

29th October, 2024 Tuesday Laboratory-6

For the ( $N=8$ ) Queens Puzzle, implement the following algorithms:

(i)  $A^*$

(ii) Hill Climbing Algorithm

$A^*$  Algorithm to solve the ( $N=8$ ) Queens Problem.

Step 1: Create a  $8 \times 8$  chessboard in the initial state  
Setup an open set to explore configurations  
Setup a visited state to display different sets visited

Step 2: Calculate the number of attacking pairs that Queens should not be in the same row or same column or same diagonal  
if  $state[i] == state[j]$  or  $abs(state[i] - state[j]) == j - i$  // diagonal  
attacks += 1

Then we increment the variable attacks to determine attacking pairs.

open-set = []

Step 3: Assign initial state to open state for the first iteration.  
If the node is not visited, then first put it in iteration. If in open-set and will push the node to heap  $q$  (priority  $q$ )  
 $heap\ q = heap\_push(open\_set, Node(new\_state, g, h))$

Step 4: Total estimated cost  $f = g + h$ ,  
 $g \rightarrow$  cost to reach the current state  
 $h \rightarrow$  number of attacks to reach goal state

Step 5: Main loop { Remove the node with lowest cost }

Step 6: Determination of the next row to place the queen

Step 7: Update  $g$  and calculate  $n$



## Hill climbing algorithm

Step 1: Create an array where each index represents a column and the value represents the row position of the queen in that row

int[] q = new int[8]

q = 

--	--	--	--	--	--	--	--

  
0 1 2 3 4 5 6 7

Step 2: Initialize a random state

q = 

0	2	3	4	5	6	7	2
---	---	---	---	---	---	---	---

  
0 1 2 3 4 5 6 7

Step 3: Store a heuristic value  $h(n)$  where  $h$  represents the number of conflicting pairs in each state.

Step 4: Check for conflicting pairs:

conflicts()

{

    conflicts = 0

    for  $i \leftarrow 0$  to 7 do

        for  $j \leftarrow i+1$  to 7 do

            if ( $\text{board}[i] == \text{board}[j]$ )

                conflicts++

    return conflicts

Step 5: amount = conflicts(board)

Step 6: for  $i \leftarrow 0$  to 7 do

    for  $j \leftarrow 0$  to 7 do

        board[i] = j

    C = conflicts(board)



```

if (c < current)
{
    temp = current
    current = c,
}

```

```

if (c == temp)
    return No Solution

```

```

if (c == 0)
    return current state

```

~~Proceed~~

Output:

Best Solution found (with 0 attacking piece)

```

. . . . Q . . .
. . . . . Q .
. Q . . . . .
. . . . . Q .
. . Q . . . .
Q . . . . .
. . . Q . . .
. . . . . Q

```

~~Solved~~  
29/10/24