8/11/2020 USACO

USA Computing Olympiad

OVERVIEW

TRAINING

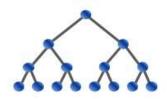
* 28.2mb

CONTESTS

HISTORY

Staff

RESOURCES



USACO 2017 US OPEN CONTEST, BRONZE PROBLEM 1. THE LOST COW

Return to Problem List

Contest has ended.

	Submitted; Results below show the outcome for each judge test case															
	*	1	*	*		*		*		*		*		*		*
b	26.4m 2 145m	110	25.1mb 150ms	26.4r 4 158r		27.2mb	6	24.9mb 139ms	7	27.8mb 144ms	8	27.4mb 138ms	9	25.6mb 147ms	10	26.4mb 142ms

English (en)

Farmer John has lost his prize cow Bessie, and he needs to find her!

Fortunately, there is only one long path running across the farm, and Farmer John knows that Bessie has to be at some location on this path. If we think of the path as a number line, then Farmer John is currently at position x and Bessie is currently at position x (unknown to Farmer John). If Farmer John only knew where Bessie was located, he could walk directly to her, traveling a distance of |x-y|. Unfortunately, it is dark outside and Farmer John can't see anything. The only way he can find Bessie is to walk back and forth until he eventually reaches her position.

Trying to figure out the best strategy for walking back and forth in his search, Farmer John consults the computer science research literature and is somewhat amused to find that this exact problem has not only been studied by computer scientists in the past, but that it is actually called the "Lost Cow Problem" (this is actually true!).

The recommended solution for Farmer John to find Bessie is to move to position x+1, then reverse direction and move to position x-2, then to position x+4, and so on, in a "zig zag" pattern, each step moving twice as far from his initial starting position as before. As he has read during his study of algorithms for solving the lost cow problem, this approach guarantees that he will at worst travel 9 times the direct distance |x-y| between himself and Bessie before he finds her (this is also true, and the factor of 9 is actually the smallest such worst case guarantee any strategy can achieve).

Farmer John is curious to verify this result. Given x and y, please compute the total distance he will travel according to the zigzag search strategy above until he finds Bessie.

INPUT FORMAT (file lostcow.in):

The single line of input contains two distinct space-separated integers x and y. Both are in the range 0...1,000.

OUTPUT FORMAT (file lostcow.out):

Print one line of output, containing the distance Farmer John will travel to reach Bessie.

SAMPLE INPUT:

3 6

SAMPLE OUTPUT:

9

Problem credits: Brian Dean

Language: C ➤
Source File: Choose File No file chosen

Submit Solution

Note: Many issues (e.g., uninitialized variables, out-of-bounds memory access) can cause a program to product different output when run multiple times; if your program behaves in a manner inconsistent with the official contest results, you should probably look for one of these issues. Timing can also differ slightly from run to run, so it is possible for a program timing out in the official results to occasionally run just under the time limit in analysis mode, and vice versa. Note also that we have recently changed grading servers, and since our new servers run at different speeds from the servers used during older contests, timing results for older contest problems may be slightly off until we manage to re-calibrate everything properly.

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