Khyati Mahajan

N-queens problem

Problem formulation

The problem formulation consists of finding an arrangement of n queens on a nxn board such that they do not pose any threat to any other queen on the board.

Program Structure

input_size_board, print_board, and generate_random_board functions

- 1. The input size board function takes in the size of the board, n.
- 2. The print_board function prints the board in a good format.
- 3. The generate_random_board function generates a board with queens randomly placed on the board row-wise.

find_collisions function

The function takes in the board. It chooses one queen, and looks for which other queens have collisions with the current one, first one step neighbors, then two step neighbors, and so on. It also maintains track of the collisions that are occurring. It returns the total collisions on the board.

determine_h_cost function

The function determines the heuristic value for each board by calling the find_collisions function and dividing the collisions by 2, since each collision is counted twice.

find_child function

The function returns a child by finding the next state that can be achieved from the current state (moving the queens row-wise to a smaller heuristic value position) and whose heuristic value is the least amongst all children of the current state when sideways moves are not allowed. If sideways moves are allowed, the algorithm chooses randomly amongst nodes having the same heuristic value.

steepest_hill_climbing function

Runs the steepest hill climbing method for finding a solution to the n-queens problem. It calls the find_child function for finding the least cost child and follows the path to until a solution is found.

steepest_hill_climbing_with_sideways_move function

Runs the steepest hill climbing method for finding a solution to the n-queens problem. It calls the find_child function for finding the least cost child, allows for sideways moves and follows the path to until a solution is found.

steepest_hill_climbing_with_random_restart function

Runs the steepest hill climbing method for finding a solution to the n-queens problem. It calls the find_child function for finding the least cost child and follows the path to until a solution is found. If a child cannot be found, the function generates a random board to initialize hill climbing again.

steepest_hill_climbing_with_random_restart_and_sideways_move function

Runs the steepest hill climbing method for finding a solution to the n-queens problem. It calls the find_child function for finding the least cost child, allows for sideways moves and follows the path to until a solution is found. If a child cannot be found, the function generates a random board to initialize hill climbing again.

Statistical Results

- A. Steepest Ascent Hill Climbing
 - a. Success rate: 0.135
 - b. Failure rate: 0.865
 - c. Average steps until success: 4.037037037037037
 - d. Average steps until failure: 4.0
 - e. [Search sequences given in the last section]
- B. Hill Climbing with Sideways Move
 - a. Success rate: 0.95
 - b. Failure rate: 0.05000000000000044
 - c. Average steps until success: 21.273684210526316
 - d. Average steps until failure: 65.3
 - e. [Search sequences given in the last section]
- C. Random Restart Hill Climbing
 - a. Steepest Hill Climbing with Random Restart:
 - i. Success rate: 1.0
 - ii. Average steps taken: 27.04
 - iii. Random restarts required: 1134
 - b. Steepest Hill Climbing with Random Restart and Sideways Move:
 - i. Success rate: 0.99
 - ii. Average steps taken: 23.151515151515152
 - iii. Random restarts required with sideways move: 4

Sample Execution Results

Enter an integer for the size of the board: 8

Steepest Hill Climbing:

| Run 1: | Run 2: | Run 3: |
|------------|------------|--------------|
| Board: | Board: | Board: |
| 00010000 | 1000000 | 0100000 |
| 00100000 | 00001000 | 0000010 |
| 00000100 | 0000001 | 00010000 |
| 00100000 | 0000010 | 0000010 |
| 00100000 | 0100000 | 00010000 |
| 1000000 | 00001000 | 00000100 |
| 0000001 | 1000000 | 00001000 |
| 0000001 | 0000010 | 0100000 |
| H value: 8 | H value: 9 | H value: 6 |
| Board: | Board: | Board: |
| 00010000 | 1000000 | 0010000 |
| 0100000 | 00001000 | 0000010 |
| 0000100 | 0000001 | 00010000 |
| 00100000 | 0000100 | 0000010 |
| 00100000 | 0100000 | 00010000 |
| 10000000 | 00001000 | 00000100 |
| 00000001 | 1000000 | 00001000 |
| 00000001 | 0000010 | 0100000 |
| H value: 5 | H value: 5 | H value: 4 |
| Board: | Board: | Board: |
| 00010000 | 1000000 | 0010000 |
| 0100000 | 0010000 | 0000010 |
| 00000100 | 0000001 | 00010000 |
| 00100000 | 0000100 | 0000010 |
| 00100000 | 0100000 | 1000000 |
| 10000000 | 00001000 | 00000100 |
| 0000001 | 1000000 | 00001000 |
| 00001000 | 0000010 | 0100000 |
| H value: 3 | H value: 3 | H value: 2 |
| Board: | Board: | Failure. |
| 00010000 | 1000000 | |
| 0100000 | 0010000 | |
| 0000010 | 0000001 | |
| 00100000 | 0000100 | |
| 00100000 | 0100000 | |
| 10000000 | 0001000 | |
| 0000001 | 1000000 | |
| 00001000 | 0000010 | |
| | | |

| H value: 2 | lue: 2 H value: 2 | |
|------------|-------------------|--|
| | | |
| Board: | Board: | |
| 00010000 | 00001000 | |
| 0100000 | 00100000 | |
| 0000010 | 00000001 | |
| 0000100 | 00000100 | |
| 00100000 | 01000000 | |
| 1000000 | 00010000 | |
| 0000001 | 10000000 | |
| 00001000 | 0000010 | |
| H value: 1 | H value: 1 | |
| | | |
| Failure. | Failure. | |

Steepest Hill Climbing with Sideways Move:

| Sceepest Hill Climbing with Sideways Move: | | | | |
|---|---|--|--|--|
| Run 1: Board: 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 0 0 | Run 2: Board: 10000000 0100000 00010000 00010000 1000000 | Run 3: Board: 0 1 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 1 0 0 0 0 | | |
| Board: 01000000 00000100 10000000 00001000 00001000 000000 | Board: 00000000 0100000 00010000 00010000 0000010 1000000 | Board: 01000000 00000010 00010000 0000001 00001000 01000000 | | |
| Board: 0 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0 1 0 0 0 0 | Board: 00000000 01000000 00010000 1000000 000000 | Board: 00100000 0000010 00010000 0001000 00001000 01000000 | | |
| Board: 0 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 1 0 0 0 0 | Board: 00000001 01000000 00010000 1000000 00010000 | Board: 0 0 1 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 | | |

| 00000001 00001000 00100000 H value: 3 | 0100000 00001000 0010000 H value: 2 | 0100000 0000100 0000100 H value: 1 |
|--|--|---|
| Board: 0 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0 1 0 0 0 0 | Board: 0000000 0100000 0100000 1000000 0000000 | Board: 00100000 0000010 00010000 0000001 00001000 0100000 0100000 0100000 H value: 1 |
| Board: 01000000 00000100 100000010 00010000 000000 | Board: 00001000 0100000 0100000 1000000 0000010 01000000 | Board: 0 0 1 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 1 0 0 0 0 |
| Board: 0 1 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 | Board: 00001000 0000001 00010000 1000000 000000 | Board: 00100000 0000010 0001000 1000000 0001000 0100000 0000100 0000100 H value: 1 |
| Board: 0 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 0 0 H value: 1 | Success. | Board: 0 0 1 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 1 0 0 0 0 |
| Board: 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 0 0 H value: 1 | | Board: 0 0 1 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 |

| Board: 00000100 1000000 1000000 00000010 0001000 0000001 00001000 H value: 1 | Board: 000000000000000000000000000000000000 |
|--|--|
| Board: 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0 0 0 | Board: 00100000 0000010 00010000 1000000 00001000 01000000 |
| Board: 0 0 0 0 0 1 0 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 | Board: 0 0 1 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 |
| Board: 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0 0 0 | Board: 10000000 00000000 00000000 00000000 00000 |
| Board: 00000100 1000000 1000000 00000010 0001000 0000001 00001000 H value: 1 | Board: 00010000 00000010 0001000 0000001 00001000 0100000 0100000 00100000 H value: 1 |
| Board: 00000100 0010000 0010000 0010000 | Board: 0001000 0000001 10000000 0000000 |

H value: 1

Success.

Board:

Board:

Board:

Board:

00100000

Board:

Board:

 $0\,0\,1\,0\,0\,0\,0\,0$

00000100

0000010

10000000

0010000

00001000

01000000

H value: 1

Board:

00100000

00000100

 $0 \ 0 \ 0 \ 1 \ 0 \ 0 \ 0 \ 0$

 $00000010 \\ 1000000$

00000001

00001000

01000000

H value: 1

Board:

0000001

 $0\,0\,0\,0\,0\,1\,0\,0$

 $\begin{smallmatrix} 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \end{smallmatrix}$

10000000

 $0\,0\,0\,0\,0\,0\,0\,1$

00001000

 $0\,1\,0\,0\,0\,0\,0$

H value: 1

Board:

10000000

00000100

00010000

 $\begin{smallmatrix} 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{smallmatrix}$

0000001

 $0\,0\,0\,0\,1\,0\,0\,0$

01000000

H value: 1

Board:

10000000

 $\begin{smallmatrix} 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \end{smallmatrix}$

0000010

00010000

0000001

 $0\,0\,0\,0\,1\,0\,0\,0$

0100000

H value: 1

Board:

10000000

Board:

H value: 1

Board:

H value: 1

Board:

 $0\,0\,0\,0\,0\,1\,0\,0$

 $0\,0\,0\,1\,0\,0\,0\,0$

 $0\,0\,0\,0\,0\,1\,0$

 $0\,0\,1\,0\,0\,0\,0$

H value: 1

Board:

 $0\,0\,0\,0\,0\,1\,0\,0$

 $0\,0\,0\,1\,0\,0\,0\,0$

 $0\,0\,0\,0\,0\,1\,0$

H value: 1

Board:

H value: 1

Board:

Board: 000000001 00000100 00010000

H value: 1

Board:

H value: 1

H value: 1

H value: 1

Board:

 $\begin{array}{c} 0\,0\,1\,0\,0\,0\,0\\ 0\,0\,0\,0\,1\,0\,0\\ 0\,0\,0\,1\,0\,0\,0\\ 0\,0\,0\,0\,0\,1\,0\\ 1\,0\,0\,0\,0\,0\,0\\ 0\,0\,0\,0\,0\,0\,1 \end{array}$

Board:

H value: 1

Board:

H value: 1

Board:

 $0\,0\,0\,0\,0\,1\,0\,0$

 $0\,0\,0\,1\,0\,0\,0\,0$ $0\,0\,0\,0\,0\,1\,0$

H value: 1

Board:

 $0\,0\,0\,0\,0\,1\,0\,0$

 $0\,0\,0\,1\,0\,0\,0\,0$

 $0\,0\,0\,0\,0\,1\,0$

H value: 1

Board:

H value: 1

H value: 1

Board:

 $00001000 \\ 0100000$

H value: 1

Board:

0 1 0 0 0 0 0 0 H value: 1

Board:

H value: 1

Board:

H value: 1

Board:

10000000 00000001 00001000 01000000

H value: 1

Board:

H value: 1

Board:

H value: 1

Board:

 $0\,0\,0\,0\,0\,1\,0\,0$

H value: 1

Board:

 $0\,0\,0\,0\,0\,1\,0\,0$

H value: 1

Board:

H value: 1

H value: 1

H value: 1

Board:

H value: 1

Board:

H value: 1

Board:

 $0\,0\,0\,0\,0\,1\,0\,0$

 $0\,1\,0\,0\,0\,0\,0$

 $0\,0\,0\,0\,1\,0\,0\,0$

H value: 1

Board:

 $0\,0\,0\,0\,0\,1\,0\,0$

 $0\,1\,0\,0\,0\,0\,0$

 $0\,0\,0\,0\,0\,1\,0$

 $0 \; 0 \; 0 \; 0 \; 0 \; 0 \; 1 \; 0$

 $0\,0\,0\,0\,1\,0\,0\,0$

H value: 1

Board:

H value: 1

Board:

 $0\,0\,0\,0\,0\,1\,0\,0$

0 0 0 0 0 0 0 1 H value: 1

Board:

 $\begin{smallmatrix} 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \end{smallmatrix}$

 $01000000 \\ 0000010$

10000000

00100000

00001000

0000001

H value: 1

Board:

00000100

0000001

10000000

 $0\,0\,1\,0\,0\,0\,0\,0$

 $0\,0\,0\,0\,1\,0\,0\,0$

 $0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 1$

H value: 1

Board:

00000100

 $\begin{smallmatrix} 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ \end{smallmatrix}$

0000010

10000000

 $0\,0\,1\,0\,0\,0\,0$

00001000

 $0\,0\,0\,0\,0\,0\,1$

H value: 1

Board:

00000100

0000001

 $0\,1\,0\,0\,0\,0\,0\,0$

0000010

10000000

00001000

00000001

H value: 1

Board:

 $0\,0\,0\,0\,0\,1\,0\,0$

00000100

 $01000000 \\ 0000010$

10000000

00100000

 $0\,0\,0\,0\,1\,0\,0\,0$

00000001

H value: 1

Board:

Board: 00000100 00000100 01000000 00000010

10000000

H value: 1

Board:

00001000 0000001

H value: 1

Board:

00100000 00001000 00000001

H value: 1

Board:

 $00000100\\0000001$

10000000

 $\begin{smallmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ \end{smallmatrix}$

0000001

H value: 1

Board:

00000100

0100000

00000010 1000000

 $\begin{smallmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \end{smallmatrix}$

0 0 0 0 0 0 0 1 H value: 1

H value: 1

Board:

H value: 1

Board:

 $\begin{array}{c} 0\,1\,0\,0\,0\,0\,0\\ 0\,0\,0\,0\,1\,0\,0\\ 0\,0\,0\,1\,0\,0\,0\\ 0\,0\,0\,0\,0\,1\,0\\ 1\,0\,0\,0\,0\,0\,0\\ 0\,0\,1\,0\,0\,0\,0\\ 0\,0\,0\,0\,1\,0\,0\,0\\ 0\,0\,0\,0\,0\,0\,0\\ 1\,0\,0\,0\,0\,0\\ 0\,0\,0\,0\,0\,0\,0\\ \end{array}$

H value: 1

Board:

H value: 1

Board:

Board:

H value: 1

Board:

Board:

Board: 0 1 0 0 0 0 0 0

Board:

0 0 0 0 0 0 0 1 H value: 1

Board:

Success.

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