



ConFoo.CA
DEVELOPER CONFERENCE
2024

I Completed All **9 Advents of Code**: Lessons Learned



Teiva Harsanyi

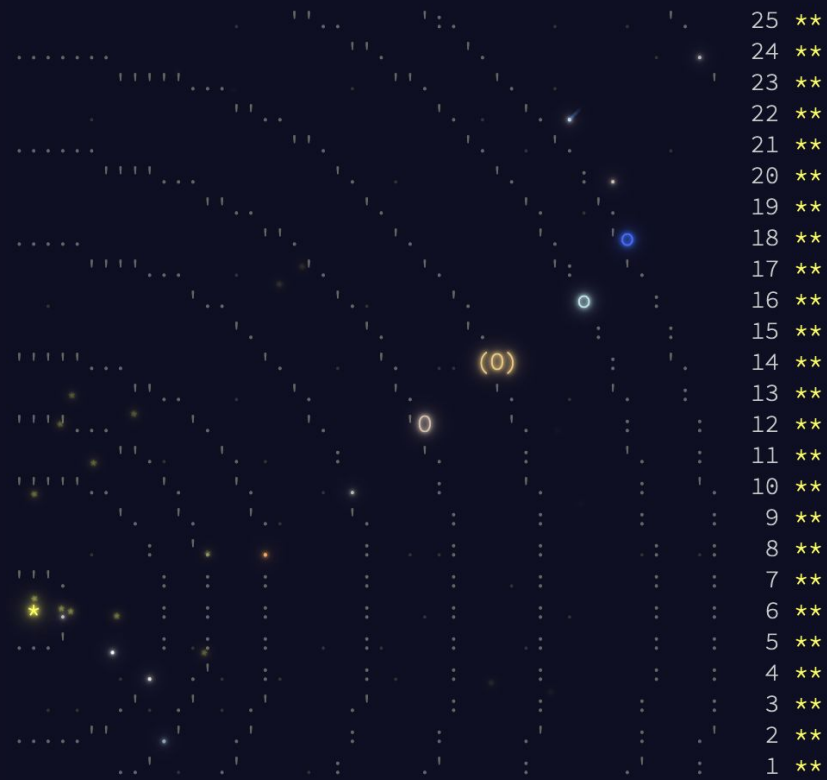
Software Engineer at [Google](#)

100 Go Mistakes author



Advent of Code

Advent of Code [About] [Events] [Shop] [Settings] [Log Out] teivah 50*
y(2017) [Calendar] [AoC++] [Sponsors] [Leaderboard] [Stats]



Advent of Code

2018 day 18 (Game of Life like)

```
.#.#...|#.  
.....#|##|  
.|...|...#.  
..|#.....#  
#.#|||#|#|  
...#.||...  
.|.....|...  
||...#|.##|  
|.||||..|. .  
...#.|. .|. .
```

+ Rules 

```
.....##.  
.....|###  
.|...|...#.  
..|#||...#  
..##|||.|#|  
...#|||||..  
||...||||..  
|||||.|||.|  
|||||||  
...||...|.
```

Part 1: Calculate after **10** steps

Part 2: Calculate after **1,000,000,000** steps

Advent of Code



55,000+

Lines of code written



Lessons Learned
from my
Adventure

Agenda



- Algorithms & Data Structures
- Coding
- Beyond Coding

Agenda



- Algorithms & Data Structures
- Coding
- Beyond Coding

Common Data Structures to Complete an AoC

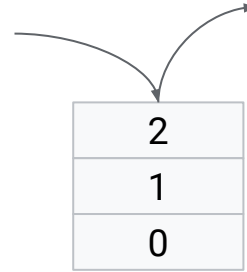
Array



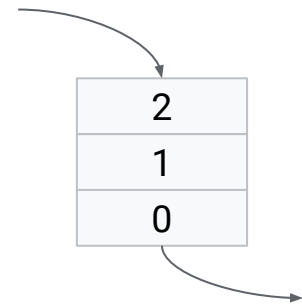
Linked list



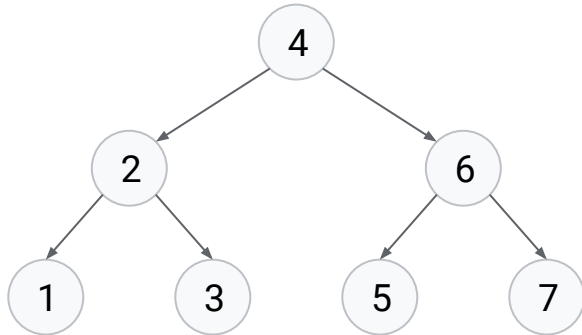
Stack



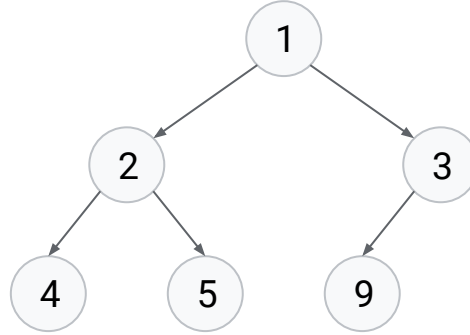
Queue



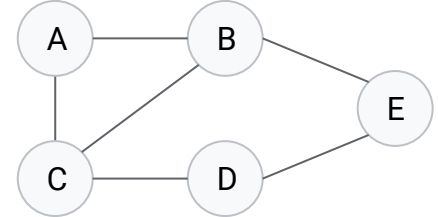
Tree



Heap

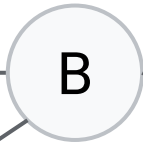


Graph

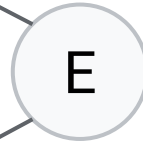
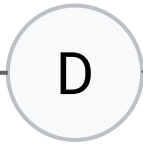
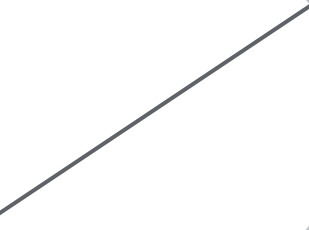
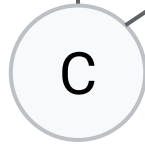


Graph

Vertex



Edge



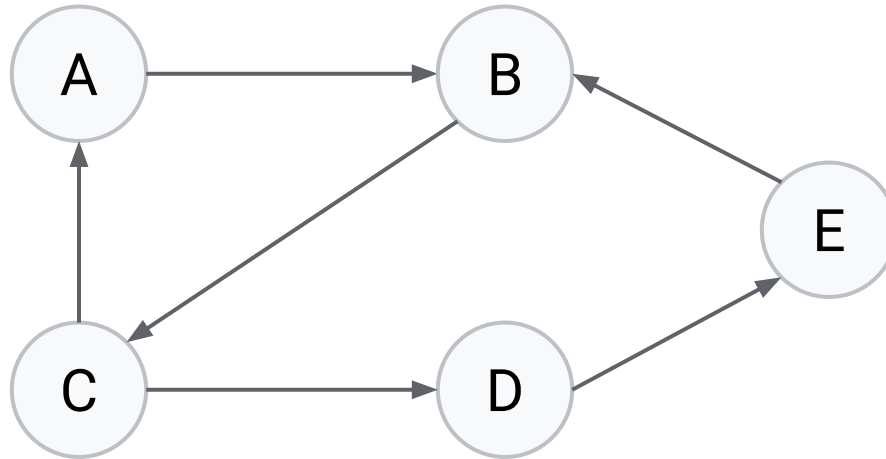
Graph: Characteristics

Directed vs. Undirected



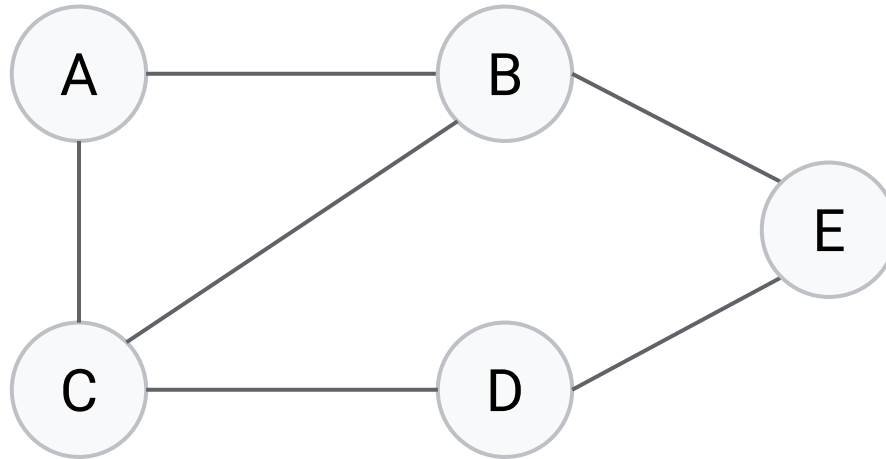
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Directed vs. Undirected



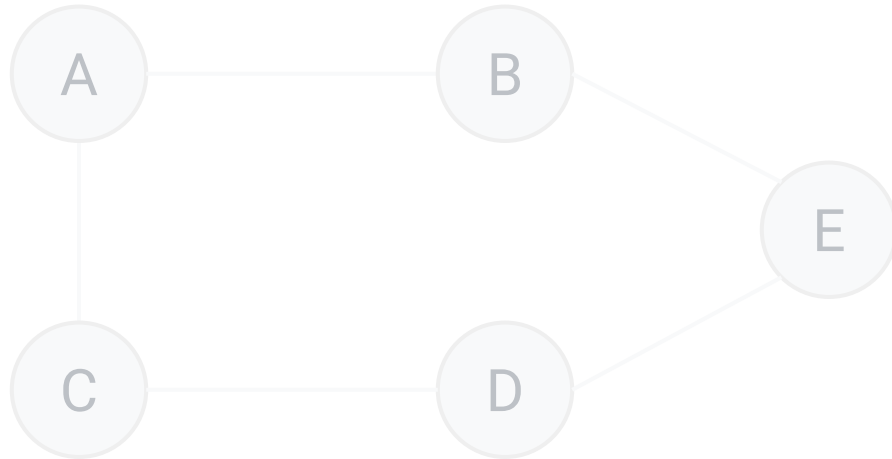
Graph: Characteristics

Directed vs. **Undirected**



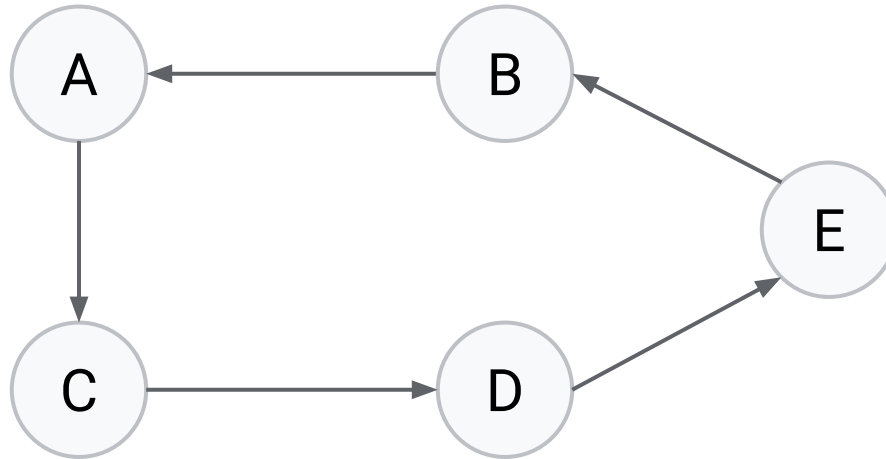
Graph: Characteristics

Cyclic vs. Acyclic



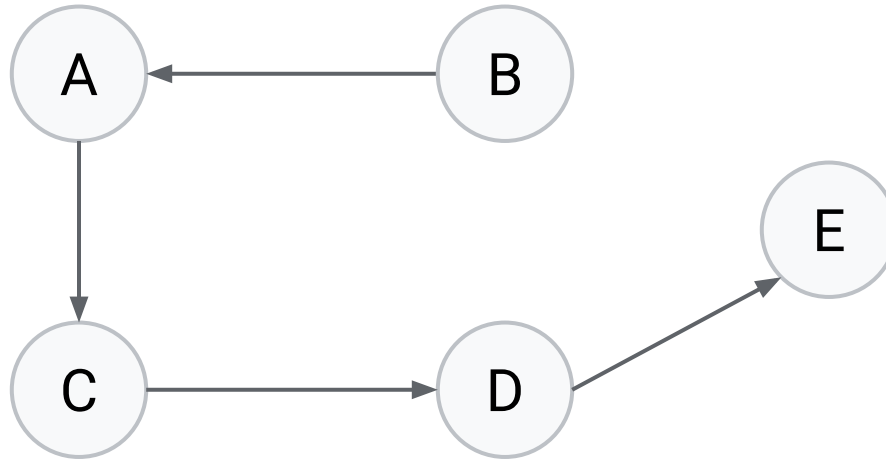
Graph: Characteristics

Cyclic vs. Acyclic



Graph: Characteristics

Cyclic vs. **Acyclic**



Graph: Algorithms

Depth-First Search (DFS)

Floyd-Warshall

Topological sort

Bellman-Ford

Minimum cut

Dijkstra

Breadth-First Search (BFS)

Graph: Algorithms

Depth-First Search (DFS)

Floyd-Warshall

Topological sort

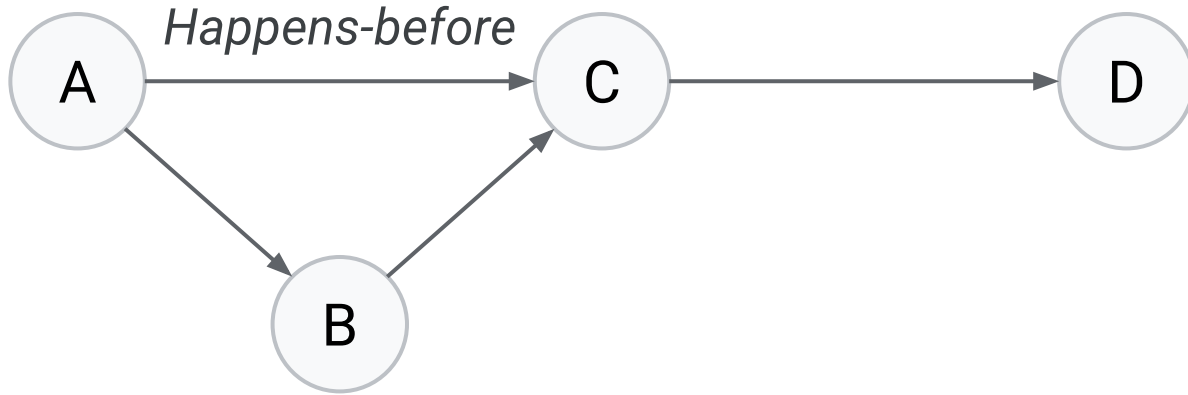
Bellman-Ford

Minimum cut

Dijkstra

Breadth-First Search (BFS)

Topological Sort



Applying topological sort:



Topological Sort

2022 day 21: list of yelling monkeys

```
root: foo + bar
baz: 5
cczh: sllz + lgvd
zczc: 2
ptdq: humn - dvpt
dvpt: 3
lfqf: 4
humn: 5
ljgn: 2
bar: drzm * baz
sllz: 4
foo: cczh / lfqf
lgvd: ljgn * ptdq
drzm: hmdt - zczc
hmdt: 32
```



Topological Sort

2022 day 21: list of yelling monkeys Problem: What is **root** yelling?

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Topological Sort

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sllz: 4
foo: cczh / lfqf
lgvd: ljgn * ptdq
drzm: hmdt - zczc
hmdt: 32
```

How can we solve this problem?

1. Topological sort

```
root->bar->baz->drzm->zczc->hmdt->foo->
lfqf->cczh->lgvd->ptdq->dvpt->humn->ljgn->
sllz
```

2. Backwards traversal

Topological Sort

Different applications:

- Task scheduling
- Package dependency resolution
- Building an execution plan from a DB query
- Etc.

Recursion

2023 day 12:

?????..## 2,1,2

Count the number of **valid arrangements**

Constraint: Set of blocks have to be separated by at least one space

Solution 1:

##.#...##

Solution 2:

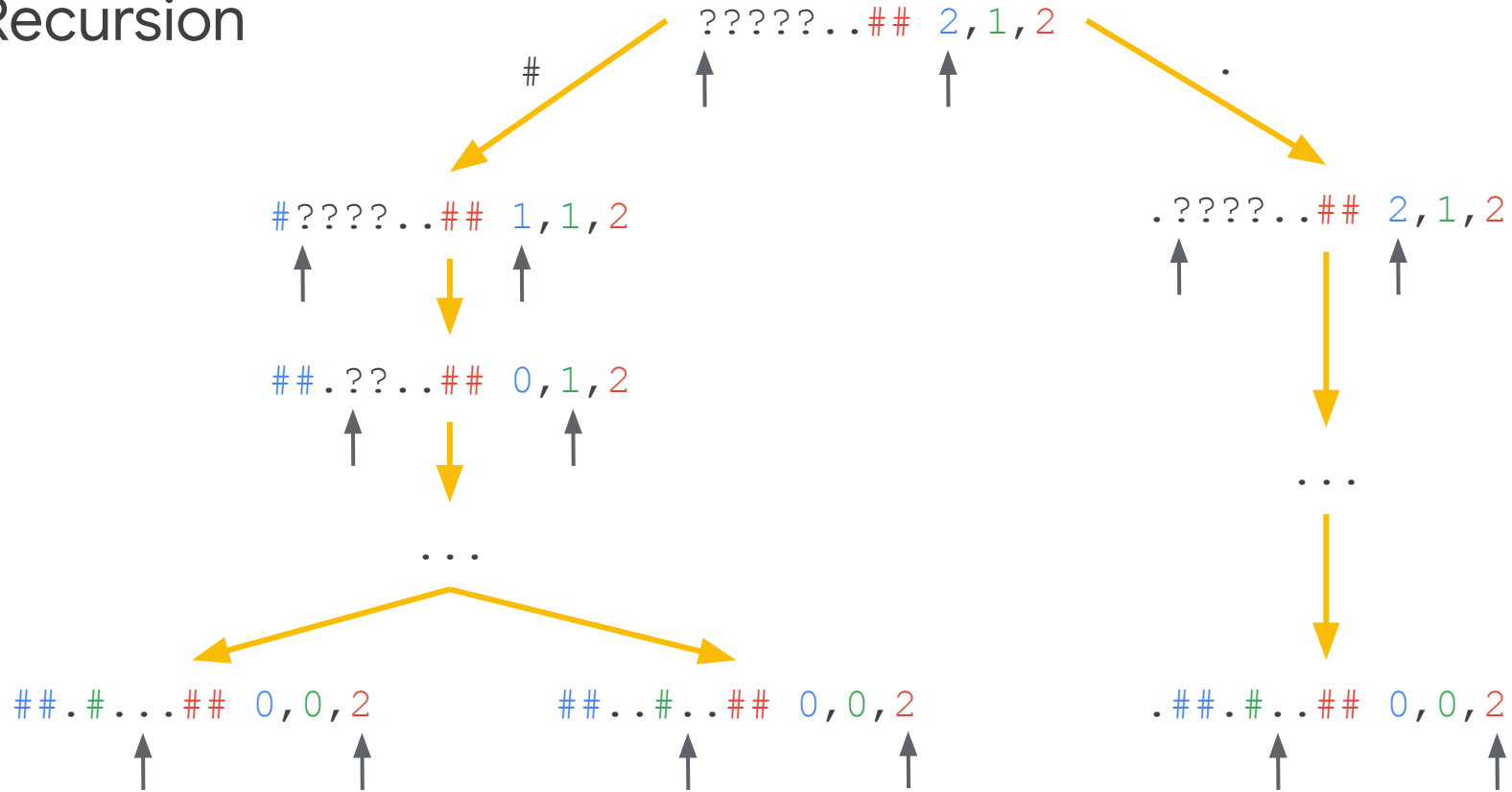
##.#...##

Solution 3:

.##.#...##

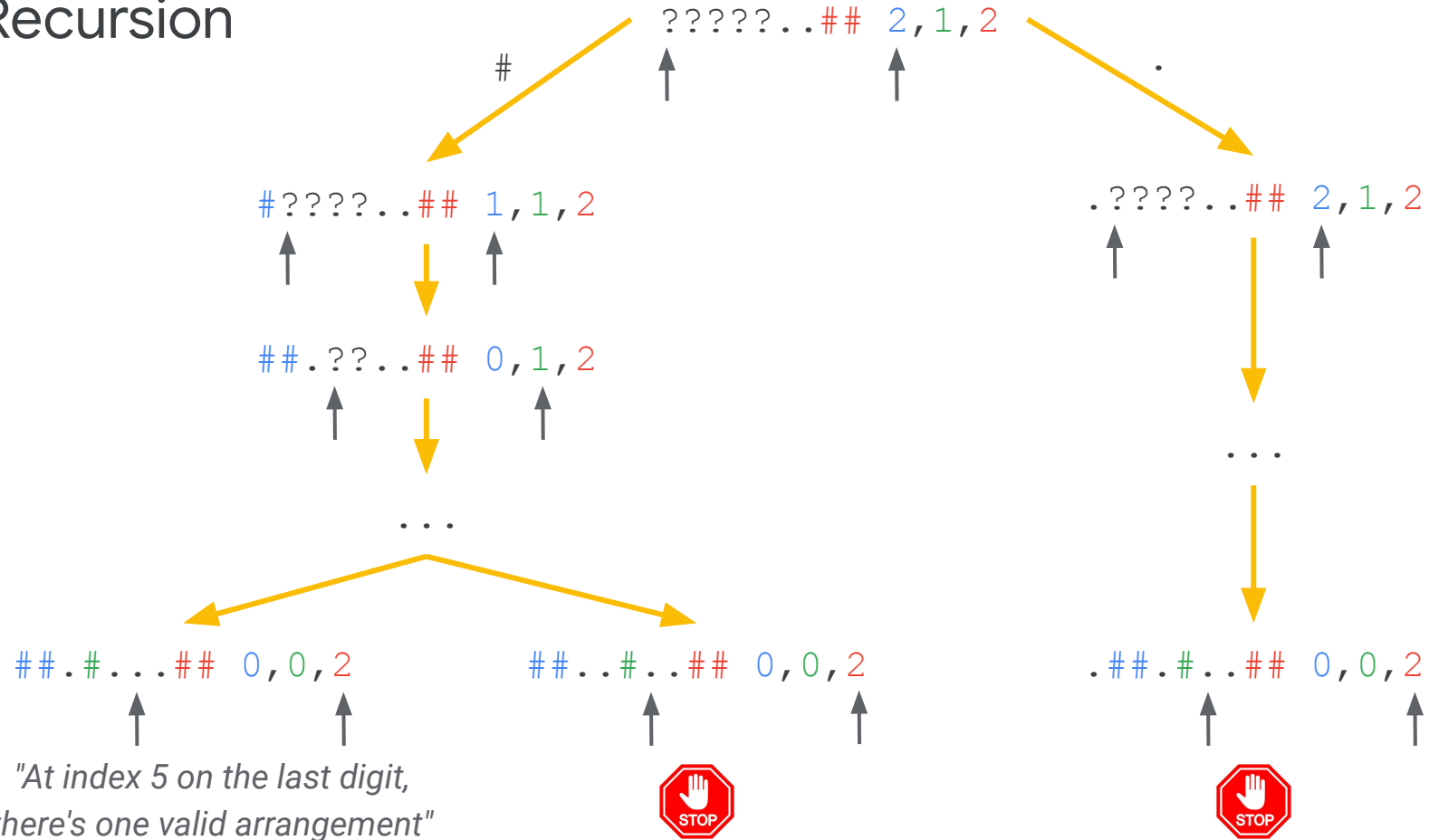
Recursion to the rescue

Recursion



At this stage, all three sub-problems are **identical**

Recursion



Recursion



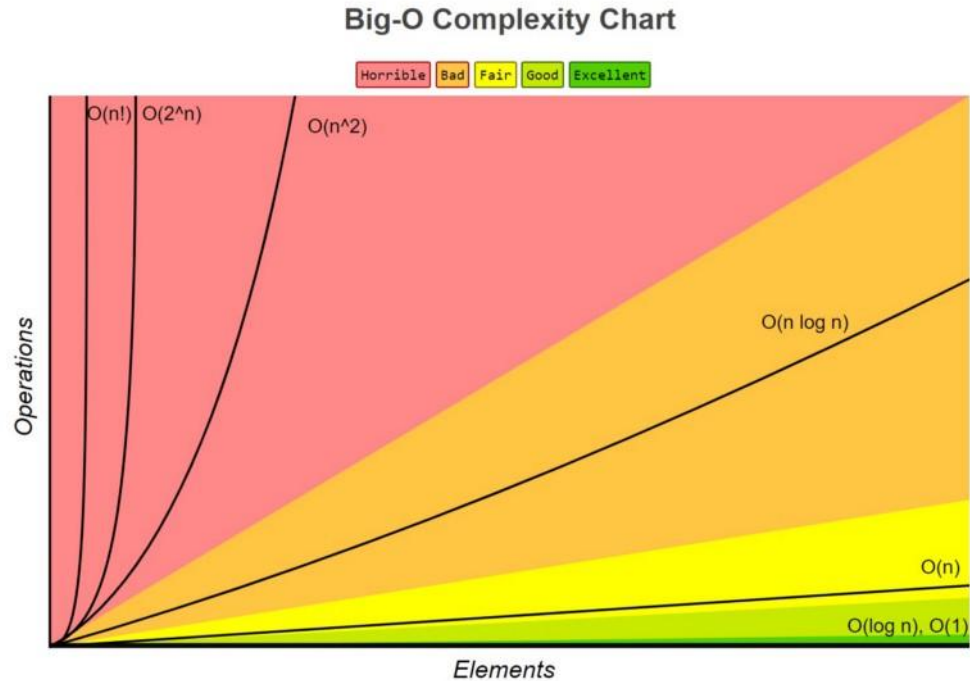
Recursion is a key concept

Start simple, think about DP next

DP mirrors a fundamental CS concept
trading time for space

Big O

Used to model how an algorithm will **scale**



Big O

2023 day 5:

- Iterate over a range r of numbers
- For each number, perform n transformations

First solution

Brute force

Time complexity: $O(r*n)$

Execution: 84 secs

Second solution

Multithreading to parallelize the iteration on r

Time complexity: $O(r*n)$

Execution: 24 secs

Third solution

Using binary search on n , no concurrency

Time complexity: $O(r*\log(n))$

Execution: < 1 sec

Big O

- Optimize execution **after** algorithmic optimization
- The right data structures for the right job
- Big O is also for space complexity

Beyond Big O

- How long does it take to get **100 million random entries** from a **map** containing **~1,000 values**?
- Case in point: 2017 day 15 => 40 million operations in 20ms
- Regular practice builds intuition for **runtime estimation**

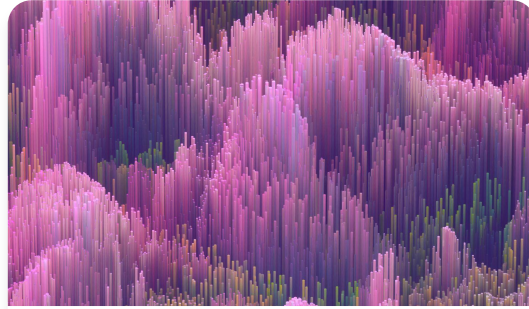
**DO YOU KNOW HOW MUCH YOUR
COMPUTER CAN DO IN A SECOND?**

computers-are-fast.github.io

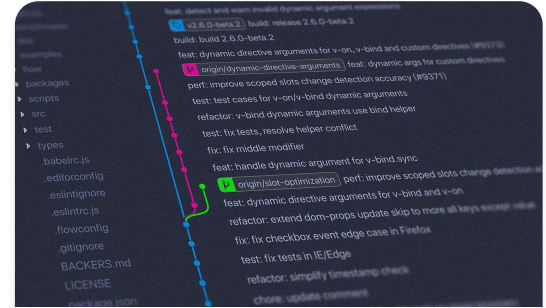
Algorithms & Data Structures



Crucial in many
technical interviews



Proficiency in data
structures is **key** in our
data-centric world



Comfort with these
topics
⇒ **Better developer**

Agenda



- Algorithms & Data Structures
- Coding
- Beyond Coding

Navigating Future Requirements

- 2 stars per day
- When solving part 1, creating a **generic solution** is tempting
- Almost never works
- Holds true in our **daily work**

Navigating Future Requirements

- Predicting the future is complex
- **Speculative** or **premature work** is the root of all evil 😈
- YAGNI

Mutability as a Source of Mistakes

```
M=.|.|.|.|.|=|=|.
xxxxx|...|.=....
.==|x...||=...|==
=.|.x...|.==.|=|.
=|..x=...=.|=|..
=||.x.=|||=..|=
|.=.x==|||..=..|
|..=x||=.|=|=|==
..=..xx=..=|.|||.
.===x=|||=|.|=
.===|x|===x==||
=|||.xx|=x|.|=|.
.=|=..xxxxx|==|
|||=...|=|=|=|==
|=.=||==|.|||=|==
||.|=|.|.|.||=||
```

2018 day 22: Find the path from **M** to **T**

Map is **generated**

Path can go below **T**

```
func solve(targetCol, targetRow int) int {
    const extraBuffer = 100

    targetCol += extraBuffer
    targetRow += extraBuffer !?

    // Generate the map from (0,0) to (targetCol, targetRow)

    // ...
}
```

Mutability as a Source of Mistakes

M = . | = . | . | = . | = | = .
XXXXX | | | . . | . = . . .
. = = | X . . . | | = . . | = =
= . | . X . . | . = = . | = = .
= | . . X = . . . = . | = = . .
= | | . X . = | | = | = . . | =
| . = . X = = | | | . . = . . |
| . . = X | | = . | = = | = = =
. = . . XX = . = | . | | | .
. = = = = X = | | | = | = . | =
. = = = | X | = = = ~~X~~ = = = | |
= | | | . XX | = = X . | = . |
= . = | = . XXXXX | | = = |
| | = | = . . . | = = . = | = =
| = . = | | = = = . | | | = = =
| | . | = = . | . | . | | = T

2018 day 22: Find the path from M to T
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}
```

Mutability as a Source of Mistakes



Refactoring

My solution
when I get the **2 stars**



Refactoring

My solution
when I get the **2 stars**



My solution
when I **publish it on Github**



Refactoring

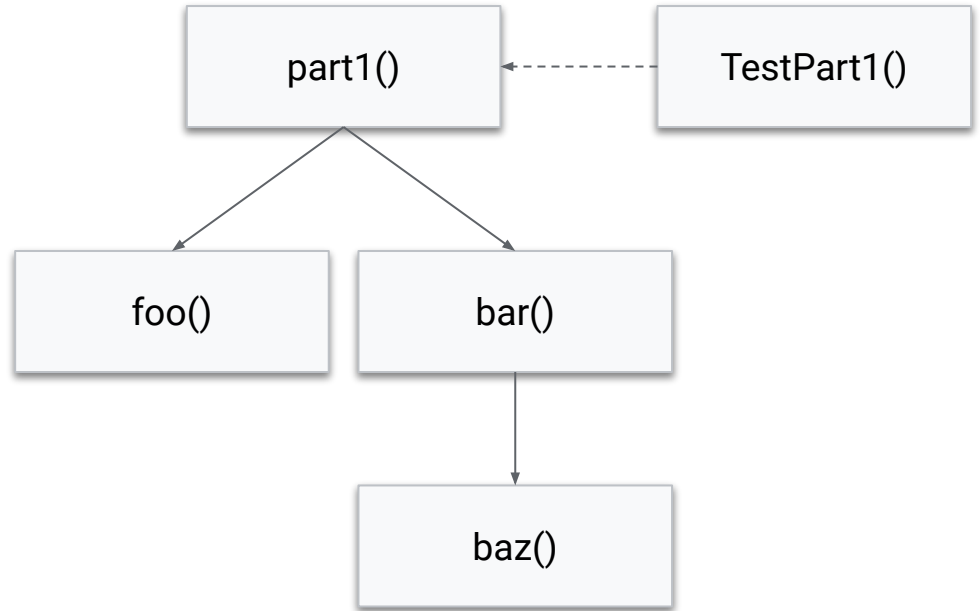
First version:



Refactoring

Final version:

Made possible thanks to
behavior testing



Refactoring

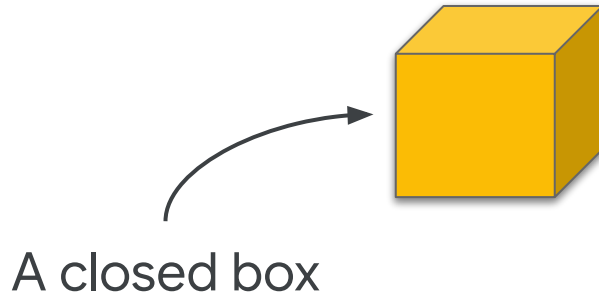
Behavior testing != Behavior-Driven Development (BDD)

- ~~BDD: **promote collaboration** between tech and non tech people~~

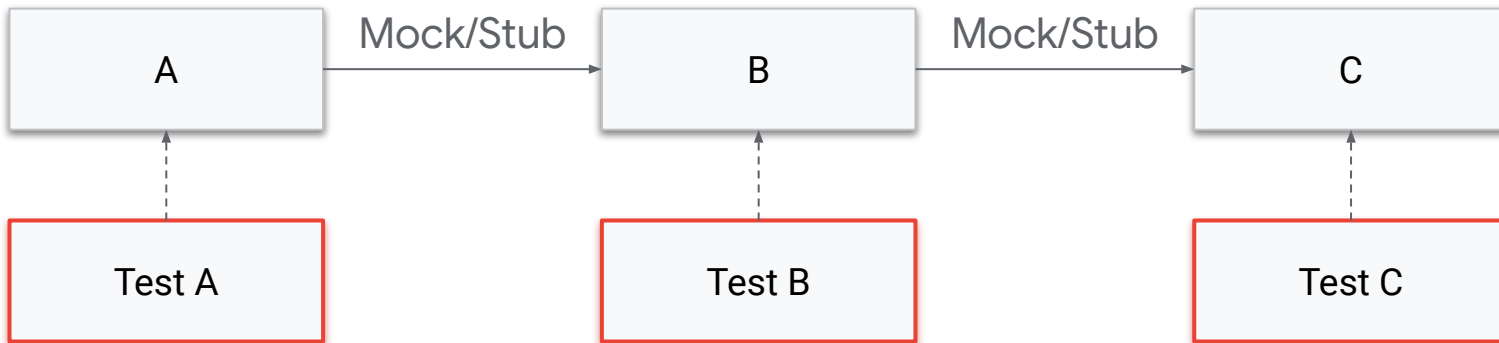
Refactoring

Behavior testing != Behavior-Driven Development (BDD)

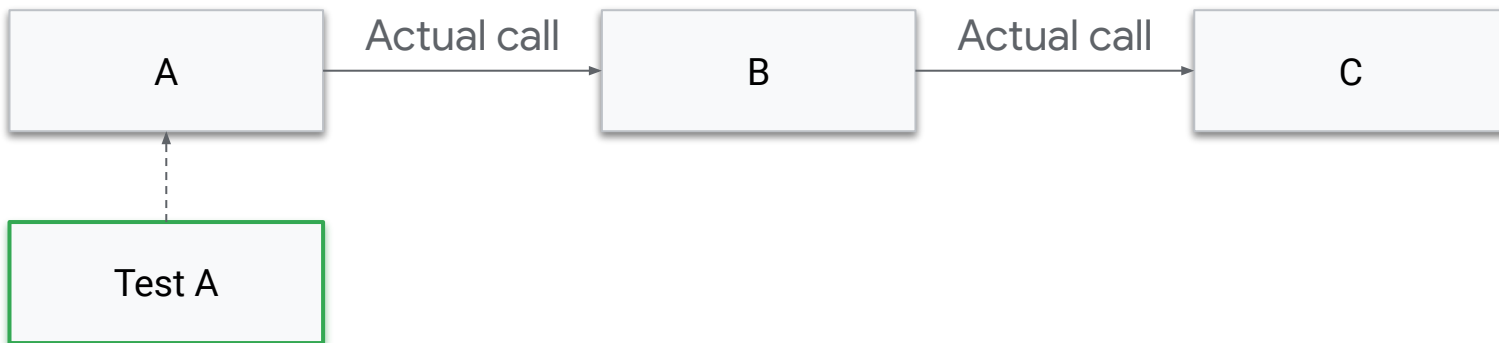
- ~~BDD: **promote collaboration** between tech and non tech people~~
- Behavior testing: testing technique to focus on how the system must **behave externally**



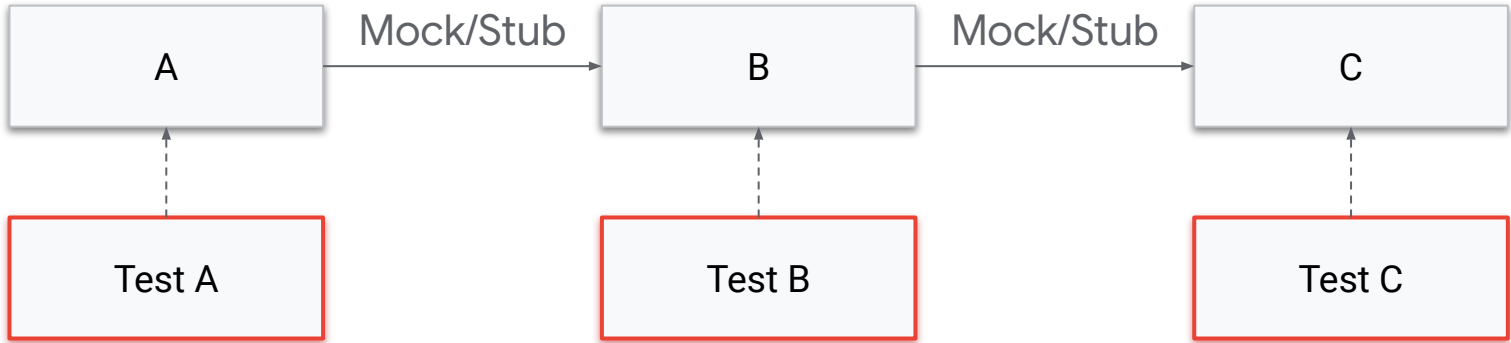
The approach I try **to avoid**:



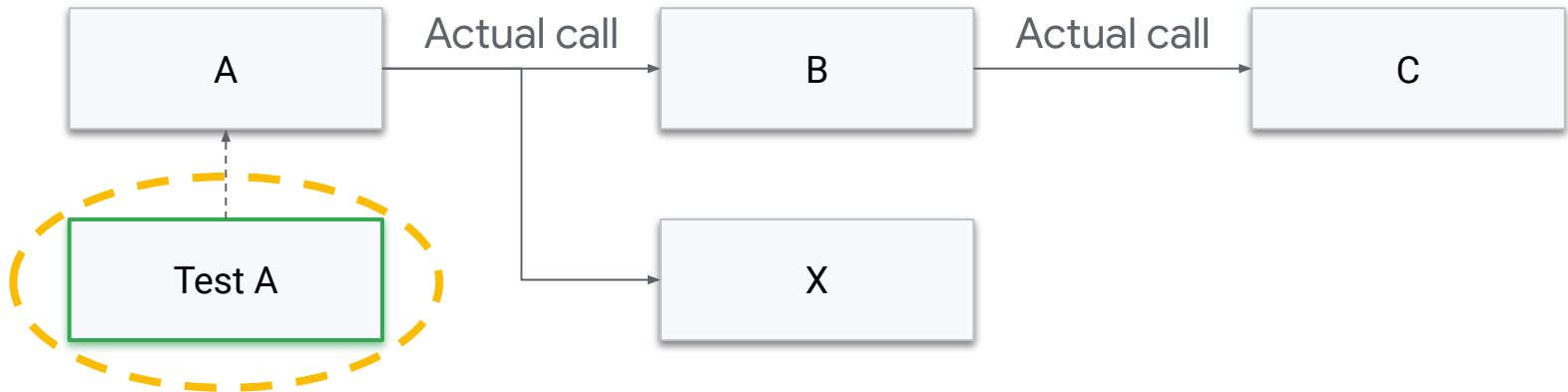
The approach I try **to follow**:



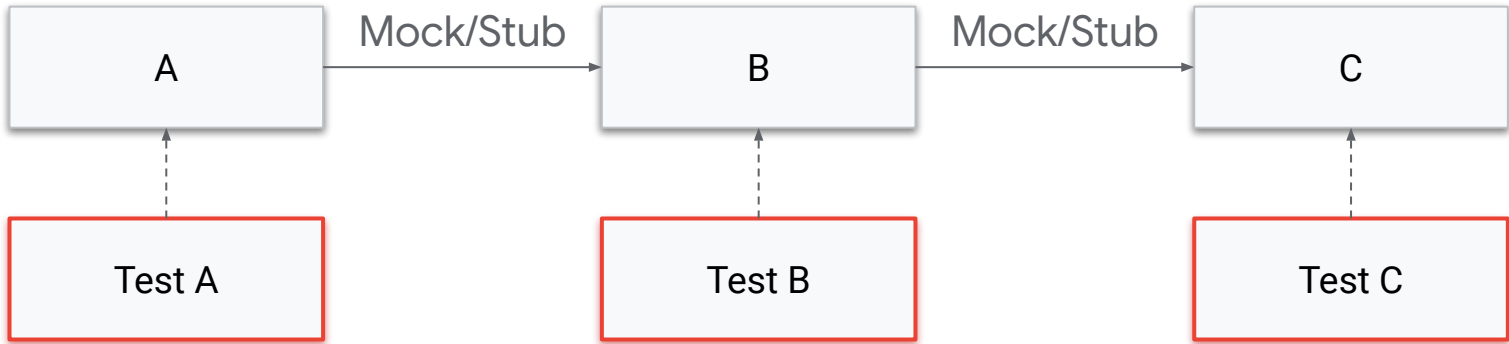
The approach I try **to avoid**:



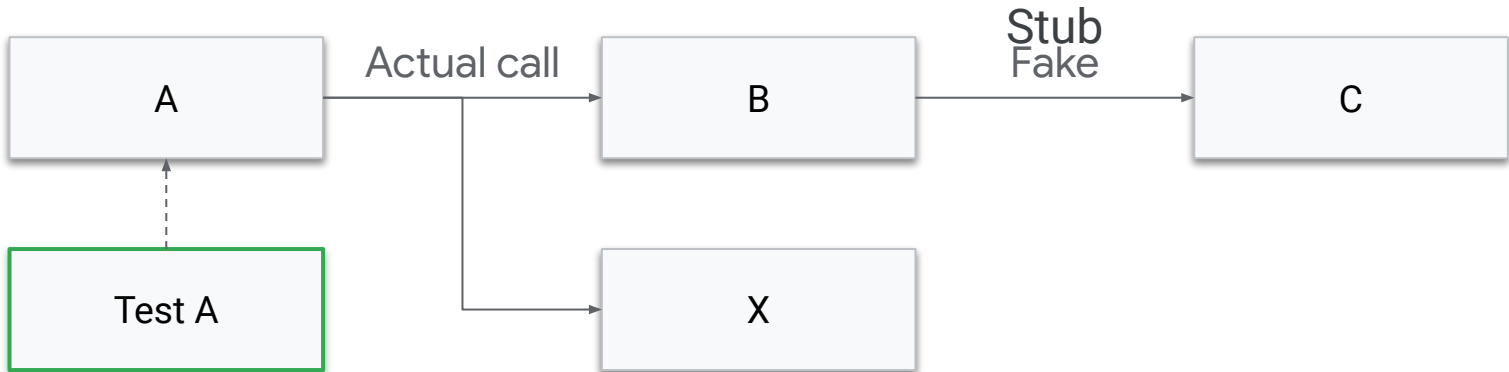
The approach I try **to follow**:



The approach I try **to avoid**:



The approach I try **to follow**:



! Fake > Mock &

Behavior testing



Different from BDD

Clearer and more maintainable tests

Enables refactoring

Agenda



- Algorithms & Data Structures
- Coding
- **Beyond Coding**

Fostering a Problem-Solving Mindset



Subconscious
problem solving



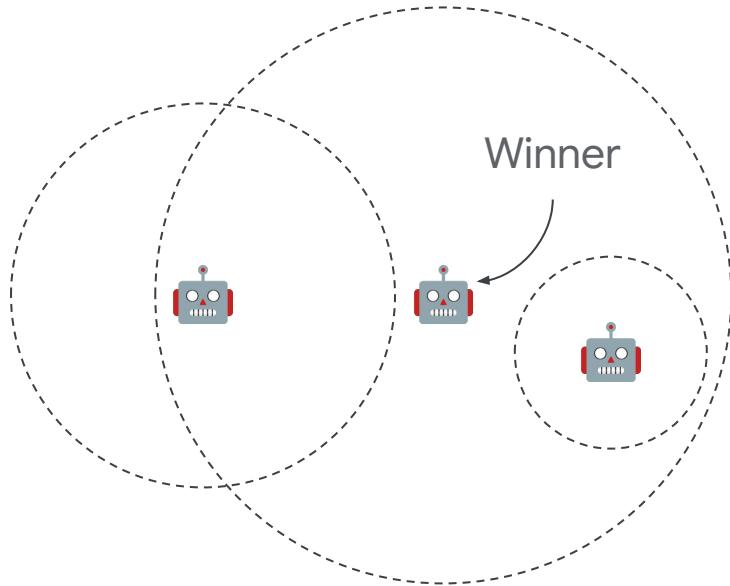
Developing the skill of
seeing the **big picture**
in a problem



The power of creativity
and thinking
outside the box

Fostering a Problem-Solving Mindset

2018 day 23: list of robots with a 3D coordinate and a range
Which one has the **most** robots in its range?



One *slight* issue...

```
pos=<-34870395,34498817,-2843154>, r=96244937  
pos=<-52741579,9875242,37136273>, r=89509114  
pos=<23303891,41664349,2510522>, r=63042453  
pos=<10573027,54782809,49932958>, r=97928881  
pos=<30268215,-1711562,83940876>, r=91888282  
pos=<33400284,54035761,31240407>, r=56780390  
pos=<56263947,16641002,21741916>, r=78212857  
pos=<52254266,-17802752,31767960>, r=98620322  
pos=<74669464,32372925,70139553>, r=93403053  
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...
```

Fostering a Problem-Solving Mindset

2018 day 23: list of robots with a 3D coordinate and a range
Which one has the **most** robots in its range?

Divide by 10,000,000


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```

Fostering a Problem-Solving Mindset

2018 day 23: list of robots with a 3D coordinate and a range
Which one has the **most** robots in its range?

Delve into
this cluster

```
00000000000000000000000000000000
00000000000001000000000000000000
00000000000011110000000000000000
00000000000001000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
```



Divide by 10,000,000

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pos=<-34870395,34498817,-2843154>, r=96244937
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Fostering a Problem-Solving Mindset

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00000000111100000000000000000000
00000000010000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
00000000000000000000000000000000
```



Divide by 1,000,000

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Fostering a Problem-Solving Mindset

2018 day 23: list of robots with a 3D coordinate and a range
Which one has the **most** robots in its range?

Repeat the process to find the solution

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pos=<41042577,51422528,45494381>, r=54180555
...
```

Thinking **outside the box**

A Journey of Resilience

“

It's the first time I am actively proceeding with AoC but I think I won't be able to go far. That's why I'm questioning my abilities.

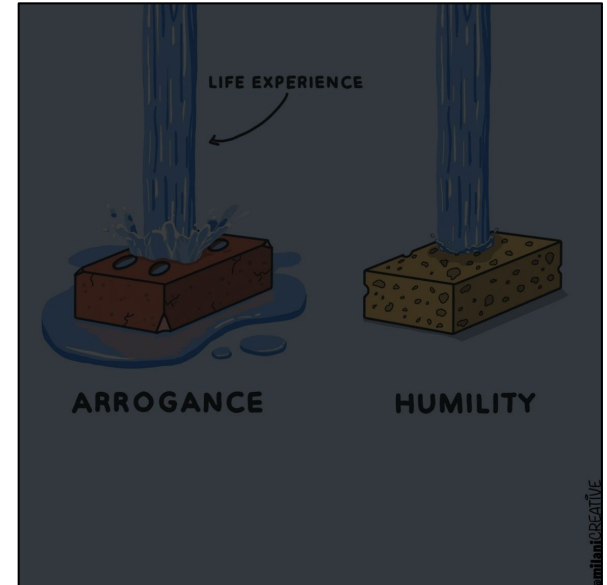
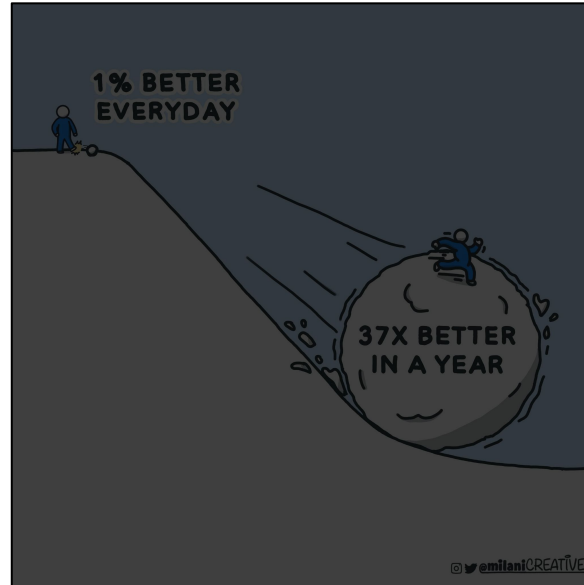
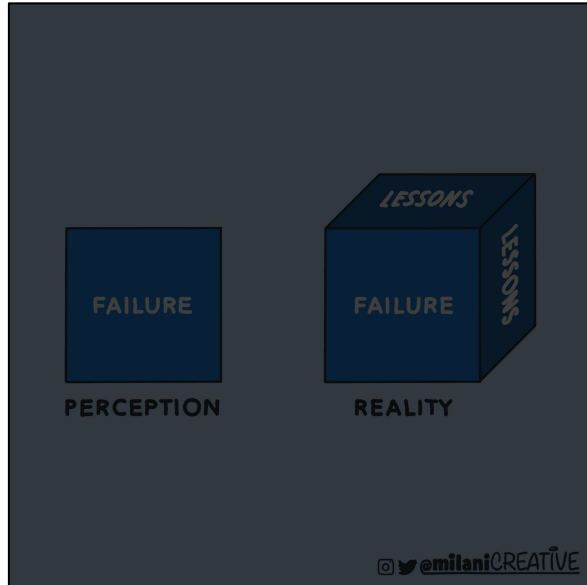
”

“

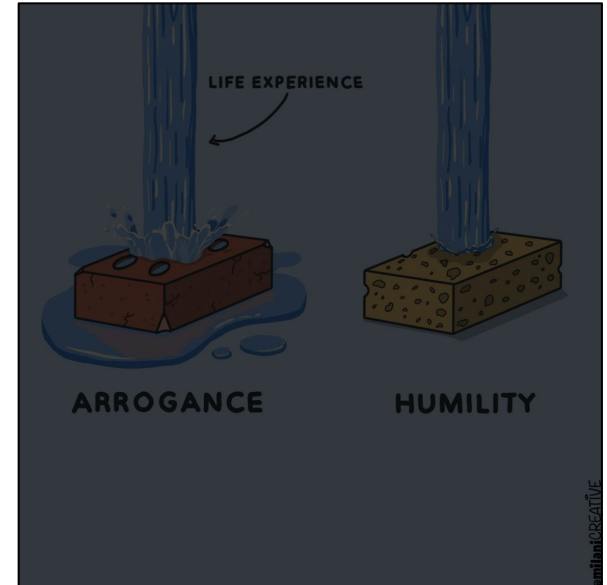
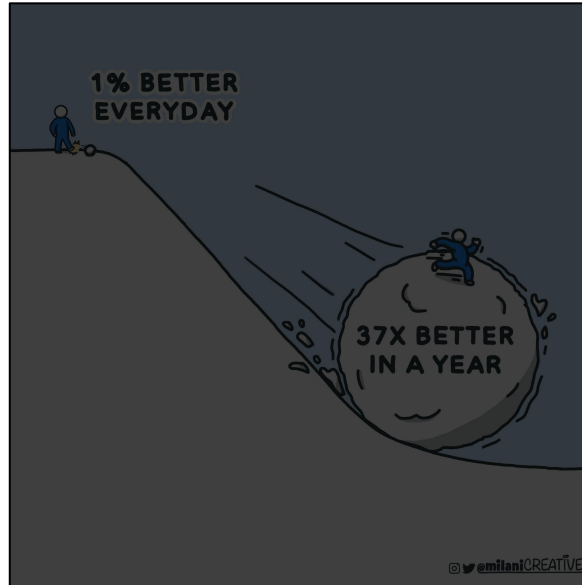
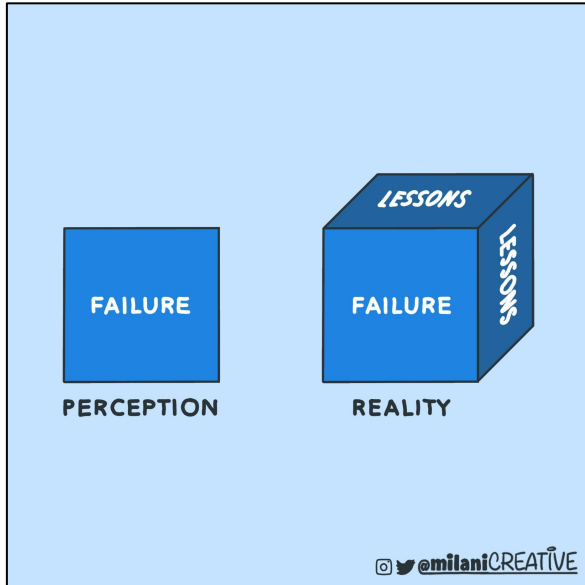
Does it make me a bad programmer if I can't solve some of these?

”

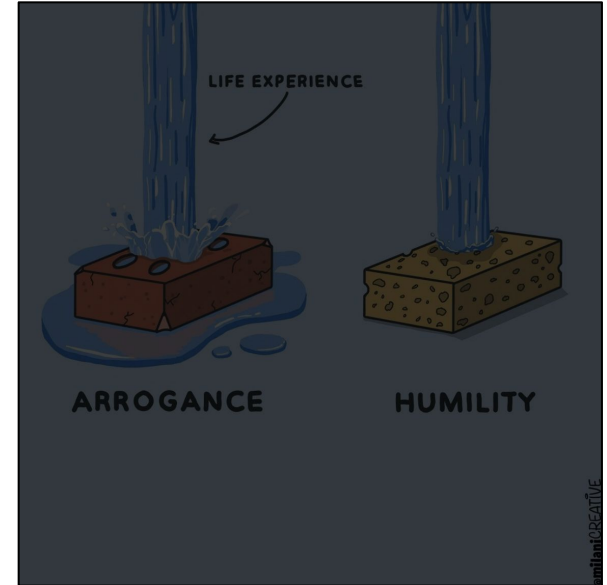
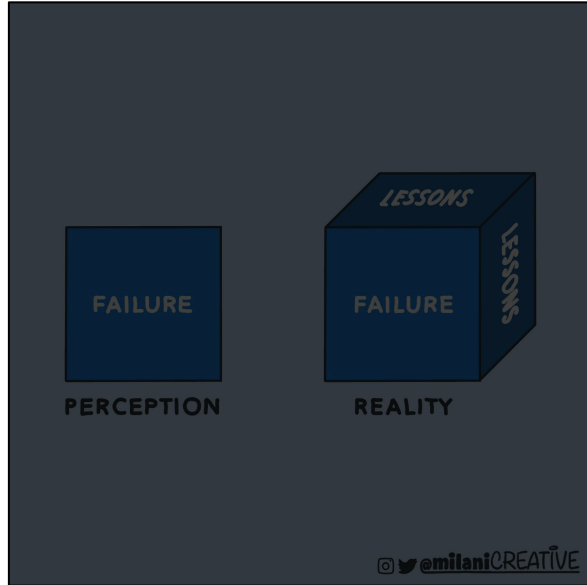
A Journey of Resilience



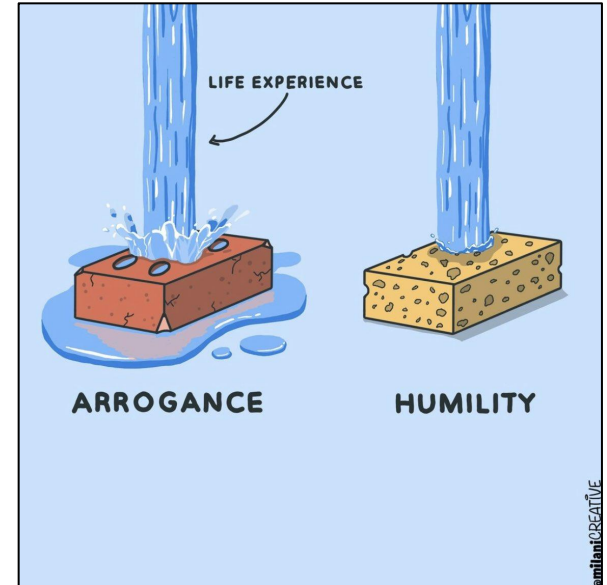
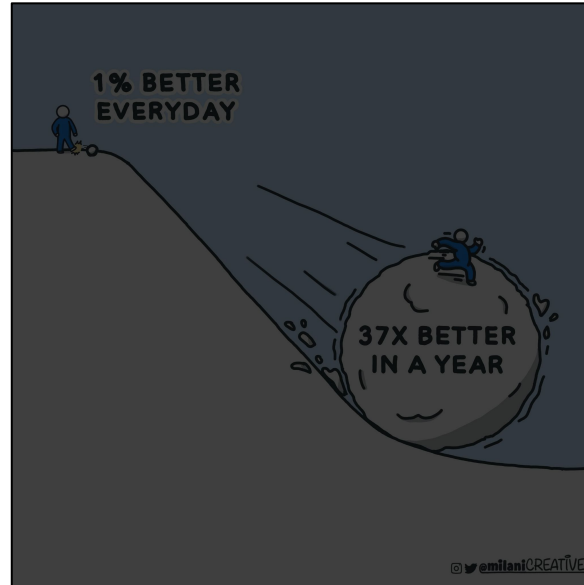
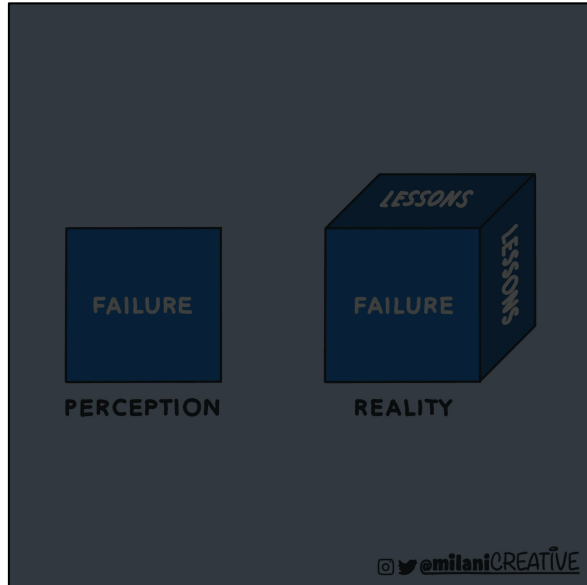
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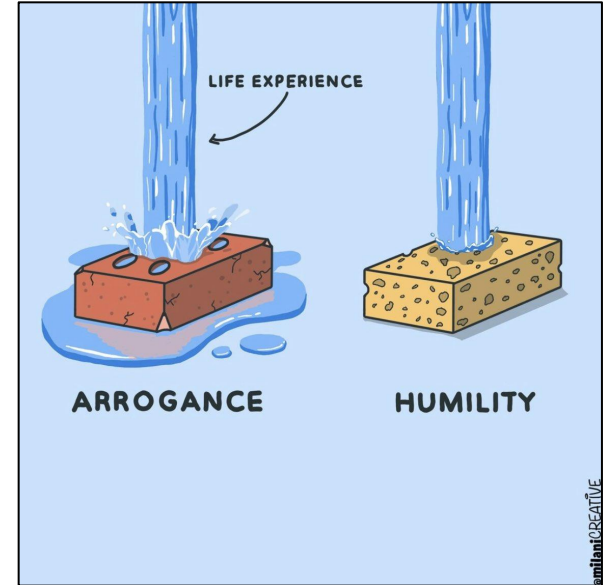
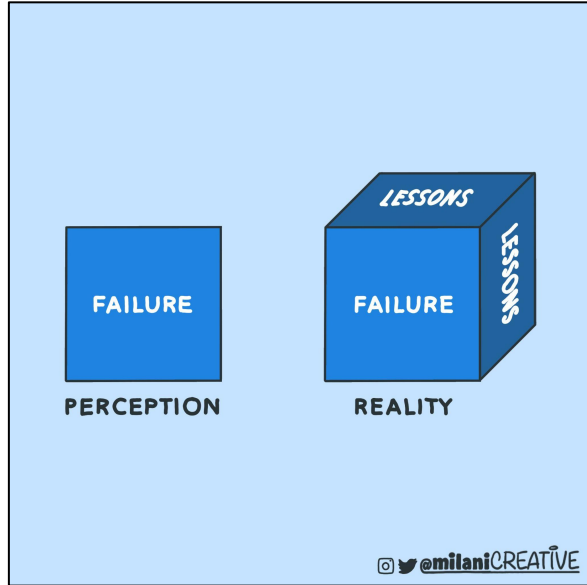
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 teivah.io/confoo-aoc

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Thank you

Any feedback?

