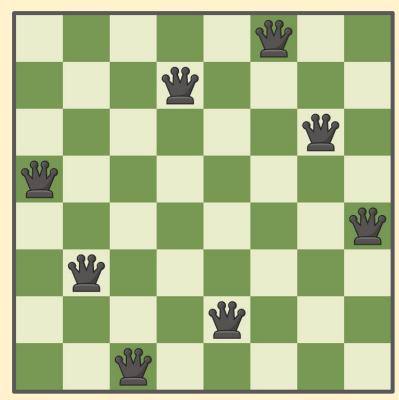
# 8-Queen Problem

Shervin Iranaghideh Ali Daneshgar

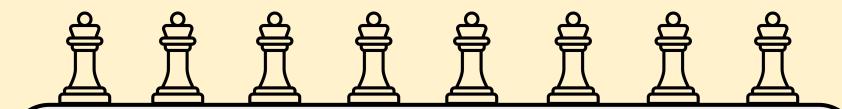
## Understanding the **Challenge** 穀



The problem involves placing 8 queens on an 8x8 chessboard in such a way that no two queens threaten each other. These queens, which can move horizontally, vertically, and diagonally, must be positioned without attacking one another.



## Why Even **Bother**?



The 8-queens problem serves as a quintessential example in the domain of AI and problem-solving. Its complexity and constraints encapsulate the essence of various search algorithms and problem-solving strategies used in artificial intelligence.

## **Possible Arrangements**

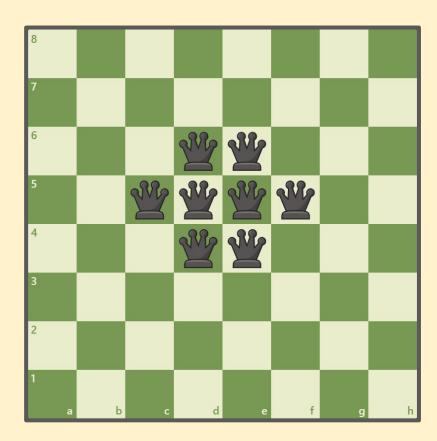
On a standard 8x8 chess board there are 64 possible slots for a piece. At our starting position, with each of the 8 queens taking up one space per each column, there are 56 available spaces for each queen to move to. And since each of the queens are interchangeable with one another, the total number of possible arrangements add up to:

 $\frac{64!}{56!8!}$ 

Which is equal to 4,426,165,368 different arrangements!

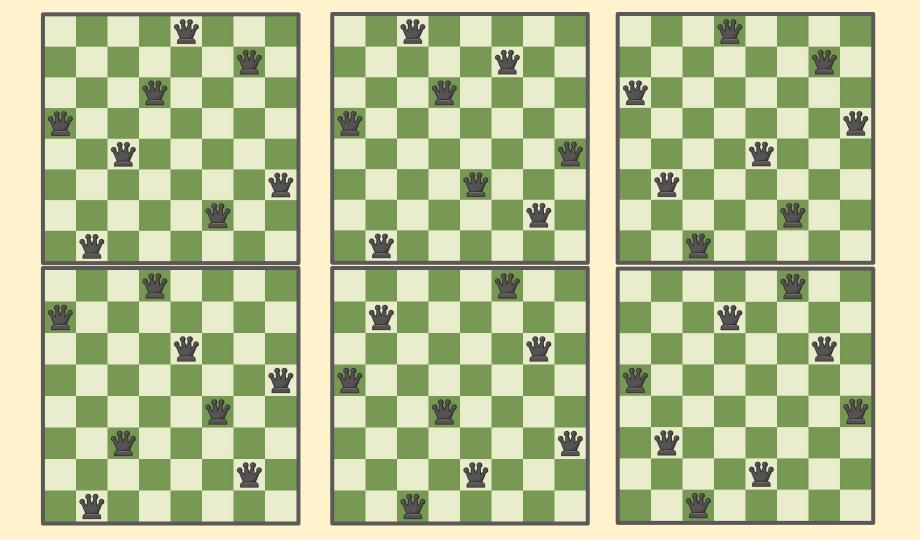
### Looking for the a **Solution**

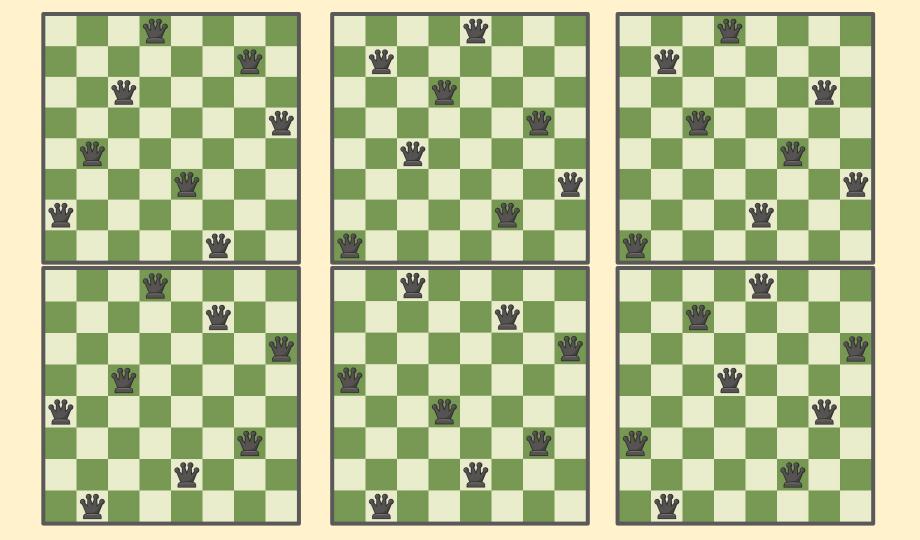
Out of all the different possible variations, only a handful will result in correct solutions. Infact, most of them result in obviously wrong answers. Like the one here:



#### **Solutions**

There are only **92** different distinct solutions. There are **12** fundamentally different arrangements, meaning they are NOT rotations or mirrors of other solutions. 11 of these unique solutions, can be both rotated and reflected to make 8 distinct solutions each, making up for 88 of the 92, and reflection and rotation of 1 of them can result in 4 distinct solutions.





#### **Different Size Boards**

Board	Total Solution	Unique Solutions
1x1	1	1
2x2	0	0
3x3	0	0
4x4	2	1
5x5	10	2

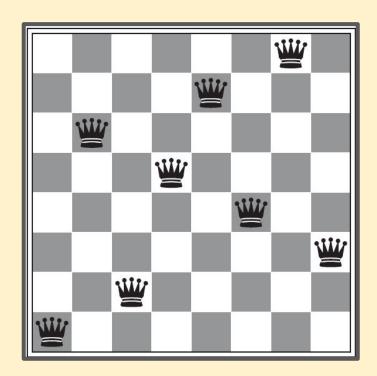
Board	Total Solution	Unique Solutions	
6x6	4	1	
7x7	40	6	
8x8	92	12	
9x9	352	46	
10x10	724	92	

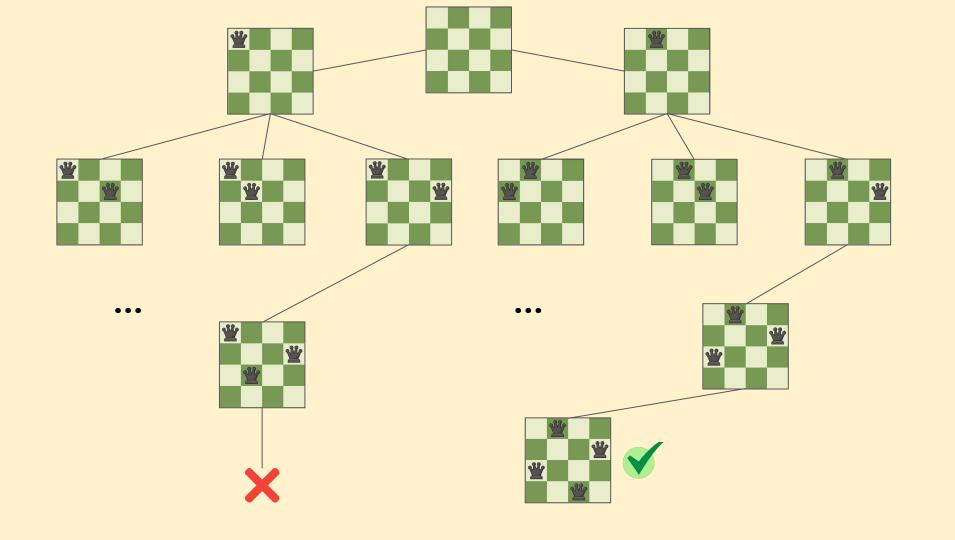
# **Algorithms** for Solving 8-Queen

- Brute Force Search
- Backtracking
- Genetic Algorithms
- Hill Climbing
- Simulated Annealing

# Hill Climbing

18	12	14	13	13	12	14	14
14	16	13	15	12	14	12	16
14	12	18	13	15	12	14	14
15	14	14	w	13	16	13	16
₩	14	17	15	w	14	16	16
17	w	16	18	15	w	15	<b>W</b>
18	14	w	15	15	14	<u>w</u>	16
14	14	13	17	12	14	12	18





# Good Luck!