가중치가 두개로 나눠질 때 appendleft와 append를 이용하여 구할 수 있다.

* 가중치가 작은 것부터 저장한다.
* 0 🡪 0, 1 🡪 0으로 갈 때 +0 (가중치 0)이므로 먼저 저장. (appendleft)
* 0 🡪 1, 1 🡪 1로 갈 때 벽을 뚫는 경우 +1 (가중치 1)이므로 나중에 저장. (append)

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 0 | 1 | 0 |
| 1 | 1 | 1 | 0 |
| 0 | 0 | 1 | 1 |
| 0 | 0 | 1 | 0 |

q에 저장되는 순서



|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 0 | 1 | 0 |
| 1 | 1 | 1 | 0 |
| 0 | 0 | 1 | 1 |
| 0 | 0 | 1 | 0 |

바뀌는 과정

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 |

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 0 | 1 | 0 |
| 1 | 1 | 0 | 0 |
| 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 |

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 0 | 0 |
| 1 | 1 | 0 | 0 |

|  |  |  |  |
| --- | --- | --- | --- |
| 0 | 0 | 1 | 1 |
| 1 | 1 | 2 | 1 |
| 1 | 1 | 2 | 2 |
| 1 | 1 | 2 | 2 |