

Problem 1066: Campus Bikes II

Problem Information

Difficulty: Medium

Acceptance Rate: 0.00%

Paid Only: No

Problem Description

On a campus represented as a 2D grid, there are

n

workers and

m

bikes, with

$n \leq m$

. Each worker and bike is a 2D coordinate on this grid.

We assign one unique bike to each worker so that the sum of the

Manhattan distances

between each worker and their assigned bike is minimized.

Return

the minimum possible sum of Manhattan distances between each worker and their assigned bike

The

Manhattan distance

between two points

p1

and

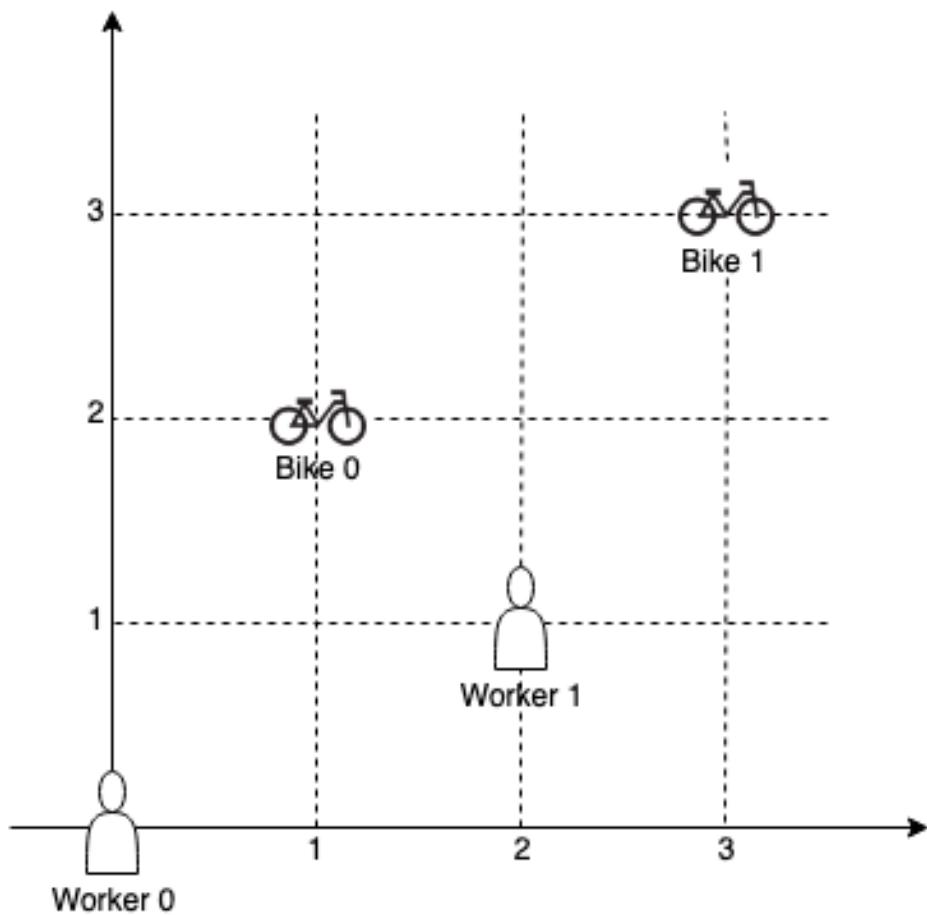
p2

is

$$\text{Manhattan}(p1, p2) = |p1.x - p2.x| + |p1.y - p2.y|$$

.

Example 1:



Input:

`workers = [[0,0],[2,1]], bikes = [[1,2],[3,3]]`

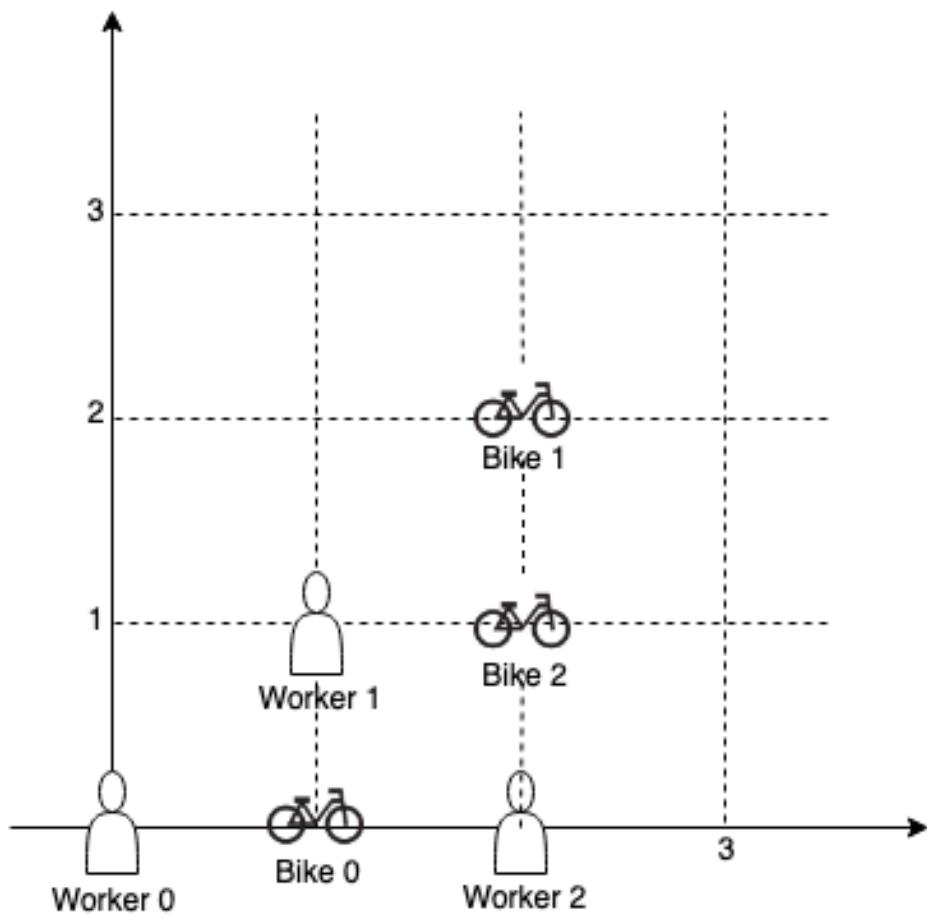
Output:

6

Explanation:

We assign bike 0 to worker 0, bike 1 to worker 1. The Manhattan distance of both assignments is 3, so the output is 6.

Example 2:



Input:

```
workers = [[0,0],[1,1],[2,0]], bikes = [[1,0],[2,2],[2,1]]
```

Output:

4

Explanation:

We first assign bike 0 to worker 0, then assign bike 1 to worker 1 or worker 2, bike 2 to worker 2 or worker 1. Both assignments lead to sum of the Manhattan distances as 4.

Example 3:

Input:

```
workers = [[0,0],[1,0],[2,0],[3,0],[4,0]], bikes = [[0,999],[1,999],[2,999],[3,999],[4,999]]
```

Output:

4995

Constraints:

$n == \text{workers.length}$

$m == \text{bikes.length}$

$1 \leq n \leq m \leq 10$

$\text{workers}[i].length == 2$

$\text{bikes}[i].length == 2$

$0 \leq \text{workers}[i][0], \text{workers}[i][1], \text{bikes}[i][0], \text{bikes}[i][1] < 1000$

All the workers and the bikes locations are

unique

Code Snippets

C++:

```
class Solution {
public:
    int assignBikes(vector<vector<int>>& workers, vector<vector<int>>& bikes) {
        }
};
```

Java:

```
class Solution {
public int assignBikes(int[][][] workers, int[][][] bikes) {
```

```
}
```

```
}
```

Python3:

```
class Solution:  
    def assignBikes(self, workers: List[List[int]], bikes: List[List[int]]) ->  
        int:
```

Python:

```
class Solution(object):  
    def assignBikes(self, workers, bikes):  
        """  
        :type workers: List[List[int]]  
        :type bikes: List[List[int]]  
        :rtype: int  
        """
```

JavaScript:

```
/**  
 * @param {number[][]} workers  
 * @param {number[][]} bikes  
 * @return {number}  
 */  
var assignBikes = function(workers, bikes) {  
  
};
```

TypeScript:

```
function assignBikes(workers: number[][], bikes: number[][]): number {  
  
};
```

C#:

```
public class Solution {  
    public int AssignBikes(int[][] workers, int[][] bikes) {
```

```
}
```

```
}
```

C:

```
int assignBikes(int** workers, int workersSize, int* workersColSize, int**  
bikes, int bikesSize, int* bikesColSize) {  
  
}
```

Go:

```
func assignBikes(workers [][]int, bikes [][]int) int {  
  
}
```

Kotlin:

```
class Solution {  
    fun assignBikes(workers: Array<IntArray>, bikes: Array<IntArray>): Int {  
  
    }  
}
```

Swift:

```
class Solution {  
    func assignBikes(_ workers: [[Int]], _ bikes: [[Int]]) -> Int {  
  
    }  
}
```

Rust:

```
impl Solution {  
    pub fn assign_bikes(workers: Vec<Vec<i32>>, bikes: Vec<Vec<i32>>) -> i32 {  
  
    }  
}
```

Ruby:

```
# @param {Integer[][]} workers
# @param {Integer[][]} bikes
# @return {Integer}
def assign_bikes(workers, bikes)

end
```

PHP:

```
class Solution {

    /**
     * @param Integer[][] $workers
     * @param Integer[][] $bikes
     * @return Integer
     */
    function assignBikes($workers, $bikes) {

    }
}
```

Dart:

```
class Solution {
    int assignBikes(List<List<int>> workers, List<List<int>> bikes) {
    }
}
```

Scala:

```
object Solution {
    def assignBikes(workers: Array[Array[Int]], bikes: Array[Array[Int]]): Int = {
    }
}
```

Elixir:

```
defmodule Solution do
  @spec assign_bikes([integer], [integer]) :: integer
  def assign_bikes(workers, bikes) do
```

```
end  
end
```

Erlang:

```
-spec assign_bikes(Workers :: [[integer()]], Bikes :: [[integer()]]) ->  
    integer().  
assign_bikes(Workers, Bikes) ->  
    .
```

Racket:

```
(define/contract (assign-bikes workers bikes)  
  (-> (listof (listof exact-integer?)) (listof (listof exact-integer?))  
        exact-integer?)  
  )
```

Solutions

C++ Solution:

```
/*  
 * Problem: Campus Bikes II  
 * Difficulty: Medium  
 * Tags: array, dp  
 *  
 * Approach: Use two pointers or sliding window technique  
 * Time Complexity: O(n) or O(n log n)  
 * Space Complexity: O(n) or O(n * m) for DP table  
 */  
  
class Solution {  
public:  
    int assignBikes(vector<vector<int>>& workers, vector<vector<int>>& bikes) {  
    }  
};
```

Java Solution:

```

/**
 * Problem: Campus Bikes II
 * Difficulty: Medium
 * Tags: array, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

class Solution {
public int assignBikes(int[][] workers, int[][] bikes) {
}

}

```

Python3 Solution:

```

"""
Problem: Campus Bikes II
Difficulty: Medium
Tags: array, dp

Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(n) or O(n * m) for DP table
"""

class Solution:
    def assignBikes(self, workers: List[List[int]], bikes: List[List[int]]) ->
        int:
        # TODO: Implement optimized solution
        pass

```

Python Solution:

```

class Solution(object):
    def assignBikes(self, workers, bikes):
        """
        :type workers: List[List[int]]
        :type bikes: List[List[int]]
        :rtype: int

```

```
"""
```

JavaScript Solution:

```
/**  
 * Problem: Campus Bikes II  
 * Difficulty: Medium  
 * Tags: array, dp  
 *  
 * Approach: Use two pointers or sliding window technique  
 * Time Complexity: O(n) or O(n log n)  
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 */  
  
/**  
 * @param {number[][]} workers  
 * @param {number[][]} bikes  
 * @return {number}  
 */  
var assignBikes = function(workers, bikes) {  
  
};
```

TypeScript Solution:

```
/**  
 * Problem: Campus Bikes II  
 * Difficulty: Medium  
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 */  
  
function assignBikes(workers: number[][], bikes: number[][]): number {  
  
};
```

C# Solution:

```

/*
 * Problem: Campus Bikes II
 * Difficulty: Medium
 * Tags: array, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

public class Solution {
    public int AssignBikes(int[][] workers, int[][] bikes) {
        return 0;
    }
}

```

C Solution:

```

/*
 * Problem: Campus Bikes II
 * Difficulty: Medium
 * Tags: array, dp
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
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 */

int assignBikes(int** workers, int workersSize, int* workersColSize, int**
bikes, int bikesSize, int* bikesColSize) {
    return 0;
}

```

Go Solution:

```

// Problem: Campus Bikes II
// Difficulty: Medium
// Tags: array, dp
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// Time Complexity: O(n) or O(n log n)
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func assignBikes(workers [][]int, bikes [][]int) int {  
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```
class Solution {  
    fun assignBikes(workers: Array<IntArray>, bikes: Array<IntArray>): Int {  
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```
class Solution {  
    func assignBikes(_ workers: [[Int]], _ bikes: [[Int]]) -> Int {  
        }  
    }  
}
```

Rust Solution:

```
// Problem: Campus Bikes II  
// Difficulty: Medium  
// Tags: array, dp  
//  
// Approach: Use two pointers or sliding window technique  
// Time Complexity: O(n) or O(n log n)  
// Space Complexity: O(n) or O(n * m) for DP table  
  
impl Solution {  
    pub fn assign_bikes(workers: Vec<Vec<i32>>, bikes: Vec<Vec<i32>>) -> i32 {  
        }  
    }  
}
```

Ruby Solution:

```
# @param {Integer[][]} workers  
# @param {Integer[][]} bikes
```

```
# @return {Integer}
def assign_bikes(workers, bikes)

end
```

PHP Solution:

```
class Solution {

    /**
     * @param Integer[][] $workers
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    function assignBikes($workers, $bikes) {

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