

5. Implement Hill Climbing search algorithm to solve N-Queens problem

```
import random

def hill_climbing_n_queens(n):
    # Step 1: Initialize a random board with one queen in each column
    board = generate_random_board(n)

    while True:
        # Calculate the current number of conflicts
        current_cost = calculate_conflicts(board)

        # If solution is found (no conflicts), return the board
        if current_cost == 0:
            return board

        # Step 3: Find the neighbor with the lowest number of conflicts
        next_board, next_cost = get_best_neighbor(board)

        # Step 4: Check if we've reached a local minimum
        if next_cost >= current_cost:
            # If stuck in local minimum, restart with a new board
            board = generate_random_board(n)
        else:
            # Move to the better board configuration
            board = next_board

def generate_random_board(n):
    # Generates a random board with one queen in each column
    return [random.randint(0, n - 1) for _ in range(n)]

def calculate_conflicts(board):
    # Counts the number of pairs of queens that are in conflict
    conflicts = 0
    for i in range(len(board)):
        for j in range(i + 1, len(board)):
            if board[i] == board[j] or abs(board[i] - board[j]) == abs(i - j):
                conflicts += 1
    return conflicts

def get_best_neighbor(board):
    n = len(board)
    best_board = board[:]
    best_cost = calculate_conflicts(board)

    # Try moving each queen in each column to a different row
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    for col in range(n):
        original_row = board[col]

        # Check each possible row for this column
        for row in range(n):
            if row != original_row:
                board[col] = row
                cost = calculate_conflicts(board)

                # Keep track of the best board with minimum conflicts
                if cost < best_cost:
                    best_cost = cost
                    best_board = board[:]

        # Revert the queen to its original row
        board[col] = original_row

    return best_board, best_cost

# Example usage:
n=int(input("No of queens: ")) # Change n to desired board size
solution = hill_climbing_n_queens(n)
print("Solution for", n, "queens:")
print(solution)

print("-----")
print("VARSHA P(1BM22CS320)")

```

Output

```

No of queens: 8
Solution for 8 queens:
[2, 5, 7, 0, 4, 6, 1, 3]
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VARSHA P(1BM22CS320)

No of queens: 4
Solution for 4 queens:
[2, 0, 3, 1]
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VARSHA P(1BM22CS320)

```

Observation

8/11/21
 * N Queens, algorithm using Hill Climbing algorithm

```

def hill-climbing-n-queens(n):
    board = generate-random-board(n)
    while True:
        current-cost = calculate_conflicts(board)
        return the board if current-cost == 0
        return board
        next-board, next-cost = get-best-neighbor(board)
        if next-cost <= current-cost:
            board = generate-random-board(n)
        else:
            board = next-board
    def generate-random-board(n):
        return [random.randint(0, n-1) for i in range(n)]
    def calculate_conflicts(board):
        conflicts = 0
        for i in range(len(board)):
            for j in range(i+1, len(board)):
                if board[i] == board[j]:
                    conflicts += 1
        return conflicts
  
```

```

def get-best-neighbor(board):
    n = len(board)
    best-board = board[:]
    best-cost = calculate_conflicts(board)
    for col in range(n):
        original-row = board[col]
        for row in range(n):
            if row != original-row:
                board[col] = row
                cost = calculate_conflicts(board)
                if cost < best-cost:
                    best-cost = cost
                    best-board = board[:]
                    best-board board[col] = original-row
    return best-board, best-cost
  
```

State Space Tree

	0	1	2	3
0				Q
1		Q		
2			Q	
3	Q			

