

- using PlutoUI

parse_line (generic function with 1 method)

- function parse_line(line)
- return split(line, "") .|> x -> parse(Int8, x)
- end

parse_file (generic function with 1 method)

- function parse_file(io::IO)
- parsed_lines = [parse_line(line) for line in eachline(io)]
- return hcat(parsed_lines...)'
- end

get_adjacent_indexes (generic function with 1 method)

- function get_adjacent_indexes(row, col, size)
- (total_rows, total_cols) = size
- return ([
- (row, max(1, col-1)) # Left
- (min(total_rows, row+1), col) # Down
- (row, min(total_cols, col+1)) # Right
- (max(1, row-1), col) # Up
-] |> indexes -> filter(i -> i != (row, col), indexes))
- end

is_lowest_point (generic function with 1 method)

- function is_lowest_point(floor_heights, row, col, size)
- for (adj_row, adj_col) in get_adjacent_indexes(row, col, size)
- if floor_heights[row, col] >= floor_heights[adj_row, adj_col]
- return false
- end
- end
- return true
- end

Problem 1

find_low_points (generic function with 1 method)

```

• function find_low_points(floor_heights)
•   data_size = size(floor_heights)
•   (total_rows, total_cols) = data_size
•
•   risk_level = 0
•   for row in 1:total_rows
•     for col in 1:total_cols
•       if is_lowest_point(floor_heights, row, col, data_size)
•         risk_level += floor_heights[row, col] + 1
•       end
•     end
•   end
•
•   return risk_level
• end

```

633

0.001109 seconds (20.00 k allocations: 2.747 MiB)

```

• with_terminal() do
•   open("./Day9/prob_input.txt") do io
•     floor_heights = parse_file(io)
•     @time find_low_points(floor_heights)
•   end
• end

```

Problem 2

find_basin_size (generic function with 1 method)

```

• # This is DFS
• function find_basin_size((row, col), data_size, floor_heights; explored=zeros(Bool,
  data_size...))
•     if explored[row, col] == true
•         return 0
•     end
•
•     curr_val = floor_heights[row, col]
•     explored[row, col] = true
•     adjacent_indexes = filter(
•         function(pos)
•             (r, c) = pos
•             (explored[r, c] == false &&
•             floor_heights[r, c] < 9 &&
•             floor_heights[r, c] > curr_val)
•         end,
•         get_adjacent_indexes(row, col, data_size))
•
•     adj_basin_sizes = [
•         find_basin_size(ai, data_size, floor_heights; explored)
•         for ai in adjacent_indexes]
•     return length(adj_basin_sizes) > 0 ? (sum(adj_basin_sizes) + 1) : 1
• end

```

find_basin_sizes_simple (generic function with 1 method)

```

• function find_basin_sizes_simple(floor_heights)
•     data_size = size(floor_heights)
•     (total_rows, total_cols) = data_size
•     return [find_basin_size((row, col), data_size, floor_heights) for col in
  1:total_cols for row in 1:total_rows]
• end

```

The `find_basin_sizes_simple` is a basic Depth First Search so it makes for simpler code though its doesn't use memory efficiently. The reason is that we are exploring all the points and doing recursion at each point which consumes more memory due to maintaining call stack. Instead we can use the solution from previous problem and first find lowest_points and then do Depth First Search from that.

find_basin_sizes_optim (generic function with 1 method)

```

• function find_basin_sizes_optim(floor_heights)
•   data_size = size(floor_heights)
•   (total_rows, total_cols) = data_size
•
•   lowest_points = []
•   for row in 1:total_rows
•     for col in 1:total_cols
•       if is_lowest_point(floor_heights, row, col, data_size)
•         push!(lowest_points, (row, col))
•       end
•     end
•   end
•
•   return [find_basin_size(lp, data_size, floor_heights) for lp in lowest_points]
• end

```

1050192

0.045669 seconds (209.06 k allocations: 122.068 MiB, 35.74% gc time)

```

• with_terminal() do
•   open("./Day9/prob_input.txt") do io
•     floor_heights = parse_file(io)
•     @time basin_sizes = find_basin_sizes_simple(floor_heights) |> sort
•     reduce(*, basin_sizes[end-2:end])
•   end
• end

```

1050192

0.003636 seconds (49.54 k allocations: 8.808 MiB)

```

• # Using optimized solution

```

