

# (ETH Zurich)+ Contest

## Problem analysis

Artem Vasilev   Pavel Krotkov

Peking University Camp, April 2016

# A. Arithmetic

## Problem statement

- Given  $a$ ,  $b$ , prime  $p$ , and a number  $k$ , find any  $x$  that  $a^x + b^x$  is divisible by  $p^k$ .

# A. Arithmetic

## Edge cases

- Both  $a$  and  $b$  are divisible by  $p$ : can set  $x = k$
- Exactly one of  $a$  and  $b$  is divisible by  $p$ : output  $-1$ .

# A. Arithmetic

## Solution

- Let  $m = p^{k-1}(p-1)$ . By Euler's theorem, we have  $c^m \equiv 1 \pmod{p}$ .
- Let's incrementally solve  $a^{x_i} + b^{x_i} \equiv 0 \pmod{p}$  for all  $i$  from 1 to  $k$ . For  $i = 1$ , if  $x_1$  exists, it exists in range  $[1, p-1]$ , so it can be brute-forced.
- By the same reasoning, solution for  $i = 2$  lies in  $[1, p(p-1)]$ , using the additional information that  $x_2 \equiv x_1 \pmod{p-1}$ , so it can be found in  $O(p)$  time.
- We can implement this solution recursively, trying all the solutions to  $x_i$  we can get, fast enough to get OK.

# A. Arithmetic

## Alternative solution

- Multiplying the equality by  $b^{-1} \pmod{p}^k$ , we get  $c^x \equiv -1 \pmod{p}^k$ , where  $c = ab^{-1}$ .
- Since  $p$  is odd, let  $p - 1 = 2^d s$ , where  $s$  is odd. Acting similarly to Miller-Rabin primality test, we try  $x = \phi(p^k), \frac{\phi(p^k)}{2}, \dots, \frac{\phi(p^k)}{2^d}$  as the possible solution, and if none are correct, output -1.
- No formal proof (can you prove it?).

## B. Canton Courier

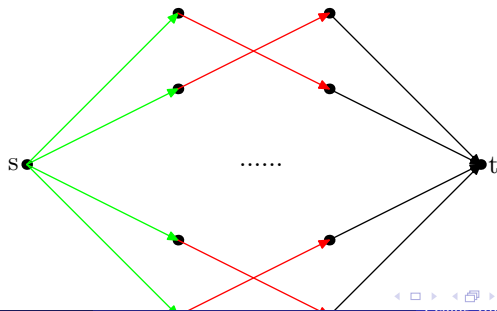
### Problem statement

- $n$  jobs,  $m$  zones
- Each job has  $p_i$  reward
- Each zone has  $c_i$  cost
- Job depends on subset of zones
- Job is done if it's subset is bought
- $n \leq 100$ ,  $m \leq 100$

## B. Canton Courier

### Problem solution

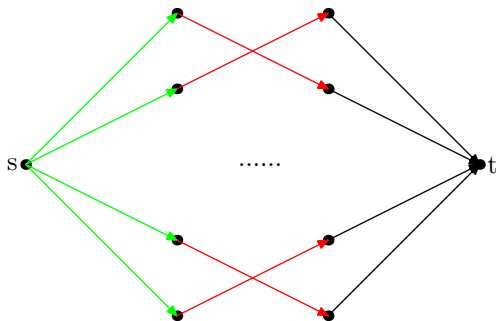
- Let's build a network with  $n$  vertices in first level and  $m$  vertices in second level
- Green edges: capacity  $p_i$
- Red edges: capacity  $+\infty$ , connect jobs with corresponding set of zones
- Black edges: capacity  $c_i$
- The answer is  $\sum p_i - C$ , where  $C$  is size of minimum cut



# B. Canton Courier

## Explanation

- Any cut in this network represents a solution
- Green edges in cut represent jobs we haven't done
- Red edges in cut represent zones we bought
- We need to minimize size of cut



# C. Merlin's Orb

## Problem statement

- $N$  circumferences of different radii randomly pop up on the surface of a sphere. Count the expected number of intersection points.

# C. Merlin's Orb

## Solution

- Answer is the sum of intersection points for all pairs of circles.
- Each pairs of circles has 2 intersection points with probability  $p$  and 0 with probability  $1 - p$ .
- Let  $\alpha_i$  be the angle between the sphere axis and any point on  $i$  circle if it's center is on the north pole:  $\sin(\alpha_i) = \frac{r_i}{R}$
- Consider 2 circles with radii  $r_1$  and  $r_2$ . Without loss of generality, assume  $r_1 \geq r_2$  and the center of the first center is the north pole. Probability that these two don't intersect is the ratio of areas of 2 sphere caps to the sphere area and is equal to  $\cos(\alpha_1 - \alpha_2) - \cos(\alpha_1 + \alpha_2) = 2 \sin(\alpha_1) \sin(\alpha_2)$ .
- So the answer is  $\sum_{i < j} 2 \sin(\alpha_i) \sin(\alpha_j)$ , which can be computed in linear time.

# D. Multidrink

## Problem statement

- Given a tree with  $N$  ( $N \leq 500000$ ) vertices.
- Find a permutation of vertices such that any 2 adjacent vertices are no farther than 2.
- Start in vertex 1 and end in vertex  $N$ .

# D. Multidrink

## Solution

- Construct the solution vertex by vertex.
- Write an auxiliary function: take a subtree rooted in  $v$ , visit all its descendants and return to  $v$ 's parent or report there's no such path.
- Consider all children of  $v$ : if they are all leaves, just visit them in any order.
- Assume there's a child that's not a leaf, call it  $u$ . Then after  $v$ , we must go to a child of  $u$ .

# D. Multidrink

## More cases

- If all children of  $u$  are leaves, then everything's good.
- If  $u$  has a children that's not a leaf, then it should be visited *last*.
- Finally, if  $u$  has two or more children that isn't a leaf, there's no answer. Same holds for start vertex  $v$ .

## D. Multidrink

Even more cases

- So far we've been solving the problem without considering the end vertex.
- Exactly one subtree of the start vertex contains  $n$ . Call the function so that subtree containing  $n$  is the 'parent'.
- After visiting all other subtrees, go to subtree containing  $n$ .
- Similar case handling as before.

# E. New Year

## Problem statement

- Given a bipartite graph and a number  $k$ .
- Color the maximum amount of edges using  $k$  colors, so that any two edges sharing the vertex have different colors.

# E. New Year

## Solution

- Theorem: any bipartite graph with maximum degree  $k$  can be edge-colored with  $k$  colors.
- Proof: there's a constructive algorithm for coloring edges similar to Kuhn's maximum matching algorithm.
- So we need to find a maximum subgraph with all vertices having degree  $\leq k$ .
- Use any maximum flow algorithm.

# E. New Year

## How to color

- Use an algorithm from theorem above.
- Alternatively, augment graph to have the same number of vertices in both parts.
- Then, add edges until each vertex has degree equal to  $k$ .
- Theorem: every  $k$ -regular bipartite graph contains a perfect matching. Corollary: it also contains  $k$  edge-disjoint perfect matchings.
- Just find a perfect matching  $k$  times, color each matching in it's own color.

# F. Packing T-Shirts

## Problem statement

- Solve knapsack problem for a specific weight sequence.
- $\sum_{i \in A} w_i = c$
- It's guaranteed that solution exists.

# F. Packing T-Shirts

## Solution

- Weights  $w_i = (ra_i) \bmod q$  are created from a *superincreasing* sequence  $a_i$ :  $\sum_{n=1}^{i-1} a_n < a_i$
- Every weight can be represented by at most one subset of superincreasing sequence, and this subset can be obtained using greedy algorithm.
- $\sum_{i \in A} w_i = c$
- $\sum_{i \in A} (w_i r^{-1}) \bmod q = (cr^{-1}) \bmod q$
- $\sum_{i \in A} a_i = (cr^{-1}) \bmod q$
- Since  $\sum_{i=1}^n a_i < q$  and solution always exists, the only possible solution is the one retrieved from superincreasing greedy algorithm.

# G. Fancy Runway

## Problem statement

- Bit vector  $a = (a_0, a_1, \dots, a_n)$
- Every iteration — new vector
$$a' = (a_1, a_2, \dots, a_n, a_0 \oplus a_{j_1} \oplus a_{j_2} \dots \oplus a_{j_{k-1}})$$
- Find when we will reach some particular state  $b$  (or determine that it will never happen)
- $n \leq 32$

# G. Fancy Runway

## Useful observations

- Can find such matrix  $B$  that  $a' = B \times a$
- Can find state after  $T$  iterations quick enough ( $B^T \times a$ )
- This sequence will have cycle after at most  $2^n$  iterations
- Can find previous state of  $a$  (guaranteed by the constraint about  $a_0$ )

# G. Fancy Runway

## Solution

- $b_{-i}$  — state  $b$  reverted on  $i$  steps
- Find  $b, b_{-1}, b_{-2}, \dots, b_{-2^{\frac{n}{2}}}$
- Find  $a_{2^{\frac{n}{2}}}, a_{2 \times 2^{\frac{n}{2}}}, a_{3 \times 2^{\frac{n}{2}}}, \dots, a_{2^n}$
- If these sets have common element — we found an answer
- If they don't — answer doesn't exist
- Might use some bit operations for quick matrix multiplication

# H. Scouting Camp

## Problem statement

- Set of points on plane
- Complete graph
- Distance between points —  $|x_1 - x_2| + |y_1 - y_2|$
- Find MST
- $N \leq 20000$

# H. Scouting Camp

Good enough solution

- Prim's algorithm
- $O(N^2)$
- Will probably work
- Optimization: store all vertices in list, remove the vertex after we added it to our MST

# H. Scouting Camp

Correct solution

- Binary search for answer (the longest edge in MST)
- Answer check:
  - For every vertex get a "nearby area" (a square around it)
  - Check if all squares are connected
  - Can do it with sweeping line

# I. Sequence

## Problem statement

- Sequence of  $N$  integers
- Split it into maximum possible amount of parts
- Sums of parts — increasing sequence
- $N \leq 4000$

# I. Sequence

## Solution idea

- Dynamic programming
- $f_{i,j}$  — maximum possible amount of parts for the first  $i$  numbers if the last part consists of  $j$  elements
- Calculating:  
for  $k = i + 1 \dots n$  do  
  if ( $\text{sum}(i + 1, k) > \text{sum}(i - j + 1, i)$ )  
     $f_{k,k-i} = \max(f_{k,k-i}, f_{i,j} + 1)$
- $O(N^3)$

# I. Sequence

## Optimization

- Consider we already calculated  $f$  values for first  $i$  elements
- Let's do all updates for all  $j$  values at once for  $O(N \times \log_2 N)$
- For every  $j$  value calculate pair  $(\text{sum}(i - j + 1, i), f_{i,j})$
- For every  $k > i$  we need to find pair with maximum second value among those with first value less than  $\text{sum}(i + 1, k)$
- Sort this pairs by first values
- Precalculate maximum second values on prefixes
- Do binary search
- $O(N^2 \times \log_2 N)$

# J. Sliding Puzzle

## Problem solution

- Simulate  $M$  steps of sliding puzzle game on the  $N \times N$  field
- $N \leq 100$ ,  $M \leq 10^5$
- The easiest problem
- Just do it!

# K. Transport

## Problem statement

- Consider graph
- All edges have weight  $a$
- We add some new edges with weight  $b$
- Edge  $(u, v)$  is added if and only if the shortest distance between  $u$  and  $v$  in the old graph is  $2 \times a$
- Find all shortest distances from  $s$

# K. Transport

## First idea

- Let's find shortest paths without new edges (BFS)
- Distance between  $u$  and  $v$  is  $t \times a$
- If  $t$  is even, distance between  $u$  and  $v$  in the whole graph is  $\min(t \times a, \frac{t}{2} \times b)$
- If  $t$  is odd, distance between  $u$  and  $v$  in the whole graph is  $\min(t \times a, \lfloor \frac{t}{2} \rfloor \times b + a, ?)$

# K. Transport

## Second idea

- What is ? on the previous slide?
- Consider  $b \ll a$
- In that case we may find some longer path of even length
- And it will be shorter than  $\lfloor \frac{t}{2} \rfloor \times b + a$
- So let's do BFS on graph where all vertices have two states — odd and even

# K. Transport

## New trouble

- Solution still isn't entirely correct
- Consider we are at the vertex  $(u, 1)$  and we came from the vertex  $(v, 0)$
- We can't go from  $(u, 1)$  to  $(w, 0)$  if there is an edge  $(v, w)$

# K. Transport

## Third idea

- Still BFS
- State of the BFS — current last edge on our way (and flag for odd/even)
- This way we can check the situations from the previous slide
- Now complexity of algorithm is  $O(E^2)$  (easy to find a test)

# K. Transport

## Fourth idea

- Let's store all unchecked outgoing edges for every vertex
- Let's remove the edge once we checked it
- This way the complexity is  $O(E + T)$
- We check  $O(E)$  edges and we skip  $O(T)$  edges
- $T$  is the amount of triangles in our graph
- Estimate on  $T$  is  $O(V\sqrt{V})$

# L. Walk Through Byteland

## Problem statement

- Consider graph
- Vertices — all binary vectors of length  $n$  except  $k$  "bad" ones
- Pair of vertices have an edge if and only if Hamming distance = 1
- $n \leq 60$ ,  $k \leq 5 \times 10^6$
- Check if vertices  $s$  and  $t$  are connected

# L. Walk Through Byteland

## Solution idea

- BFS from  $s$  until:
  - We found  $t$  (1)
  - We can't go to any new vertex (2)
  - We have passed  $10^6$  vertices (3)
- Note, that in cases (1) or (2) the problem is solved
- In case (3) — same BFS from  $t$
- If (3) in second BFS – answer is YES

# L. Walk Through Byteland

## Solution explanation

- Our graph is very "branching" ( $n$  edges from every vertex)
- Size of BFS levels grows exponentially
- If "bad" vertices block the way from  $s$  to  $t$  — they do it near  $s$  (or  $t$ )
- There are too many vertices at distant levels to block the way there
- No formal proof