

## CrossCountry Canada (WC '17 R1 S3)

<https://wcipeg.com/problem/wc171s3>

### Problem

There is a given undirected weighted graph with  $N$  ( $2 \leq N \leq 1,000$ ) vertices and  $M$  ( $1 \leq M \leq 10,000$ ) edges. The shortest path from vertex 1 to  $N$  must be found - with a twist. No set of consecutive edges in the path can have a total length of more than  $L$  ( $1 \leq L \leq 100$ ) without a 'stop' of length  $T$  ( $1 \leq T \leq 100$ ) at any given marked city. If there is no possible path, then print -1.

### Solution

Instead of thinking of the graph as  $N$  vertices, think of it as  $N * (L+1)$  vertices. Each vertex  $A$  in the initial graph is split into  $L+1$  vertices  $(A,0)$ ,  $(A,1)$ , ...,  $(A,L)$ . If there is an undirected edge of length  $C$  from vertex  $A$  to vertex  $B$ , then in our new graph there are directed edges of length  $C$  from  $(A,0) \rightarrow (B,C)$ ,  $(A,1) \rightarrow (B,C+1)$ , ...,  $(A,L-C) \rightarrow (B,L)$ , and directed edges of length  $C$  from  $(B,0) \rightarrow (A,C)$ ,  $(B,1) \rightarrow (A,C+1)$ , ...,  $(B,L-C) \rightarrow (A,L)$ . If a vertex  $D$  is designated as a 'rest stop', then there are edges of length  $T$  from  $(D,L) \rightarrow (D,0)$ ,  $(D,L-1) \rightarrow (D,0)$ , ...,  $(D,1) \rightarrow (D,0)$ . All the 'gimmicks' with the problem using the initial graph are resolved here, and so with this new graph of  $N * (L+1)$  vertices a basic Dijkstra implementation can return the shortest path - which is the minimum of the shortest paths to  $(N,0)$ ,  $(N,1)$ , ...,  $(N,L)$ .

```

#include <bits/stdc++.h>
using namespace std;

#define f first
#define s second

int dists[1010][110];
vector<pair<int, int>> G[1010];
int tims[1010];
int N,M,L,T,V1,V2,V3;

int main(){
    memset(dists, -1, sizeof dists);
    cin >> N >> M >> L >> T;
    for(int i = 0; i < N; i++) cin >> tims[i+1];

    priority_queue<pair<int, pair<int, int>>, vector<pair<int, pair<int, int>>>,
greater<pair<int, pair<int, int>>>> Q;

    for(int i = 0; i < M; i++){
        cin >> V1 >> V2 >> V3;

        G[V1].push_back({V3,V2});
        G[V2].push_back({V3,V1});
    }

    Q.push({0, {0,1}});
    while(!Q.empty()){
        pair<int, pair<int, int>> v = Q.top();
        Q.pop();

        if(dists[v.s.s][v.s.f] == -1){
            dists[v.s.s][v.s.f] = v.f;
            for(int i = 0; i < G[v.s.s].size(); i++){
                if(v.s.f + G[v.s.s][i].f <= L){
                    Q.push({v.f + G[v.s.s][i].f, {v.s.f + G[v.s.s][i].f, G[v.s.s][i].s}});
                }
            }
            if(tims[v.s.s] == 1){
                for(int i = 0; i < G[v.s.s].size(); i++){
                    if(G[v.s.s][i].f <= L){
                        Q.push({v.f + G[v.s.s][i].f + T, {G[v.s.s][i].f, G[v.s.s][i].s}});
                    }
                }
            }
        }
    }

    int tot = 1e9;
    for(int i = 0; i < 101; i++){
        if(dists[N][i] != -1) tot = min(tot, dists[N][i]);
    }
    if(tot == 1e9){
        cout << -1;
        return 0;
    }
    cout << tot << endl;
}

```