Analysis: Part Elf

In the first generation (i.e., 40 generations ago) there were only either pure Elf (1/1 Elf) or Human (0/1 Elf). If we enumerate all possible children for the next 3 generations we have:

It is apparent that at any generation, the denominator is always a power of two. Thus, the answer for the **impossible** case is easy to check: first reduce the given fraction to its lowest terms and check whether the denominator is a power of two. A fraction can be reduced to its lowest terms by dividing both the numerator and denominator by their greatest common divisor.

Now, the remaining question is for a **P/Q** Elf, what is the minimum number of generations ago that there could have been a 1/1 Elf?

For a small input, where $\bf Q$ is at most 1000, we can generate the first 10 generations (with 2^{10} possible Elf combinations) to cover all possible small input. When we generate the child from the two parent we record their relationship. Then to answer the question, we simply do a breadth-first search (shortest path in unweighted graph) in the relationship graph from the $\bf P/\bf Q$ Elf and stop whenever we encounter 1/1 Elf and report the length (shortest path length). This algorithm runs in $O(2^{\bf N}*2^{\bf 2N})$ to generate the relationship graph of size 1001 x 1001 which is still feasible for a small input but not for the large input.

For the large input, another insight is needed. Let's do some examples to get the intuition. Suppose Vida is an 3/8 Elf, what are the possible parents? Let's enumerate them:

```
(0/8 + 6/8) / 2 = 3/8
(1/8 + 5/8) / 2 = 3/8
(2/8 + 4/8) / 2 = 3/8
(3/8 + 3/8) / 2 = 3/8
```

The possible parents of 3/8 are: 0/8, 1/8, 2/8, 3/8, 4/8, 5/8, 6/8 which form a "consecutive†(for the lack of a better word) fraction from 0/8 to 6/8.

Formally speaking, a P/Q Elf could have a Z/Q parent where Z is ranged from max(0, P - (Q-P)) to min(Q, P * 2). Notice that the denominator Q does not change.

With this intuition, it is obvious that to get to the pure 1/1 Elf as fast as possible, we want to greedily generate a parent with numerator as large as possible. In other words, from an P/Q Elf we would like to generate Z/Q parent where Z is maximized. We continue the process for Z/Q, picking the parent with the greatest numerator and so on until we get to a 1/1 Elf. This greedy algorithm runs in O(log(Q)). Below is a sample implementation in Python 3:

```
from fractions import gcd

def is_power_of_two(x):
   return x & (x - 1) == 0

def min_generation(P, Q):
   g = gcd(P, Q)
```

```
P = P // g
Q = Q // g

if not(is_power_of_two(Q)):
    return "impossible"

gen = 0
while P < Q:
    P = P * 2
    gen += 1
return gen

for tc in range(int(input())):
    print("Case #%d: %s" % (tc+1, \
        min_generation(*map(int, input().split('/')))))</pre>
```