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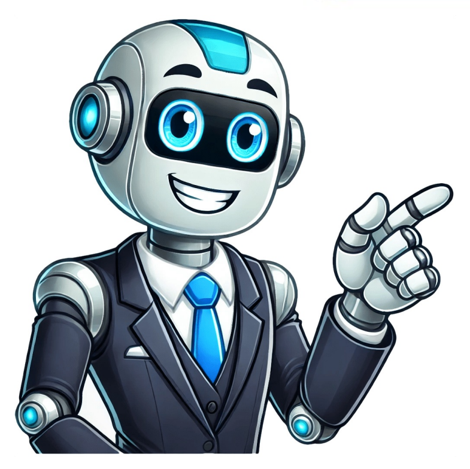

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The N Queen problem was first invented in the mid 1800s as a puzzle for people to solve in their spare time, but now serves as a good tool for discussing computer search algorithms. In chess, a queen is the only piece that can attack in any direction. The puzzle is to place a number of queens on a board in such a way that no queen is attacking any other. For example:One way we can describe this board is to say it has a heuristic cost of 0, because there are 0 pairs of queens attacking each other. We can then generalize this to say the heuristic cost of a given n-queens board is equal to the number of queens directly or indirectly attacking one another.Consider this 5-queens puzzle. There are 5 pairs of queens attacking each other therefore the heuristic cost of this board is 5. We can calculate the heuristic cost easily if we represent a board as an array where the index is the column and the value is the row. The board above is [0,0,1,2,4]. def get_h_cost(board): h = 0 for i in range(len(board)): #Check every column we haven't already checked for j in range(i + 1,len(board)): #Queens are in the same row if board[i] == board[j]: h += 1 #Get the difference between the current column offset = j - i #To be a diagonal, the check column value has to be #equal to the current column value +/- the offset if board[i] == board[j] - offset or board[i] == board[j] + offset: h += 1 return hTo solve this puzzle, we need to take steps to reduce the heuristic cost to zero. In order to evaluate which moves are best, we can calculate the heuristic cost of the board after one move. This diagram shows the heuristic costs of all possible moves from the current board. For simplicity, we will only move queens up or down in their rows. If you would choose the move with the lowest heuristic cost and then repeat the process, then you would be using the steepest hill climbing algorithm.The hill climbing algorithm gets its name from the metaphor of climbing a hill where the peak is h=0. But there is more than one way to climb a hill. If we always choose the path with the best improvement in heuristic cost then we are using the steepest hill variety. Steepest hill climbing can be implemented in Python as follows: def make_move_steepest_hill(board): moves = {} for col in range(len(board)): best_move = board[col] for row in range(len(board)): if board[col] == row: #We don't need to evaluate the current #position, we already know the h-value continue board_copy = list(board) #Move the queen to the new row board_copy[col] = row moves[(col,row)] = get_h_cost(board_copy) best_moves = [] h_to_beat = get_h_cost(board) for k,v in moves.iteritems(): if v < h_to_beat: h_to_beat = v for k,v in moves.iteritems(): if v == h_to_beat: best_moves.append(k) #Pick a random best move if len(best_moves) > 0: pick = random.randint(0,len(best_moves) - 1) col = best_moves[pick][0] row = best_moves[pick][1] board[col] = row return boardBut as I mentioned above, there are multiple ways to climb a hill! Next time well look at some additional ways to solve n-queens problems. You cant perform that action at this time. The N Queen is the problem of placing N chess queens on an NN chessboard so that no two queens attack each other. The chess queens can attack in any direction as horizontal, vertical, horizontal and diagonal way.Hill climbing is a mathematical optimization technique which belongs to the family of local search. It is an iterative algorithm that starts with an arbitrary solution to a problem, then attempts to find a better solution by making an incremental change to the solution. If the change produces a better solution, another incremental change is made to the new solution, and so on until no further improvements can be found.State space diagram is a graphical representation of the set of states our search algorithm can reach vs the value of our objective function(the function which we wish to maximize). X-axis : denotes the state space i.e states or configuration our algorithm may reach. Y-axis : denotes the values of objective function corresponding to to a particular state. The best solution will be that state space where objective function has maximum value(global maximum).Different regions in the State Space Diagram Local maximum : It is a state which is better than its neighboring state however there exists a state which is better than it(global maximum). This state is better because here value of objective function is higher than its neighbors. Global maximum : It is the best possible state in the state space diagram. This because at this state, objective function has highest value.Plateau/flat local maximum : It is a flat region of state space where neighboring states have the same value. Ridge : It is region which is higher than its neighbors but itself has a slope. It is a special kind of local maximum. Current state : The region of state space diagram where we are currently present during the search. Shoulder : It is a plateau that has an uphill edge.Steepest-Ascent Hill-Climbing: It is a variant of Hill Climbing algorithm. In this algorithm, we consider all possible states from the current state and choose the one with the highest improvement in objective function value. This approach can be more efficient than traditional hill climbing because it prioritizes the most promising moves.You cant perform that action at this time.When stuck on a ridge or plateau with all successors having the same value, allow it to move anyway hoping it is a shoulder and after some time there will be a way up. Random-restart hill-climbing: If the first attempt doesn't work try again and again and again generate random initial states perform hill-climbing again and again. This is random-restart. The number of attempts needs to be limited this number depends on the problem. The objective of this program is to implement N Queens problem by using hill climbing search and its variants. The program will take the number of queens as a variable n and allows the user to input the value of n. We are implementing below mentioned points in this program: Steepest ascent hill climbing For this variant the queens are set on board at random positions then we are calculating attacking pairs which is our heuristic value we choose the random child from the set of lowest cost heuristics then again calculate the heuristic until goal is reached or failed state is reported. Hill climbing with sideways move We proceed similarly with sideway moves also but if local minimum is attained we again choose one of the lowest cost child and find a shoulder from where global minimum can be attained Random restart hill climbing with and without sideways move- We are starting search from a randomly chosen start node going all the way uphill when stuck at local minima we choose again a random start point to search. You cant perform that action at this time. You cant perform that action at this time. The N Queen problem is a classic problem in computer science and chess where n queens need to be placed on an nxn chessboard such that no queen attacks any other queen. Python3 # Python program to solve N Queen # Problem using backtracking global N N = 4 def printSolution(board): for i in range(N): for j in range(N): print (board[i][j],end=' ') print() # A utility function to check if a queen can be placed on board[row][col]. Note that this function is called when "col" queens are already placed in columns from 0 to col -1. So we need to check only left side for attacking queens def isSafe(board, row, col): # Check this row on left side for i in range(col): if board[row][i] == 1: return False # Check upper diagonal on left side for i, j in zip(range(row, -1, -1), range(col, -1, -1)): if board[i][j] == 1: return False # Check lower diagonal on left side for i, j in zip(range(row, N, 1), range(col, -1, -1)): if board[i][j] == 1: return False return True def solveNQUtil(board, col): # base case If all queens are placed then return true if col >= N: return True # Consider this column and try placing this queen in all rows one by one for i in range(N): if isSafe(board, i, col): # Place this queen in board[i][col] board[i][col] = 1 # recur to place rest of the queens if solveNQUtil(board, col + 1) == True: return True # If placing queen in board[i][col doesnt lead to a solution then # queen from board[i][col] board[i][col] = 0 # if the queen can not be placed in any row in this column col then return false return False # This function solves the N Queen problem using Backtracking. It mainly uses solveNQUtil() to solve the problem. It returns false if queens cannot be placed otherwise return true and placement of queens in the form of 1s. Note that there may be more than one solutions this function prints one of the feasible solutions. def solveNQ(): board = [[0, 0, 0, 0], [0, 0, 0, 0], [0, 0, 0, 0], [0, 0, 0, 0]] if solveNQUtil(board, 0) == False: print ("Solution does not exist") return False printSolution(board) return True # driver program to test above function solveNQ() ###ARTICLEcol = i - 1; while (col >= 0 && row < N && board[row, col] != 1) { col--; row++; } if (col >= 0 && row < N && board[row, col] == 1) { attacking++; } row = state[i] - 1; col = i + 1; while (col < N && row >= 0 && board[row, col] != 1) { col++; row--; } if (col < N && row >= 0 && board[row, col] == 1) { attacking++; } } return attacking / 2; static void GenerateBoard(int[,] board, int[] state) { Fill(board, 0); for (int i = 0; i < N; i++) { board[state[i], i] = 1; } } static void CopyState(int[] state1, int[] state2) { Array.Copy(state2, state1, N); } static void GetNeighbour(int[,] board, int[] state) { int[,] opBoard = new int[N, N]; int[] opState = new int[N]; CopyState(opState, state); GenerateBoard(opBoard, opState); int opObjective = CalculateObjective(opBoard, opState); int[,] neighbourBoard = new int[N, N]; int[] neighbourState = new int[N]; CopyState(neighbourState, state); GenerateBoard(neighbourBoard, neighbourState); for (int i = 0; i < N; i++) { for (int j = 0; j < N; j++) { if (j != state[i]) { neighbourState[i] = j; neighbourBoard[neighbourState[i], i] = 1; neighbourBoard[state[i], i] = 0; int temp = CalculateObjective(neighbourBoard, neighbourState); if (temp

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