

Challenge 03: Shortest path

September 23, 2019

The challenge

You are in charge of route planning for a brand new navigation software called Freerunner. The software aims to provide pedestrians with directions, represented on a rectangular grid.

When directions from a source to a destination are requested, Freerunner computes the directions as a series of 90 degree LEFT turns, 90 degree RIGHT turns, an amount of time the user should walk forward, and an ARRIVAL event.

Freerunner makes some assumptions about the world by abstracting physical land into unit blocks. It assumes that:

- it takes one (1) time unit to travel forward one (1) block
- turns happen in place (i.e. turning does not move you off of a block)
- and turning takes no time

For example, a series of instructions 10R1L3R1A indicates that a user should travel straight for 10 blocks, make a 90 degree right turn, travel forward 1 block, make a 90 degree left turn, travel forward 3 blocks, then make a 90 degree right turn to arrive at their destination. This takes a total of 15 time units.

Furthermore, Freerunner is an app for parkour enthusiasts who want to get from one place to another as quickly as possible. It aims to generate the shortest paths, even traversing through buildings and other obstacles, because users will find a creative way around them.

Unfortunately, due to a bug in the mapping software, the open-world — no obstacle is impassable — model is often violated, and sometimes the directions it computes are not very efficient!! It will often have people walking for far longer than necessary!

The product managers at Freerunner want to release their next feature as quickly as possible and insist that there is no time to fix the bug! Your team has been given one working hour to create a work-around!

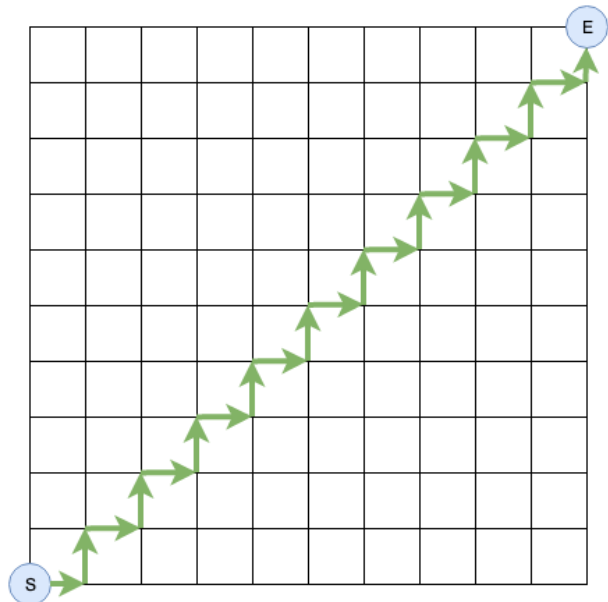
Your task is to take a list of instructions generated by the buggy Freerunner server and create a new list of instructions which minimize the walking time.

Assumptions and constraints

- You may assume that input to your programs will always be valid. You do not need to write any error checking code.
- You *must* write your solution using Python 3 code. Yes, even if you don't know it. See the syntax primer.
- You *may not* use the Internet! Moderators will be spying on you to make sure you don't cheat!
- Every 20 minutes there will be a rotation within your group. Make sure your teammates can pick up where you left off! There will be a total of two (2) rotations, so that you will work on each project for 20 minutes.

Illustrated example

Imagine that you live in a city bound by the following 10 block by 10 block grid. You begin in the place marked S , and want to arrive at the place marked E .

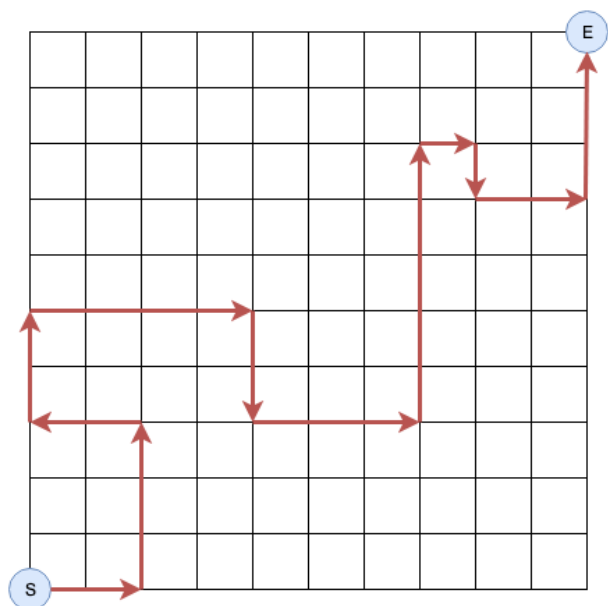


One of the shortest routes is depicted in the grid by the arrows, traversing 20 blocks.

This path is represented by the string 0R1L1R1L1R1L1R...1L1R1L1R1A.

There are at least two other paths in this grid that take the same amount of time. Can you find them? What do their instruction strings look like?

Freerunner will unfortunately generate instructions that might create a long path like this:



This route is described by the string 0R2L3L2R2R4R2L3L5R1R1L2L3A.

Such a path might avoid buildings, etc. but it's absolutely no good for the parkour enthusiasts that Freerunner is targeting! It takes a whole 30 blocks!

Input format

The input to your program will be a sequence of repeated letters and numbers. There will always be at least one number before the next letter. Instructions that indicate turning in place may appear with a 0 prefix.

This input string may be described by the following regular expression: $([0-9]+[LR])^*[0-9]+A$

For example, the following are valid navigation instructions:

1. 0R10L12R10R10R10R3L1A
2. 10A
3. 0A (starting in destination space)
4. 4L2R0L0R0L0R0L10A

Repeated letters are not valid instructions. For example, the following are not valid instructions:

1. A
2. 10RR3LA
3. 10AA

etc.

Output format

The format of the output is the same as the input format.

Your program must output the shortest valid instruction string that also describes the shortest path.

You can validate the correctness of your program if given a shortest path as input, the same path is produced as the output.

The most trivial case of this would be, as there are no possible optimizations to be made.

$$0A \rightarrow \text{program} \rightarrow 0A$$

It may be the case that there are multiple shortest paths. Ensure that your program is *consistent* in how it picks which one to output.

Running the program

Ensure that your python program is executable and accepts the following options.

`./pathfix.py INPUT [OUTPUT]`

Where INPUT is the path to an input text file, and OUTPUT is an optional path to the output file.

If no output file is supplied, then your program should print the results to the console (`stdout`).

If an output file is specified and exists, your program should **overwrite** the specified file. Otherwise, it should create it.

In other words, your program should be able to run like this:

```
./pathfix.py input.txt output.txt
```

or like this:

```
./pathfix.py input.txt
```