

Advent of Code 2022

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Day 1 Calorie Counting

Puzzle input

- each row is the number of calories in one food item
- each empty row separates the items one elf carries from each other

```
rm(list=ls())
temp <- read.csv("Data day 1.csv", blank.lines.skip = FALSE)
temp <- temp[, 1]
data <- as.data.frame(matrix(data = NA, 0, 0))
elf <- 1
item <- 1
for (i in 1:length(temp)) {
  if (is.na(temp[i])) {
    elf <- elf + 1
    item <- 1
  }
  else {
    data[item, elf] <- temp[i]
    item <- item + 1
  }
}

data[, 1:6]
```

##	V1	V2	V3	V4	V5	V6
## 1	5879	4684	5293	1745	18680	7434
## 2	4899	6694	6742	15953	3460	7346
## 3	6777	5840	4208	3781	21833	1116
## 4	5845	2705	3218	NA	NA	4079
## 5	1303	7269	5967	NA	NA	5013
## 6	6761	2127	1617	NA	NA	4597
## 7	1814	4265	5433	NA	NA	3730
## 8	6605	3944	2938	NA	NA	3660
## 9	4715	1134	6337	NA	NA	1595
## 10	2264	2623	6694	NA	NA	4501
## 11	2789	5617	1597	NA	NA	5908
## 12	NA	7191	5727	NA	NA	4847
## 13	NA	NA	1734	NA	NA	NA
## 14	NA	NA	NA	NA	NA	NA
## 15	NA	NA	NA	NA	NA	NA

Problem 1

- max of calories of one elf

```
data[is.na(data)] <- 0
cals_by_elf <- apply(data, 2, sum)
max(cals_by_elf)
```

```
## [1] 67016
```

Problem 2

- sum of calories of three elves with most calories

```
cals_by_elf <- sort(cals_by_elf, decreasing = TRUE)
sum(head(cals_by_elf, 3))
```

```
## [1] 200116
```

Day 2: Rock Paper Scissors

- tournament winner: player with highest total score
- total score by player: sum of all game scores by player
- game score by player: selected shape (1 for Rock, 2 for Paper, 3 for Scissors) + outcome (0 for loss, 3 for draw, and 6 for win; normal rules: Rock > Scissors, Scissors > Paper, Paper > Rock)

Puzzle input

- column 1 is opponent action (A for Rock, B for Paper, C for Scissors)
- column 2 is player action (X for Rock, Y for Paper, Z for Scissors)
- strategy: follow action plan to not win every time, but enough in total

```
rm(list=ls())
data <- read.csv("Data day 2.csv", sep = " ", header = FALSE, col.names = c("opponent_action", "player_action"))
data$opponent_action <- with(data, factor(opponent_action, levels = c("A", "B", "C"), labels = c("Rock", "Paper", "Scissors")))
data$player_action <- with(data, factor(player_action, levels = c("X", "Y", "Z"), labels = c("Rock", "Paper", "Scissors")))
head(data)
```

```
##   opponent_action player_action
## 1             Rock           Paper
## 2             Paper           Paper
## 3             Paper       Scissors
## 4             Paper       Scissors
## 5              Rock           Paper
## 6       Scissors           Paper
```

```
# rows are player actions, columns are opponent actions, elements are points for player
```

```
score <- matrix(data = c(3, 0, 6, 6, 3, 0, 0, 6, 3), nrow = 3, ncol = 3, byrow = TRUE, dimnames = list(
for (i in 1:3) {
  score[i, ] <- score[i, ] + i
}
```

```
score
```

```
##           Rock Paper Scissors
## Rock      4      1      7
## Paper     8      5      2
## Scissors  3      9      6
```

Problem 1

- total score if you follow puzzle input strategy

```
for (i in 1:nrow(data)) {
  data$player_score[i] <- score[data$player_action[i], data$opponent_action[i]]
}
```

```
head(data)
```

```
##   opponent_action player_action player_score
## 1           Rock           Paper           8
## 2           Paper           Paper           5
## 3           Paper          Scissors           9
## 4           Paper          Scissors           9
## 5           Rock           Paper           8
## 6          Scissors           Paper           2
```

```
sum(data$player_score)
```

```
## [1] 13565
```

Problem 2

- column 2 is win state (X for lose, Y for draw, Z for win)

```
data$win_state <- with(data, factor(player_action, levels = c("Rock", "Paper", "Scissors"), labels = c(
data$player_action <- NULL
data$player_score <- NULL
```

```
head(data)
```

```
##   opponent_action win_state
## 1           Rock      draw
## 2           Paper      draw
## 3           Paper       win
```

```
## 4      Paper      win
## 5      Rock      draw
## 6    Scissors    draw
```

```
# rows are opponent actions, columns are win states, elements are points for player
```

```
score <- matrix(data = c("Scissors", "Rock", "Paper", "Rock", "Paper", "Scissors", "Paper", "Scissors",
temp <- factor(score, levels = c("Rock", "Paper", "Scissors"), labels = c("1", "2", "3"))
temp <- as.numeric(temp)
score <- matrix(data = temp, nrow = 3, ncol = 3, byrow = TRUE, dimnames = list(c("lose", "draw", "win")

for (i in 1:3) {
  score[i, ] <- score[i, ] + 3 * (i - 1)
}

score
```

```
##      Rock Paper Scissors
## lose   3     1     2
## draw   4     5     6
## win    8     9     7
```

- total score if you follow puzzle input strategy

```
for (i in 1:nrow(data)) {
  data$player_score[i] <- score[data$win_state[i], data$opponent_action[i]]
}

head(data)
```

```
##   opponent_action win_state player_score
## 1      Rock      draw           4
## 2     Paper      draw           5
## 3     Paper      win            9
## 4     Paper      win            9
## 5      Rock      draw           4
## 6   Scissors      draw           6
```

```
sum(data$player_score)
```

```
## [1] 12424
```

Day 3: Rucksack Reorganization

Puzzle input

- each row is a bag that is filled with letters that refer to items
- each bag can be split in half to obtain two bag compartments
- each letter is an item type (lowercase and uppercase are different)
- each item type can be translated into a number
 - lowercase item types a through z have priorities 1 through 26.

- uppercase item types A through Z have priorities 27 through 52.

```
rm(list=ls())
data <- read.csv("Data day 3.csv", header = FALSE)
data$V2 <- data$V1

data$V1 <- substr(data$V1, 1, nchar(data$V1) / 2)
data$V2 <- substr(data$V2, nchar(data$V2) / 2 + 1, nchar(data$V2))
```

Problem 1

- for each bag, find the item type in both compartments
- translate the letter to its number (“priority”) and get the total sum

```
hashmap <- data.frame("Letters" = c(letters, LETTERS), "V1" = 0, "V2" = 0)

for (i in 1:nrow(data)) {
  for (j in 1:nchar(data$V1[i])) {
    hashmap[hashmap$Letters == substr(data$V1[i], j, j), 2] <- 1
  }
  for (j in 1:nchar(data$V2[i])) {
    hashmap[hashmap$Letters == substr(data$V2[i], j, j), 3] <- 1
  }
  data$duplicate[i] <- hashmap[hashmap$V1 == 1 & hashmap$V2 == 1, 1]
  hashmap$V1 <- 0
  hashmap$V2 <- 0
}

dictionary <- data.frame("Letters" = c(letters, LETTERS), "Numbers" = 1:52)

for (i in 1:nrow(data)) {
  data$priority[i] <- dictionary[data$duplicate[i] == dictionary$Letters, 2]
}

sum(data$priority)
```

```
## [1] 7446
```

Problem 2

- each group consists of 3 consecutive rows
- find letter that appears at least once in each row of a group
- get the sum of translated numbers

```
data <- read.csv("Data day 3.csv", header = FALSE)
hashmap$V3 <- 0
duplicate <- vector()
group_counter <- 1

for (i in 1:nrow(data)) {
  for (j in 1:nchar(data$V1[i])) {
```

```

    hashmap[hashmap$Letters == substr(data$V1[i], j, j), 1 + group_counter] <- 1
  }
  group_counter <- group_counter + 1
  if (group_counter == 4) {
    duplicate[i / 3] <- hashmap[hashmap$V1 == 1 & hashmap$V2 == 1 & hashmap$V3 == 1, 1]
    group_counter <- 1
    hashmap$V1 <- 0
    hashmap$V2 <- 0
    hashmap$V3 <- 0
  }
}

for (i in 1:length(duplicate)) {
  duplicate[i] <- dictionary[duplicate[i] == dictionary$Letters, 2]
}

duplicate <- as.numeric(duplicate)

sum(duplicate)

```

```
## [1] 2646
```