



TheEmpireStrikesBack

SRM 678 D1 500 Pointer

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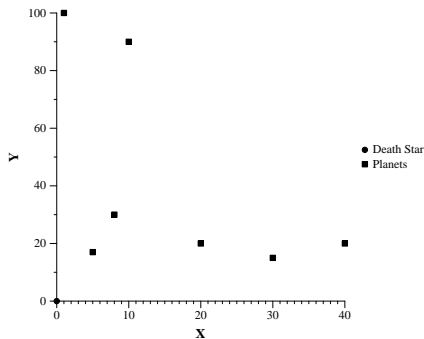
September 30, 2019

The Problem

- Darth Vader wants to destroy all N planets in the galaxy.
- Darth Vader is aboard the Death Star, which has M missiles.
- Darth Vader needs to install a missile booster with strength S to use the missiles.
- Darth Vader wants to use the minimum strength booster $\min(S)$ to destroy all planets.
- Given the planets' locations and M , find $\min(S)$.

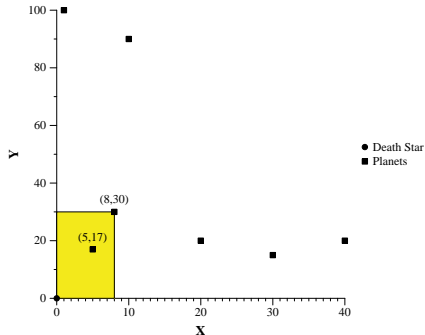
Galaxy Details

- The galaxy is in a 2D plane (first quadrant).
- Planets are located at some coordinate (x, y) .
- The Death Star is always located at $(0, 0)$.



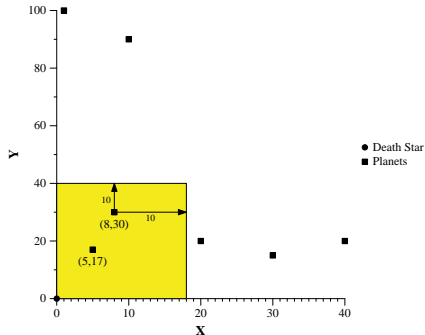
Missile Details

- Missiles can only target a planet's location.
- When a missile strikes (x, y) , it destroys all planets within the bounding box specified by $(0, 0)$ and (x, y) , inclusively.



Booster Details

- The missile booster strength S may change the bounding box.
- The bounding box is now specified by $(0, 0)$ and $(x + S, y + S)$.



Prototype

- **Class name:** TheEmpireStrikesBack
- **Method:** find()
- **Parameters:**

AX	int	determines planets' locations
BX	int	determines planets' locations
CX	int	determines planets' locations
AY	int	determines planets' locations
BY	int	determines planets' locations
CY	int	determines planets' locations
N	int	number of planets
M	int	number of missiles

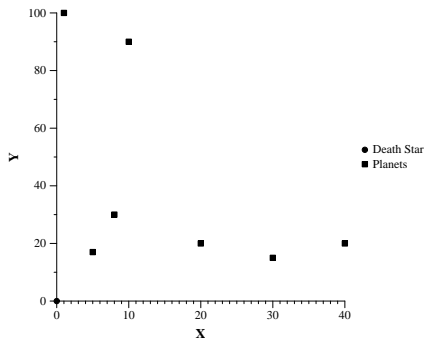
- **Return Value:** int

Constraints

- AX, BX, CX, AY, BY, CY is between 0 and 10^9 .
- N is between 1 and 10^5 .
- M is between 1 and N .

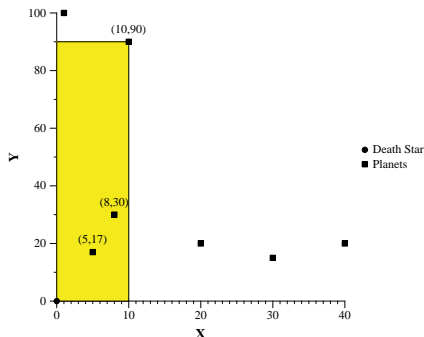
Example

Planets are at locations (1, 100), (5, 17), (8, 30), (10, 90), (20, 20), (30, 15), (40, 20).



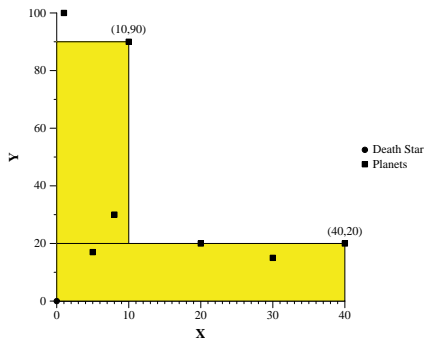
Example

What happens if we strike planet at (10, 90) with a missile? Booster strength $S = 0$.



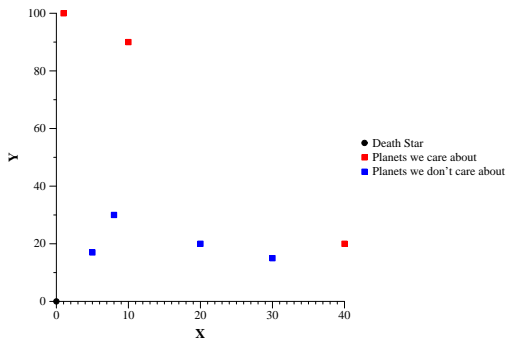
Example

If we want to eliminate most of the planets, we can strike the outer planets of the galaxy.



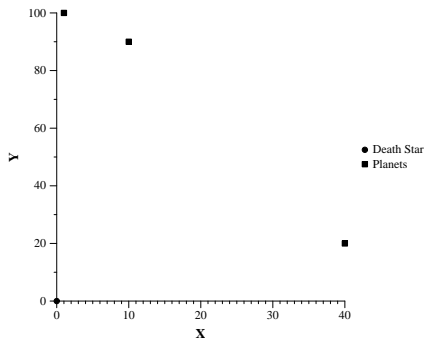
Example

We don't really care about planets within the strike of other planets.



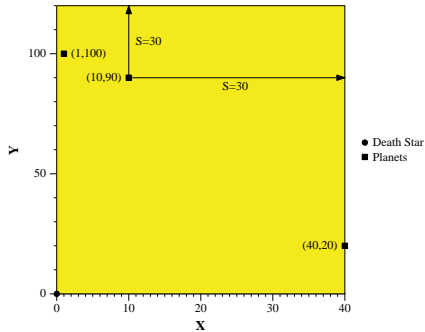
Example

This simplifies the problem. Now we only have planets at locations $(1, 100)$, $(10, 90)$, $(40, 20)$.



Example

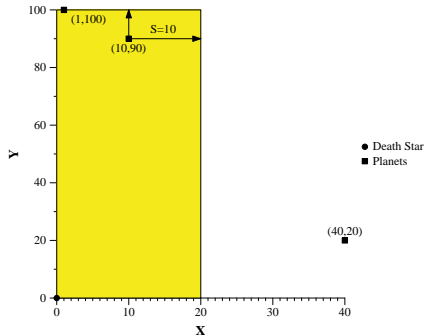
What if we are given $M = 1$ missile?



$$\min(S) = 30$$

Example

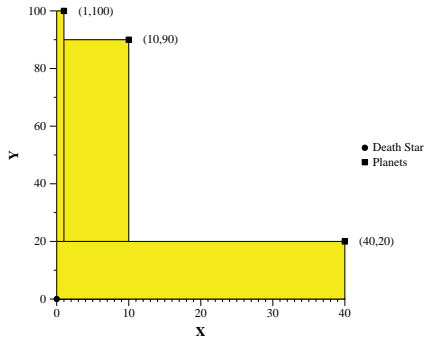
What if we are given $M = 2$ missiles?



$$\min(S) = 10$$

Example

What if we are given $M = 3$ missiles?



$$\min(S) = 0$$

Something to notice

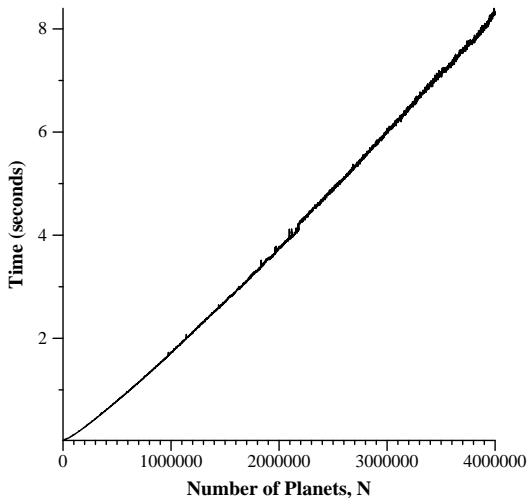
- We know N is between 1 and 100,000
- Since we can only do roughly 10,000,000 operations, N^2 is too slow

Algorithm

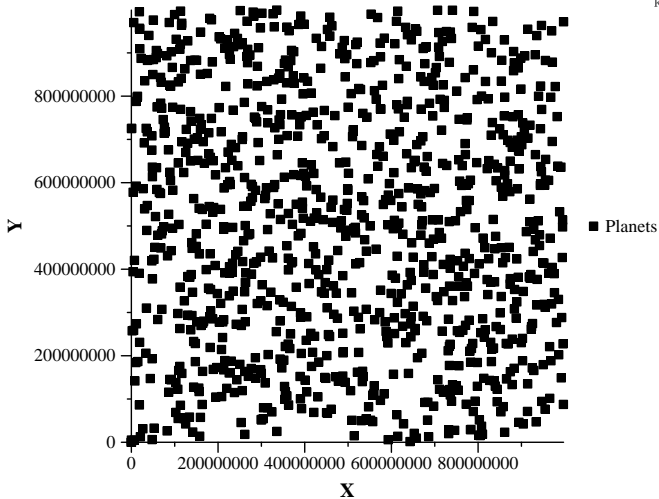
- Find all the planets locations given N , AX , BX , CX , AY , BY , and CY . $O(N)$
- Insert the planets into a multimap keyed on x . $O(N \log(N))$
- Eliminate planets that we do not care about. $O(N)$
- Put the remaining planets into a deque. $O(N)$
- Perform binary search to find $\min(S)$. $O(N \log(\maxsize(S)))$
 - Determine for a given S whether we can destroy all planets.

Performance

- Frobnitzem, my Linux machine
- Intel i5 at 2.6GHz



Test Galaxy



Galaxy for $AX=10$, $BX=20$, $CX=30$, $AY=40$, $BY=50$, $CY=60$, $N=1000$

How did the Topcoders do?

- 255 Topcoders opened the problem.
- 119 (46%) submitted a solution.
- 99 (83%) of the submissions were correct.
- Success rate was 38%
- Best time was 8:11
- Average correct time was 29:35

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