    for j = 1 to k-1 do
        if (x[j] = i)
```

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```
        (Abs (x[j]-i) = Abs(j-k)))
        then return false,
    return true;
}

NQueens (k,n) {
    for i=1 to n {
        if Place (k,i) then {
            x[k] = i;
            if (k=n) the write (x[1:n]);
            else NQueens (k+1, n);
        }
    }
}
```

Analysis:

- This algorithm takes O(N) time as it iterates through our array everytime, for each invocation of Place method, the loop runs for O(N) time.
- In each iteration of this loop, there is a recursive call O(N)
- Therefore the run time
  $T(N) = O(N^2) + N * T(N-1)$

After solving this, it can be reduced to O(N!). The best case occurs if you find your solution before finding all possibilities.

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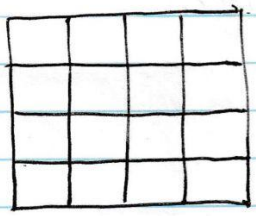
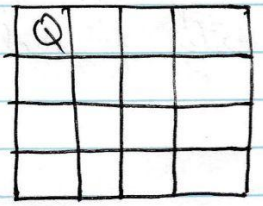
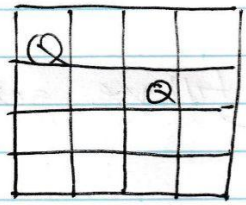
Example:



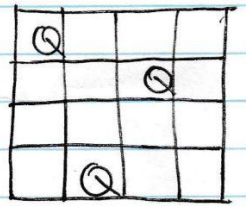
We could start by placing 1st queen in the first row



Now, the second step is to place the second queen in a safe position. We would place the queen in 2nd row, as we cant in first



We would place the third queen in some safe position in the third row



There is no safe position to place the last queen, so we will change the position of previous queen ie backtracking & changing previous decision.

Also, there is no other position, where, can place the 3rd queen, so we will go back 1 more step & change position of 2nd queen

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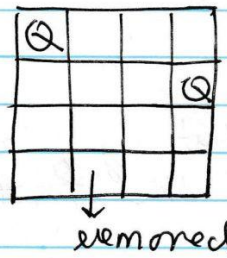
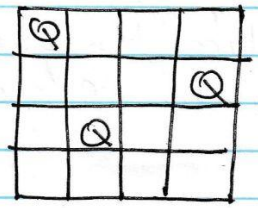
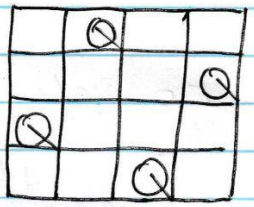


→ position changed

We would place the third queen in a saf position other than previously placed positi in 3rd row



The process continues, till we get the final solution



Conclusion : We successfully able to analyse and implement N queens algorithm using backtracking approach.