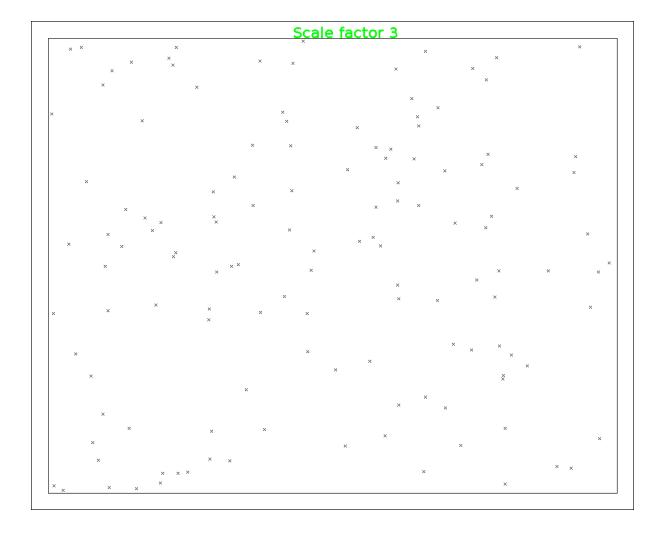
## **OPTISCHEMA - CODING 400**

"R-boy realises the 1964 Mars Rover was working perfectly, but had a performance issue – still present in today's system – which prevented it from completing its mission. Help him optimise the Rover's system to fix this issue."

This challenge ask us to solve some *travelling salesman problem*. In particular we have to solve 512 TSP consecutively and within 4 seconds per TSP.

The problem in encoded in an image like this one:



The word "Scale factor X" tell which is the scale of the map.

The markers indicate the points of interest for the TSP, as written in the rules we can have different types of POI (X, 0, +), we have to consider each type of marker as a different TSP problem and do the sum for the solution.

After we got the picture from the website, we must elaborate it.

For the extraction of the scale, we used **pytesseract** as OCR:

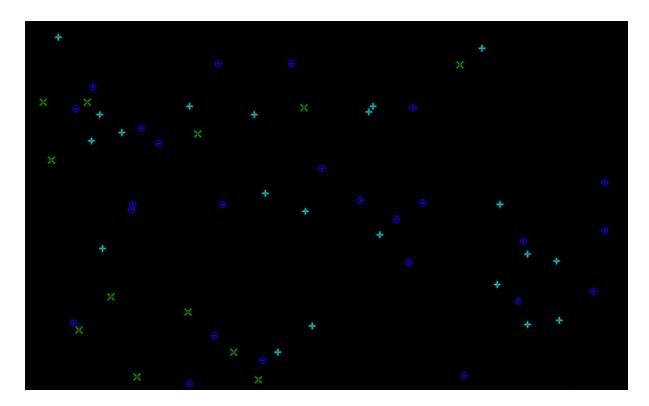
```
min_rect_x = width
min_rect_y = height
\max rect x = 0
max_rect_y = 0
for x in range(1, width-1):
    for y in range(1, height-1):
        col = pix[x, y]
if col == (0, 255, 0, 255):
            if x < min_rect_x:</pre>
                min_rect_x = x
            if y < min_rect_y:</pre>
                min_rect_y = y
             if x > max_rect_x:
                max_rect_x = x
            if y > max_rect_y:
                 \max rect y = y
            pix[x, y] = (255, 255, 255, 255)
scale = im.crop((min_rect_x-5, min_rect_y-5, max_rect_x+5, max_rect_y+5)).convert('1')
scale = int(pytesseract.image_to_string(scale)[-1])
```

Now we cut the image to the internal rectangle position:

```
min rect x = width
min rect y = height
\max rect x = 0
\max rect y = 0
for x in range(1, width-1):
    for y in range(1, height-1):
        col = pix[x, y]
        if col == (0, 0, 0, 255):
            if x < min_rect_x:</pre>
                min_rect_x = x
            if y < min_rect_y:</pre>
                min_rect_y = y
            if x > max_rect_x:
                max_rect_x = x
            if y > max_rect_y:
                max_rect_y = y
            pix[x, y] = (255, 255, 255, 255)
internal original = im.crop((min_rect_x, min_rect_y, max_rect_x+1, max_rect_y+1))
pix debug = internal original.load()
internal = internal_original.convert('1')
pix = internal.load()
points = [[], [], []]
iwidth, iheight = internal.size
```

Now we have to find each symbol and it's center point, there is the code for x:

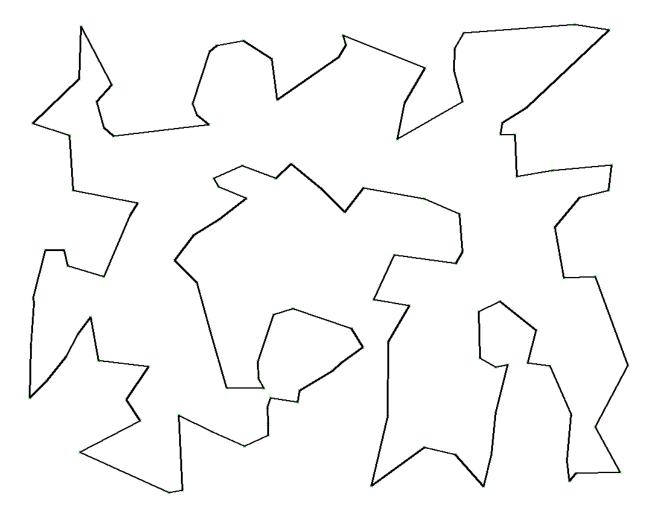
We wrote a similar code for the other symbols, and there is a portion of the debug image:



Once we have written all the utilities to parse the input images we have to solve the TSP problem.

For this task we have used a python wrapper of the Concorde TSP Solver (<a href="https://en.wikipedia.org/wiki/Concorde\_TSP\_Solver">https://en.wikipedia.org/wiki/Concorde\_TSP\_Solver</a>) which is considered the fastest TSP existing.

This is an example of TSP for an input:



We run the final script to solve all the 512 TSP and after some minutes we manage to get the flag in the last page:

{FLG:F!n4LlyW3c4Nh4v35oM3Fr3sH41R!}

Final code for the brave:

```
import requests
import pytesseract
import math
from PIL import Image, ImageDraw
import sys
import time
from concorde.tsp import TSPSolver
from concorde.tests.data_utils import get_dataset_path
url = 'http://gamebox2.reply.it:1337/optischema/play'
image_url = 'http://gamebox2.reply.it:1337/optischema/schema.png'
s = requests.Session()
s.get(url)
def get_schema(step):
    r = s.get(image_url)
   with open('img/schema_' + str(step) + '.png', 'wb') as schema:
        schema.write(r.content)
    im = Image.open('img/schema_' + str(step) + '.png')
    pix = im.load()
    width, height = im.size
    # Find scala
   min_rect_x = width
    min_rect_y = height
    max_rect_x = 0
    max rect y = 0
    for x in range(1, width-1):
        for y in range(1, height-1):
            col = pix[x, y]
            if col == (0, 255, 0, 255):
                if x < min rect x:</pre>
                    min_rect_x = x
                if y < min_rect_y:</pre>
                    min_rect_y = y
                if x > max_rect_x:
                    max_rect_x = x
                if y > max_rect_y:
                    max_rect_y = y
```

```
pix[x, y] = (255, 255, 255, 255)
    scale = im.crop((min_rect_x-5, min_rect_y-5, max_rect_x+5,
max_rect_y+5)).convert('1')
   scale = int(pytesseract.image_to_string(scale)[-1])
   min_rect_x = width
   min_rect_y = height
   max_rect_x = 0
   max_rect_y = 0
   for x in range(1, width-1):
        for y in range(1, height-1):
            col = pix[x, y]
            if col == (0, 0, 0, 255):
                if x < min_rect_x:</pre>
                    min_rect_x = x
                if y < min_rect_y:</pre>
                    min_rect_y = y
                if x > max_rect_x:
                    max_rect_x = x
                if y > max_rect_y:
                    max_rect_y = y
                pix[x, y] = (255, 255, 255, 255)
   internal_original = im.crop((min_rect_x, min_rect_y, max_rect_x+1,
max rect y+1))
   pix_debug = internal_original.load()
   internal = internal original.convert('1')
   pix = internal.load()
   points = [[], [], []]
   iwidth, iheight = internal.size
   for x in range(0, iwidth):
        for y in range(∅, iheight):
            pix_{debug}[x, y] = (0, 0, 0, 255)
   # Find x
   points[0] = []
   for x in range(∅, iwidth):
        for y in range(∅, iheight):
```

```
if pix[x, y] == 255:
                p = [(x-2, y-2), (x-1, y-1), (x-2, y+2), (x-1, y+1),
(x+2, y+2), (x+1, y+1), (x+2, y-2), (x+1, y-1)
                all_white = True
                debug_color = [] # debug
                for a in p:
                    rx, ry = a
                    if rx < 0 or ry < 0 or rx >= iwidth or ry >=
iheight:
                        all white = False
                        break
                    if pix[rx, ry] != 255:
                        all_white = False
                        break
                    debug_color.append((rx, ry)) # debug
                if all_white:
                    for deb in debug_color:
                        rx, ry = deb
                        pix_debug[rx, ry] = (0, 255, 0, 255)
                    pix_debug[x, y] = (255, 0, 0, 255)
                    points[0].append((x, y))
   # Find o
   points[1] = []
   for x in range(∅, iwidth):
        for y in range(∅, iheight):
            if pix[x, y] == 255: # 3 x 3 x 3
                p = [(x+1, y), (x+2, y), (x+3, y+1), (x+3,y+2),
(x+3,y+3), (x-1, y+1), (x-1, y+2), (x-1, y+3), (x, y+4), (x+1, y+4),
(x+2, y+4)
                all white = True
                debug_color = [] # debug
                debug_color.append((x, y)) # debug
                for a in p:
                    rx, ry = a
                    if rx < 0 or ry < 0 or rx >= iwidth or ry >=
iheight:
                        all_white = False
                        break
```

```
if pix[rx, ry] != 255:
                        all_white = False
                        break
                    debug_color.append((rx, ry)) # debug
                if all_white:
                    for deb in debug_color:
                        rx, ry = deb
                        pix_debug[rx, ry] = (0, 0, 255, 255)
                    tx = x + 1
                    ty = y + 2
                    pix_debug[tx, ty] = (255, 0, 0, 255)
                    points[1].append((tx, ty))
   # Find +
   points[2] = []
   for x in range(∅, iwidth):
        for y in range(∅, iheight):
            if pix[x, y] == 255: # 3 x 3 x 3
                p = [(x, y+1), (x, y+2), (x, y-1), (x, y-2), (x-2, y),
(x-1, y), (x+1, y), (x+2, y)
                all_white = True
                debug color = [] # debug
                debug_color.append((x, y)) # debug
                for a in p:
                    rx, ry = a
                    if rx < 0 or ry < 0 or rx >= iwidth or ry >=
iheight:
                        all white = False
                        break
                    if pix[rx, ry] != 255:
                        all white = False
                        break
                    debug_color.append((rx, ry)) # debug
                if all_white:
                    # debug
                    for deb in debug_color:
                        rx, ry = deb
                        pix_debug[rx, ry] = (0, 255, 255, 255)
```

```
pix_debug[x, y] = (255, 0, 0, 255)
                    points[2].append((x, y))
   internal_original.save('img/crop_debug_' + str(step) + '.png') #
   return points, scale
def send_answer(ans):
    r = s.post(url, data={'schemaCode': ans})
   return r.text
for t in range(512):
 print("TURN", t)
 inizio = time.time()
 points_t, scala = get_schema(t)
 soluzione = 0
 for points in points_t:
   if len(points) == 0:
      continue
   tsp file = open("to solve.tsp", "w")
   tsp_file.writelines(["NAME: to_solve", "\n"])
   tsp_file.writelines(["TYPE: TSP", "\n"])
   tsp_file.writelines(["COMMENT: to_solve", "\n"])
   tsp_file.writelines(["DIMENSION: "+str(len(points)), "\n"])
   tsp file.writelines(["EDGE WEIGHT TYPE: EUC 2D", "\n"])
   tsp_file.writelines(["NODE_COORD_SECTION", "\n"])
   for i in range(len(points)):
       tsp_file.writelines([str(i+1) + " " + str(float(points[i][0])) +
" " + str(float(points[i][1])), "\n"])
   tsp file.writelines(["EOF", "\n"])
   tsp_file.close()
    solver = TSPSolver.from_tspfile("to_solve.tsp")
   solution = solver.solve()
   im = Image.open("img/crop_debug_"+str(t)+".png")
```

```
draw = ImageDraw.Draw(im)
  draw.line((100,200, 150,300), fill=128)
  check = 0
  def d(a, b):
      r = (a[0]-b[0])*(a[0]-b[0]) + (a[1]-b[1])*(a[1]-b[1])
      return math.sqrt(r)
  for i in range(len(solution.tour)):
      p0 = points[solution.tour[i]]
      p1 = points[solution.tour[(i+1)%len(points)]]
      check = check + round(d(p0, p1))
      draw.line((p0[0], p0[1], p1[0], p1[1]), fill=(0,0,0), width=3)
  im.save('img/crop_debug_tour_' + str(t) + '.png')
  soluzione = soluzione + round(solution.optimal_value*scala)
fine = time.time()
res = send_answer(str(soluzione))
print(res)
print(fine-inizio)
if "Step 0 of 512" in res:
  break
```