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# Long Contest Editorial

November 17, 2015

Moscow International Workshop ACM ICPC, MIPT, 2015

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## A. Bus Routes

Count the number of graphs on  $n$  vertices such that:

- the graph is connected
- the graph contains at least one cycle
- each edge can be colored into one of  $m$  colors

The graphs are equivalent iff the set of their edges coincide as well as their colors.

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Let's count the number of  $m$ -colored connected graphs (in the following we will omit  $m$ -colored).

Denote  $conn_n$  the number of connected graphs on  $n$  vertices. By considering every disconnected graph, and its component containing vertex 1, we obtain the formula:

$$conn_n = (m+1)^{\frac{n(n-1)}{2}} - \sum_{k=1}^{n-1} \binom{n-1}{k-1} conn_k (m+1)^{\frac{(n-k)(n-k-1)}{2}}$$

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Unfortunately, straightforward calculation of this recurrence takes too long.

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## A. Bus Routes

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### Definition

An *exponential generating function*  $f(x)$  of a sequence  $a_0, a_1, \dots$  is defined as a formal sum

$$f(x) = \sum_{k=0}^{\infty} x^k \frac{a_k}{k!}$$

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Let  $f(x)$  be the exp. g. f. of numbers of connected  $m$ -colored graphs, and  $g(x)$  be the exp. g. f. of numbers of all  $m$ -colored graphs.

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### Observation

$$g(x) = e^{f(x)}$$

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$$e^{f(x)} = \sum_{k=0}^{\infty} \frac{f(x)^k}{k!} =$$

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$$e^{f(x)} = \sum_{k=0}^{\infty} \frac{f(x)^k}{k!} = \sum_{k=0}^{\infty} \frac{1}{k!} \sum_{a_1, \dots, a_k \geq 0} x^{a_1 + \dots + a_k} \frac{\text{conn}_{a_1} \dots \text{conn}_{a_k}}{a_1! \dots a_k!}$$

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## Proof of the observation

$$\begin{aligned}
 e^{f(x)} &= \sum_{k=0}^{\infty} \frac{f(x)^k}{k!} = \sum_{k=0}^{\infty} \frac{1}{k!} \sum_{a_1, \dots, a_k \geq 0} x^{a_1 + \dots + a_k} \frac{\text{conn}_{a_1} \dots \text{conn}_{a_k}}{a_1! \dots a_k!} \\
 &= \sum_{k=0}^{\infty} \frac{1}{k!} \sum_{0 \leq a_1 \leq \dots \leq a_k} \binom{a_1 + \dots + a_k}{a_1, \dots, a_k} x^{a_1 + \dots + a_k} \frac{\text{conn}_{a_1} \dots \text{conn}_{a_k}}{(a_1 + \dots + a_k)!}
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 &= \sum_{s=0}^{\infty} x^s \sum_{k=0}^{\infty} \frac{1}{k!} \sum_{a_1 + \dots + a_k = s} \binom{s}{a_1, \dots, a_k} \frac{\text{conn}_{a_1} \dots \text{conn}_{a_k}}{s!}
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 \end{aligned}$$

The coefficient at  $x^s$  is exactly the number of ways to partition  $s$  vertices into subsets and build a connected graph on each of them, divided by  $s!$ .



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### Corollary

$$f(x) = \ln g(x), \text{ or } f'(x) = \frac{1}{g'(x)}.$$

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### Corollary

$$f(x) = \ln g(x), \text{ or } f'(x) = \frac{1}{g'(x)}.$$

We know  $g(x)$ , and therefore  $g'(x)$ . It suffices to find several first coefficients of an inverse function to  $g'(x)$ .

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Suppose we know first  $k$  coefficients of the inverse function.

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Suppose we know first  $k$  coefficients of the inverse function.

That is,  $f(x) \equiv A \pmod{x^k}$ ,  $f^{-1}(x) \equiv B \pmod{x^k}$ ,

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We would like to find next  $k$  coefficients. That is,

$f(x) \equiv A + Cx^k \pmod{x^{2k}}$ ,  $f^{-1} \equiv B + Dx^k \pmod{x^{2k}}$ ,

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If we start from  $k = 1$ , we will find  $n$ -th coefficient of  $f^{-1}$  in  $O(\log n)$  iterations, and in  $O(n \log n)$  time (if we use FFT for polynomial multiplication).

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How do we use FFT modulo a prime number?

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Find  $\omega$  such that  $\omega^{2^k} \equiv 1 \pmod{P}$ ,  $\omega^{2^k} \not\equiv 1 \pmod{P}$ . It exists since there exists a prime root  $g$  such that  $g^x \equiv m \pmod{P}$  is solvable for all  $m$  from 1 to  $P - 1$ .

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Note that we can use  $\omega$  as a unity root of order  $2^k$  without changing the formulas.

## B. The Robot on the Plane

A robot stands in the cell  $(x, y)$  of the grid. On  $i$ -th move he can move  $3^{i-1}$  cells in one of four cardinal directions, or stays still. Construct any way to reach the cell  $(x', y')$ , or determine that this is impossible.



## B. The Robot on the Plane

Denote  $\delta_x = x' - x$ ,  $\delta_y = y' - y$ , where  $(x', y')$  is the target cell,  $(x, y)$  is the current cell.

## B. The Robot on the Plane

Denote  $\delta_x = x' - x$ ,  $\delta_y = y' - y$ , where  $(x', y')$  is the target cell,  $(x, y)$  is the current cell.

All the steps starting from the second one change coordinates by multiples of 3, therefore after the first step  $\delta_x$  and  $\delta_y$  must be divisible by 3.

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- If both  $\delta_x$  and  $\delta_y$  are not divisible by 3, then there is no way to make them both divisible by 3 in one step, so there's no way.

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- If  $\delta_x$  and  $\delta_y$  are initially divisible by 3, then, clearly, the only possible first step is to stand still.
- If both  $\delta_x$  and  $\delta_y$  are not divisible by 3, then there is no way to make them both divisible by 3 in one step, so there's no way.
- Otherwise, there is a unique move that makes both coordinates divisible by 3.

## B. The Robot on the Plane

After making the first move, we can divide  $\delta_x$  and  $\delta_y$  by 3, since all the moves became three times longer. Proceed until  $\delta_x = \delta_y = 0$ .

## B. The Robot on the Plane

After making the first move, we can divide  $\delta_x$  and  $\delta_y$  by 3, since all the moves became three times longer. Proceed until  $\delta_x = \delta_y = 0$ . Complexity is  $O(\log(x + y + x' + y'))$ .

## C. Autopilot System

We are performing random walk on a tree. With probability  $p_i$  we move to the vertex  $v_i$ , otherwise we move to a random neighbour and pay 1 coin. Find expected number of coints to pay while moving from vertex 1 to vertex  $n$ .



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## C. Autopilot System

If  $\sum p_i = 1$ , then the answer is:

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## C. Autopilot System

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- vertex  $n$  is not a teleport vertex — answer is  $\infty$

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If  $\sum p_i = 1$ , then the answer is:

- vertex  $n$  is not a teleport vertex — answer is  $\infty$
- vertex  $n$  is a teleport vertex  $v_i$  — answer is  $1/p_i$

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## C. Autopilot System

Fix vertex  $n$  as the root. Compute following values:

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Fix vertex  $n$  as the root. Compute following values:

- $pup_v, eup_v$  — probability to move to parent of  $v$  from  $v$  without teleporting, and average number of coins to pay given this condition

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Fix vertex  $n$  as the root. Compute following values:

- $pup_v, eup_v$  — probability to move to parent of  $v$  from  $v$  without teleporting, and average number of coins to pay given this condition
- $preach_v, ereach_v$  — probability to reach the root from  $v$  without teleporting, and average number of coins to pay given this condition

# C. Autopilot System

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These values can be computed using simple DFS or two.

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These values can be computed using simple DFS or two. After this, for every teleport vertex we can write equation  $ans_{v_j} = ereach_{v_j} + \sum_{i=1}^k p_i ans_{v_i}$ . Solve this system using Gauss elimination.





## D. Immortality of Frog

We are given  $n$  segments  $[l_i; r_i]$ , with  $1 \leq l_i \leq r_i \leq n$ . Every position  $k$  is contained in at most 10 segments which are different from  $[1; n]$  (otherwise we have to return 0). Find the number of permutations  $p_i$  such that  $i \in [l_{p_i}; r_{p_i}]$ .

## D. Immortality of Frog

For each position  $k$  construct a list  $L_k$  of indices  $i$  such that  $k \in [l_i; r_i]$ , and  $[l_i, r_i] \neq [1; n]$  (call such segments *bad*).

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Call a segment  $[l_i; r_i]$  *fulfilled* if we have already chosen  $k$  such that  $p_k = i$ .

## D. Immortality of Frog

Count DP  $dp_{k,S_k}$ , where  $S_k \subseteq L_k$  — number of ways to choose  $p_1, \dots, p_k$  — segments for each of the positions  $1, \dots, k$  such that all the segments with  $r_i < k$  are fulfilled, and  $S_k$  is the set of fulfilled segments among all other bad segments.



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On every transition from  $k$  and  $k + 1$ , we either choose  $i \in S_{k+1}$  and put  $p_{k+1} = i$ , or assign  $k$  to one of  $[1; n]$ -segments.

Also, if for some state  $dp_{k,S_k}$  a segment  $[l_i, r_i]$  with  $r_i = k$  is not in  $S_k$  (that is, a segment that is going to finish right now is not assigned with any position  $k$ ), we have to skip the state and not make any transitions to the next layer.



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Complexity is  $O(n2^k)$

## E. Land of farms

We are given an  $n \times m$  grid, with several connected regions (ancient farms) in it. We have to choose a subset of cells in the grid, and if we have chosen a cell of an ancient farm, we have to include all other cells of the same ancient farm as well. Maximize the number of connected components of the subset.

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- We can't include the cells belonging to one of excluded ancient farms.
- Also, it's clearly not optimal to include cells adjacent to included ancient farms, since this doesn't increase the number of components.

## E. Land of farms

Out of other cells, we can choose subset arbitrarily. Clearly, there is an optimal answer such that each component made of non-ancient farms' cells consists of a single cell.

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Complexity is  $O(2^d(nm)^3)$ , where  $d \leq 10$  is the number of ancient farms (in practice much faster).

## F. Matching Compressed String

We are given a compressed string and a DFA (deterministic finite automaton). Determine if the DFA accepts the compressed string.

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## F. Matching Compressed String

For convenience, introduce the “sink” state, and add transitions to sink state for all non-existent transitions in the original DFA.

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Parse the compressed string, for each sub-expression  $s$  compute a function  $\varphi(v)$  that maps a DFA state  $v$  to the state  $\varphi(v) = f(s_n, f(s_{n-1}, \dots f(s_1, v) \dots))$  (that is, start in the state  $v$  and feed the expression  $s$ , return the resulting state).

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- If the expression is of the form  $n(\text{sub-expression})$ , use binary exponentiation to obtain  $n$ -th power of the function for the sub-expression.

Complexity is  $O(|s|n \log n)$ .



# G. Alice's Classified Message

Encode a string as follows:

- start with  $i = 0$
- find maximal  $T$  such that  $s[k; k + T) = s[i; i + T)$  for some  $0 \leq k < i$  and maximal possible  $T$  (for equal  $T$ , choose minimal  $k$ )
- if  $T$  exists, append  $T$  and  $k$  to the code, add  $T$  to  $i$
- else, append  $-1$  and  $s_i$  to the code, add  $1$  to  $i$

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## G. Alice's Classified Message

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Construct the suffix array of  $s$ , and find LCP's of consecutive suffixes. To find length of the longest LCP of  $(s_i, s_k)$  for  $0 \leq k < i$ , find closest positions  $i_-, i_+$  to  $i$  in the suffix array, such that  $i_-, i_+ < i$ , and use RMQ (minimal LCP of consecutive suffix pairs) to find maximal length.

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Find minimal  $k$  such that corresponding RMQ is maximal. This can be done, for example, using additional RMQ which stores indices of already visited suffixes.

Complexity is  $O(n \log^2 n)$ .

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## H. Frog and String

Construct a string of  $n$  characters using first  $k$  Latin letters such that it contains exactly  $m$  distinct subpalindromes.

# H. Frog and String

## Observation

Number of distinct subpalindromes of string of length  $n$  does not exceed  $n$ .



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We arrived at a contradiction, thus the original statement is true.

Thus, if  $m > n$ , the answer doesn't exist.

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## H. Frog and String

Consider several cases:

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- If  $n = 1$ ,  $m$  must be 1.
- If  $n = 2$ ,  $m$  must be 2.

## H. Frog and String

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- If  $k = 1$ , then, clearly,  $m$  must be equal to  $n$ .
- If  $n = 1$ ,  $m$  must be 1.
- If  $n = 2$ ,  $m$  must be 2.
- If  $k \geq 3$ ,  $m$  must be in between 3 and  $n$ . The answer looks as follows:  $\overline{a}bcabc\dots$  (last symbol repeated appropriate number of times)

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The only case is  $k = 2$ ,  $n > 2$ . If  $n$  is small (say, not greater than 12), solve the problem with brute-force.

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Else, we can construct a block  $t$  of size 6 such that we can repeat it arbitrary number of times and the number of distinct subpalindromes stays equal to 8. To obtain greater answers, carefully append appropriate number of equal characters.

# I. The Shields

We are given  $n$  points in the plane, and  $m$  figures obtained by cutting a strip of width  $w_i$  from the middle of a rotated square sized  $d_i$  (see picture in the problem statement). For each figure, count the number of points inside the figure or on its border.

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# I. The Shields

Each figure consists of two disjoint right-angled isosceles triangles.

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Therefore, the whole problem can be solved in  $O(n \log n)$  time.

## J. Kingdom of Tree

We are given a weighted tree. We can choose number  $r_i$  in each vertex  $i$ . Road  $(i, j)$  is covered if  $r_i + r_j \geq w(i, j)$ , where  $w(i, j)$  is the weight of edge between  $i$  and  $j$ . Minimize  $\frac{\sum r_i}{\sum_{\text{edge } (i,j) \text{ is covered}} w(i,j)}$ .

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Suppose that we want to cover all edges, and minimize sum of  $r_v$ .

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Proceeding in a similar manner, we arrive at the following greedy algorithm:

- Start DFS from arbitrary vertex.
- For each vertex  $v$ , set  $r_v$  so that to cover all edges going to its children in the DFS tree (assuming they can be already partially covered).

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# J. Kingdom of Tree

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This holds iff  $\min \sum r_i - x \cdot \sum_{\text{edge } (i,j) \text{ is covered}} w(i,j) \leq 0$ .

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Thus, we will try to minimize

$$P = \sum r_i - x \cdot \sum_{\text{edge } (i,j) \text{ is covered}} w(i,j).$$

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## J. Kingdom of Tree

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If we choose to cover the edge  $(v, u)$ , then for each pair of values  $dp_{v,l}$  and  $dp_{u,r}$  we should update  $dp_{v,\max(l,w(u,v)-r)}$  with  $dp_{v,l} + dp_{u,r} + r - x \cdot w(v, u)$ .

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It follows that these solution works in  $O(n^2 \log n \log^{-1} \varepsilon)$ . Here  $O(n^2)$  is the total number of transitions (since merging two subtrees of size  $a$  and  $b$  requires  $ab$  transitions),  $\log n$  is for set operations (since the set of necessary  $l$  in  $dp_{v,l}$  is sparse), and  $\log^{-1} \varepsilon$  is the number of binary search iterations.