

ICPC 2024–2025 Northwestern Russia Qualification – Tutorial

ITMO, SPb SU, PetrSU, MAU, Online

2024-10-27

Outline

1. Problem A

2. Problem B

3. Problem C

4. Problem D

5. Problem E

6. Problem F

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Credits

Chips

- The fastest way to try to eat from an empty can is to empty a can and then reach it!
It requires $n + 1$ minutes.

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- The fastest way to try to eat from an empty can is to empty a can and then reach it!
It requires $n + 1$ minutes.
- The longest way is to eat everything first and then take any can.
It uses $kn + 1$ minutes.

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3. Problem C

4. Problem D

5. Problem E

6. Problem F

7. Problem G

8. Problem H

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Application List

- Create a char table: 26 cells, initialized with a dot in each.

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- Iterate through all the programs and mark all the first letters in the corresponding cell of the table.
- Output the 26 cells of the table in 5 rows.

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3. Problem C

4. Problem D

5. Problem E

6. Problem F

7. Problem G

8. Problem H

9. Problem I

10. Problem J

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Ordinal Number

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- count the total number of “,”: $c(k) = 2^{k-1} - 1$ (with special case $n = 0$)
- count something, then use \log_2 of it to find the answer

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- count something, then use \log_2 of it to find the answer
- track the bracket balance, then count “,” in the outermost set (with special case $n = 0$)
- track the bracket balance, then count “{“ in the outermost set
- track the bracket balance, then find maximum balance

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2. Problem B

3. Problem C

4. Problem D

5. Problem E

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7. Problem G

8. Problem H

9. Problem I

10. Problem J

11. Problem K

12. Problem L

13. Problem M

14. Problem N

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RACI

- Since the role of A must be present and unique for each task, check that each row contains exactly one letter A .

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4. Problem D

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7. Problem G

8. Problem H

9. Problem I

10. Problem J

11. Problem K

12. Problem L

13. Problem M

14. Problem N

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Triangle on the Axis

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Triangle on the Axis

$$\text{Area of the triangle} = \frac{\text{Base} \times \text{Height}}{2}$$

- Let's assume that the base is the side lying on the Ox, and the height is the absolute value of the y-coordinate of the third vertex.
- Then we will look for the first two vertices as the leftmost and rightmost (on Ox), and the third as the vertex with the largest y-coordinate by absolute value.

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2. Problem B

3. Problem C

4. Problem D

5. Problem E

6. Problem F

7. Problem G

8. Problem H

9. Problem I

10. Problem J

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- As it turns out, the answer is always either 0 or 1. Moreover, it is 1 if and only if the second string in the input is “1101111”.

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- There is another approach that requires almost no coding but spends more time analyzing the problem on paper.
- Intuitively, the answer is always very small. Surely, it is below 10. One may notice that, in all four samples, the answer is either 0 or 1.
- As it turns out, the answer is always either 0 or 1. Moreover, it is 1 if and only if the second string in the input is “1101111”.
- It turns out that “1101111” is the only case when something interesting can even happen with the second digit of the number. Moreover, “1101111” in the second digit ensures that 9 and 8 always look like 5 and 6 (because leading zeroes are not displayed).

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3. Problem C

4. Problem D

5. Problem E

6. Problem F

7. Problem G

8. Problem H

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10. Problem J

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Programmers and Stones

- If all the sizes of piles are even, person whose turn is now loses. Why? Because if they take a stone from some piles, the second person may take a stone from the same piles, and continue playing this way.

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- Conversely, if there are some odd piles, person whose turn is now wins. How? They just take a stone from every pile of odd size.
- We just need to check if there is any odd number among a_i . Time complexity is $O(n)$.

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- If we use a Fenwick tree or a segment tree to count the number of used digits in the segment, the complexity will be $O(n \ln(n))$.

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3. Problem C

4. Problem D

5. Problem E

6. Problem F

7. Problem G

8. Problem H

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10. Problem J

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13. Problem M

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- It is allowed to move the pointer to new place if all numbers between the old and the new positions are congruent modulo some number greater than one
- Move the pointer to the given position in the minimum number of steps

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- Let us calculate the gcd of such numbers $a_k - a_i$ until it becomes equal to 1 — at this point we have to switch to start a new jump
- If $|a_i - a_{i+1}| = 1$, this is an impassable obstacle (the only one)

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4. Problem D

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6. Problem F

7. Problem G

8. Problem H

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12. Problem L

13. Problem M

14. Problem N

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- Thus, $n \leq \sum_{j \leq 2k} \binom{t}{j}$. Our real task is to find the smallest t that satisfies this condition.
- It could be done via binary search.
- Let $f(t, k) := \sum_{j \leq 2k} \binom{t}{j}$. The values $f(t, 1)$ are computable in constant time. For bigger k , it is useful to precompute the answers for inputs such that $f(t, k) \leq 10^{18}$.

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2. Problem B

3. Problem C

4. Problem D

5. Problem E

6. Problem F

7. Problem G

8. Problem H

9. Problem I

10. Problem J

11. Problem K

12. Problem L

13. Problem M

14. Problem N

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- How to find a leaf? We may take any vertex v and then find a vertex u with the largest $d_{v,u}$. The vertex u is necessarily a leaf then.
- After that, we may drop this leaf and continue this process for other vertices. The time complexity is $O(n^2)$.

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- How to find a leaf? We may take any vertex v and then find a vertex u with the largest $d_{v,u}$. The vertex u is necessarily a leaf then.
- After that, we may drop this leaf and continue this process for other vertices. The time complexity is $O(n^2)$.
- Alternatively, we may find a minimal spanning tree, and then note that this tree should be exactly the tree in which we calculated the distances.

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2. Problem B

3. Problem C

4. Problem D

5. Problem E

6. Problem F

7. Problem G

8. Problem H

9. Problem I

10. Problem J

11. Problem K

12. Problem L

13. Problem M

14. Problem N

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Count the Operations

Let us try simulation first:

- for each value of i :
- for each $i f$:
- process it
- way too slow

What are we lacking?

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- for each value of i :
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- process it
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What are we lacking?

- find the next value of i when something happens, fast
- find the next $i f$ where something happens, fast

Count the Operations

Now, consider a faster simulation:

- consider ifs as pairs $(x_j, \text{line number})$
- store these pairs in a set
- to find the next event, we have to consider the `upper_bound` of the current position
- we can count the number of operations from $(i, \text{old line})$ to $(x_j, \text{new line})$ in $O(1)$

Turns out this is already fast enough. Why?

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Turns out this is already fast enough. Why?

- Lemma: if we enter some `if` twice, we got into an infinite loop
- indeed, after we execute the `if` body, everything will be exactly as before
- so, we enter each `if` at most once, or detect an infinite loop

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2. Problem B

3. Problem C

4. Problem D

5. Problem E

6. Problem F

7. Problem G

8. Problem H

9. Problem I

10. Problem J

11. Problem K

12. Problem L

13. Problem M

14. Problem N

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- Segments of even length do not contribute to $g - b$ and can be filled in two different ways.
- Each segment of odd length either increases $g - b$ or decreases it. Enumerate the number of odd segments.
- Now, we know the numbers of even segments, “green” odd segments (with more green balls than blue balls) and “blue” odd segments.
- Finally, we need to choose the placements and the lengths of the segments.

Balls of Three Colors

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- Now we have some extra “charges” that allow us to extend the length of some segments by two. Any number of charges can be applied to each given segment.
- This is the famous “combinations with repetitions” problem. The answer is also a binomial coefficient.
- Alternative solution. There are several ways to prove the following formula: $f(a, b, c) = f(a - 1, b - 1, c) + f(a - 1, b, c - 1) + f(a, b - 1, c - 1) + 2f(a - 1, b - 1, c - 1)$, where $f(r, g, b)$ is the answer to the problem. This also leads to a linear solution.

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2. Problem B

3. Problem C

4. Problem D

5. Problem E

6. Problem F

7. Problem G

8. Problem H

9. Problem I

10. Problem J

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13. Problem M

14. Problem N

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- Pieces move symmetrically, so there is no need to store the graph of all moves explicitly.
- We can always rotate the board so that the white king would be in the bottom left quarter of the board. It makes the search space 4 times smaller.
- Additionally, we can use symmetry over the diagonal to get rid of almost a half of the remaining positions.

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2. Problem B
3. Problem C
4. Problem D
5. Problem E
6. Problem F
7. Problem G
8. Problem H

9. Problem I

10. Problem J

11. Problem K

12. Problem L

13. Problem M

14. Problem N

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Problem Authors

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