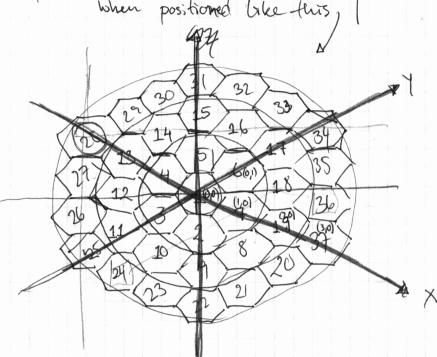
Input { n1, n2 ∈ N≥1

Output: Shortest path between c(n2) and c(n2) when positioned take this,



Metric Point: (x,y,)

Ex: c(18) = (2,2,0); c(20) = (2,2,-2); c(25)=(1,-1,

C(18) = (1, 1, 10); C(20) = (3, -1, 10); C(23) = (2, -3)

~/d((x,y), (x,y')) = 3

Just convenient; no VIX-X2 + (yr-y)2

C(n) = (x,y); c=?d(c(1), (C(n))

= "wax on ring n"

 $1+\sum_{d\geq 0} 1+\sum_{d\geq 0$ 

Renaming -1.75r(r+1)+1 = n  $3r^2 + 3r + (1-n) = 0$ 

Rang (n)=

thow long around and Clark Clackwise will I gleby (r(n), 0) = ((max on ring r(n)).  $C(n) =: (X_1Y) ; c(n-1) = ?$ EX: N=11. c(19) = (2,0) (40), (1,1), (0,2), (-1,2), (-2,-2), (-2,-1), (-2,0), (-1,-1), (-2,-1) ALG: int2 coord l. quadrant: (r,0), (r-1,1), (r-2,2),..., (0,r), (a) 1. r := r(n) 2. quadrant: (0,r), (-1,r), (-2,r), (600) (b) 2. m := 3r2 +3r +1 3. case m-n=:d (TL) (-1,1-1) (-1,1-5) (210) (c) Whene [O, T] (r-d,d) 3. gardrant: (-r,0), (-r+1,-1), (-r+2,-2), ..., (0,-r) (d) when e [r+1, 2r] #(b) (-(d-r),r) 4. quadrant: (0,-1), (1,-1), (2,-1), ..., (5) (e) (1-t), (1,-r+1), (1,-r+2), ..., (20) (f) Ex c(1b)=? 1.  $\Gamma(16) = \sqrt{12n-3} - 3$   $= \sqrt{189} - 3$   $= \sqrt{2} - 3$   $= \sqrt{127} - 2$   $= \sqrt{127} - 2$   $= \sqrt{127} - 2$ 2. m := 11. 3. d:= 19-16 = 3; case(1) (b): (-(3-2),2)= (-1,2) \ \frac{1}{2} Constant time to do "int 2 coord". Basicly done. Programming...  $E_{X}$  of (c(16), c(15)) = d((1,-2), (-2,2)) My distance was completely wrong! C(15) - C(10) = (-2,2) - (1,-2) = (-3,4) = (x,y)Along Z-ans" ... S(X) = S(Y) => d(c(a), c(b)) = max { |x|, |y|}  $S(x) = S(y) \Rightarrow d(c(a),c(b))^2 |x| + |y|$ where (x,y) = ((b) - c(a)