

# The Honeycomb Problem

Let  $\mathcal{H} = \mathbb{Z}^2$  be a discrete hexagonal vector space, spanned by  $\vec{d}_L = [-1 \ 1]^T$  and  $\vec{d}_R = [1 \ 1]^T$ , endowed with a super-support vector  $\vec{d}_U = \vec{d}_R + \vec{d}_L = [0 \ 2]^T$ , which adds an additional direction as a linear combination of the other directions and allows us to compute the shortest path. The question is: what is the minimum number of steps required to go from  $\vec{p}$  to  $\vec{q}$  in  $\mathcal{H}$  space?

The set of ordered translation units,  $\mathcal{M} \subset \mathbb{Z}/6\mathbb{Z} \times \mathcal{H}$ , is defined as

$$\mathcal{M} = \{(0, \vec{d}_R), (1, -\vec{d}_L), (2, -\vec{d}_U), (3, -\vec{d}_R), (4, \vec{d}_L), (5, \vec{d}_U)\} \quad (1)$$

which can also be used a bijective access function, e.g.,  $\mathcal{M}(0) = \vec{d}_R$ . Then, as a result of the ordering, the rotation  $R_\theta : \mathcal{H} \rightarrow \mathcal{H}$  function (where the parameter  $\theta$  is the amount of discrete counter-clockwise rotations) can be defined as

$$R_\theta(\vec{d}) = \mathcal{M}((\mathcal{M}^{-1}(\vec{d}) + \theta) \bmod 6) \quad (2)$$

The correctness of this formula can be verified by checking  $R_\theta(\vec{d}) = -\vec{d}$  if  $\theta \in 3\mathbb{Z}$ .

Any position  $\vec{p} = [x \ y]^T \in \mathcal{H}$  can be written as a linear combination:

$$\vec{p} = p_R \cdot \vec{d}_R + p_L \cdot \vec{d}_L \quad (3)$$

By solving this as a system of equations,  $p_R$  and  $p_L$  can be inferred:

$$p_R = \frac{y - x}{2} \quad (4)$$

$$p_L = \frac{y + x}{2} \quad (5)$$

Since we want to find the shortest path and we have the extra super-support vector  $\vec{d}_U$ , we can rewrite  $\vec{p}$  to maximize  $|p_U|$  in

$$\vec{p} = p'_R \cdot \vec{d}_R + p'_L \cdot \vec{d}_L + p_U \cdot \vec{d}_U \quad (6)$$

We can do this because  $\vec{d}_U$  is a linear combination of  $\vec{d}_L + \vec{d}_R$ , i.e., one step in the top-left direction ( $\vec{d}_L$ ) and one step in the top-right direction ( $\vec{d}_R$ ). Given the structure of the grid, the same position can be reached by one step in the  $\vec{d}_U$  direction. So basically we are substituting a scaling of  $\lambda \cdot (\vec{d}_L + \vec{d}_R)$  with  $\lambda \cdot \vec{d}_U$ . We are interested in the value of  $\lambda$ . It is easy to see that  $\lambda \cdot \vec{d}_U = p_U \cdot \vec{d}_U$ , so that  $\lambda = p_U$ . Now we can compute  $p_U$  as follows:

$$p_U = \begin{cases} \text{sgn}(p_R) \cdot \min(|p_R|, |p_L|) & \text{if } \text{sgn}(p_R) = \text{sgn}(p_L) \\ 0 & \text{otherwise} \end{cases} \quad (7)$$

As a consequence  $p'_R$  and  $p'_L$  can be computed by subtracting  $p_U$  from  $p_R$  and  $p_L$  respectively:

$$p'_R = p_R - p_U \quad (8)$$

$$p'_L = p_L - p_U \quad (9)$$

The *minimum number of steps* required to go from  $\vec{0}$  to  $\vec{p}$  is a mapping  $L : \mathcal{H} \rightarrow \mathbb{Z}$  and can be counted as a sum:

$$L(\vec{p}) = |p_R| + |p_L| - \min(|p_R|, |p_L|) \quad (10)$$

From that we can derive the minimum number of steps needed to go from  $\vec{p}$  to  $\vec{q}$ , since this is the same as  $L(\vec{p} - \vec{q})$ .