

{1992 ACM Mid-Central Regional Programming Contest
Sample Solution to Problem #7 - Amazing Similarities}

```
(* AMAZING.PAS - Turbo Pascal Version 6.0 *)  
{ $A+,B-,D+,E-,F-,I+,L+,N-,O-,R+,S+,V+ }  
{ $M 65520,0,655360 }
```

```
(* This problem reduces to determining if two trees are structurally  
identical (i.e. isomorphic). There is a well-known linear-time algorithm  
for accomplishing this test, and several quadratic-time algorithms which  
are relatively easy to discover and implement. The maximum dimensions of  
the input mazes (10 by 10) have been selected to allow a quadratic  
algorithm to run successfully within the problem time limits.
```

The quadratic solution implemented here involves computing the path
lengths from every leaf to every other leaf. If two trees are
structurally equivalent, then this set of lengths must be identical. *)

```
PROGRAM Amazing;
```

```
CONST  
    MAXDIM = 10;
```

```
TYPE  
    MAZE = ARRAY[ 1..MAXDIM, 1..MAXDIM ] OF CHAR;
```

```
VAR  
    input, output : TEXT;
```

```
(* - - - - - *)
```

```
FUNCTION Homogeneous( VAR m1, m2 : MAZE; r1, r2, c1, c2 : INTEGER ) : BOOLEAN;
```

```
TYPE  
    LIST = ^LISTREC;  
    LISTREC = RECORD n : INTEGER; f : LIST END;
```

```
FUNCTION MazeVal( VAR m : MAZE; r, c, i, j : INTEGER ) : CHAR;
```

```
    BEGIN  
    IF ( i < 1 ) OR ( i > r ) OR ( j < 1 ) OR ( j > c ) THEN  
        MazeVal := 'X'  
    ELSE  
        MazeVal := m[ i, j ]  
    END; { MazeVal }
```

```
FUNCTION Neighbors( VAR m : MAZE; r, c, i, j : INTEGER ) : INTEGER;
```

```
    VAR  
        n : INTEGER;
```

```
    BEGIN  
    n := 0;  
    IF MazeVal( m, r, c, i - 1, j ) = '.' THEN INC( n );  
    IF MazeVal( m, r, c, i, j + 1 ) = '.' THEN INC( n );  
    IF MazeVal( m, r, c, i + 1, j ) = '.' THEN INC( n );  
    IF MazeVal( m, r, c, i, j - 1 ) = '.' THEN INC( n );  
    Neighbors := n  
    END; { Neighbors }
```

```
PROCEDURE Insert( VAR l : LIST; n : INTEGER );
```

```
VAR
```

```
    r, p, c : LIST;
```

```
BEGIN
```

```
NEW( r );
```

```
r^.n := n;
```

```
IF l = NIL THEN
```

```
    BEGIN
```

```
        r^.f := NIL;
```

```
        l := r
```

```
    END
```

```
ELSE
```

```
    BEGIN
```

```
        p := NIL;
```

```
        c := l;
```

```
        WHILE (c <> NIL) AND (r^.n > c^.n ) DO
```

```
            BEGIN
```

```
                p := c;
```

```
                c := c^.f
```

```
            END;
```

```
        IF p <> NIL THEN
```

```
            BEGIN
```

```
                r^.f := c;
```

```
                p^.f := r
```

```
            END
```

```
        ELSE
```

```
            BEGIN
```

```
                r^.f := l;
```

```
                l := r
```

```
            END;
```

```
    END
```

```
END; { Insert }
```

```
FUNCTION EqList( l1, l2 : LIST ) : BOOLEAN;
```

```
VAR
```

```
    eq : BOOLEAN;
```

```
BEGIN
```

```
eq := TRUE;
```

```
WHILE eq AND (l1 <> NIL) AND (l2 <> NIL) DO
```

```
    BEGIN
```

```
        eq := l1^.n = l2^.n;
```

```
        l1 := l1^.f;
```

```
        l2 := l2^.f
```

```
    END;
```

```
EqList := eq AND (l1 = NIL) AND (l2 = NIL)
```

```
END; { EqList }
```

```
PROCEDURE FreeList( l : LIST );
```

```
VAR
```

```
    d : LIST;
```

```
BEGIN
```

```
d := l;
```

```
WHILE d <> NIL DO
```

```
    BEGIN
```

```

    l := l^.f;
    DISPOSE( d );
    d := l
  END
END; { FreeList }

```

```

PROCEDURE DFS( VAR m : MAZE; r, c, i, j, n : INTEGER; VAR l : LIST );

```

```

  BEGIN
    m[ i, j ] := '@';
    IF Neighbors( m, r, c, i, j ) = 0 THEN
      Insert( l, n )
    ELSE
      BEGIN
        IF MazeVal( m, r, c, i - 1, j ) = '.' THEN
          DFS( m, r, c, i - 1, j, n + 1, l );
        IF MazeVal( m, r, c, i, j + 1 ) = '.' THEN
          DFS( m, r, c, i, j + 1, n + 1, l );
        IF MazeVal( m, r, c, i + 1, j ) = '.' THEN
          DFS( m, r, c, i + 1, j, n + 1, l );
        IF MazeVal( m, r, c, i, j - 1 ) = '.' THEN
          DFS( m, r, c, i, j - 1, n + 1, l );
        END;
      m[ i, j ] := '.'
    END; { DFS }
  
```

```

VAR
  i, j : INTEGER;
  l1, l2 : LIST;

```

```

  BEGIN
    l1 := NIL;
    l2 := NIL;
    FOR i := 1 TO MAXDIM DO
      FOR j := 1 TO MAXDIM DO
        BEGIN
          IF (MazeVal( m1, r1, c1, i, j ) = '.') AND (Neighbors( m1, r1, c1, i, j
            DFS( m1, r1, c1, i, j, 0, l1 );
          IF (MazeVal( m2, r2, c2, i, j ) = '.') AND (Neighbors( m2, r2, c2, i, j
            DFS( m2, r2, c2, i, j, 0, l2 );
          END;
        Homogeneous := EqList( l1, l2 );
        FreeList( l1 );
        FreeList( l2 );
      END; { Homogeneous }
    
```

```

(* - - - - - *)

FUNCTION ReadMaze( VAR m : MAZE; VAR r, c : INTEGER; VAR id : STRING ) : BOOLEAN

```

```

  VAR
    ch : CHAR;
    i, j : INTEGER;

```

```

  BEGIN
    ReadLn( input, r, c, ch, id );
    IF r <> 0 THEN
      BEGIN
        FOR i := 1 TO r DO
          BEGIN

```

```

        FOR j := 1 TO c DO Read( input, m[ i, j ] );
        ReadLn( input )
        END;
    ReadMaze := TRUE
END
ELSE
    ReadMaze := FALSE
END; { ReadMaze }

(* - - - - - *)

VAR
    m1, m2          : MAZE;
    r1, c1, r2, c2  : INTEGER;
    id1, id2        : STRING;

BEGIN
    Assign( input, 'amazing.in' );
    Reset( input );
    Assign( output, 'amazing.out' );
    Rewrite( output );
    WHILE ReadMaze( m1, r1, c1, id1 ) DO
        BEGIN
            if ReadMaze( m2, r2, c2, id2 ) then ;
            Write( output, '"', id1, '" and '"', id2, '" ARE' );
            IF NOT Homogeneous( m1, m2, r1, r2, c1, c2 ) THEN Write( output, ' NOT' );
            WriteLn( output, ' homogeneous' )
            END;
        Close( input );
        Close( output );
    END. { Amazing }

```