

## LAB-6

## A\* Search Algorithm for 8 queens

```
def heuristic(state)
```

```
    row = sum
```

```
    if row >= 8:
```

```
        return 0
```

```
    free_space = 0
```

```
    for col in range(8):
```

```
        if safe(state, row, col):
```

```
            free_space = free_space + 1
```

```
    return -free_space
```

```
def safecurrent(state, row, col):
```

```
    for r in range(row):
```

```
        c = state[r]
```

```
        if c == col or (c - col) == (r - row):
```

```
            return False
```

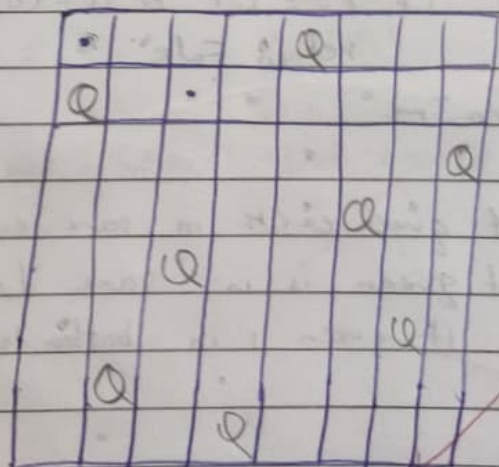
```
    return True
```

1) Check if queen exists in same column

2) Check if queen is in same diagonal (top left  
bottom right)

3) Check if queen is in bottom left to top right

1. Initialize by placing one queen per column, along with initializing priority queue and heuristic.
2. Dequeue the node with lowest  $f$  value (the one with least conflicts)
3. Generate successors by moving each queen to any row within that column. Calculate  $f$  value ( $g + h$ ) for every step by calculating number of conflicts.
4. Push the successors into the priority queue and add  $f = g + h$  into the priority queue.  
 $g = \text{cost to reach}$
5. Continuous expansion & exploring successors until solution is found.



[1, 6, 4, 7, 0, 3, 5, 2]

## Hill Climb Search Algorithm

Place one queen in each column

Count the number of conflicts between two queens

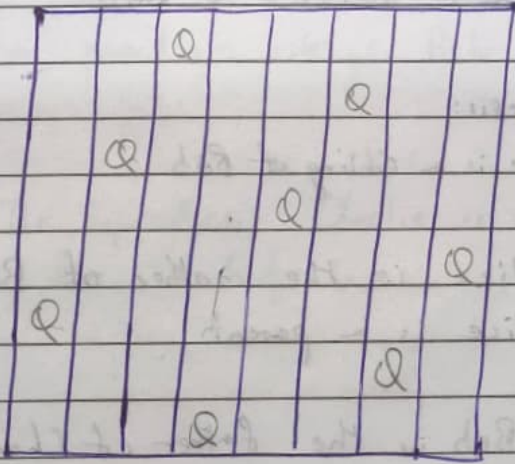
If heuristic is 0, solution is found

Starting with current solution and its conflicts

generate neighbors by moving each queen to different rows in its column

select neighbor with least conflicts, and lowest heuristic

If no neighbor improves the current state, the program terminates.



~~[5, 2, 0, 7, 3, 1, 6, 4]~~