

# HKOI Junior Q3 (Shortest Path) Editorial

Alex Tung  
alex20030190@yahoo.com.hk

27 January 2018

# Table of Contents

## 1 Task Description

## 2 Statistics and Comments

## 3 Solution

- How to get 52 points without knowing for-loop
- The full solution

## 4 Implementation Tips

# Task Description

- Given a  $N \times M$  grid. Also given a parameter  $K$ .

# Task Description

- Given a  $N \times M$  grid. Also given a parameter  $K$ .
- Alice's piece starts at cell  $(S_r, S_c)$  and she needs to bring the piece to cell  $(E_r, E_c)$ .

# Task Description

- Given a  $N \times M$  grid. Also given a parameter  $K$ .
- Alice's piece starts at cell  $(S_r, S_c)$  and she needs to bring the piece to cell  $(E_r, E_c)$ .
- For each move, she can move her piece  $X$  steps up, down, left, or right.  $X$  should equal 1 or a positive integer multiple of  $K$ .

# Task Description

- Given a  $N \times M$  grid. Also given a parameter  $K$ .
- Alice's piece starts at cell  $(S_r, S_c)$  and she needs to bring the piece to cell  $(E_r, E_c)$ .
- For each move, she can move her piece  $X$  steps up, down, left, or right.  $X$  should equal 1 or a positive integer multiple of  $K$ .
- Of course, after each step, Alice's piece should remain on the board.

# Task Description

- Given a  $N \times M$  grid. Also given a parameter  $K$ .
- Alice's piece starts at cell  $(S_r, S_c)$  and she needs to bring the piece to cell  $(E_r, E_c)$ .
- For each move, she can move her piece  $X$  steps up, down, left, or right.  $X$  should equal 1 or a positive integer multiple of  $K$ .
- Of course, after each step, Alice's piece should remain on the board.
- Output a shortest sequence of moves, which brings her piece from  $(S_r, S_c)$  to  $(E_r, E_c)$ .

# Sample IO

## Sample Input 1

```
2 9 3
1 2
2 8
```

## Sample Output 1

```
2
right 6
down 1
```

## Sample Input 2

```
1 8 4
1 1
1 8
```

## Sample Output 2

```
3
right 4
left 1
right 4
```



# Constraints

For all cases:

$$1 \leq N, M \leq 10^9$$

$$1 \leq K \leq 1000$$

	Points	Constraints
<b>1</b>	16	$(E_r, E_c)$ is reachable in one move
<b>2</b>	11	$K = 1$
<b>3</b>	25	$K = 2$
<b>4</b>	28	$(S_r, S_c) = (1, 1)$
<b>5</b>	20	No additional constraints

# Statistics

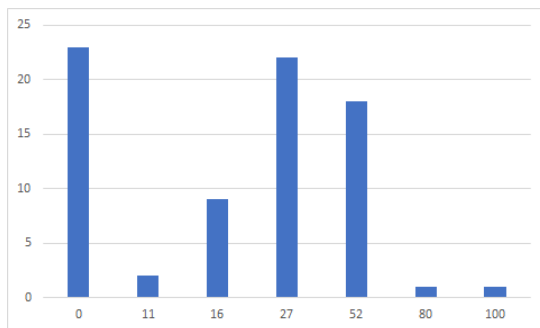
Attempts: 76

Mean: 24.684

Stddev: 22.315

Top scores: 100 (ethening, 1:11), 80 (mtyeung1), 52 (18 contestants)

Score distribution:



- This is the hardest problem in HKOI 2017/18 Junior. (Far easier than J174 though ;))

# Comments

- This is the hardest problem in HKOI 2017/18 Junior. (Far easier than J174 though ;))
- Ad-hoc problem

- This is the hardest problem in HKOI 2017/18 Junior. (Far easier than J174 though ;))
- Ad-hoc problem
- Getting  $16 + 11 = 27$  points is easy, but full solution requires careful case handling.

- This is the hardest problem in HKOI 2017/18 Junior. (Far easier than J174 though ;))
- Ad-hoc problem
- Getting  $16 + 11 = 27$  points is easy, but full solution requires careful case handling.
- It is not easy to code the solution (more on that later).

# Subtask 1

Subtask 1 (16 points):  $(E_r, E_c)$  is reachable in one move.

# Subtask 1

Subtask 1 (16 points):  $(E_r, E_c)$  is reachable in one move.

- That means, in particular, that  $(S_r, S_c)$  and  $(E_r, E_c)$  are on the same row/column.



# Subtask 1

Subtask 1 (16 points):  $(E_r, E_c)$  is reachable in one move.

- That means, in particular, that  $(S_r, S_c)$  and  $(E_r, E_c)$  are on the same row/column.
- $S_r > E_r$ , then move “up”
- $S_r < E_r$ , then move “down”
- $S_c > E_c$ , then move “left”
- $S_c < E_c$ , then move “right”

# Subtask 1

Subtask 1 (16 points):  $(E_r, E_c)$  is reachable in one move.

- That means, in particular, that  $(S_r, S_c)$  and  $(E_r, E_c)$  are on the same row/column.
- $S_r > E_r$ , then move “up”
- $S_r < E_r$ , then move “down”
- $S_c > E_c$ , then move “left”
- $S_c < E_c$ , then move “right”
- What should  $X$  be?  $X$  just equals the distance between the two cells.

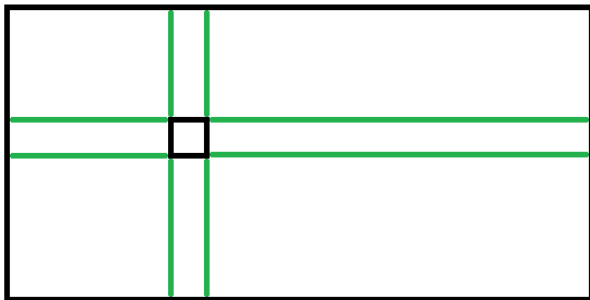
## Subtask 2

Subtask 2 (11 points):  $K = 1$

## Subtask 2

Subtask 2 (11 points):  $K = 1$

- You can divide the board into nine parts, using  $(S_r, S_c)$  as center.
- Then, write a bunch of 'if's :(



## Subtask 2

Subtask 2 (11 points):  $K = 1$

- You can divide the board into nine parts, using  $(S_r, S_c)$  as center.
- Then, write a bunch of 'if's :(
- To make life easier, observe that:

### Observation 1

Horizontal (left/right) moves and vertical (up/down) moves are independent.

# Subtask 3

Subtask 3 (25 points):  $K = 2$

## Subtask 3

Subtask 3 (25 points):  $K = 2$

- In this subtask, there are finally some (non-obvious) decision-making.

## Subtask 3

Subtask 3 (25 points):  $K = 2$

- In this subtask, there are finally some (non-obvious) decision-making.
- By Observation 1, assume that  $N = 1$  (so we are only concerned with horizontal moves).



## Subtask 3

Subtask 3 (25 points):  $K = 2$

- In this subtask, there are finally some (non-obvious) decision-making.
- By Observation 1, assume that  $N = 1$  (so we are only concerned with horizontal moves).
- Further assume that  $S_c < E_c$  (so we need to bring the piece to the right).

## Subtask 3

### Claim 1

Let  $D := E_c - S_c$ . Let  $C := \lfloor \frac{D}{2} \rfloor$ .

- If  $D = 1$ , the optimal solution is right 1.
- If  $D > 1$  and is odd, an optimal solution is right  $2C$ ; right 1.
- If  $D$  is even, the optimal solution is right  $2C$ .

### Proof

It is obvious that we cannot do better.

## Subtask 4

Subtask 4 (28 points):  $(S_r, S_c) = (1, 1)$

## Subtask 4

Subtask 4 (28 points):  $(S_r, S_c) = (1, 1)$

- This is just a “safety net” for those who attempts the full solution :)

## Subtask 4

Subtask 4 (28 points):  $(S_r, S_c) = (1, 1)$

- This is just a “safety net” for those who attempts the full solution :)
- If you miss one case, you’ll pass this subtask but not the next one.

# Subtask 5

Subtask 5 (20 points): No additional constraints

## Subtask 5

Subtask 5 (20 points): No additional constraints

- Same as for Subtask 3, we assume first that  $N = 1$  and  $S_c < E_c$ .

## Subtask 5

Subtask 5 (20 points): No additional constraints

- Same as for Subtask 3, we assume first that  $N = 1$  and  $S_c < E_c$ .
- Again, let  $D := E_c - S_c$ , and  $C := \lfloor \frac{D}{K} \rfloor$ .



## Subtask 5

Subtask 5 (20 points): No additional constraints

- Same as for Subtask 3, we assume first that  $N = 1$  and  $S_c < E_c$ .
- Again, let  $D := E_c - S_c$ , and  $C := \lfloor \frac{D}{K} \rfloor$ .
- For each move dir  $X$ , if  $X = 1$  we say it is a **small step**; otherwise we say it consists of  $\frac{X}{K}$  **big step(s)**.

## Subtask 5

Subtask 5 (20 points): No additional constraints

- Same as for Subtask 3, we assume first that  $N = 1$  and  $S_c < E_c$ .
- Again, let  $D := E_c - S_c$ , and  $C := \lfloor \frac{D}{K} \rfloor$ .
- For each move dir  $X$ , if  $X = 1$  we say it is a **small step**; otherwise we say it consists of  $\frac{X}{K}$  **big step(s)**.

### Note

One move may consist of one small step or **many** big steps. Do not confuse the notations!

## Subtask 5

### Claim 2

It is optimal to avoid moving left with big steps.

### Idea of Proof

Otherwise, we may cancel a “left” big step with a suitable “right” big step or  $K$  suitable “right” small steps, without affecting the validity of the solution.

Such cancellation will not increase the number of moves.

## Subtask 5

### Claim 2

It is optimal to avoid moving left with big steps.

### Idea of Proof

Otherwise, we may cancel a “left” big step with a suitable “right” big step or  $K$  suitable “right” small steps, without affecting the validity of the solution.

Such cancellation will not increase the number of moves.

- Therefore, if we make  $B$  big steps (to the right), we will need to make  $|D - K \times B|$  small steps (could be to the left or to the right).

## Subtask 5

### Claim 3

It is optimal to take  $B = C$  or  $B = C + 1$  (recall that  $C := \lfloor \frac{D}{K} \rfloor$ ).

### Proof

If  $B' < C$ , compare with  $B = C$ . Number of small steps increases, while number of moves for the big steps decreases by at most one.

If  $B' > C + 1$ , compare with  $B = C + 1$ . Number of small steps increases, while number of moves for the big steps does not decrease.

## Subtask 5

- Recall that  $D := E_c - S_c$ , and  $C := \lfloor \frac{D}{K} \rfloor$ .

## Subtask 5

- Recall that  $D := E_c - S_c$ , and  $C := \lfloor \frac{D}{K} \rfloor$ .
- Two cases to consider:  $B = C$  big steps, or  $B = C + 1$  big steps.

## Subtask 5

- Recall that  $D := E_c - S_c$ , and  $C := \lfloor \frac{D}{K} \rfloor$ .
- Two cases to consider:  $B = C$  big steps, or  $B = C + 1$  big steps.

### Case 1 ( $B = C$ )

- If  $B = 0$ , an optimal solution is right 1 ( $D$  times).
- Otherwise, an optimal solution is right  $K \times B$ ; right 1 ( $(D - K \times B)$  times).



## Subtask 5

### Case 2 ( $B = C + 1$ )

- If  $K \geq M$ , we should disregard this case. Otherwise,
- if  $K \times B < M$ , we need  $1 + (K \times B - D)$  moves;
- if  $K \times B \geq M$ , we need  $2 + (K \times B - D)$  moves.

## Subtask 5

### Case 2 ( $B = C + 1$ )

- If  $K \geq M$ , we should disregard this case. Otherwise,
- if  $K \times B < M$ , we need  $1 + (K \times B - D)$  moves.
- if  $K \times B \geq M$ , we need  $2 + (K \times B - D)$  moves.

Again, it is obvious that the number of moves is optimal.

So, it remains to construct a solution with the given number of moves (not easy!).

## Subtask 5

### Case 2a ( $B = C + 1, K \times B < M$ )

Set  $REMAIN := (K \times B - D)$ ,  $LOC := S_c$ ,  $GOAL := E_c$ .

Then perform the following:

- 1 while  $REMAIN > 0$  and  $LOC > 1$ 
  - move left 1
  - $REMAIN := REMAIN - 1$
  - $LOC := LOC - 1$
- 2 move right  $K \times B$ ;  $LOC := LOC + K \times B$
- 3 while  $LOC > E_c$ 
  - move left 1
  - $LOC := LOC - 1$

## Subtask 5

### Case 2b ( $B = C + 1, K \times B \geq M$ )

Set  $REMAIN := (K \times B - D)$ ,  $LOC := S_c$ ,  $GOAL := E_c$ .

Then perform the following:

- 1 while  $REMAIN > 0$  and  $LOC > 1$ 
  - move left 1
  - $REMAIN := REMAIN - 1$
  - $LOC := LOC - 1$
- 2 move right  $K$
- 3 while  $REMAIN > 0$ 
  - move left 1
  - $REMAIN := REMAIN - 1$
- 4 move right  $K \times (B - 1)$

## Subtask 5

Finally, choose the case with fewer moves, and find a sequence of moves as described.

### Note

From the construction above, we see that the number of moves is  $O(K)$  with a reasonably small constant.

## Subtask 5

Here are some examples. Let's dry-run them!

$M$	$K$	$S_c$	$E_c$
10	10	1	10
8	4	1	8
18	6	2	17
19	6	2	17
10	8	4	9
10	8	5	9

# But this is TOO HARD to code...

- My C++ solution has about 70 lines, including 15 lines of headers.

## But this is TOO HARD to code...

- My C++ solution has about 70 lines, including 15 lines of headers.
- The key is to handle all directions using *one single function!*



## But this is TOO HARD to code...

- My C++ solution has about 70 lines, including 15 lines of headers.
- The key is to handle all directions using *one single function!*
- Use a function like `void solve_1D(int dim, int S, int E, int K, string move_front, string move_back)`.

## But this is TOO HARD to code...

- My C++ solution has about 70 lines, including 15 lines of headers.
- The key is to handle all directions using *one single function!*
- Use a function like `void solve_1D(int dim, int S, int E, int K, string move_front, string move_back)`.
- Then, if  $S_r < E_r$ , call `solve_1D(N, S_r, E_r, K, "right", "left")`; otherwise, call `solve_1D(N, N + 1 - S_r, N + 1 - E_r, K, "left", "right")`.

## But this is TOO HARD to code...

- My C++ solution has about 70 lines, including 15 lines of headers.
- The key is to handle all directions using *one single function!*
- Use a function like `void solve_1D(int dim, int S, int E, int K, string move_front, string move_back)`.
- Then, if  $S_r < E_r$ , call `solve_1D(N, S_r, E_r, K, "right", "left")`; otherwise, call `solve_1D(N, N + 1 - S_r, N + 1 - E_r, K, "left", "right")`.
- Similarly, if  $S_c < E_c$ , call `solve_1D(M, S_c, E_c, K, "down", "up")`; otherwise, call `solve_1D(M, M + 1 - S_c, M + 1 - E_c, K, "up", "down")`.

## But this is TOO HARD to code...

- My C++ solution has about 70 lines, including 15 lines of headers.
- The key is to handle all directions using *one single function!*
- Use a function like `void solve_1D(int dim, int S, int E, int K, string move_front, string move_back)`.
- Then, if  $S_r < E_r$ , call `solve_1D(N, S_r, E_r, K, "right", "left")`; otherwise, call `solve_1D(N, N + 1 - S_r, N + 1 - E_r, K, "left", "right")`.
- Similarly, if  $S_c < E_c$ , call `solve_1D(M, S_c, E_c, K, "down", "up")`; otherwise, call `solve_1D(M, M + 1 - S_c, M + 1 - E_c, K, "up", "down")`.
- Essentially, we are flipping the board.

# The End

- Questions?