

## 6232. Minimum Total Distance Traveled

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There are some robots and factories on the X-axis. You are given an integer array `robot` where `robot[i]` is the position of the  $i^{\text{th}}$  robot. You are also given a 2D integer array `factory` where `factory[j] = [positionj, limitj]` indicates that `positionj` is the position of the  $j^{\text{th}}$  factory and that the  $j^{\text{th}}$  factory can repair at most `limitj` robots.

The positions of each robot are **unique**. The positions of each factory are also **unique**. Note that a robot can be **in the same position** as a factory initially.

All the robots are initially broken; they keep moving in one direction. The direction could be the negative or the positive direction of the X-axis. When a robot reaches a factory that did not reach its limit, the factory repairs the robot, and it stops moving.

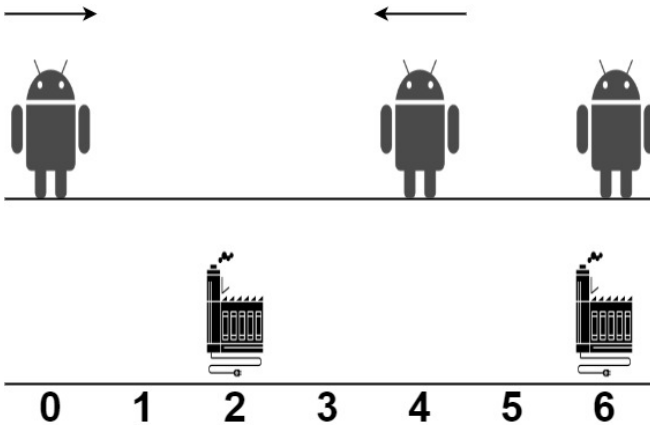
**At any moment**, you can set the initial direction of moving for **some** robot. Your target is to minimize the total distance traveled by all the robots.

Return the *minimum total distance traveled by all the robots*. The test cases are generated such that all the robots can be repaired.

## Note that

- All robots move at the same speed.
- If two robots move in the same direction, they will never collide.
- If two robots move in opposite directions and they meet at some point, they do not collide. They cross each other.
- If a robot passes by a factory that reached its limits, it crosses it as if it does not exist.
- If the robot moved from a position  $x$  to a position  $y$ , the distance it moved is  $|y - x|$ .

## Example 1:



**Input:** `robot = [0,4,6]`, `factory = [[2,2],[6,2]]`

**Output:** 4

**Explanation:** As shown in the figure:

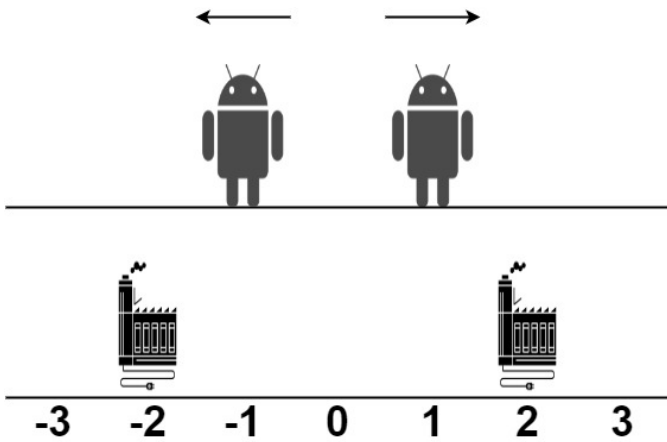
- The first robot at position 0 moves in the positive direction. It will be repaired at the first factory.
- The second robot at position 4 moves in the negative direction. It will be repaired at the first factory.
- The third robot at position 6 will be repaired at the second factory. It does not need to move.

The limit of the first factory is 2, and it fixed 2 robots.

The limit of the second factory is 2, and it fixed 1 robot.

The total distance is  $|2 - 0| + |2 - 4| + |6 - 6| = 4$ . It can be shown that we cannot achieve a better total distance than 4.

## Example 2:



**Input:** robot = [1,-1], factory = [[-2,1],[2,1]]

**Output:** 2

**Explanation:** As shown in the figure:

- The first robot at position 1 moves in the positive direction. It will be repaired at the second factory.
- The second robot at position -1 moves in the negative direction. It will be repaired at the first factory.

The limit of the first factory is 1, and it fixed 1 robot.

The limit of the second factory is 1, and it fixed 1 robot.

The total distance is  $|2 - 1| + |(-2) - (-1)| = 2$ . It can be shown that we cannot achieve a better total distance than 2.

#### Constraints:

- $1 \leq \text{robot.length}, \text{factory.length} \leq 100$
- $\text{factory}[j].\text{length} == 2$
- $-10^9 \leq \text{robot}[i], \text{position}_j \leq 10^9$
- $0 \leq \text{limit}_j \leq \text{robot.length}$
- The input will be generated such that it is always possible to repair every robot.

JavaScript



```

1 function edge(from, to, cost, cap) {
2   this.from = from;
3   this.to = to;
4   this.cost = cost;
5   this.cap = cap;
6 }
7
8 function MCMF(n) {
9   const initializeGraph = (n) => { let g = []; for (let i = 0; i < n; i++) { g.push([]); } return g; };
10  let g = initializeGraph(n), h = Array(n).fill(0), dis = Array(n).fill(0), prev_v = Array(n).fill(0), prev_e =
  Array(n).fill(0);
11  return { addEdge, minCostFlow }
12  function addEdge(from, to, cost, cap) {
13    g[from].push(new edge(g[to].length, to, cost, cap));
14    g[to].push(new edge(g[from].length - 1, from, -cost, 0));
15  }
16  function minCostFlow(from, to, flow) {
17    let res = 0;
18    while (flow > 0) {
19      let pq = new MinPriorityQueue({
20        compare: (x, y) => {
21          if (x[0] !== y[0]) return x[0] - y[0];
22          return x[1] - y[1];
23        }
24      });
25      dis.fill(Number.MAX_SAFE_INTEGER);
26      dis[from] = 0;
27      pq.enqueue([0, from]);
28      while (pq.size()) {
29        let [curDis, cur] = pq.dequeue();
30        if (dis[cur] < curDis) continue;
31        for (let i = 0; i < g[cur].length; i++) {
32          let child = g[cur][i];
33          if (child.cap > 0 && dis[child.to] > dis[cur] + child.cost + h[cur] - h[child.to]) {
34            dis[child.to] = dis[cur] + child.cost + h[cur] - h[child.to];

```

```

35         prev_v[child.to] = cur;
36         prev_e[child.to] = i;
37         pq.enqueue([dis[child.to], child.to]);
38     }
39 }
40 }
41 if (dis[to] == Number.MAX_SAFE_INTEGER) return -1;
42 for (let i = 0; i < n; i++) h[i] += dis[i];
43 let d = flow;
44 for (let i = to; i !== from; i = prev_v[i]) {
45     d = Math.min(d, g[prev_v[i]][prev_e[i]].cap);
46 }
47 flow -= d;
48 res += d * h[to];
49 for (let i = to; i !== from; i = prev_v[i]) {
50     let edge = g[prev_v[i]][prev_e[i]];
51     edge.cap -= d;
52     g[i][edge.from].cap += d;
53 }
54 }
55 return res;
56 }
57 }
58
59 const minimumTotalDistance = (a, b) => {
60     let n = a.length, m = b.length, mcmf = new MCMF(n + m + 2), from = n + m, to = from + 1;
61     for (let i = 0; i < n; i++) mcmf.addEdge(from, i, 0, 1);
62     for (let i = 0; i < m; i++) mcmf.addEdge(n + i, to, 0, b[i][1]);
63     for (let i = 0; i < n; i++) {
64         for (let j = 0; j < m; j++) {
65             mcmf.addEdge(i, n + j, Math.abs(a[i] - b[j][0]), 1);
66         }
67     }
68     return mcmf.minCostFlow(from, to, n);
69 };

```

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