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Solution Presentation

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L - The Game

Simulate the described card game.

- maintain lists of cards:
 - rows, hand, deck
- careful implementation
 - prioritize backward moves
 - choose best regular move
 - sort by (abs. difference, hand, row)

rows: hand: 16, 55, 70, 67, 13, 9, 12, 40 1, 3 1, 7, 8, 9 deck: 14, 90, 31, 33, ... 100, 60, 70 100



D - **Deforestation**

Cut a tree into parts of size at most W using fewest cuts.

- recursive input
- greedy strategy
- prune the tree from leaves towards the root
 - cut off part of size W
- node with "stumps" of sizes x_i < W
 - $-\sum x_i > W \rightarrow cut off largest stumps$
 - $-\sum x_i \le W$ --> cut up parent branch
- solve(a) ... optimal cutting of subtree rooted in a
 - minimum number of cuts
 - remaining size of the stump
- O(n log n)
 - challenge: O(n)





E - Denormalization

Undo normalization of a list of small integers.

- too many possible vector lengths ... $d = \sqrt{(\sum a_i^2)}$
- intermediate step: normalize to min=1 (divide by k=min(a))

a =561015306min =1.0001.1961.9932.9935.9781.196x/norm = 0.1380.1650.2750.4130.8250.165

- reverse direction
 - norm -> min: divide by min(x)
 - min -> a:
 - $a_i = \min_i \cdot k$, $1 \le k \le 10\,000$
 - find integer k that yields a_i that are closest to integer values and in range
 - O(AN)
- making an assumption about the value of min(a) or max(a)



C - **Constellations**

Compute hierarchical clustering of points using squared Euclidean distance.

- brute-force: O(n⁵) O(n³)
- constellation ... list of stars
- priority queue of potential constellations
 - (distance, min(a,b), max(a,b))
- merge, update distances

$$d'(A,B) = \sum_{a} \sum_{b} ||a - b||^{2}$$

$$d'(A + B,C) = d'(A,C) + d'(B,c)$$

- O(n² log n)
 - form O(n) constellations
 - update O(n) distances in O(log n)





G - Greedy Drawers

Construct a counterexample for a greedy assignment of notebooks to drawers.

- does a notebook fit into a drawer?
 - horizontal orientation
- possible counterexample:
 - notebooks of dimensions (1,x), (2,x-1), ..., (x,x)
 - a drawer can contain a range of notebooks
 - 50% chance of suboptimal assignment
 - repeat the pattern
- prob. of success (greedy finds suboptimal solution):
 - single case: $p_1 = 1 0.5^{(150/8)}$
 - all 20 cases: $p = p_1^{20} = 99.995\%$





K - Skills in Pills

Find an arrangement with a minimum number of pills that avoids taking two pills on the same day.

- if we could take both pills on the same day
 - take a pill as late as possible (pill A every k-th day and B every j-th)
- resolve first "collision"
 - shift one of the pills one day back; which one?

- dynamic programming
 - f(n, AB) ... min number of pills taken in the remaining n days if we take pills A and B in this order in preceding two days
 - compute next collision
 - O(n)
- challenge: sublinear greedy solution



B - Combination Locks

Find the winner in a two-player game with non-repeating states

- Hypercube graph
 - node = difference pattern, forbidden nodes
 - can move to any adjacent node
 - bipartite



- alternatingly building a simple path in a graph
- possible strategy: following edges in a maximum matching
- maximum matching that doesn't include the starting node?
 - Yes: Bob can follow matched edges
 - stuck at unmatched node -> there would exist an augmenting path
 - No: Alice can follow matched edges
 - stuck at unmatched node -> flip edges, get an unmatched start node

F - Differences

Find a string with Hamming distance K to all other strings.

 $O(n^2)$ too slow precompute sets of strings that have character c at position $j \dots f(j,c)$ sets of strings differing from string S_x at each position j (union)

- Hamming distances from S_x
- speed-up:
 - use bit masks to represent sets of strings?
 - use polynomial hashes ... O(nm)
 - e.g., $f(0,A) = (p^0+p^2) \% \mod g(j) = \sum f(j,A)$
 - $S_x \dots \sum_i g(j) f(j, S_{x,i})$ should be equal to $\sum_i Kp^i p^x$

 $S_{v}=CA, S=\{AB, BA, AB, CA, CA, CC\}$

j=0 A: {0,2} B: {1} C: {3,4,5}	j=1 A: {1,3,4} B: {0,2} C: {5}
{0,1,2}	{0,2,5}
d = [2, 1, 2,	0, 0, 1]

goal: [K, K, K, O, K, K]



I - Money Laundering

Compute individual's ownership shares in a network of company ownerships.

- simulate redistribution
 - $x = [x_1, ..., x_n]^T$... vector of company incomes
 - redistribution matrix A, x' = Ax
 - $-A_{i,j}$... share received by i from j
 - $A^{\vec{k}}$ converges to 0
- accumulate output values
 - $o = x + Ax + A^2x + ...$
 - a) geometric series
 - o = (I A)⁻¹ x
 - inverse (Gauss–Jordan elimination)
 - b) power method

•
$$y = [x_1, ..., x_n, o_1, ..., o_n]^T$$
, $B = \begin{bmatrix} A & 0 \\ I & I \end{bmatrix}$
• $y' = By$, B^{big} ... exponentiation by squaring





I - Money Laundering

- industrial sectors = strongly connected components
 - Tarjan, Kosaraju, ...
 - small!
 - ownership structure (income) from preceding companies
 - matrix X: X_{i,i} ... income received by company i from company j
 - extract submatrix of X relevant to the SCC (dim. S x C)
 - propagate income within SCC
 - distribute to persons and companies
- O(C/S S³ + K C)
 - C ... companies
 - K ... edges
 - S ... max size of SCC



J - Mortgage

Given the monthly incomes, compute the largest monthly payment that you can afford in the range of months [L ... R].

- a) algebraic approach
- consider a fixed payment x
 - b_i = balance on day j
 - range minimum query (tree)
- unknown x?
 - $s_i(x)$ is a linear function of x
 - store lower envelopes s'(x) of $s_i(x)$ in each node
 - binary search for x in each range: $s(x) \ge s_{L-1}(x)$
 - s_{L-1} is the flattest
 - O(n log n + m log² n)



J - Mortgage

- b) geometric approach
 - points (i, c_i), $c_i = \sum_{j=1..i} a_i$
 - query [L, R] ... steepest line originating from L-1
- partition points into groups
 - lower hull
 - tree structure of groups
 - O(n) groups overall
 - O(log n) groups cover every query range
- binary search in a group
 - max prefix of the hull with segments that are clockwise to the line from L-1
- careful with overflows
- O(n log n + m log² n)





A - Bandits

Protect nodes in a tree at a distance at most r from X and answer queries about the level of protection of road Y.

- centroid decomposition
- new security contract at X with radius r
 - mark parts of the tree as protected ... O(log² n)
 - store affected distance in a tree structure



A - Bandits

- coverage of edge U-V with length l
 - V ... more important centroid
 - protection originating from subcomponents of V (U, X, A), entering via U
 - # of markings $\geq I + d(U,A)$ [excluding subtree of X]
 - protection from large components (e.g. C) containing U and V
 - # of markings \geq I + min(d(U,C), d(V,C)) [excluding subtree of B]

 $O(Q \log^2 N)$



H - Insertions

Insert string T into S to maximize the number of patterns P.

- consider all insertions after k chars
- count P in S and T, subtract those broken by insertion
 - KMP ... locations of P in S and T



- a) small patterns |P|≤|T|
 - p = len. of longest prefix of P as a suffix of S[:k] (KMP search phase)
 - is there an appropriate suffix of P (of length x=|P|-p) in T?
 - len. of longest suffix of P ending in T[L] (z-algorithm) equal to L?
 - precompute matches for shorter prefixes (KMP fail. fun.)
 - O(|S| + |T| + |P|)



H - Insertions



- b) large patterns |P| > |T|
 - can expand across entire T
 - does T match with shifted P? KMP search for T in P
 - how many prefixes of P at the end of S[:k] match with suffixes of P at the start of S[k:]?
 - consider all pairs of shorter prefixes and suffixes ... $O(|S| \cdot |P|^2)$
 - consider only shorter prefixes ... O(|S|·|P|)
 - as in the case for small patterns (z-algorithm)



H - Insertions

trees of KMP failure functions f(i) of P and g(j) P^R



- x(i,j) = number of matching nodes (correct sum of length) on paths from i and j to the root
- $x(i,j) = x(i,g(j)) + match_j(i) = x(f(i),j) + match_i(j)$
- precomputation ... O(|P|^{1.5})
 - x(i, 0)
 - x(i', j) for well-positioned special nodes i' (including root)
 subtrees of size sqrt(n)
 - x(i,j) ... move towards root to first special node (≤ sqrt(n))





The End

