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CS2010 2016/2017 Sem 2: PS6 A

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Task Content

A Trip to the Supermarket, v2017 (Subtask A)

Released: Friday, 31 March 2017, 12.00noon Due: Thursday, 13 April 2017, 11:59pm

You are encouraged to work with other students or teaching staffs (inside or outside this module) on solving this problem set. However, you **must** write Java code **by yourself**. In addition, when you write your Java code, you **must** list the names of every collaborator, that is, every other person that you talked to about the problem (even if you only discussed it briefly). This list may include certain posts in <u>CS2010 Facebook group</u>. If you have access to CS2010 files from senior batch (that is, CS2010 problem sets from year 2011-2016), please refrain from looking at their code verbatim or worse... submit your senior's code. Automatic special checks are done especially on the last/hardest subtask to compare older code with this year's version. Any deviation from this policy will be considered as cheating. If the offender is caught beyond reasonable doubt, he/she will be punished severely, including referral to the NUS Board of Discipline.

2017 Story

Sometimes Ketfah will need to go buy some grocery from the supermarket near his house. However since the supermarket is big and sometimes the things that need to be bought are quite numerous, he will have to wheel himself around a lot. This can cause bleeding if he overexerts himself, and thus he needs to plan how to buy all the items required while having to wheel himself over the least distance.

The Actual Problem Description

Today, Ketfah has to visit a supermarket at West Coast area to buy groceries (name omitted to avoid indirect advertising). ket fah has visited this place numerous times and therefore he knows the location of various **N** items in that supermarket. He has estimated the *direct* wheeling time from one point to every other points in that supermarket (in seconds) and store that information in a 2D table **T** of size (**N**+1)* (**N**+1). Given a list of **K** items to be bought today, he wants to know what is the minimum amount of time to complete the shopping duty of that day. We have to make some simplifying assumptions in order for this problem to be solvable...:

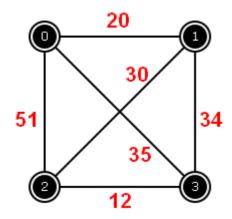
- Ketfah always starts at vertex 0, the entrance (+ cashier section) of that supermarket.
- There are V = N+1 vertices due to the presence of this special vertex 0.
- The other **N** vertices corresponds to the **N** items.
- The vertices are numbered from [0..N].
- The direct wheeling time graph that is stored in a 2D table T is a complete graph.
 T is a symmetric square adjacency matrix with T[i][i] = 0 for all i in [0..N].

The values inside **T** is guaranteed to be between [1..1000].

- Ketfah has to grab all K items (numbered from [1..K]) that he has to buy that day, or he will have to come again another day which takes even more effort. Here 1 ≤ K ≤ N.
- Ketfah is very efficient, once he arrives at the point that stores item i, he can grab item i into his shopping bag in 0 seconds (e.g. for item 'banana', he does not have to compare the price of 'banana A' versus 'banana B' and he does not have to select which banana looks nicer, etc...). So, Ketfah's shopping time is only determined by the total time taken to wheel himself inside that supermarket to grab all the **K** items.

- In this problem, Ketfah ends his shopping when he arrives at the cashier (also at vertex 0) after grabbing all
 the required K items.
- Ketfah can grab the K items in any order, but the total wheeling time (i.e. time to wheel himself from vertex 0
 → to various points in the supermarket in order to grab all the K items → back to vertex 0) must be
 minimized. Ketfah can choose to bypass a certain point that is not in his shopping list or even revisit a point
 that contains item that he already grab (he does not need to re-grab it again) if this leads to faster overall
 shopping time.

See below for an example supermarket:



- 1	01	1	2	3
01	012	20 5	51	35 I
1 2	20	0 :	30	34
2	51	30	0 :	12
3	35 3	34 :	12	0
2D Table T				

A sample supermarket layout, N = 3, V = 3+1 = 4

Example Queries:

- 1. If today, Ketfah has to buy all item 1, item 2, and item 3, then one of the best possible shopping route is like this: 0 → 1 → 2 → 3 → 0 with a total wheeling time of: 20+30+12+35 = 97 seconds.
- 2. If tomorrow, Ketfah has to buy only item 1 and item 2, then one of the best possible shopping route is still: 0 → 1 → 2 (→ 3) → 0 with a total wheeling time of: 20+30+(12+35) = 97 seconds. Notice that although Ketfah does not have to buy item 3, taking sub path 2 → 3 → 0 (where Ketfah will just bypass item 3) is faster than taking sub path 2 → 0.
- 3. If two days later, Ketfah has to buy only item 2, then one of the best possible shopping route is like this: 0 (→ 3) → 2 (→ 3) → 0 with a total wheeling time of: (35+12)+(12+35) = 94 seconds. That is, Ketfah bypass through item 3 twice.
- 4. If three days later, Ketfah has to buy only item 2 and item 3, then one of the best possible shopping route is like this: 0 → 3 → 2 (→ 3) → 0 with a total wheeling time of: 35+12+(12+35) = 94 seconds. See that Ketfah can revisit point 3 although he does not have to grab item 3 twice.

Hopefully these four examples should be clear enough to describe this problem.

The skeleton program <u>Supermarket.java</u> (click to view) that can handle all input/output details is already written for you.

You just need to implement one (or more 1) method(s)/function(s):

int Query()
 You are given a 2D matrix T of size (N+1)* (N+1) and an array shoppingList of size K. Query these two data structures and answer the query as defined above.

Subtask A Constraints (70 points)

Time Limit: 1s.

The supermarket is a very small convenience store and everything there have to be grabbed/bought. $1 \le K = N \le 10$.

Special for this Subtask A: $T[i][j] \le T[i][k] + T[k][j]$ for all combinations of i, j, and k. Note that the example above is for Subtask B:).

There are a few (not more than 30) test cases in the test data for Subtask A-B.

Sample Input

```
2
3 3
1 2 3
0 20 47 35
```

```
20 0 30 34
47 30 0 12
35 34 12 0

1 1
0 10
10 0
```

Sample Output

```
97
20
```

Generating Test Data

The given sample input/output are for illustration purpose and are not enough to verify the correctness of your solution.

You are encouraged to generate and post additional test data in CS2010 Facebook group.

Please use <u>SupermarketVerifier.java</u> (click to view) to verify whether your custom-made test data conform with the required specifications.

Problem Author

Dr Steven Halim/Dr Chong Ket Fah For CS2010/R.

Footnotes

¹If needed, you can write additional helper methods/functions to simplify your code.

Submission (Course)

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CS2010 2016/2017 Sem 2: PS6 B

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Task Content

A Trip to the Supermarket, v2017 (Subtask B)

The Actual Problem Description

Please refer to Subtask A for the full problem description.

Subtask B Constraints (additional 30 points)

Time Limit: 1s.

The supermarket is a minimart that sells \sim hundreds of grocery items. However, Ketfah only needs to buy some items. $1 \le \mathbb{N} \le 200$, $1 \le \mathbb{K} \le 10$, $\mathbb{K} \le \mathbb{N}$.

For Subtask B, it is no longer guaranteed that: $T[i][j] \le T[i][k] + T[k][j]$ for all combination of i, j, and k.

Sample Input

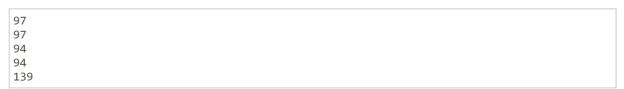
```
5
3 3
1 2 3
0 20 51 35
20 0 30 34
51 30 0 12
35 34 12 0
3 2
1 2
0 20 51 35
20 0 30 34
51 30 0 12
35 34 12 0
3 1
0 20 51 35
20 0 30 34
51 30 0 12
35 34 12 0
3 2
2 3
0 20 51 35
```

20 0 30 34 51 30 0 12 35 34 12 0

200 5

11 22 33 44 55

Sample Output



Problem Author

Dr Steven Halim For CS2010/R.

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