Assignment #A: 图论: 遍历, 树算及栈

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2024 spring, Complied by 王申睿——物理学院

说明:

- 1)请把每个题目解题思路(可选),源码Python,或者C++ (已经在Codeforces/Openjudge上AC),截图(包含 Accepted),填写到下面作业模版中(推荐使用 typorahttps://typoraio.cn ,或者用word)。 AC 或者没有AC ,都请标上每个题目大致花费时间。
- 2) 提交时候先提交pdf文件,再把md或者doc文件上传到右侧"作业评论"。Canvas需要有同学清晰头像、提交文件有pdf、"作业评论"区有上传的md或者doc附件。
- 3) 如果不能在截止前提交作业,请写明原因。

编程环境

(请改为同学的操作系统、编程环境等)

操作系统: macOS Ventura 13.4.1 (c)

Python编程环境: Spyder IDE 5.2.2, PyCharm 2023.1.4 (Professional Edition)

C/C++编程环境: Mac terminal vi (version 9.0.1424), g++/gcc (Apple clang version 14.0.3, clang-

1403.0.22.14.1)

1. 题目

20743: 整人的提词本

http://cs101.openjudge.cn/practice/20743/

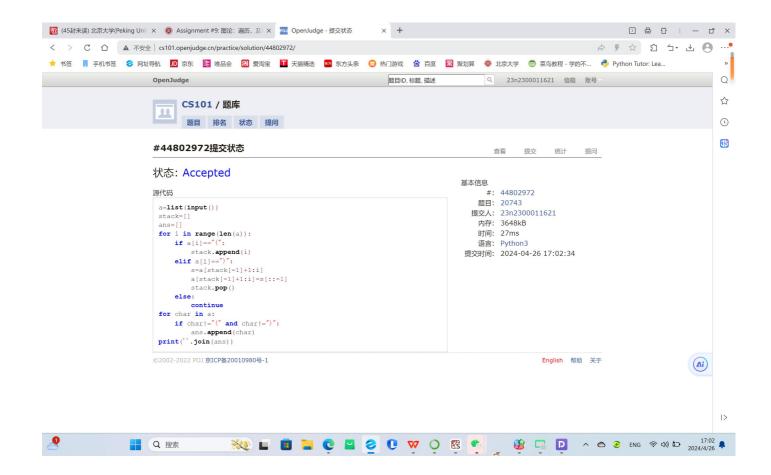
代码

思路:

a=list(input())

stack=[]

```
ans=[]
for i in range(len(a)):
  if a[i]=="(":
     stack.append(i)
  elif a[i]==")":
     s=a[stack[-1]+1:i]
     a[stack[-1]+1:i]=s[::-1]
     stack.pop()
  else:
     continue
for char in a:
  if char!="(" and char!=")":
     ans.append(char)
print(".join(ans))
```



02255: 重建二叉树

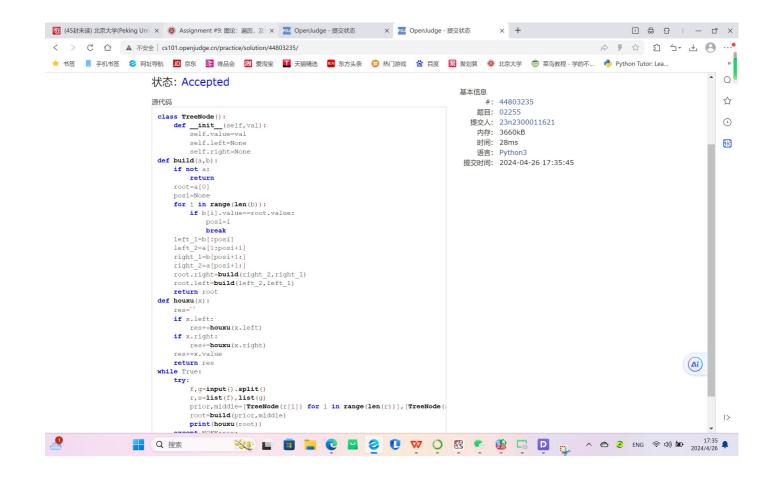
http://cs101.openjudge.cn/practice/02255/

思路:	
代码	
class TreeNode():	
definit(self,val):	
self.value=val	
self.left=None	
self.right=None	
def build(a,b):	
if not a:	
return	
root=a[0]	
posi=None	

```
for i in range(len(b)):
     if b[i].value==root.value:
       posi=i
       break
  left_1=b[:posi]
  left_2=a[1:posi+1]
  right_1=b[posi+1:]
  right_2=a[posi+1:]
  root.right=build(right_2,right_1)
  root.left=build(left_2,left_1)
  return root
def houxu(x):
  res="
```

if x.left:

```
res+=houxu(x.left)
  if x.right:
     res+=houxu(x.right)
  res+=x.value
  return res
while True:
  try:
     f,g=input().split()
     r,s=list(f),list(g)
     prior,middle=[TreeNode(r[i]) for i in range(len(r))],[TreeNode(s[j]) for j in range(len(s))]
     root=build(prior,middle)
     print(houxu(root))
  except EOFError:
     break
```



01426: Find The Multiple

http://cs101.openjudge.cn/practice/01426/

要求用bfs实现

思路:

代码

from collections import deque

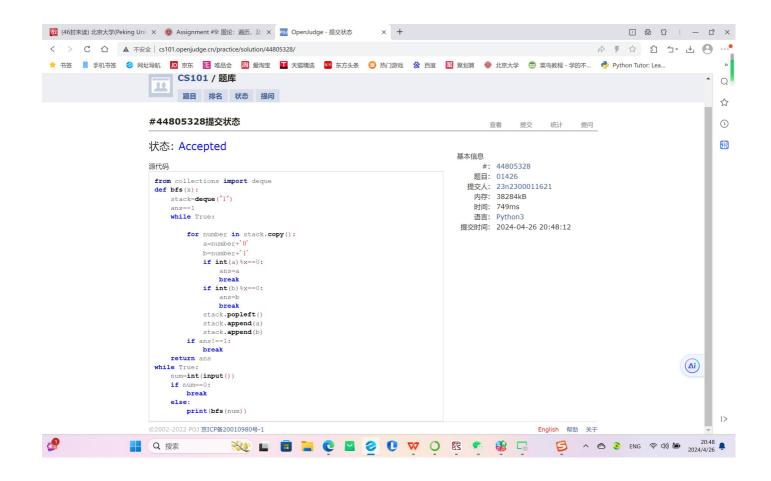
def bfs(x):

stack=deque("1")

ans=-1		
while True:		
for number in stack.copy():		
a=number+'0'		
b=number+'1'		
if int(a)%x==0:		
ans=a		
break		
if int(b)%x==0:		
ans=b		
break		
stack.popleft()		

stack.append(a)

stack.append(b)	
if ans!=-1:	
break	
return ans	
while True:	
num=int(input())	
if num==0:	
break	
else:	
print(bfs(num))	



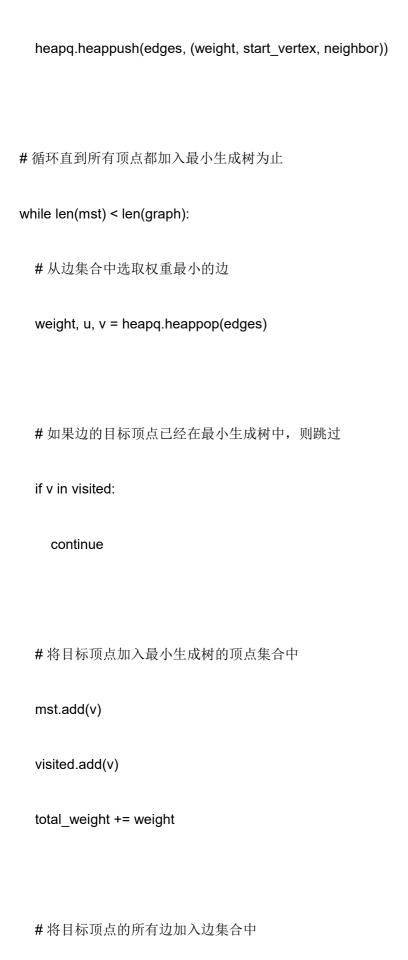
04115: 鸣人和佐助

bfs, http://cs101.openjudge.cn/practice/04115/

```
思路:
代码
1 #
             (AC代码截图,至少包含有"Accepted")
代码运行截图
20106: 走山路
Dijkstra, http://cs101.openjudge.cn/practice/20106/
思路:
代码
1 #
 (已参考题解)
05442: 兔子与星空
Prim, <a href="http://cs101.openjudge.cn/practice/05442/">http://cs101.openjudge.cn/practice/05442/</a>
思路:
代码
```

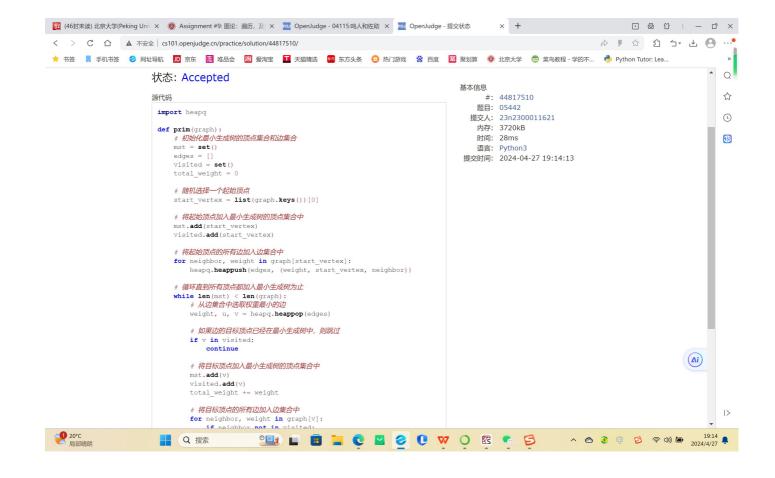
0





for neighbor, weight in graph[v]:

```
if neighbor not in visited:
           heapq.heappush(edges, (weight, v, neighbor))
  return total_weight
n = int(input())
graph = {}
for _ in range(n - 1):
  alist = list(input().split())
  if alist[0] not in graph.keys():
     graph[alist[0]] = []
  for i in range(1, int(alist[1]) + 1):
     if alist[2 * i] not in graph.keys():
        graph[alist[2 * i]] = []
     graph[alist[0]].append((alist[2 * i], int(alist[2 * i + 1])))
     graph[alist[2 * i]].append((alist[0], int(alist[2 * i + 1])))
print(prim(graph))
```



2. 学习总结和收获

本周第一次独立完成了bfs! 计概学bfs的时候其实已经没有精力再理解新的算法了,直到学到二叉树的层级遍历时才理解了BFS的逻辑——队列。

鸣人和佐助的思想是第一次理解,所以参考了题解。下面贴出GPT和题解,讨论其不同:

GPT:

from collections import deque

```
def min_time_to_reach_target(grid, start_row, start_col, chakra):
    directions = [(1, 0), (-1, 0), (0, 1), (0, -1)]
    rows = len(grid)
    cols = len(grid[0])

visited = set()
    queue = deque([(start_row, start_col, chakra, 0)]) # (row, col, chakra, time)

while queue:
```

row, col, current chakra, time = queue.popleft()

```
if grid[row][col] == '+': # 发现了佐助
       return time
    for dr, dc in directions:
      new row, new col = row + dr, col + dc
      if 0 <= new_row < rows and 0 <= new_col < cols and (new_row, new_col) not in visited:
         visited.add((new_row, new_col))
         if grid[new row][new_col] == '*': # 如果是通路
           queue.append((new_row, new_col, current_chakra, time + 1))
         elif grid[new_row][new_col] == '#': # 如果是大蛇丸的手下
           if current_chakra > 0: # 修正此处判断条件
              queue.append((new_row, new_col, current_chakra - 1, time + 1))
           else:
              continue # 没有足够的查克拉无法通过
  return -1 #没有找到佐助
#读取输入
M, N, T = map(int, input().split())
grid = [input().strip() for _ in range(M)]
# 找到鸣人和佐助的起始位置
start_row, start_col = None, None
for i in range(M):
  for j in range(N):
    if grid[i][j] == '@':
      start_row, start_col = i, j
      break
  if start row is not None:
    break
```

```
# 计算结果
result = min time to reach target(grid, start row, start col, T)
print(result)
这里的问题在于程序会先判断入队与否后消耗,会导致查克拉为-1的数组进入。
相比之下, 先消耗查克拉再判断是否为通路的方法就能避免:
# 高铭泽 物理学院
from collections import deque
dire = [(-1, 0), (0, -1), (1, 0), (0, 1)]
flag = 0
ans = 0
def bfs(x, y, t):
  visited = set()
  global ans, flag
  q = deque()
  q.append((t, x, y, 0))
  while q:
    t, x, y, ans = q.popleft()
    for dx, dy in dire:
      nx = x + dx
      ny = y + dy
      if 0 <= nx < m and 0 <= ny < n:
         if g[nx][ny] != "#":
           nt = t
         else:
           nt = t - 1
         if nt >= 0 and (nt, nx, ny) not in visited:
           newans = ans + 1
           if g[nx][ny]=="+":
             flag = 1
              return flag,newans
```

```
q.append((nt, nx, ny, newans))
             visited.add((nt, nx, ny))
  return flag,ans
m, n, t = map(int, input().split())
g = []
for i in range(m):
  g.append(list(input()))
for i in range(m):
  for j in range(n):
     if g[i][j] == "@":
       x = i
       y = j
flag,newans=bfs(x, y, t)
if flag:
  print(newans)
else:
  print(-1)
```

感觉闫老师的作业我实在难以完全驾驭,上个学期还能硬刚,这段时间基本只能结合着题解去学习。希望下次能做对 同类型题目吧。