

Lab 4 - Practice - BFS

CS208 Algorithm Design and Analysis

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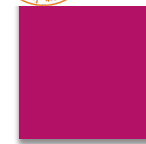
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Slides adapted from Yao Zhao zhaoy6@sustech.edu.cn

Question 1:

- ▶ FluffyT, the super bunny, successfully escaped from Satori's bunny shop. She then ran into an alley with N check points.
- ▶ As FluffyT is a super bunny, she can build a portal between check point i and a_i using 1 second and travel through within no time. However, she cannot travel in the opposite direction (from a_i to i). Also, she can run from check point i to check point $i - 1$ and $i + 1$ using 1 second.
- ▶ FluffyT is currently at check point 1. Can you tell her the minimum time to get to each check point?

minimum time



Sample Input 1

n = 3
i = 1, 2, 3
ai = 2, 2, 3

Check point:	1	2	3
ai:	2	2	3

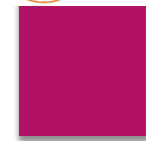
Check point 1: 1->1 0

Check point 2: $\begin{cases} 1 \rightarrow 2 & 1 \\ 1 \rightarrow a_1=2 & 1 \end{cases}$ Check point 3: $\begin{cases} 1 \rightarrow 2 \rightarrow 3 & 2 \\ 1 \rightarrow a_1=2 \rightarrow 3 & 2 \end{cases}$ 

Sample Output
0 1 2



minimum time



Sample Input 2

n = 5

i = 1 2 3 4 5

ai= 1 2 3 4 5

1	2	3	4	5
ai:1	2	3	4	5

Check point 1: 1 0

Check point 2: 1->2 1

Check point 3: 1->2->3 2

Check point 4: 1->2->3->4 3

Check point 5: 1->2->3->4->5 4



Sample Output 2

0 1 2 3 4

Sample Input 3

n = 7
i = 1 2 3 4 5 6 7
ai = 4 4 4 4 7 7 7

1	2	3	4	5	6	7
ai:4	4	4	4	7	7	7

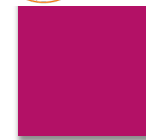
Check point 1: 1	0
Check point 2: 1->2	1
Check point 3: 1->2 ->3	2
Check point 4: 1->a1:4	1
Check point 5: 1-> a1:4 ->5	2
Check point 6: 1-> a1:4 ->5 ->6	3
Check point 7: 1-> a1:4 ->5 ->a5:7	3

Hint: Try BFS on the graph



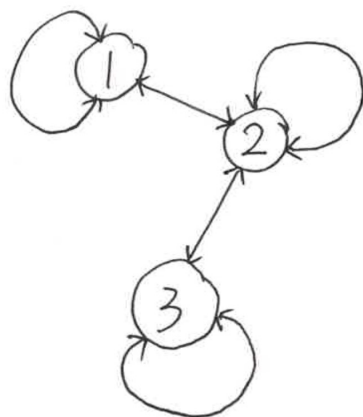
Sample Output 3
0 1 2 1 2 3 3

minimum time

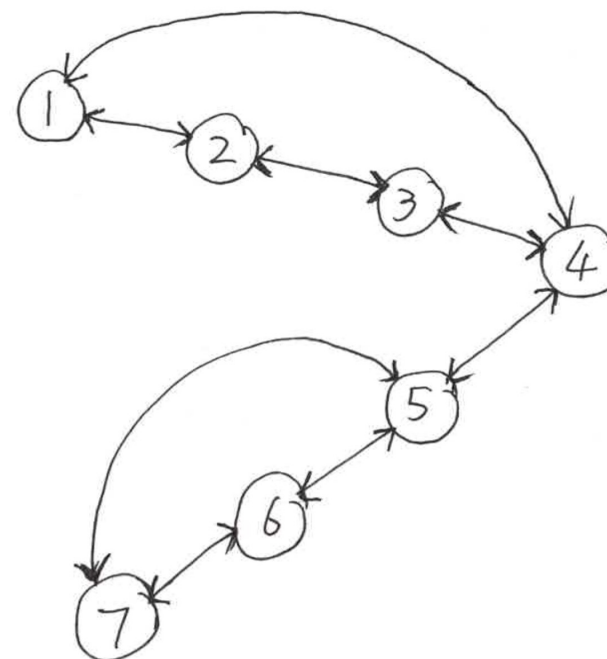


Analysis

Check point:	1	2	3
a_i :	2	2	3

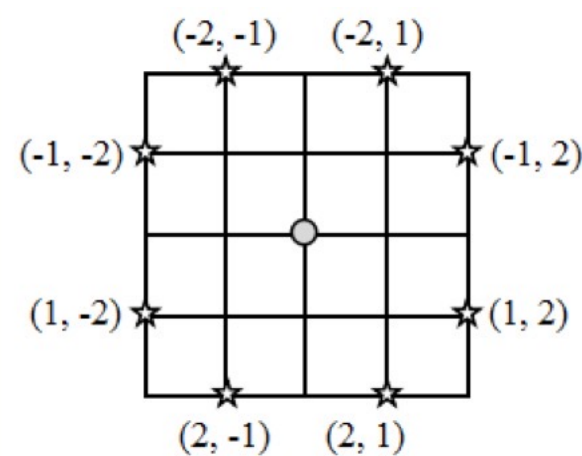
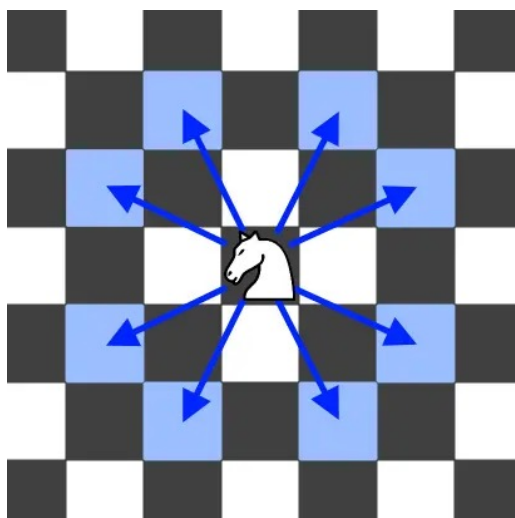


	1	2	3	4	5	6	7
a_i :	4	4	4	4	7	7	7



Question 2:

- ▶ A knight has 8 possible moves it can make, as illustrated below. Each move is two squares in a cardinal direction, then one square in an orthogonal direction.



- ▶ On a $n \times n$ chess board, given the starting point (x_1, y_1) and the ending point (x_2, y_2) , calculate the minimum number of moves a knight needs to make from the starting point to the ending point. If the knight cannot reach the ending point, return -1.

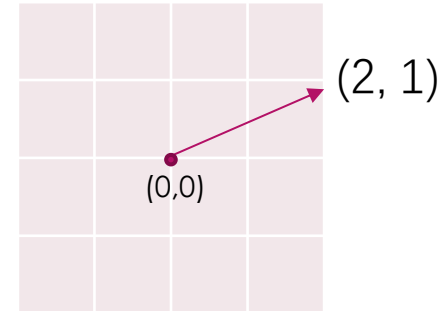


Example 1:

Input: $n = 4$, $x_1 = 0$, $y_1 = 0$, $x_2 = 2$, $y_2 = 1$

Output: 1

Explanation: $[0, 0] \rightarrow [2, 1]$

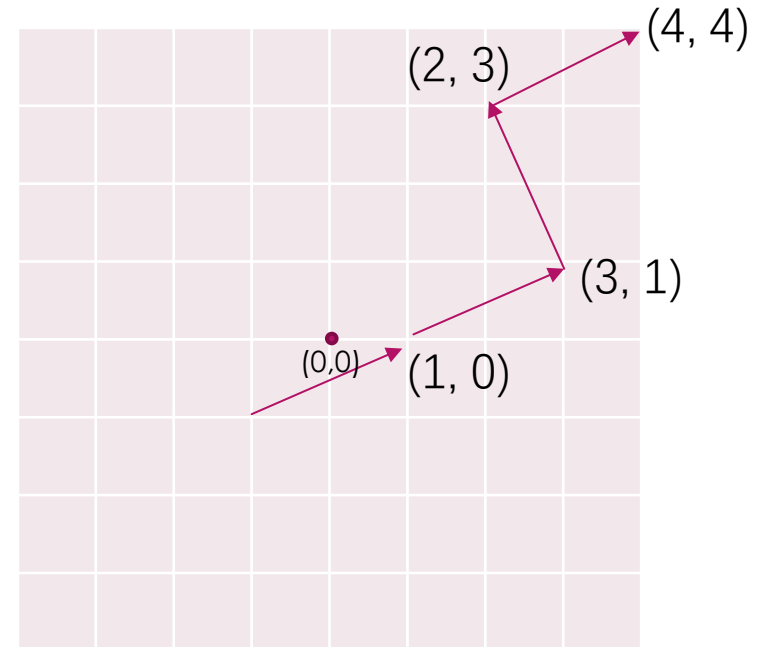


Example 2:

Input: $n = 8$, $x_1 = -1$, $y_1 = -1$, $x_2 = 4$, $y_2 = 4$

Output: 4

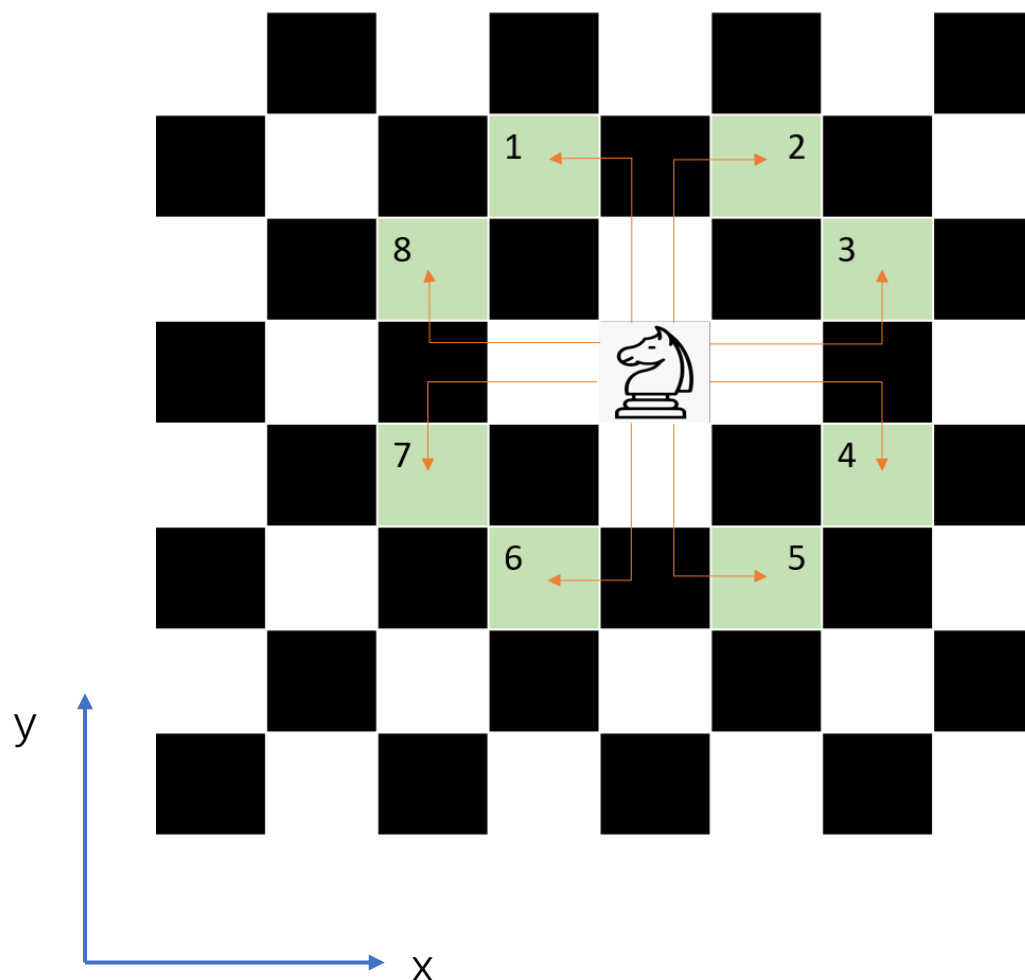
Explanation: $[-1, -1] \rightarrow [1, 0] \rightarrow [3, 1] \rightarrow [2, 3] \rightarrow [4, 4]$



Analysis

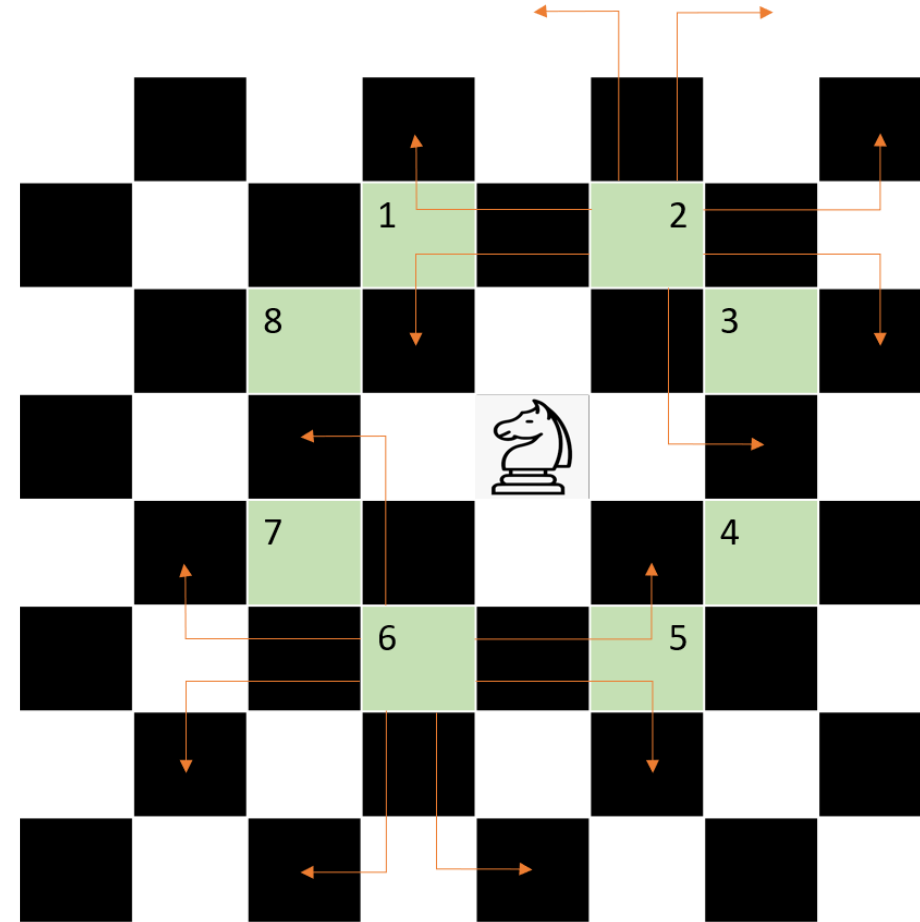
- Knight can move to 8 different positions

1. $(x-1, y+2) \Rightarrow (-1, +2)$
2. $(x+1, y+2) \Rightarrow (+1, +2)$
3. $(x+2, y+1) \Rightarrow (+2, +1)$
4. $(x+2, y-1) \Rightarrow (+2, -1)$
5. $(x+1, y-2) \Rightarrow (+1, -2)$
6. $(x-1, y-2) \Rightarrow (-1, -2)$
7. $(x-2, y-1) \Rightarrow (-2, -1)$
8. $(x-2, y+1) \Rightarrow (-2, +1)$



Analysis

- When it reaches position 2 (for example)
- From there it can move the next seven places.



Grading

- You can choose a problem to implement, the remaining one only describes the idea of solving the problem.
- Total point: 1