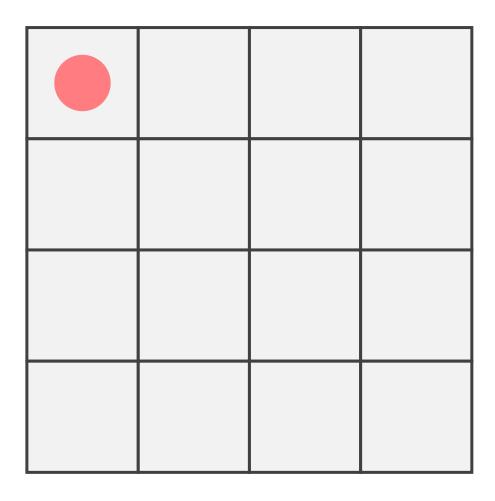
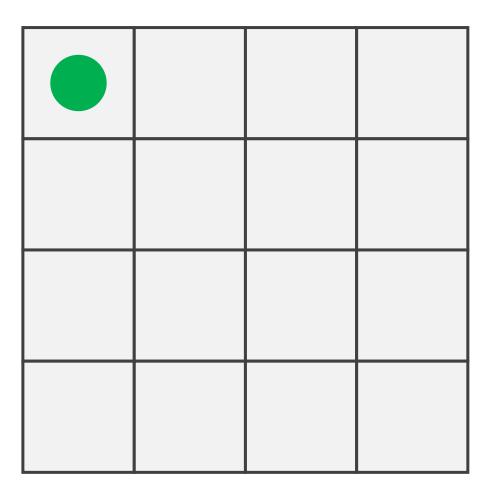
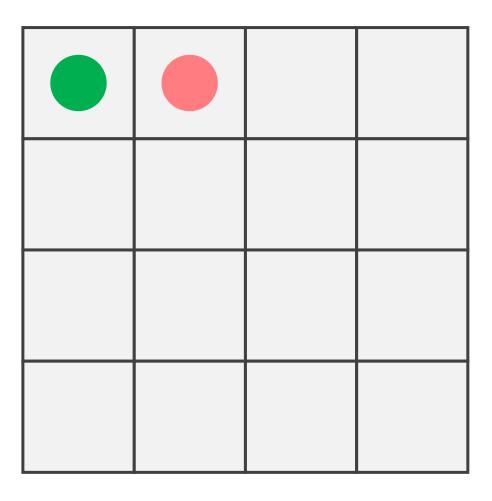
N-Queens Problem (Algorithmic Problems)

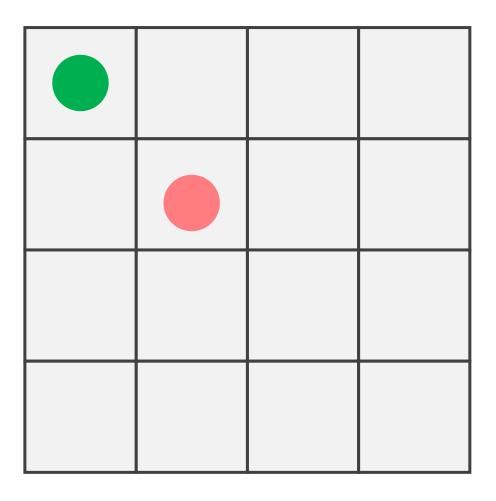
- the problem of placing N chess queens on an N×N chessboard so that no two queens threaten each other
- queens can attack horizontally, vetically and we have to consider the diagonals too
- the original problem was designed for 8 queens (so N=8)
- Gauss worked on this problem and Dijkstra used this problem to illustrate the power of what he called structured programming

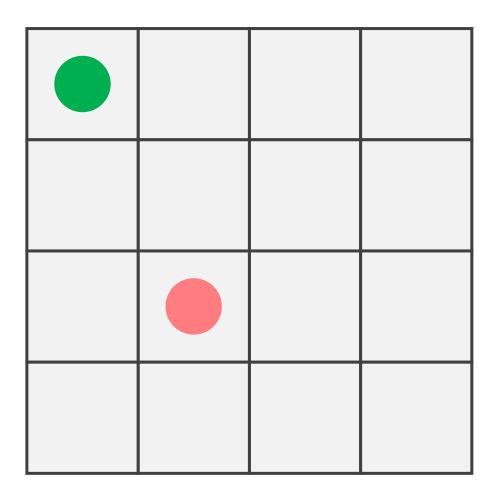
- the problem of placing N chess queens on an N×N chessboard so that no two queens threaten each other
- how many possible states are there?
- there are O(N^N) possible states that is O(N!) factorial running time complexity with brute-force approach
- THERE ARE AN EXTREMELY HUGE AMOUNT OF STATES TO CONSIDER
- we can use backtracking and eliminate bad states but the result will be $O(2^N)$ which is still quite slow for large N values

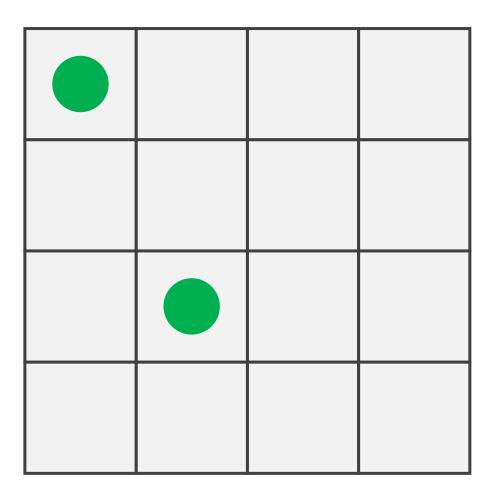


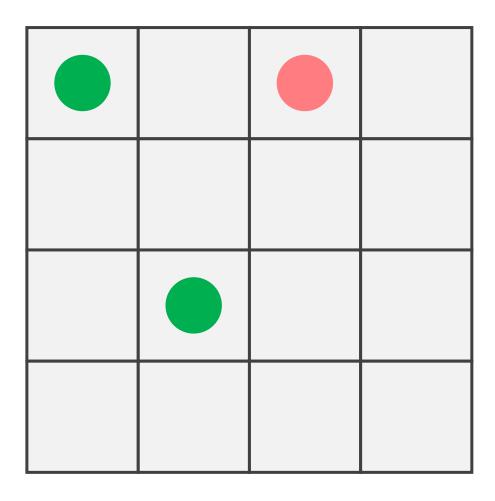


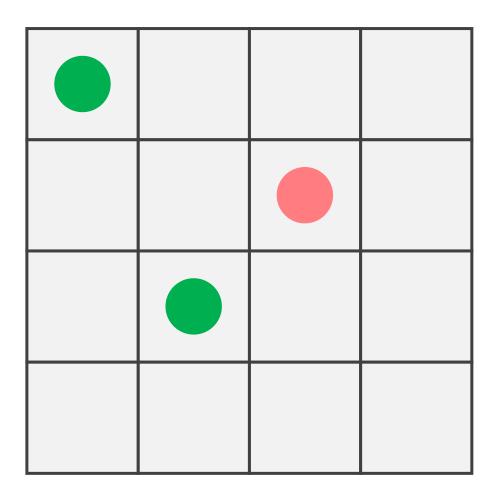


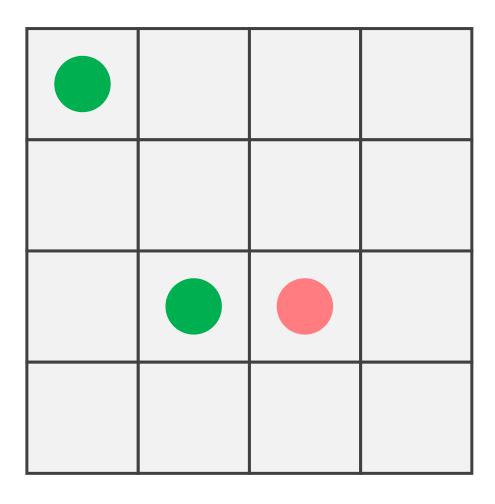


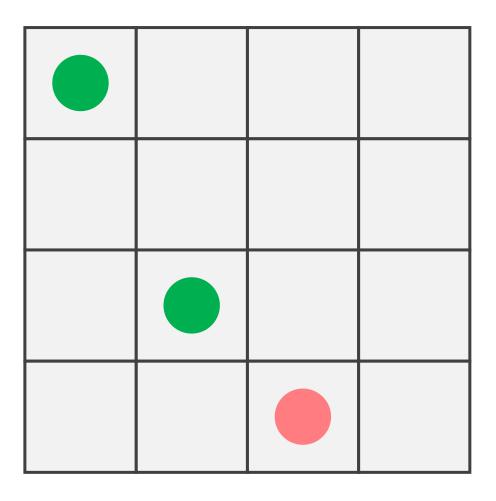




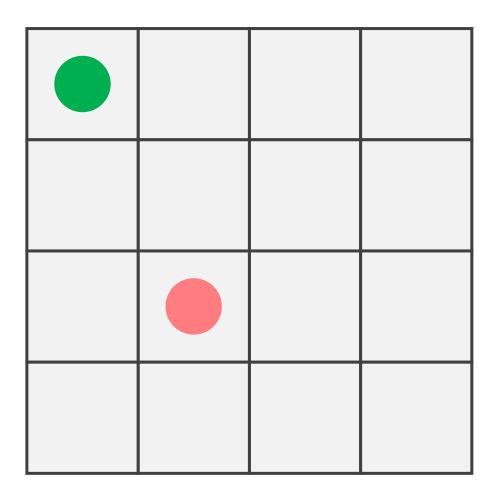


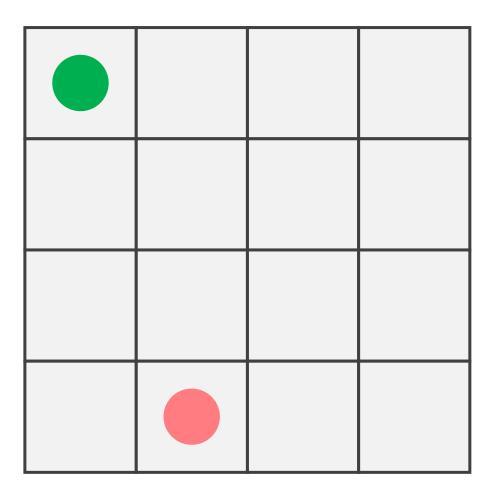


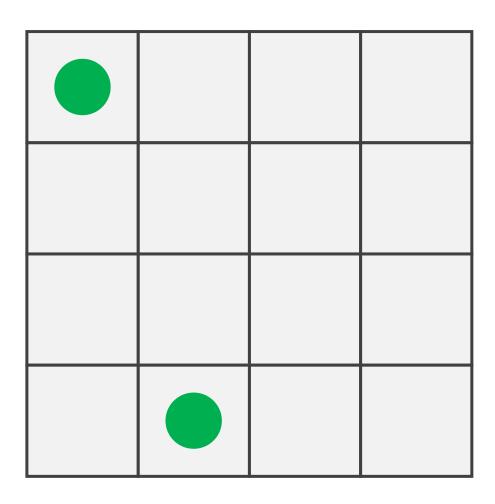


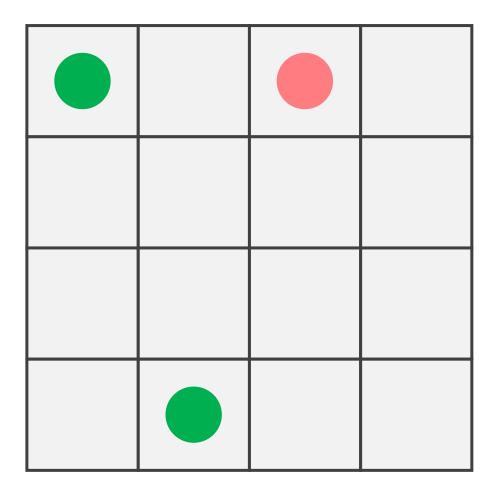


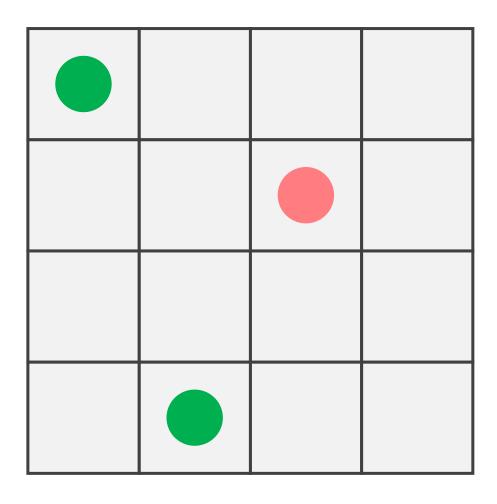
there is no feasible solution:
we have to step back to the
previous column and increment
the position of the queen there
BACKTRACKING!!!

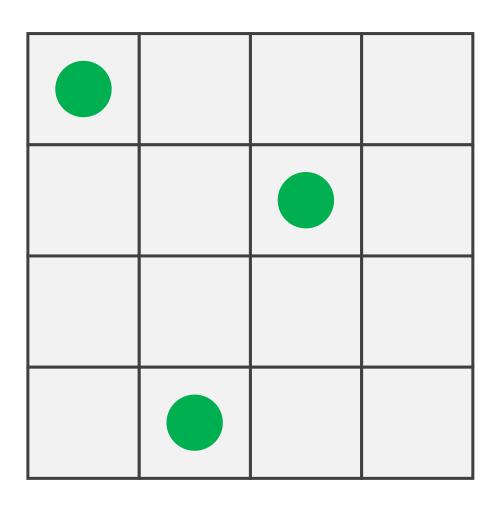


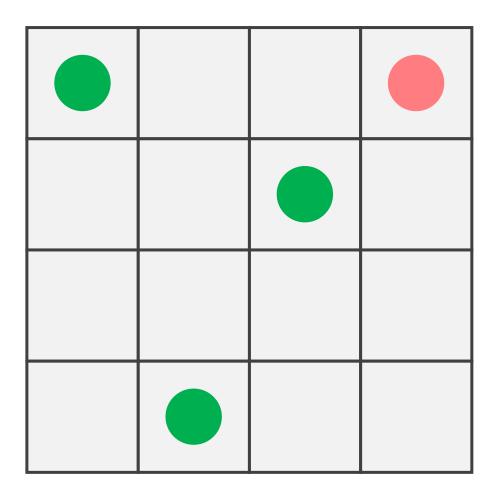


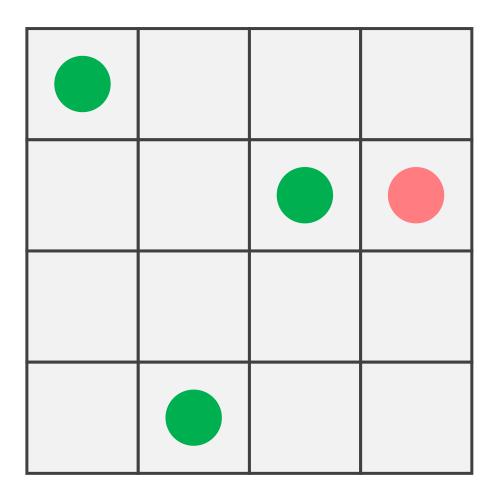


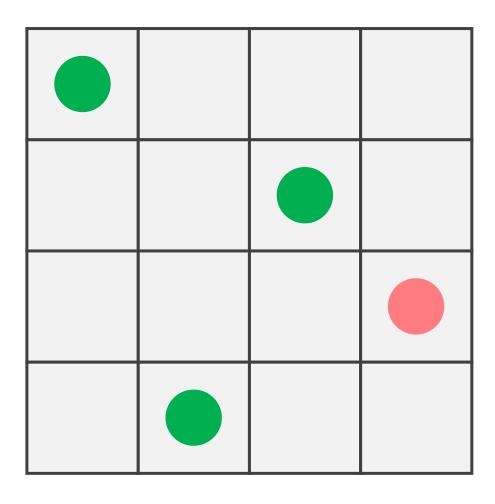


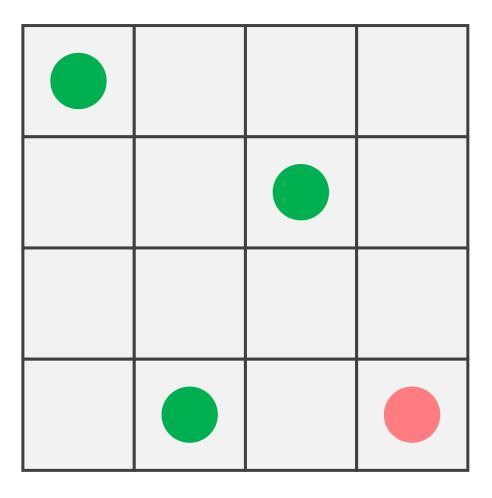




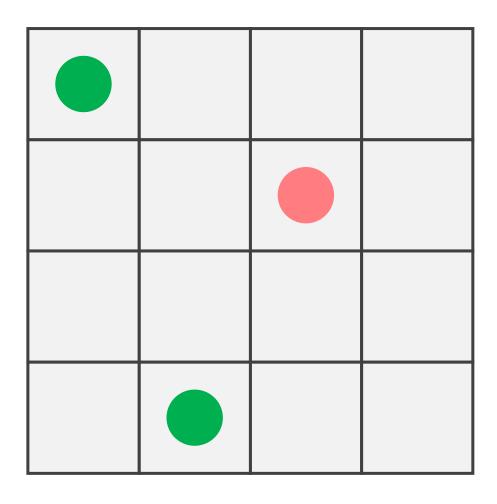


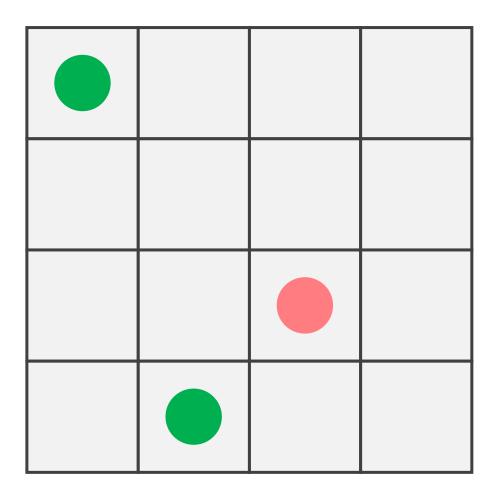


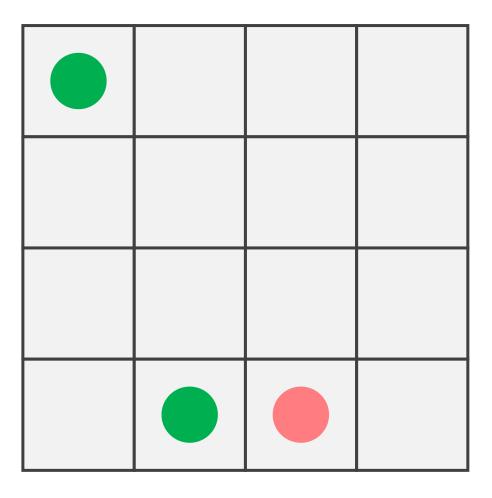




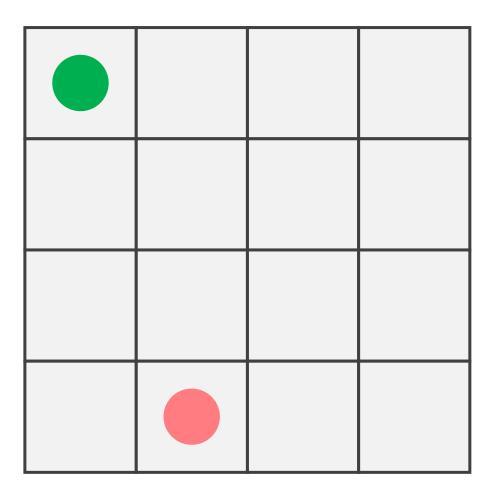
there is no feasible solution:
we have to step back to the
previous column and increment
the position of the queen there
BACKTRACKING!!!

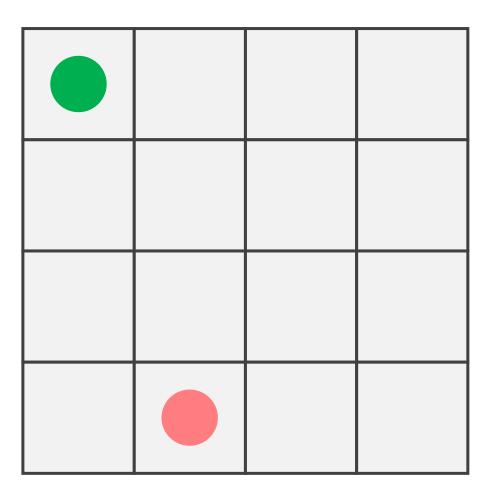




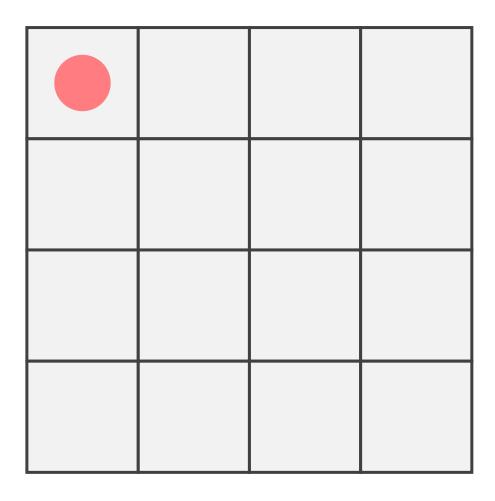


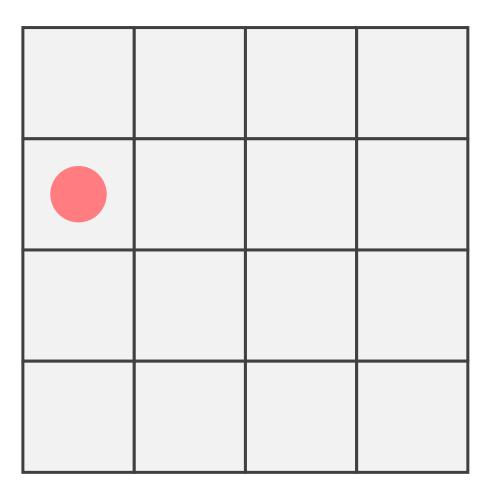
there is no feasible solution:
we have to step back to the
previous column and increment
the position of the queen there
BACKTRACKING!!!

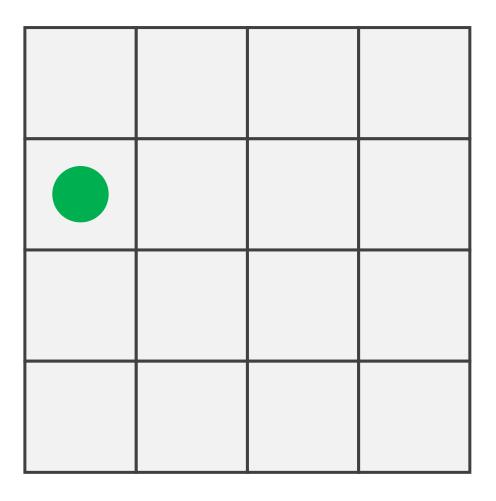


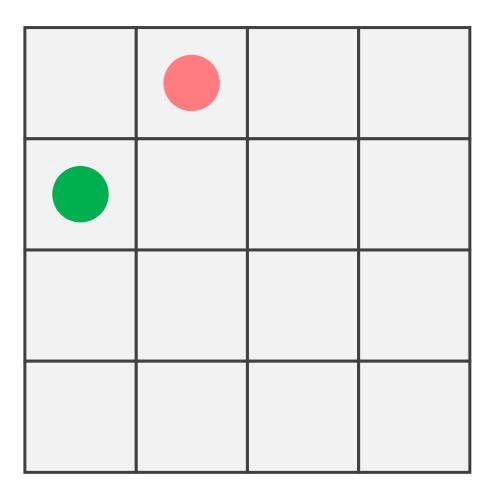


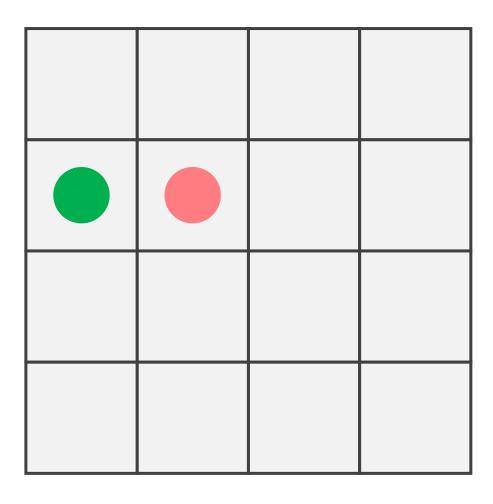
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we have to step back to the
previous column and increment
the position of the queen there
BACKTRACKING!!!

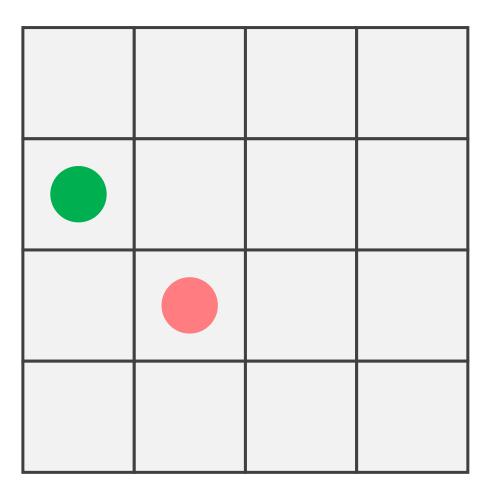


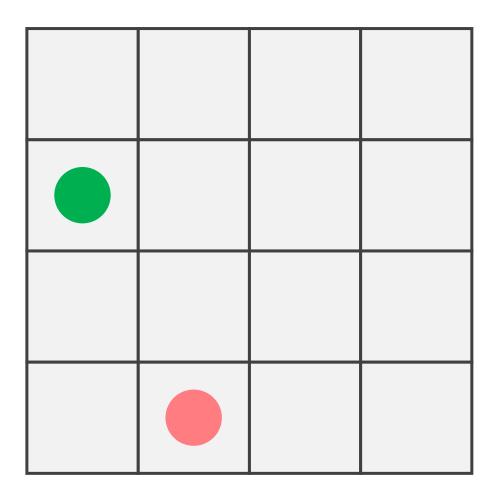


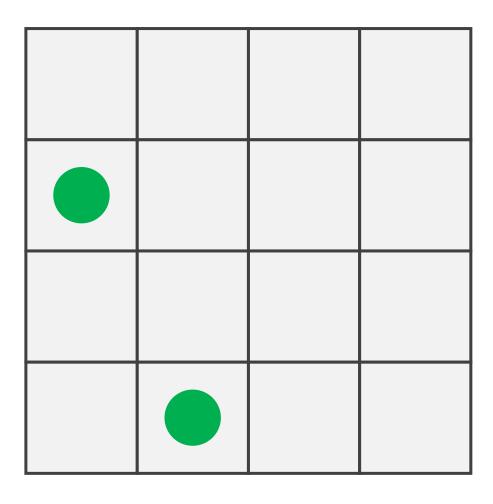


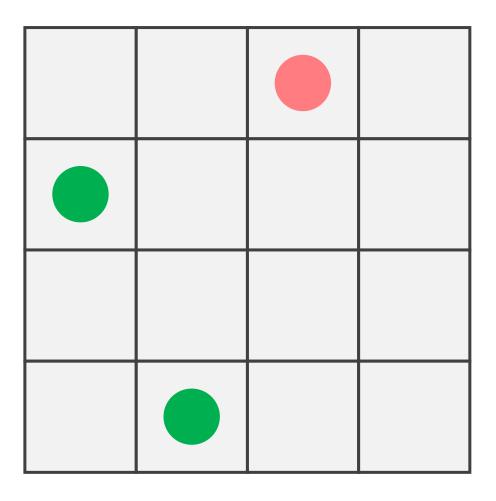


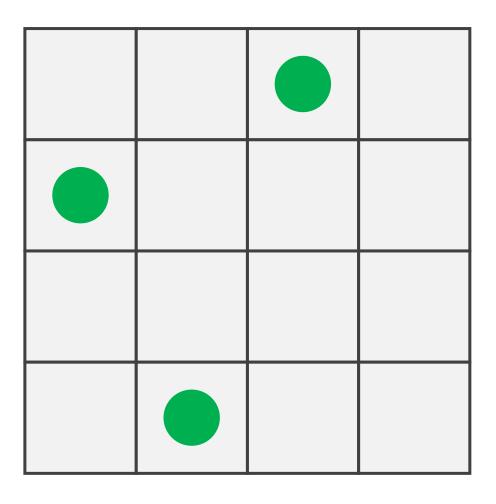


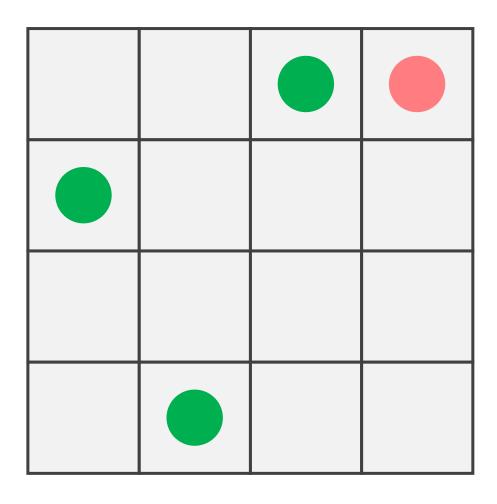


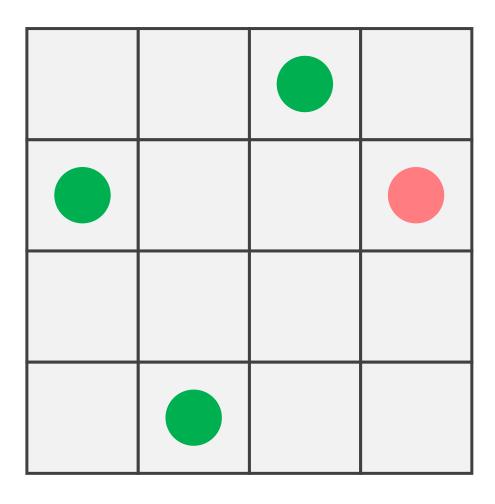


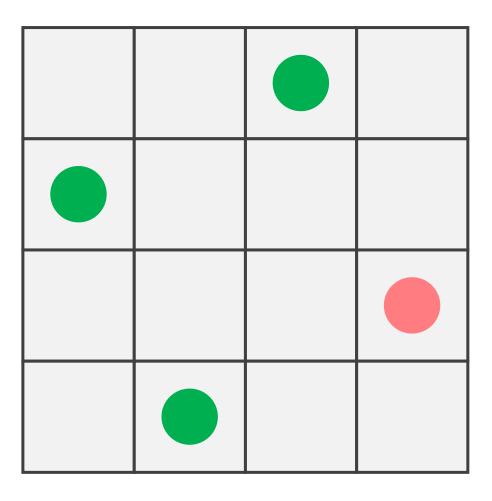


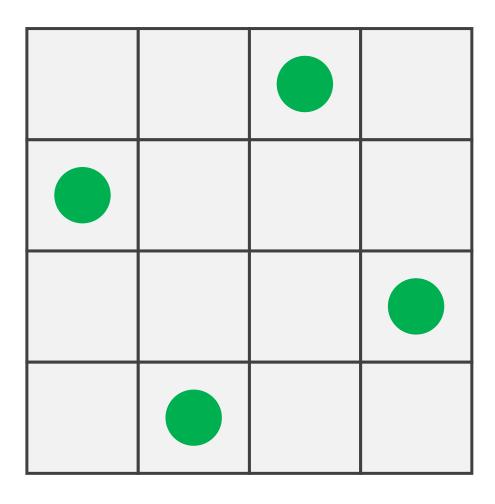












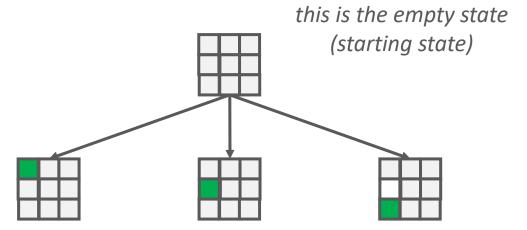
N-Queens Problem Search Tree Visualization (Algorithmic Problems)

ROOT

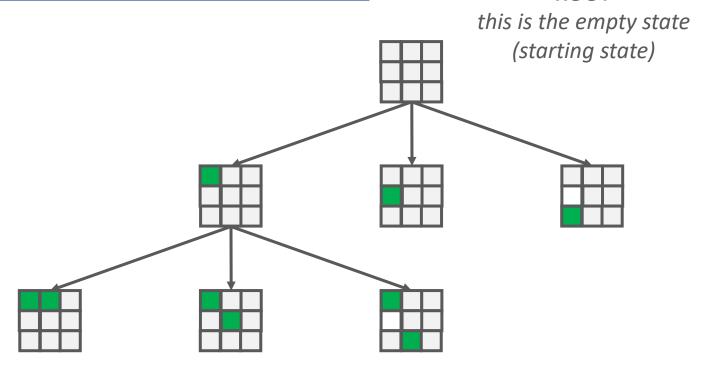
this is the empty state (starting state)



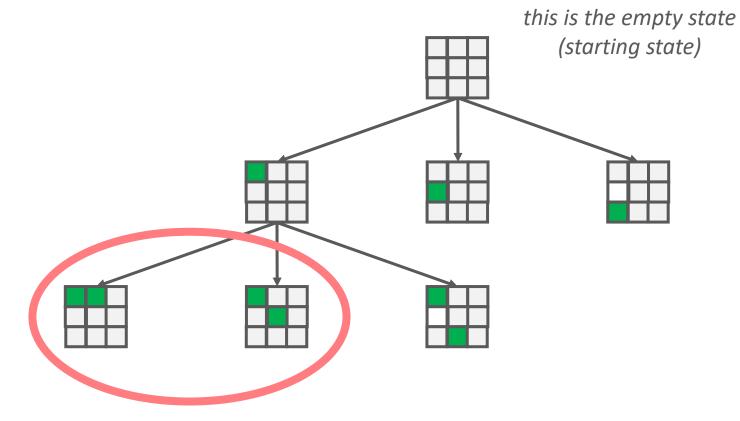
ROOT



ROOT

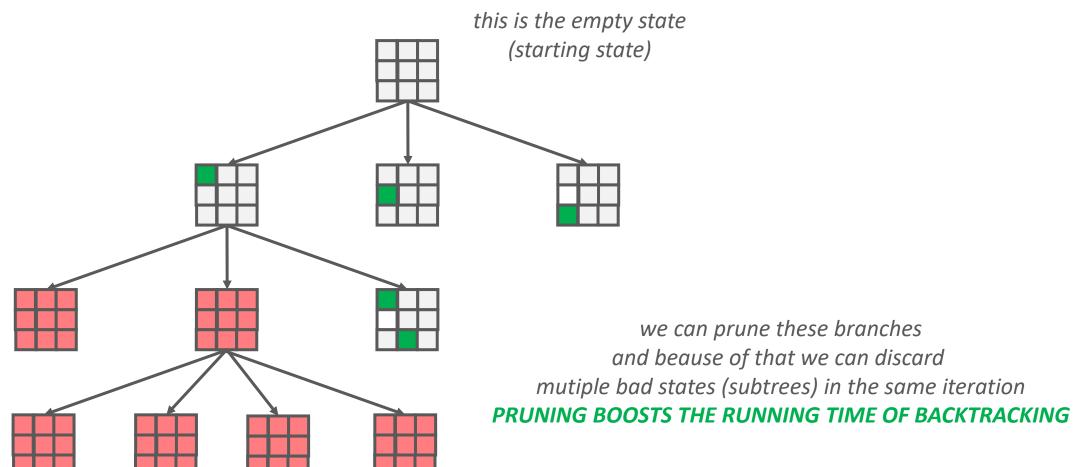


ROOT

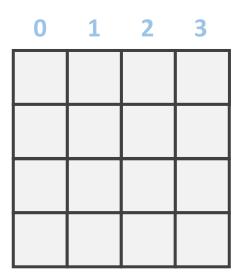


we can prune these branches as we know for certain that the queens can attack each other

ROOT

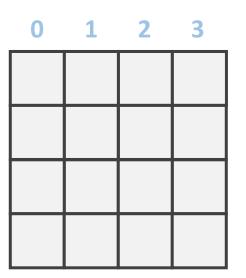


```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



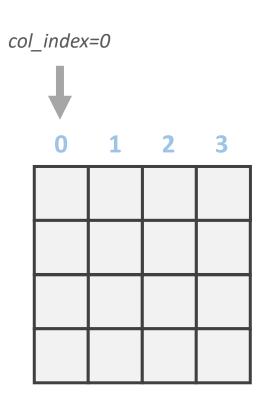


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    return False
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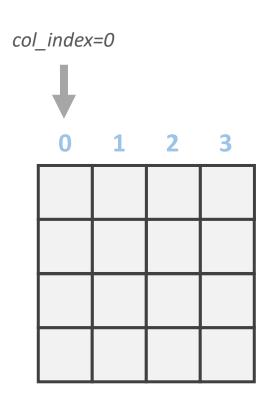
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



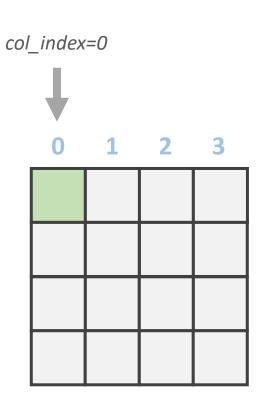
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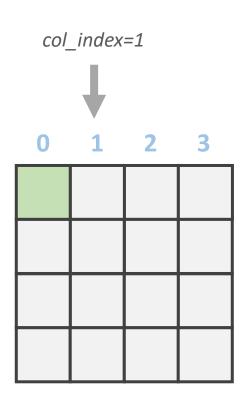
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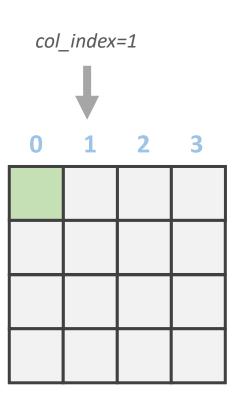
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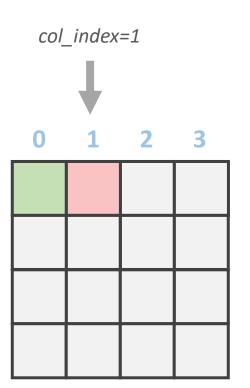
solve(1)
solve(0)

```
solve(col_index)
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         if is_place_valid(row_index, col_index)
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             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



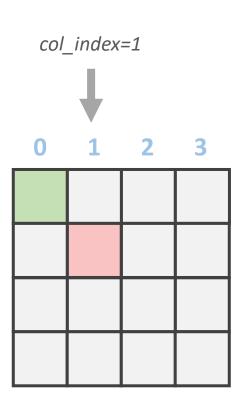
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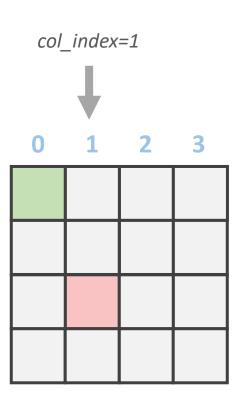
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solve(1)
solve(0)

```
if col_index == number of queens
    return True

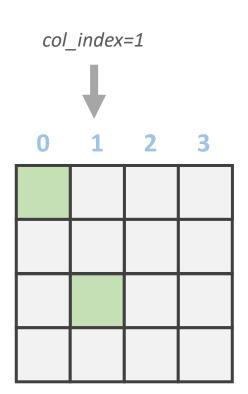
for row_index in given column
    if is_place_valid(row_index, col_index)
    set cell green
```

set cell empty again

if solve(col_index+1)

return True

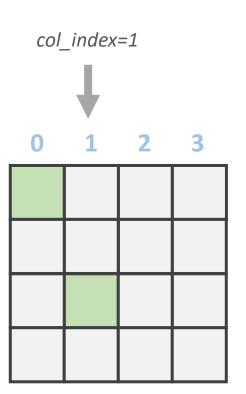
return False



solve(1)

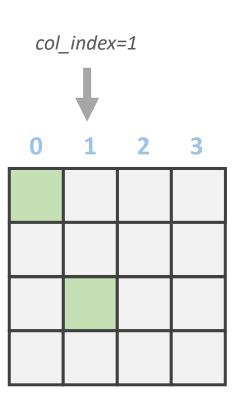
solve(0)

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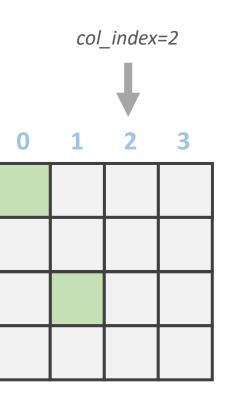
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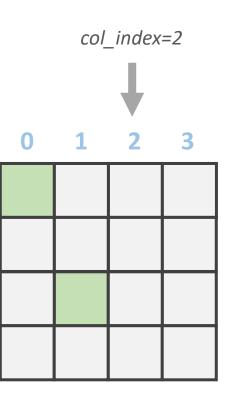
solve(1)
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              set cell empty again
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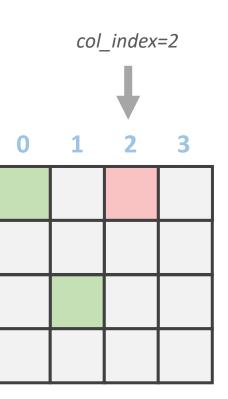
solve(2)
solve(1)
solve(0)

```
solve(col_index)
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         return True
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         if is_place_valid(row_index, col_index)
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             if solve(col_index+1)
                   return True
              set cell empty again
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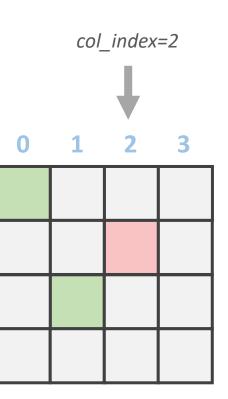
solve(2)
solve(1)
solve(0)

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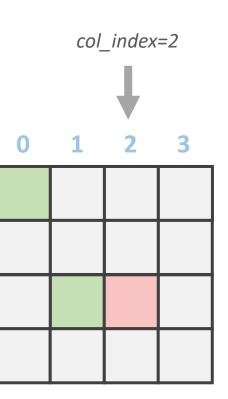
solve(2)
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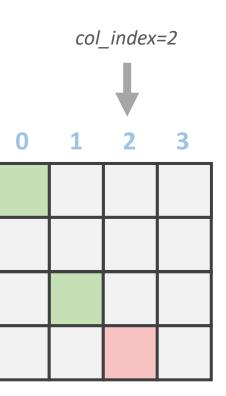
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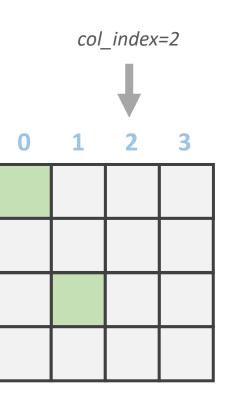
solve(2)
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solve(0)

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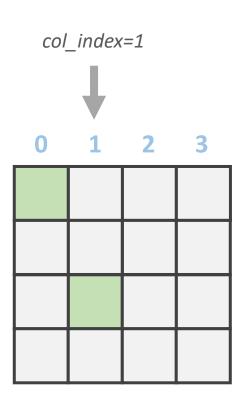
solve(2)
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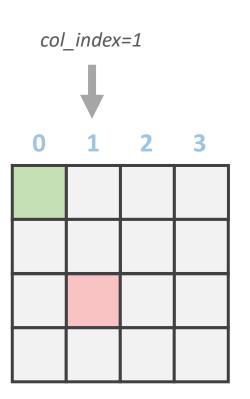
solve(2)
solve(1)
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```



solve(1)
solve(0)

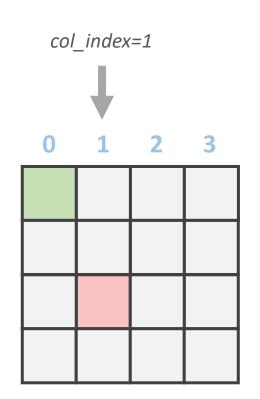
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solve(1)

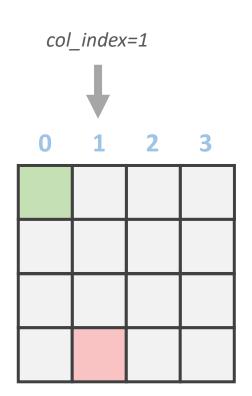
solve(0)

```
solve(col_index)
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         return True
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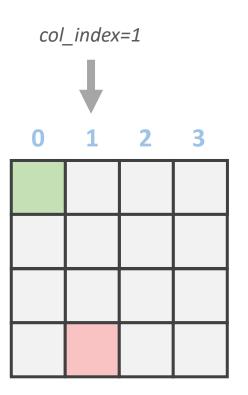
solve(1)
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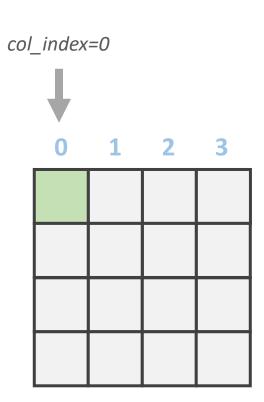
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```



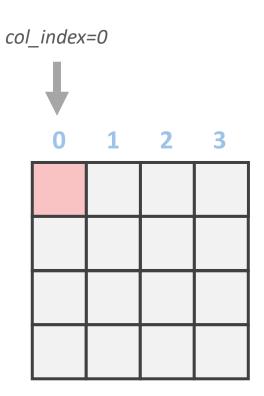
solve(1)
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



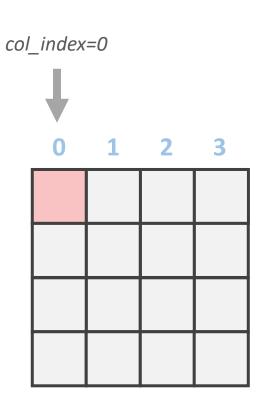
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



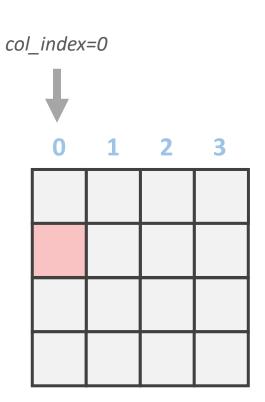
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



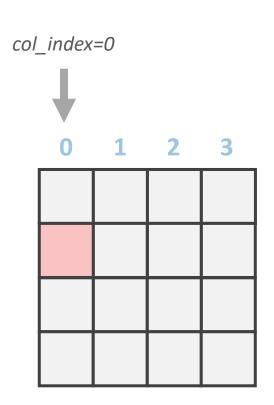
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



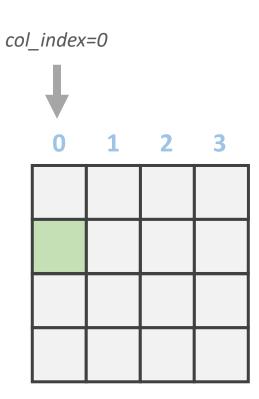
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



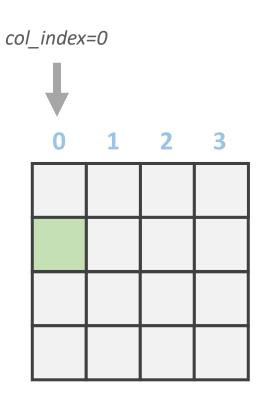
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



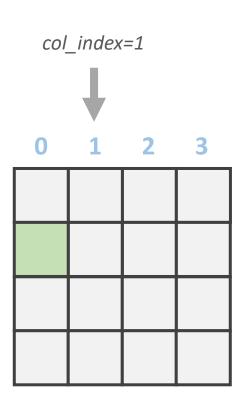
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



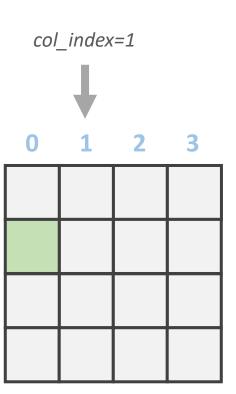
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



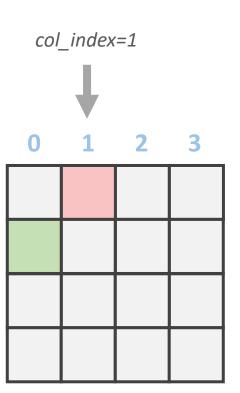
solve(1)
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(1)
solve(0)

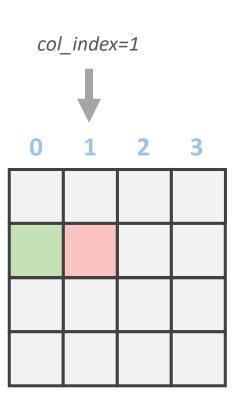
```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(1)

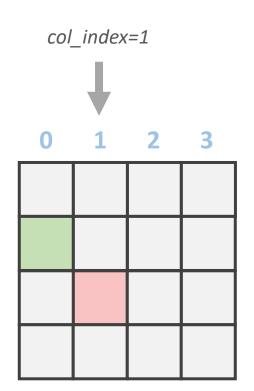
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



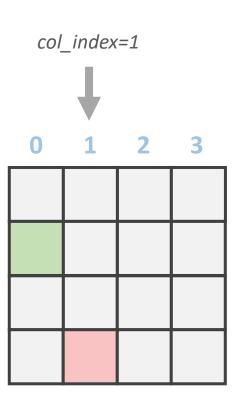
solve(1)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(1)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(1)
solve(0)

```
if col_index == number of queens
```

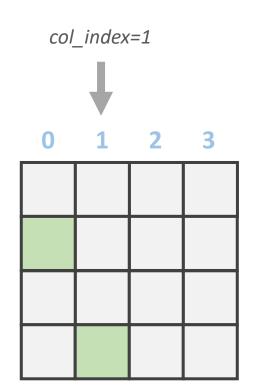
return True

```
for row_index in given column
    if is_place_valid(row_index, col_index)
        set cell green
```

if solve(col_index+1)
 return True

set cell empty again

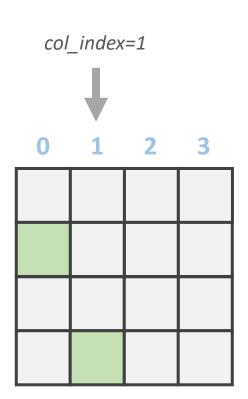
return False



solve(1)

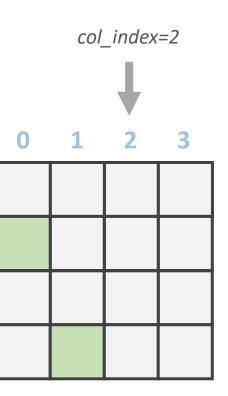
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



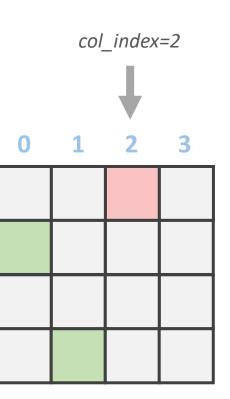
solve(1)
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



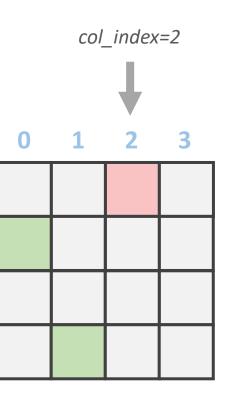
solve(2) solve(1) solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(2)
solve(1)
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(2)
solve(1)
solve(0)

```
solve(col_index)
```

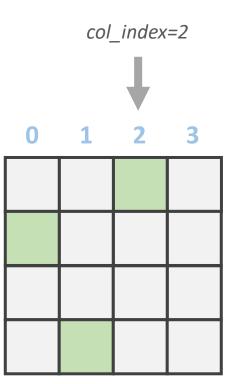
if col_index == number of queens
 return True

for row_index in given column
if is_place_valid(row_index, col_index)
set cell green

if solve(col_index+1)
 return True

set cell empty again

return False

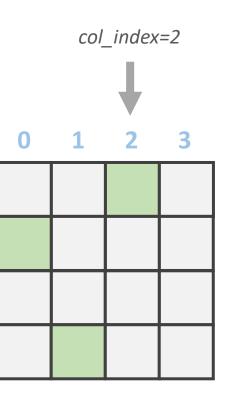


solve(2)

solve(1)

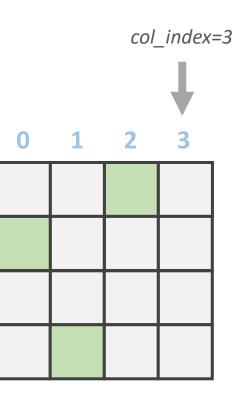
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



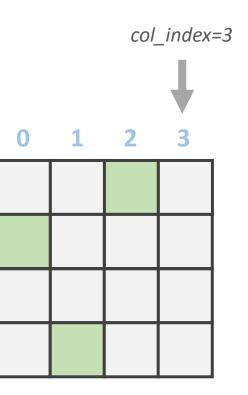
solve(2)
solve(1)
solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
            set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



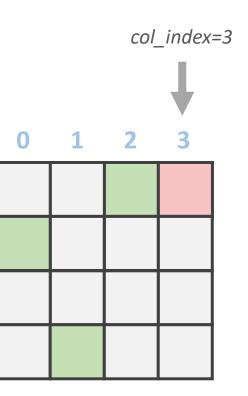
solve(3) solve(2) solve(1) solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
            set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



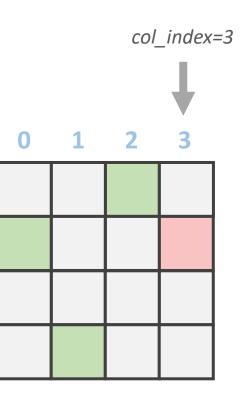
solve(3) solve(2) solve(1) solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
            set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



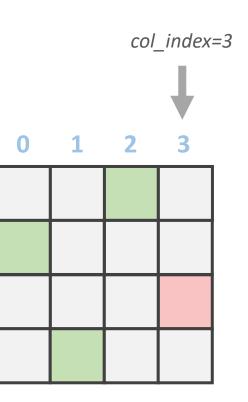
solve(3) solve(2) solve(1) solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
            set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(3) solve(2) solve(1) solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
            set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(3) solve(2) solve(1) solve(0)

```
solve(col_index)

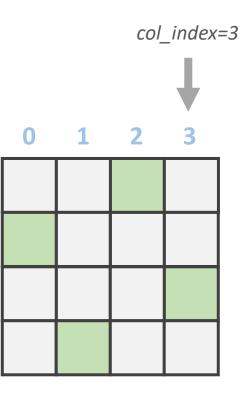
if col_index == number of queens
return True
```

for row_index in given column
 if is_place_valid(row_index, col_index)
 set cell green

if solve(col_index+1)
 return True

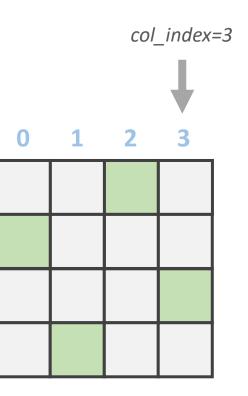
set cell empty again

return False



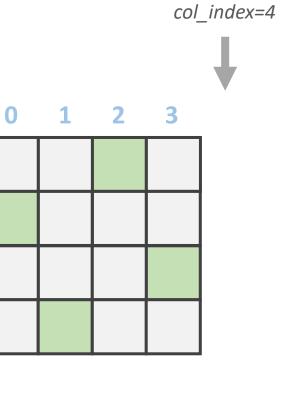
solve(3) solve(2) solve(1) solve(0)

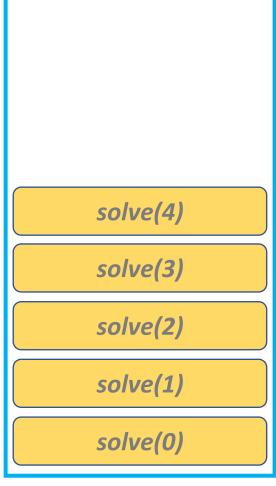
```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
            set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(3) solve(2) solve(1) solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
            set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```







```
solve(col_index)

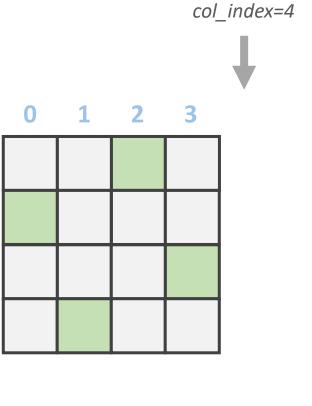
if col_index == number of queens
    return True
```

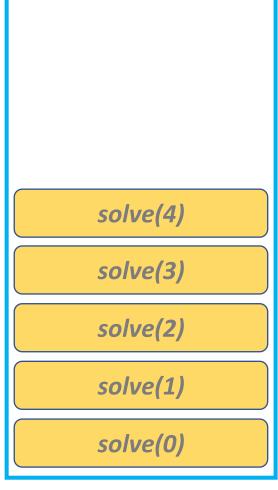
```
for row_index in given column
    if is_place_valid(row_index, col_index)
    set cell green
```

if solve(col_index+1)
 return True

set cell empty again

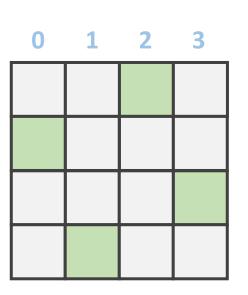
return False





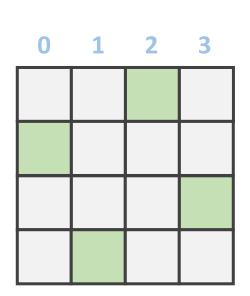


```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



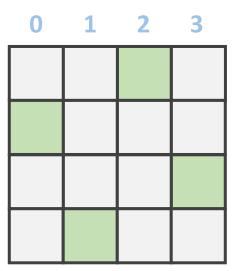
solve(3) solve(2) solve(1) solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(2) solve(1) solve(0)

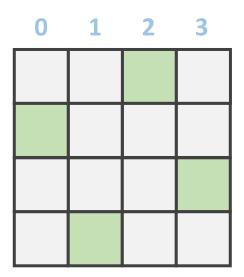
```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(1)

solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```



solve(0)

```
solve(col_index)
    if col_index == number of queens
         return True
    for row_index in given column
         if is_place_valid(row_index, col_index)
             set cell green
             if solve(col_index+1)
                   return True
              set cell empty again
    return False
```

