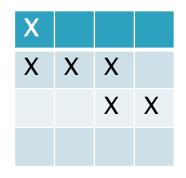
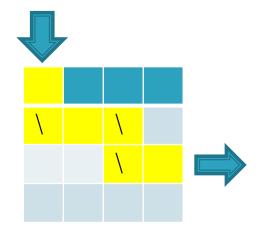
### Monster Arena Sampson Lee

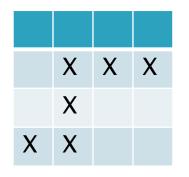
### Question

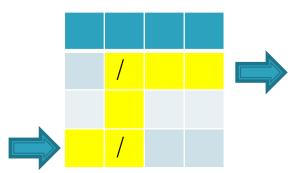
- Given a N \* N grid
- A mirror in some cells
- All mirrors are '/' or all are '\'
- Every cell is bright or dark
- Bright cells are the path of the light beam
- Given the bright cells, find the positions of mirrors

### Question



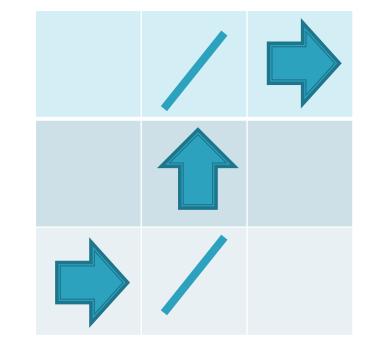


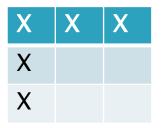


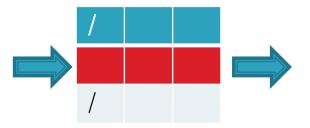


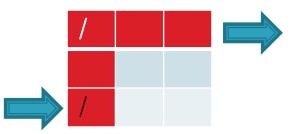
- Exhaustion
- Assume all mirrors are '/'
- Find every possible configuration of mirrors
- Check whether the path satisfies the configuration
- Do the same for ' $\$ '
- Time Complexity: O(N<sup>2</sup>\*4<sup>N</sup>)

- How to check if a path is valid?
- For '/'
- < becomes v, vice versa</p>
- A becomes >, vice versa
- ▶ For '\'
- < becomes ^, vice versa</p>
- v becomes >, vice versa



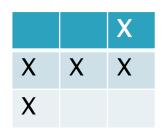


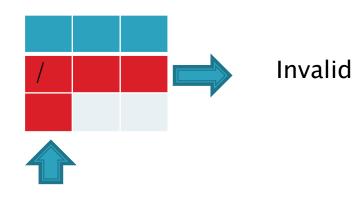


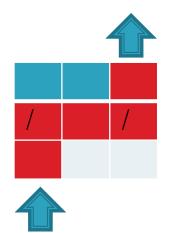


#### Check every starting point and direction

- To check if a path is valid:
- Exhaust every starting point
- Assume (i, j) is the current cell
- Find the next cell (i', j') according to the orientation of the mirror
- If (i', j') is dark, return false
- After reaching the edge, check whether the total number of cells passed = number of bright cells

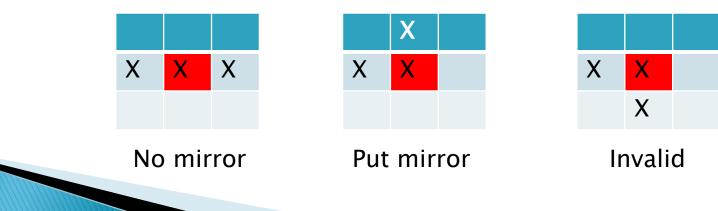




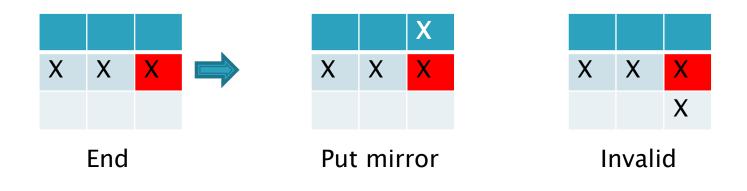


Valid

- Observe that all mirrors are on the path
- Instead of assuming mirrors, we can determine the mirrors by considering the path
- Assume mirrors are '/'
- If current direction is '>'



- Carefully check cases:
- Direction: '>'
- Mirror: '/'



- Assume all mirrors are '/'
- Exhaust every starting point and direction
  - When walking from a starting point
  - If invalid, exit
  - Compute possible mirrors and update the minimum
- Do the same for '\'
- Time complexity: O(N<sup>4</sup>)?
- If the function exits immediately when having an invalid case, O(N<sup>2</sup>)