Idvent of Code [About] [Events] [Shop] [Settings] [Log Out] Rafael Lima 40*

//2021 [Calendar] [AoC++] [Sponsors] [Leaderboard] [Stats]

--- Day 11: Dumbo Octopus ---

You enter a large cavern full of rare bioluminescent dumbo octopuses! They seem to not like the Christmas lights on your submarine, so you turn them off for now

There are 100 octopuses arranged neatly in a 10 by 10 grid. Each octopus slowly gains energy over time and flashes brightly for a moment when its energy is full. Although your lights are off, maybe you could navigate through the cave without disturbing the octopuses if you could predict when the flashes of light will happen.

Each octopus has an energy level - your submarine can remotely measure the energy level of each octopus (your puzzle input). For example:

The energy level of each octopus is a value between 0 and 9. Here, the top-left octopus has an energy level of 5, the bottom-right one has an energy level of 6, and so on.

You can model the energy levels and flashes of light in steps. During a single step, the following occurs:

- First, the energy level of each octopus increases by 1.
- Then, any octopus with an energy level greater than 9 flashes. This increases the energy level of all adjacent octopuses by 1, including octopuses that are diagonally adjacent. If this causes an octopus to have an energy level greater than 9, it also flashes. This process continues as long as new octopuses keep having their energy level increased beyond 9. (An octopus can only flash at most once per step.)
- Finally, any octopus that flashed during this step has its energy level set to 0, as it used all of its energy to flash.

Adjacent flashes can cause an octopus to flash on a step even if it begins that step with very little energy. Consider the middle octopus with $\boxed{1}$ energy in this situation:

Our sponsors help make Advent of Code possible:

ever sped up a real-world job 5x using software? Ramp does that for companies every day with financial automation. We're hiring ambitious engineers (Python, Elixir, Typescript) – join us if you like fast growth!

```
11111
19991
19191
19991
11111
After step 1:
34543
40004
50005
40004
34543
After step 2:
45654
51115
61116
51115
45654
```

An octopus is highlighted when it flashed during the given step.

Here is how the larger example above progresses:

```
5483143223
5264556173
6141336146
6357385478
4167524645
2176841721
6882881134
4846848554
5283751526
6594254334
3856965822
6375667284
7252447257
7468496589
7993992245
5957959665
6394862637
After step 2:
8807476555
5089087054
8597889608
8485769600
8700908800
6600088989
6800005943
0000007456
9000000876
8700006848
After step 3:
0050900866
8500800575
9900000039
9700000041
9935080063
7712300000
7911250009
2211130000
0421125000
0021119000
After step 4:
2263031977
0923031697
0032221150
0041111163
0076191174
0053411122
0042361120
5532241122
1132230211
4484144000
2044144000
2253333493
1152333274
1187303285
1164633233
```

After step 10, there have been a total of 204 flashes. Fast forwarding, here is the same configuration every 10 steps:

```
After step 20:
3936556452
5686556806
4496555690
4448655580
4456865570
5680086577
7000009896
0000000344
6000000364
4600009543
0643334118
4253334611
3374333458
2225333337
2229333338
2276733333
2754574565
5544458511
9444447111
7944446119
After step 40:
6211111981
0421111119
0042111115
0003111115
0003111116
0065611111
0532351111
3322234597
222222762
After step 50:
9655556447
4865556805
4486555690
4458655580
4574865570
5700086566
6000009887
8000000533
6800000633
5680000538
After step 60:
2533334200
2743334640
2264333458
2225333338
2287833333
3854573455
1854458611
1175447111
1115446111
8211111164
0421111166
0042111114
0004211115
0000211116
0065611111
```

0532351111
7322235117
5722223475

After 100 steps, there have been a total of 1656 flashes.

Given the starting energy levels of the dumbo octopuses in your cavern, simulate 100 steps. How many total flashes are there after 100 steps?

Your puzzle answer was 1679.

--- Part Two ---

It seems like the individual flashes aren't bright enough to navigate. However, you might have a better option: the flashes seem to be synchronizing!

In the example above, the first time all octopuses flash simultaneously is step [195]:

After step 193:

If you can calculate the exact moments when the octopuses will all flash simultaneously, you should be able to navigate through the cavern. What is the first step during which all octopuses flash?

Your puzzle answer was 519.

Both parts of this puzzle are complete! They provide two gold stars: **

At this point, you should return to your Advent calendar and try another puzzle.

If you still want to see it, you can get your puzzle input.

You can also [Share] this puzzle