

NWERC 2011

Solutions to the problems

The Jury

Jacobs University Bremen

Statistics

Problem E

Problem B

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Statistics

Solutions

problem	correct/submissions	fastest
E - Please, go first	62/106	25
B - Bird Tree	44/83	34
C - Move to Front	33/171	20
A - Binomial Coefficients	18/135	22
H - Tichu	13/40	115
I - Tracking RFIDs	7/31	88
G - Smoking Gun	3/63	134
D - Piece it Together	3/39	260
J - Train delay	1/9	279
F - Pool construction	0/2	N/A

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E - Please, go first

- ▶ Sample case 2: Ab9AAb2bC2
- ▶ The last person in the line will stay the last person

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E - Please, go first

- ▶ Sample case 2: Ab9AAb2bC2
- ▶ The last person in the line will stay the last person
- ▶ All his friends line up in front of him: Ab9AAbbC22

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E - Please, go first

- ▶ Sample case 2: Ab9AAb2bC2
- ▶ The last person in the line will stay the last person
- ▶ All his friends line up in front of him: Ab9AAbbC22
- ▶ Then the last person that isn't his friend: Ab9AAbbC22

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E - Please, go first

- ▶ Sample case 2: Ab9AAb2bC2
- ▶ The last person in the line will stay the last person
- ▶ All his friends line up in front of him: Ab9AAbbC22
- ▶ Then the last person that isn't his friend: Ab9AAbbC22
- ▶ And his friends (in this case none)

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E - Please, go first

- ▶ Sample case 2: Ab9AAb2bC2
- ▶ The last person in the line will stay the last person
- ▶ All his friends line up in front of him: Ab9AAbbC22
- ▶ Then the last person that isn't his friend: Ab9AAbbC22
- ▶ And his friends (in this case none)
- ▶ Then the next: Ab9AAbbC22

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E - Please, go first

- ▶ Sample case 2: Ab9AAb2bC2
- ▶ The last person in the line will stay the last person
- ▶ All his friends line up in front of him: Ab9AAbbC22
- ▶ Then the last person that isn't his friend: Ab9AAbbC22
- ▶ And his friends (in this case none)
- ▶ Then the next: Ab9AAbbC22
- ▶ And his friends: A9AAbbbC22

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E - Please, go first

- ▶ Sample case 2: Ab9AAb2bC2
- ▶ The last person in the line will stay the last person
- ▶ All his friends line up in front of him: Ab9AAbbC22
- ▶ Then the last person that isn't his friend: Ab9AAbbC22
- ▶ And his friends (in this case none)
- ▶ Then the next: Ab9AAbbC22
- ▶ And his friends: A9AAbbbC22
- ▶ And so on. Final order: 9AAAbbbbC22

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E - Please, go first

- ▶ Sample case 2: Ab9AAb2bC2
- ▶ The last person in the line will stay the last person
- ▶ All his friends line up in front of him: Ab9AAbbC22
- ▶ Then the last person that isn't his friend: Ab9AAbbC22
- ▶ And his friends (in this case none)
- ▶ Then the next: Ab9AAbbC22
- ▶ And his friends: A9AAbbbC22
- ▶ And so on. Final order: 9AAAbbbbC22
- ▶ Now you know the final ordering, count the saved time

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E - Please, go first

- ▶ Sample case 2: Ab9AAb2bC2
- ▶ The last person in the line will stay the last person
- ▶ All his friends line up in front of him: Ab9AAbbC22
- ▶ Then the last person that isn't his friend: Ab9AAbbC22
- ▶ And his friends (in this case none)
- ▶ Then the next: Ab9AAAbC22
- ▶ And his friends: A9AAbbbC22
- ▶ And so on. Final order: 9AAAbbbbC22
- ▶ Now you know the final ordering, count the saved time
- ▶ Time saved by X is number of positions that the last X moved forward times the number of Xs

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E - Please, go first (source code)

```
#include <iostream>
#include <vector>
#include <string>
#include <cctype>
using namespace std;

int main () {
    int runs;
    cin >> runs;

    while (runs--) {
        int n;
        string s;
        cin >> n >> s;

        vector<int> cnt(128,0);
        for (int i=0; i<n; i++) cnt[s[i]]++;

        int res = 0, num_used = 0;
        vector<bool> used(128,false);

        for (int i=n-1; i>=0; i--) {
            if (!used[s[i]]) {
                res += (num_used-(n-1-i))*cnt[s[i]];
                num_used += cnt[s[i]];
                used[s[i]] = true;
            }
        }

        cout << 5 * res << endl;
    }
    return 0;
}
```

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B - Bird tree

- ▶ Root: $1/1$, left: $1/(T + 1)$, right: $1 + 1/T$
- ▶ If $a/b < 1$, go left, else go right

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B - Bird tree

- ▶ Root: $1/1$, left: $1/(T + 1)$, right: $1 + 1/T$
- ▶ If $a/b < 1$, go left, else go right
- ▶ If left, replace $a/b \rightarrow (b/a) - 1 = (b - a)/a$

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B - Bird tree

- ▶ Root: $1/1$, left: $1/(T + 1)$, right: $1 + 1/T$
- ▶ If $a/b < 1$, go left, else go right
- ▶ If left, replace $a/b \rightarrow (b/a) - 1 = (b - a)/a$
- ▶ If right, replace $a/b \rightarrow 1/(a/b - 1) = b/(a - b)$

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B - Bird tree

- ▶ Root: $1/1$, left: $1/(T + 1)$, right: $1 + 1/T$
- ▶ If $a/b < 1$, go left, else go right
- ▶ If left, replace $a/b \rightarrow (b/a) - 1 = (b - a)/a$
- ▶ If right, replace $a/b \rightarrow 1/(a/b - 1) = b/(a - b)$
- ▶ Proceed with first step

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B - Bird tree

- ▶ Root: $1/1$, left: $1/(T + 1)$, right: $1 + 1/T$
- ▶ If $a/b < 1$, go left, else go right
- ▶ If left, replace $a/b \rightarrow (b/a) - 1 = (b - a)/a$
- ▶ If right, replace $a/b \rightarrow 1/(a/b - 1) = b/(a - b)$
- ▶ Proceed with first step
- ▶ Stop once you encounter $a/b = 1/1$

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B - Bird tree (source code)

```
#include <iostream>
#include <string>

using namespace std;

int main () {

    int runs;
    cin>>runs;

    while (runs-->0) {

        int a,b;
        char c;
        cin >> a >> c >> b;

        while (a>1 || b>1) {
            if (a<b) {
                cout << "L";
                b -= a;
            }
            else {
                cout << "R";
                a -= b;
            }
            swap(a,b);
        }

        cout << endl;
    }

    return 0;
}
```

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C - Movie collection

- ▶ Note, since $m, r = 100\,000$, you cannot update the stack in $\mathcal{O}(m)$ time

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C - Movie collection

- ▶ Note, since $m, r = 100\,000$, you cannot update the stack in $\mathcal{O}(m)$ time
- ▶ Therefore you need some smart data structure to store information

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C - Movie collection

- ▶ Note, since $m, r = 100\,000$, you cannot update the stack in $\mathcal{O}(m)$ time
- ▶ Therefore you need some smart data structure to store information
- ▶ Binary indexed tree/Fenwick tree does the job in $\mathcal{O}(\log(m))$ time

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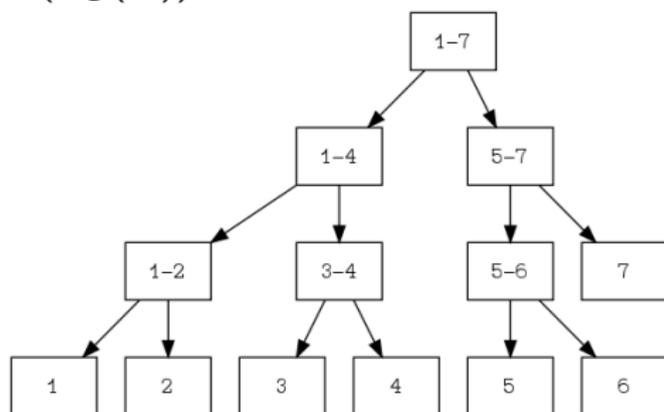
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- ▶ At every step, take movie x and put it back on $-1, -2, -3, \dots$



C - Movie collection

Note that this is also $O(n^2)$:

```
for (int j = 0; j < r; j++) {  
    movie = sc.nextInt();  
    index = movies.indexOf(movie);  
    System.out.print("" + (m - index - 1) + " ");  
    movies.removeElementAt(index);  
    movies.add(movie);  
}
```

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A - Binomial coefficients (1)

- ▶ Find n, k such that $\binom{n}{k} = \frac{n!}{k!(n-k)!} = x$

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A - Binomial coefficients (1)

- ▶ Find n, k such that $\binom{n}{k} = \frac{n!}{k!(n-k)!} = x$
- ▶ Only look for solutions with $k \leq n/2$ and count twice if necessary

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A - Binomial coefficients (1)

- ▶ Find n, k such that $\binom{n}{k} = \frac{n!}{k!(n-k)!} = x$
- ▶ Only look for solutions with $k \leq n/2$ and count twice if necessary
- ▶ Loop over k from 0 to $\binom{2k}{k} > x$

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A - Binomial coefficients (1)

- ▶ Find n, k such that $\binom{n}{k} = \frac{n!}{k!(n-k)!} = x$
- ▶ Only look for solutions with $k \leq n/2$ and count twice if necessary
- ▶ Loop over k from 0 to $\binom{2k}{k} > x$
- ▶ Binary search for n

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A - Binomial coefficients (1)

- ▶ Find n, k such that $\binom{n}{k} = \frac{n!}{k!(n-k)!} = x$
- ▶ Only look for solutions with $k \leq n/2$ and count twice if necessary
- ▶ Loop over k from 0 to $\binom{2k}{k} > x$
- ▶ Binary search for n
- ▶ Be really careful with overflows!

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A - Binomial coefficients (2)

- ▶ Find n, k such that $\binom{n}{k} = \frac{n!}{k!(n-k)!} = x$

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A - Binomial coefficients (2)

- ▶ Find n, k such that $\binom{n}{k} = \frac{n!}{k!(n-k)!} = x$
- ▶ Again, only look for solutions with $k \leq n/2$ and count twice if necessary

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A - Binomial coefficients (2)

- ▶ Find n, k such that $\binom{n}{k} = \frac{n!}{k!(n-k)!} = x$
- ▶ Again, only look for solutions with $k \leq n/2$ and count twice if necessary
- ▶ For $k = 1$, solution is $\binom{x}{1}$

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A - Binomial coefficients (2)

- ▶ Find n, k such that $\binom{n}{k} = \frac{n!}{k!(n-k)!} = x$
- ▶ Again, only look for solutions with $k \leq n/2$ and count twice if necessary
- ▶ For $k = 1$, solution is $\binom{x}{1}$
- ▶ For $k = 2$, solve $x = \binom{n}{2} = \frac{1}{2}n(n-1)$

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A - Binomial coefficients (2)

- ▶ Find n, k such that $\binom{n}{k} = \frac{n!}{k!(n-k)!} = x$
- ▶ Again, only look for solutions with $k \leq n/2$ and count twice if necessary
- ▶ For $k = 1$, solution is $\binom{x}{1}$
- ▶ For $k = 2$, solve $x = \binom{n}{2} = \frac{1}{2}n(n-1)$
- ▶ For $k \geq 3$, loop over n until $\binom{n}{k} > x$

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A - Binomial coefficients (2)

- ▶ Find n, k such that $\binom{n}{k} = \frac{n!}{k!(n-k)!} = x$
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- ▶ For $k = 1$, solution is $\binom{x}{1}$
- ▶ For $k = 2$, solve $x = \binom{n}{2} = \frac{1}{2}n(n-1)$
- ▶ For $k \geq 3$, loop over n until $\binom{n}{k} > x$
- ▶ Again, be really careful with overflows!

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H - Tichu (1)

- ▶ Greedy solution

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H - Tichu (1)

- ▶ Greedy solution
- ▶ Brute force over two straights

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H - Tichu (1)

- ▶ Greedy solution
- ▶ Brute force over two straights
- ▶ Greedily take quads, full houses, trips, pair and singletons from the remaining cards

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H - Tichu (1)

- ▶ Greedy solution
- ▶ Brute force over two straights
- ▶ Greedily take quads, full houses, trips, pair and singletons from the remaining cards
- ▶ One tricky case: 2 full houses is better than 1 quads + 2 trips

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H - Tichu (2)

- ▶ Bitmask dynamic programming solution

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H - Tichu (2)

- ▶ Bitmask dynamic programming solution
- ▶ For each subset ($2^{13} = 8192$) determine whether it is a valid combination

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H - Tichu (2)

- ▶ Bitmask dynamic programming solution
- ▶ For each subset ($2^{13} = 8192$) determine whether it is a valid combination
- ▶ DP step: $best[x] = best[x \& !y] + 1$ with x, y bitmasks, $x \& y = y$ and y a valid combination

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G - Smoking gun

- ▶ Calculate t_{ij} , the minimal time difference between i shooting and j shooting: $t_i \leq t_j + t_{ij}$

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G - Smoking gun

- ▶ Calculate t_{ij} , the minimal time difference between i shooting and j shooting: $t_i \leq t_j + t_{ij}$
- ▶ “k heard i shoot before j” leads to $t_{ij} = d_{kj} - d_{ki}$

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G - Smoking gun

- ▶ Calculate t_{ij} , the minimal time difference between i shooting and j shooting: $t_i \leq t_j + t_{ij}$
- ▶ “k heard i shoot before j” leads to $t_{ij} = d_{kj} - d_{ki}$
- ▶ Use Floyd-Warshall to draw inferences: $t_{ij} \leq t_{ik} + t_{kj}$

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G - Smoking gun

- ▶ Calculate t_{ij} , the minimal time difference between i shooting and j shooting: $t_i \leq t_j + t_{ij}$
- ▶ “k heard i shoot before j” leads to $t_{ij} = d_{kj} - d_{ki}$
- ▶ Use Floyd-Warshall to draw inferences: $t_{ij} \leq t_{ik} + t_{kj}$
- ▶ This is all information that needs to be obtained

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G - Smoking gun

- ▶ Calculate t_{ij} , the minimal time difference between i shooting and j shooting: $t_i \leq t_j + t_{ij}$
- ▶ “k heard i shoot before j” leads to $t_{ij} = d_{kj} - d_{ki}$
- ▶ Use Floyd-Warshall to draw inferences: $t_{ij} \leq t_{ik} + t_{kj}$
- ▶ This is all information that needs to be obtained
- ▶ If $t_{ji} < 0$, it is impossible

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G - Smoking gun

- ▶ Calculate t_{ij} , the minimal time difference between i shooting and j shooting: $t_i \leq t_j + t_{ij}$
- ▶ “k heard i shoot before j” leads to $t_{ij} = d_{kj} - d_{ki}$
- ▶ Use Floyd-Warshall to draw inferences: $t_{ij} \leq t_{ik} + t_{kj}$
- ▶ This is all information that needs to be obtained
- ▶ If $t_{ji} < 0$, it is impossible
- ▶ Otherwise, find i such that $t_{ij} < 0$ for all j

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G - Smoking gun

- ▶ Calculate t_{ij} , the minimal time difference between i shooting and j shooting: $t_i \leq t_j + t_{ij}$
- ▶ “k heard i shoot before j” leads to $t_{ij} = d_{kj} - d_{ki}$
- ▶ Use Floyd-Warshall to draw inferences: $t_{ij} \leq t_{ik} + t_{kj}$
- ▶ This is all information that needs to be obtained
- ▶ If $t_{ji} < 0$, it is impossible
- ▶ Otherwise, find i such that $t_{ij} < 0$ for all j
- ▶ If multiple, it is unknown

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G - Smoking gun

- ▶ Calculate t_{ij} , the minimal time difference between i shooting and j shooting: $t_i \leq t_j + t_{ij}$
- ▶ “k heard i shoot before j” leads to $t_{ij} = d_{kj} - d_{ki}$
- ▶ Use Floyd-Warshall to draw inferences: $t_{ij} \leq t_{ik} + t_{kj}$
- ▶ This is all information that needs to be obtained
- ▶ If $t_{ji} < 0$, it is impossible
- ▶ Otherwise, find i such that $t_{ij} < 0$ for all j
- ▶ If multiple, it is unknown
- ▶ Otherwise, this gives the unique solution

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I - Tracking RFIDs

- ▶ To determine whether a sensor can see product, calculate the distance between them

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I - Tracking RFIDs

- ▶ To determine whether a sensor can see product, calculate the distance between them
- ▶ Subtract the number of intersecting walls and compare this with r

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I - Tracking RFIDs

- ▶ To determine whether a sensor can see product, calculate the distance between them
- ▶ Subtract the number of intersecting walls and compare this with r
- ▶ Problem: you cannot do this for all pairs of sensors and products

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I - Tracking RFIDs

- ▶ To determine whether a sensor can see product, calculate the distance between them
- ▶ Subtract the number of intersecting walls and compare this with r
- ▶ Problem: you cannot do this for all pairs of sensors and products
- ▶ Note: since sensors are separated by at least r , only a few sensors can possibly be in range of a product

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I - Tracking RFIDs

- ▶ To determine whether a sensor can see product, calculate the distance between them
- ▶ Subtract the number of intersecting walls and compare this with r
- ▶ Problem: you cannot do this for all pairs of sensors and products
- ▶ Note: since sensors are separated by at least r , only a few sensors can possibly be in range of a product
- ▶ One possible solution: store all sensors in a search tree (e.g. C++'s set or Java's TreeSet)

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I - Tracking RFIDs

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- ▶ For each product, look if a sensor at $(x + \delta x, y + \delta y)$ exists for $-r \leq \delta x, \delta y \leq r$

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I - Tracking RFIDs

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- ▶ For each product, look if a sensor at $(x + \delta x, y + \delta y)$ exists for $-r \leq \delta x, \delta y \leq r$
- ▶ More difficult solutions using binning, quad trees are also possible

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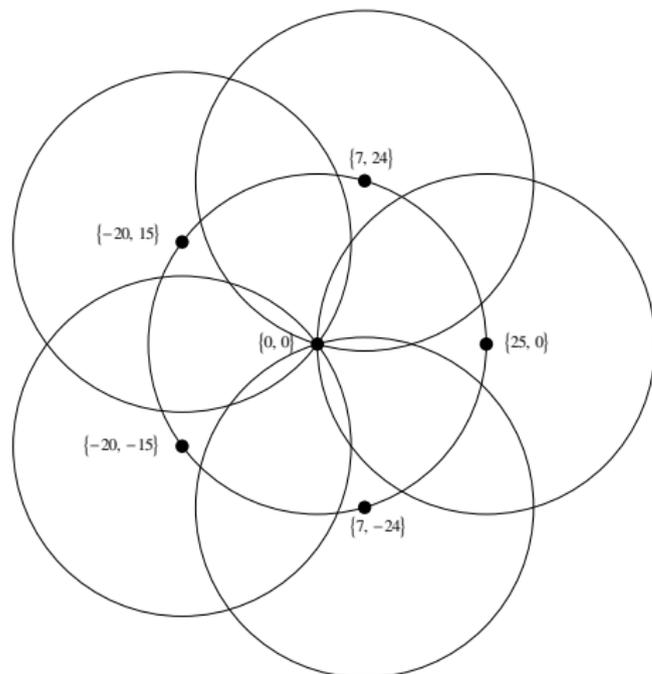
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I - Tracking RFIDs (test case)

- ▶ A maximum of 6 sensors can be in range of a product:



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D - Piece it together (1)

- ▶ Solution: not matching/max.flow

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D - Piece it together (1)

- ▶ Solution: not matching/max.flow
- ▶ Solution: not backtrack

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D - Piece it together (1)

- ▶ Solution: not matching/max.flow
- ▶ Solution: not backtrack
- ▶ Solution: 2SAT

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D - Piece it together (1)

- ▶ Solution: not matching/max.flow
- ▶ Solution: not backtrack
- ▶ Solution: 2SAT
- ▶ First, check $white = 2 \times black$

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D - Piece it together (1)

- ▶ Solution: not matching/max.flow
- ▶ Solution: not backtrack
- ▶ Solution: 2SAT
- ▶ First, check $white = 2 \times black$
- ▶ Boolean variables: x is part of the same puzzle piece as y (x, y adjacent)

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D - Piece it together (1)

- ▶ Solution: not matching/max.flow
- ▶ Solution: not backtrack
- ▶ Solution: 2SAT
- ▶ First, check $white = 2 \times black$
- ▶ Boolean variables: x is part of the same puzzle piece as y (x, y adjacent)
- ▶ Black square should be connected to its left xor right white neighbor: $(A|B) \& (!A|!B)$

Solutions

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- ▶ First, check $white = 2 \times black$
- ▶ Boolean variables: x is part of the same puzzle piece as y (x, y adjacent)
- ▶ Black square should be connected to its left xor right white neighbor: $(A|B) \& (!A|!B)$
- ▶ Identically, it should be connected to its upper or lower neighbor

Solutions

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- ▶ Black square should be connected to its left xor right white neighbor: $(A|B) \& (!A|!B)$
- ▶ Identically, it should be connected to its upper or lower neighbor
- ▶ White square should be connected to at most one black square: $(!A|!B) \& (!A|!C) \& (!B|!C)$ etc.

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D - Piece it together (1)

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- ▶ Solution: 2SAT
- ▶ First, check $white = 2 \times black$
- ▶ Boolean variables: x is part of the same puzzle piece as y (x, y adjacent)
- ▶ Black square should be connected to its left xor right white neighbor: $(A|B) \& (!A|!B)$
- ▶ Identically, it should be connected to its upper or lower neighbor
- ▶ White square should be connected to at most one black square: $(!A|!B) \& (!A|!C) \& (!B|!C)$ etc.
- ▶ Now you can use a standard 2SAT solution

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D - Piece it together (2)

- ▶ But this problem has way more structure!

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D - Piece it together (2)

- ▶ But this problem has way more structure!
- ▶ You can divide the problem in four subproblems

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D - Piece it together (2)

- ▶ But this problem has way more structure!
- ▶ You can divide the problem in four subproblems
- ▶ Take white squares at $x = a \pmod 2$ and $y = b \pmod 2$ ($a, b = 0, 1$) and adjacent black squares

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D - Piece it together (2)

- ▶ But this problem has way more structure!
- ▶ You can divide the problem in four subproblems
- ▶ Take white squares at $x = a \pmod 2$ and $y = b \pmod 2$ ($a, b = 0, 1$) and adjacent black squares
- ▶ Each connected component of these subproblems should have *white = black*

Solutions

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D - Piece it together (2)

- ▶ But this problem has way more structure!
- ▶ You can divide the problem in four subproblems
- ▶ Take white squares at $x = a \pmod 2$ and $y = b \pmod 2$ ($a, b = 0, 1$) and adjacent black squares
- ▶ Each connected component of these subproblems should have *white = black*
- ▶ If so, it's possible to solve the puzzle, otherwise, it's not

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D - Piece it together (source code)

```
#include <iostream>
#include <vector>
#include <string>

using namespace std;

int Y,X,W,B,py,px;
vector<string> s;
vector<vector<bool> > u;

void go (int y, int x) {

    if (y<0||y>=Y||x<0||x>=X) return;

    if (u[y][x]) return;
    u[y][x]=true;

    if (s[y][x]=='.') return;
    if (s[y][x]=='W' && (y+py)%2+(x+px)%2!=0)
        return;
    if (s[y][x]=='B' && (y+py)%2+(x+px)%2!=1)
        return;

    if (s[y][x]=='W') W++;
    if (s[y][x]=='B') B++;

    go(y-1,x);
    go(y+1,x);
    go(y,x-1);
    go(y,x+1);
}
```

```
int main () {
    int runs;
    cin >> runs;

    while (runs-->0) {
        cin >> Y >> X;
        s = vector<string>(Y);
        for (int y=0; y<Y; y++)
            cin >> s[y];

        bool ok=true;

        for (px=0; px<2; px++)
            for (py=0; py<2; py++) {
                u = vector<vector<bool> >
                    (Y,vector<bool>(X, false));

                for (int y=0; y<Y; y++)
                    for (int x=0; x<X; x++) {
                        W=B=0;
                        go(y,x);
                        if (W!=B) ok=false;
                    }
            }

        cout << (ok ? "YES" : "NO") << endl;
    }

    return 0;
}
```

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J - Train delays (1)

- ▶ Calculate best expected time $best[x, t]$ for each station x and time $t = 0 \dots 59$

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J - Train delays (1)

- ▶ Calculate best expected time $best[x, t]$ for each station x and time $t = 0 \dots 59$
- ▶ Easiest: use Bellman-Ford algorithm for shortest paths

Solutions

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The end



J - Train delays (1)

- ▶ Calculate best expected time $best[x, t]$ for each station x and time $t = 0 \dots 59$
- ▶ Easiest: use Bellman-Ford algorithm for shortest paths
- ▶ Initially, $best[end, t] = 0$ and $best[other, t] = \infty$

Solutions

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J - Train delays (1)

- ▶ Calculate best expected time $best[x, t]$ for each station x and time $t = 0 \dots 59$
- ▶ Easiest: use Bellman-Ford algorithm for shortest paths
- ▶ Initially, $best[end, t] = 0$ and $best[other, t] = \infty$
- ▶ Loop over all trains, calculate potential new expected time $best[from, depart]$

Solutions

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The end



J - Train delays (1)

- ▶ Calculate best expected time $best[x, t]$ for each station x and time $t = 0 \dots 59$
- ▶ Easiest: use Bellman-Ford algorithm for shortest paths
- ▶ Initially, $best[end, t] = 0$ and $best[other, t] = \infty$
- ▶ Loop over all trains, calculate potential new expected time $best[from, depart]$
- ▶ If it's better, update $best[from, depart]$ and $best[from, t]$ for all t

Solutions

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J - Train delays (1)

- ▶ Calculate best expected time $best[x, t]$ for each station x and time $t = 0 \dots 59$
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- ▶ Initially, $best[end, t] = 0$ and $best[other, t] = \infty$
- ▶ Loop over all trains, calculate potential new expected time $best[from, depart]$
- ▶ If it's better, update $best[from, depart]$ and $best[from, t]$ for all t
- ▶ Repeat until nothing changes anymore

Solutions

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J - Train delays (1)

- ▶ Calculate best expected time $best[x, t]$ for each station x and time $t = 0 \dots 59$
- ▶ Easiest: use Bellman-Ford algorithm for shortest paths
- ▶ Initially, $best[end, t] = 0$ and $best[other, t] = \infty$
- ▶ Loop over all trains, calculate potential new expected time $best[from, depart]$
- ▶ If it's better, update $best[from, depart]$ and $best[from, t]$ for all t
- ▶ Repeat until nothing changes anymore
- ▶ Use epsilon when comparing doubles!

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J - Train delays (2)

- ▶ Calculate best expected time $best[x, t]$ for each station x and time $t = 0 \dots 59$

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J - Train delays (2)

- ▶ Calculate best expected time $best[x, t]$ for each station x and time $t = 0 \dots 59$
- ▶ Harder: use Dijkstra's algorithm for shortest paths

Solutions

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J - Train delays (2)

- ▶ Calculate best expected time $best[x, t]$ for each station x and time $t = 0 \dots 59$
- ▶ Harder: use Dijkstra's algorithm for shortest paths
- ▶ Issue: sometimes you have to update the same state multiple times

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J - Train delays (2)

- ▶ Calculate best expected time $best[x, t]$ for each station x and time $t = 0 \dots 59$
- ▶ Harder: use Dijkstra's algorithm for shortest paths
- ▶ Issue: sometimes you have to update the same state multiple times
- ▶ At most 60 times though

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F - Pool construction

- ▶ Solution: maximum flow

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F - Pool construction

- ▶ Solution: maximum flow
- ▶ First, fill all boundary squares

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F - Pool construction

- ▶ Solution: maximum flow
- ▶ First, fill all boundary squares
- ▶ Construct the following flow graph:

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F - Pool construction

- ▶ Solution: maximum flow
- ▶ First, fill all boundary squares
- ▶ Construct the following flow graph:
 - ▶ Vertices: source, sink, every square

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F - Pool construction

- ▶ Solution: maximum flow
- ▶ First, fill all boundary squares
- ▶ Construct the following flow graph:
 - ▶ Vertices: source, sink, every square
 - ▶ Edge from source to boundary square with capacity ∞

Solutions

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F - Pool construction

- ▶ Solution: maximum flow
- ▶ First, fill all boundary squares
- ▶ Construct the following flow graph:
 - ▶ Vertices: source, sink, every square
 - ▶ Edge from source to boundary square with capacity ∞
 - ▶ Edge from source to non-boundary grass square with capacity D (dig)

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F - Pool construction

- ▶ Solution: maximum flow
- ▶ First, fill all boundary squares
- ▶ Construct the following flow graph:
 - ▶ Vertices: source, sink, every square
 - ▶ Edge from source to boundary square with capacity ∞
 - ▶ Edge from source to non-boundary grass square with capacity D (dig)
 - ▶ Edge from non-boundary hole square to sink with capacity F (fill)

Solutions

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F - Pool construction

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- ▶ First, fill all boundary squares
- ▶ Construct the following flow graph:
 - ▶ Vertices: source, sink, every square
 - ▶ Edge from source to boundary square with capacity ∞
 - ▶ Edge from source to non-boundary grass square with capacity D (dig)
 - ▶ Edge from non-boundary hole square to sink with capacity F (fill)
 - ▶ Edges between connected squares with capacity B (boundary)

Solutions

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F - Pool construction

- ▶ Solution: maximum flow
- ▶ First, fill all boundary squares
- ▶ Construct the following flow graph:
 - ▶ Vertices: source, sink, every square
 - ▶ Edge from source to boundary square with capacity ∞
 - ▶ Edge from source to non-boundary grass square with capacity D (dig)
 - ▶ Edge from non-boundary hole square to sink with capacity F (fill)
 - ▶ Edges between connected squares with capacity B (boundary)
- ▶ You can show that the cost of a cut of this graph equals the cost of splitting it into grass and holes along this cut

Solutions

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F - Pool construction

- ▶ Solution: maximum flow
- ▶ First, fill all boundary squares
- ▶ Construct the following flow graph:
 - ▶ Vertices: source, sink, every square
 - ▶ Edge from source to boundary square with capacity ∞
 - ▶ Edge from source to non-boundary grass square with capacity D (dig)
 - ▶ Edge from non-boundary hole square to sink with capacity F (fill)
 - ▶ Edges between connected squares with capacity B (boundary)
- ▶ You can show that the cost of a cut of this graph equals the cost of splitting it into grass and holes along this cut
- ▶ So find the minimum cut, i.e., the maximum flow

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