















L'École des INGÉNIEURS Scientifiques

Challenge de programmation

















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COMPOSITION DE L'ÉQUIPE

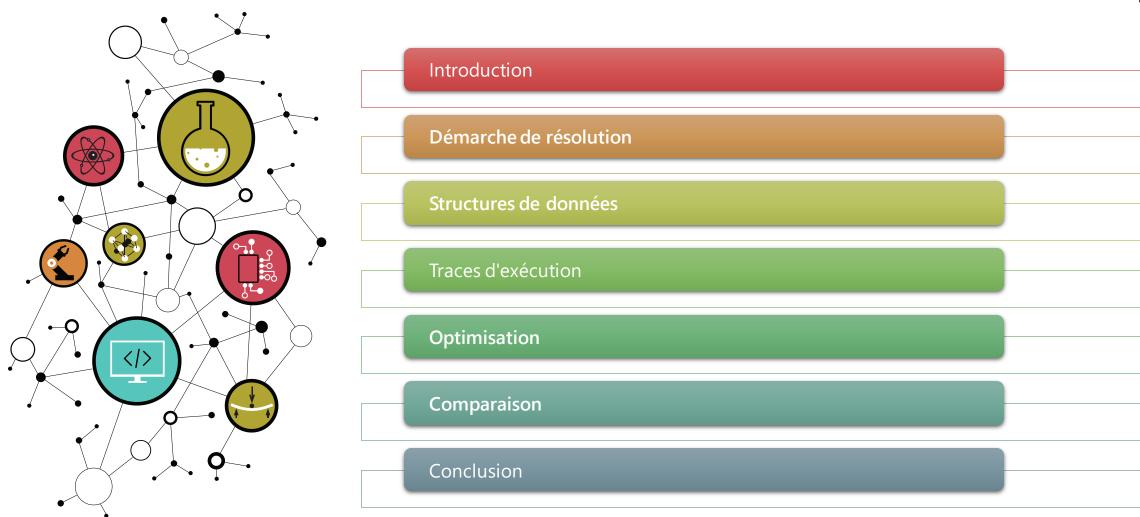


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DÉROULEMENT DE LA PRÉSENTATION

















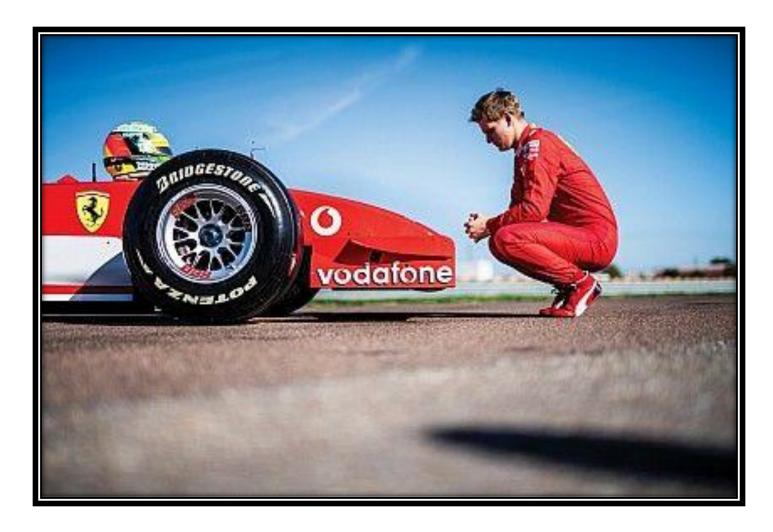




INTRODUCTION

DÉVELOPPER UN PILOTE ?





















Démarche de résolution

DEMARCHE DE RESOLUTION

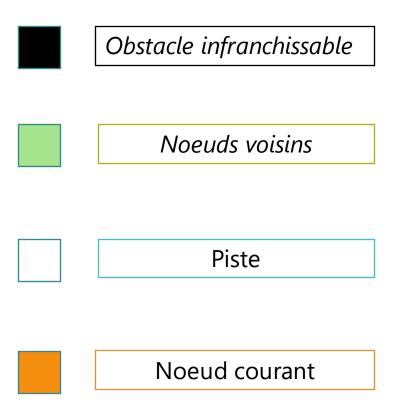


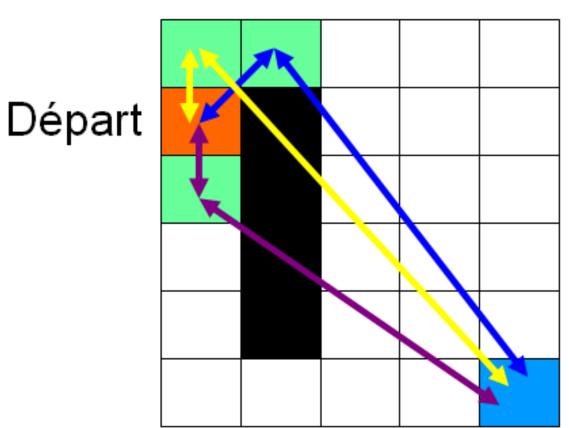
- 1. CHEMIN OPTIMAL
- 2. CALCUL DES ACCÉLERATIONS
- 3. GESTION DES COLLISIONS

https://khayyam.developpez.com/articles/algo/astar

CHEMIN OPTIMAL





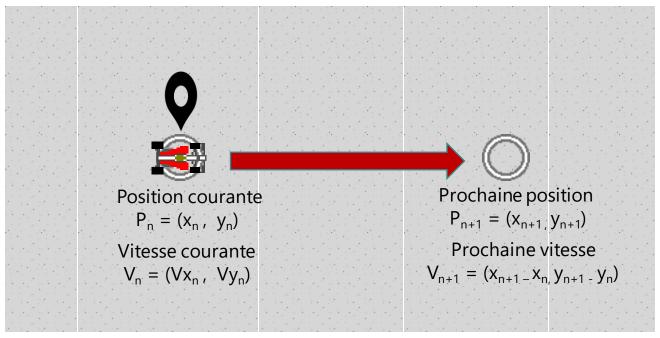


Arrivée

https://khayyam.developpez.com/articles/algo/astar

CALCUL DES ACCELERATIONS

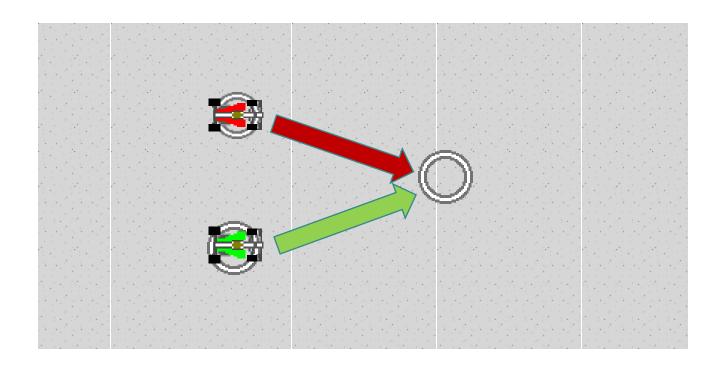




Accéleration $a_{n+1} = (Vx_{n+1} - Vx_{n}, Vy_{n+1} - Vy_{n})$

GESTION DES COLLISIONS





















Structures de données

LIST



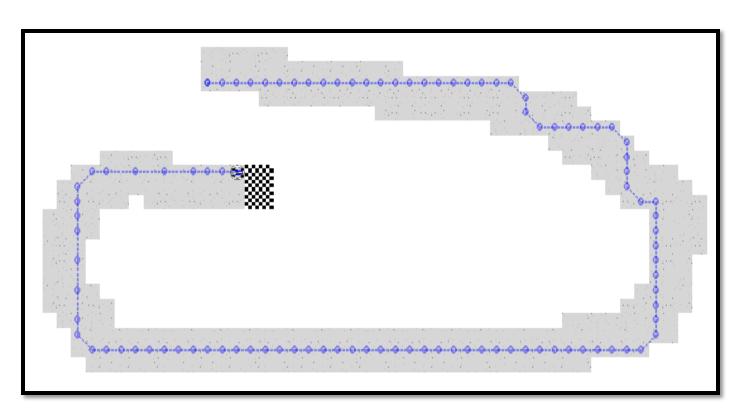
```
typedef struct _node
{    point p;
    int cost;
    struct _node* parent;
    struct _node* next;
}node;
```

```
typedef struct _list
{
    node* head;
    int size;
}list;
```

PATH



```
typedef struct _path
{
    point* traject;
    int size;
}path;
```















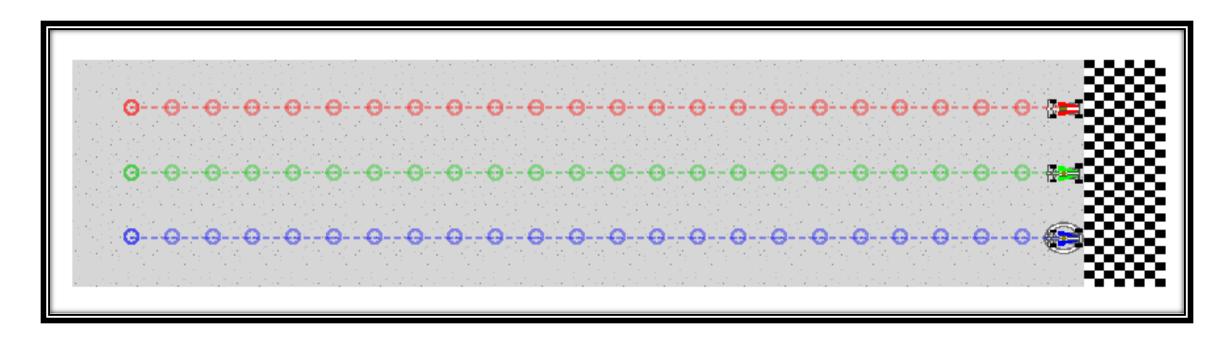




Traces d'exécution

DROIT AU BUT



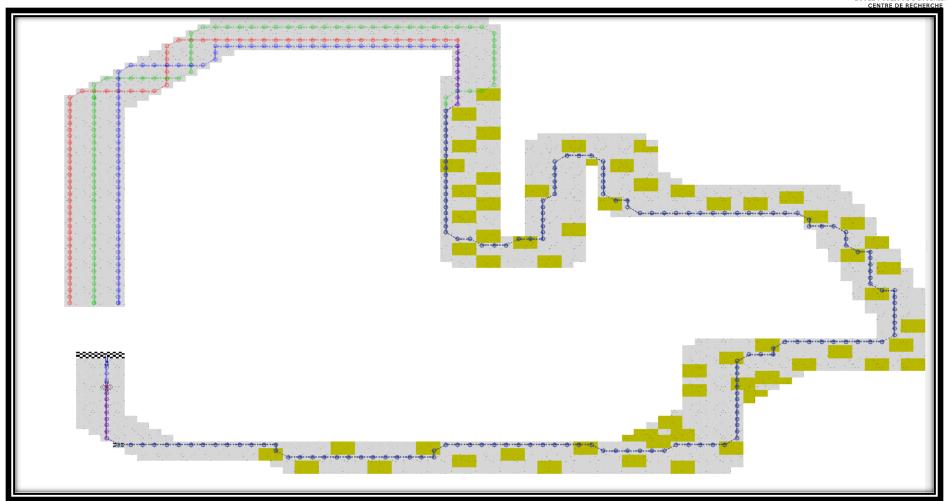


Rounds : 26

F-ZERO_LANDMINE_CIRCUIT



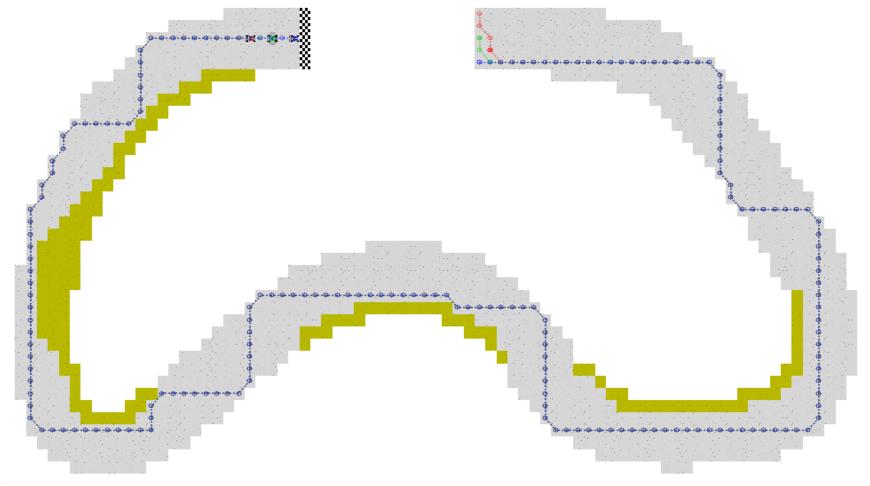




STARTER_VIRAGE_SABLE























Optimisation

OPTIMISATION



```
Si pointCourant != sable
    Si R > (5/3)*Ci
         Si estBoostable Alors
             Ecraser le point suivant dans le trajet en le remplaçant par
              son successeur
              Diminuer la taille(path) de 1
         Fin si
    Fin si
Fin si
```

Ci : Constante initiale

Ci = gasDepart / nombrePointsTrajet

R : Rapportà chaque tour

Ci = gasRestant / nombrePointsRestants













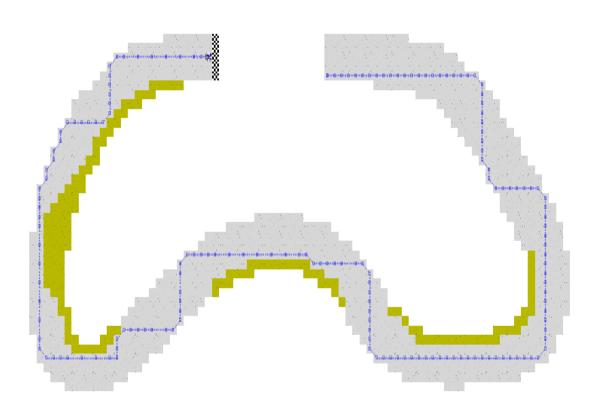




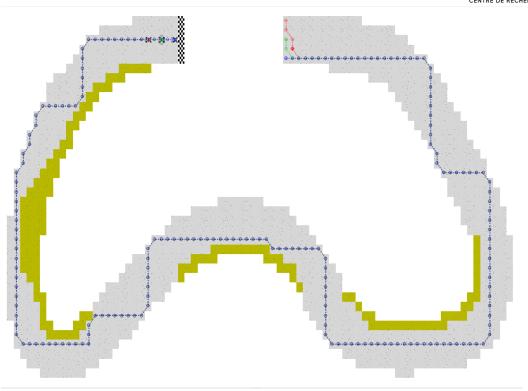
Comparaison

STARTER_VIRAGE_SABLE





Rounds: 172



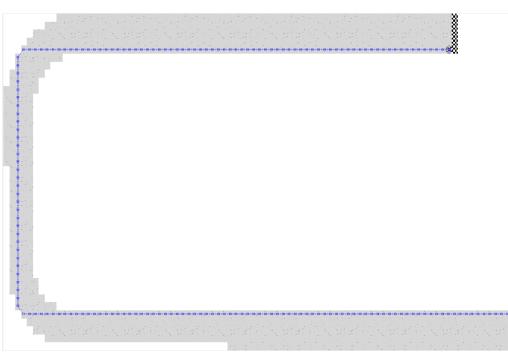
Rounds: 195

STARTER_VIRAGE_SABLE





Rounds: 330



Rounds: 410

















Conclusion

Merci

















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