

NOI 2015

Ken Sung

Scientific Committee

- Chang Ee-Chien (AskOneGetOneFree)
- Stephan Frank (Sudoku)
- Mark Theng (Radioactive)
- Ranald Lam Yun Shao (BananaFarm)
- Wing-Kin Sung, Ken
- Steven Halim
- Wu Xin Yu

Chang Ee-Chien

Associate Professor

Department of Computer Science

National University of Singapore



- Mother tongue: PASCAL, BASIC
- 1st “working language”: COBOL (used during a summer job)
- Languages learned and forget: SETL, ADA, PROLOG, LISP.
- Most used: C++ and MATLAB
- Favorite editor for programming: vi
- Research Interests: Information Security, Algorithm

Stephan, Frank

Professor

Department of Computer Science

Department of Mathematics

National University of Singapore



- Learnt at Secondary School: BASIC, MC6800 codes and PASCAL
- Languages learnt and almost forgotten: Fortran and APL
- Most used: C and Javascript
- Favourite editor for programming: vi

Research Fields: Mathematical Logic and Theory of Computation

Mark Theng

SG IOI Team 2013 - 2014

HCI NOI Team 2010 - 2013

HCI Alumni



- Mother tongue: C++
- Frequently used: C++, Python, MATLAB, Javascript
- Favorite editors: Code::Blocks (for C++) Notepad++

Ranald Lam Yun Shao

SG IOI Team 2012-2014

RI NOI Team 2011-2012

Raffles Institution Alumni

- Mother tongue: C++
- Frequently used: C++, Javascript, PHP
- Favorite editor(s): Sublime Text, Geany
- Bad Habits: Buying too much servers
- IOI/NOI Tip: Every mark counts 😊



Wing-Kin Sung, Ken

Professor

Department of Computer Science

National University of Singapore



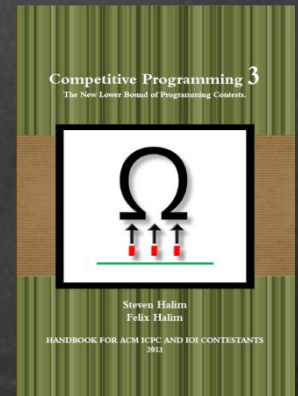
- Mother tongue: BASIC and PASCAL
- 1st “working language”: FOXPLO (used during a summer job)
- Languages learned and forget: COBOL, PROLOG, LISP
- Most used: C, R and Java
- Favorite editor for programming: vi
- Research Interests: Computational Biology, Algorithm

Steven Halim

Lecturer, NUS ACM ICPC & SG IOI team leader
Department of Computer Science
National University of Singapore



- Languages most used: C/C++, Java, JavaScript, HTML5
- Other Languages: CSS3, PHP, SQL, MATLAB, C#, PASCAL, VB
- Favorite editor for programming: Sublime Text 2
- Research Interest: Algorithm Visualization (<http://visualgo.net>)
- Author of Competitive Programming textbook
 - Task bananafarm, up to 67 points (yeah, NOI15 bronze), can be easily solved with the SAMPLE CODE given in page 57-58 of CP3 + a bit extra 😊



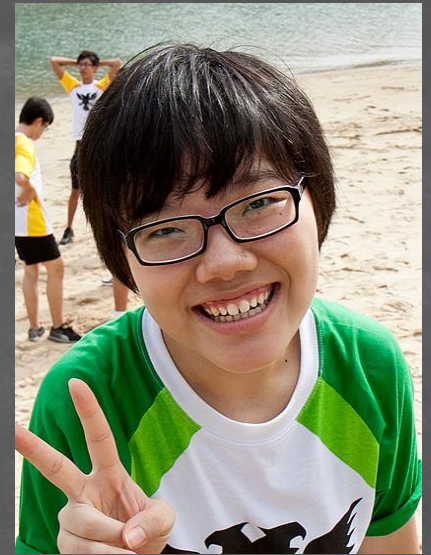
Wu Xin Yu

SG IOI 2014

RI NOI 2013-14

Raffles Girls' School/

Raffles Institution Alumni



- Mother tongue: C++
- Most used: C++, JavaScript, Python
- Favorite editor(s): vim, sublime text
- Favorite moment in programming: Learn how to quit in vim

General statistics

- Number of participants: 111
- Number of >0 marks: 67 out of 111
- Number of ≥ 100 marks: 29 out of 111
- Max mark: 284 out of 400
- Most difficult question:
 - Sudoku (10 non-zero marks)
- Easiest question:
 - AskOneGetOneFree (58 non-zero marks)

AskOneGetOneFree

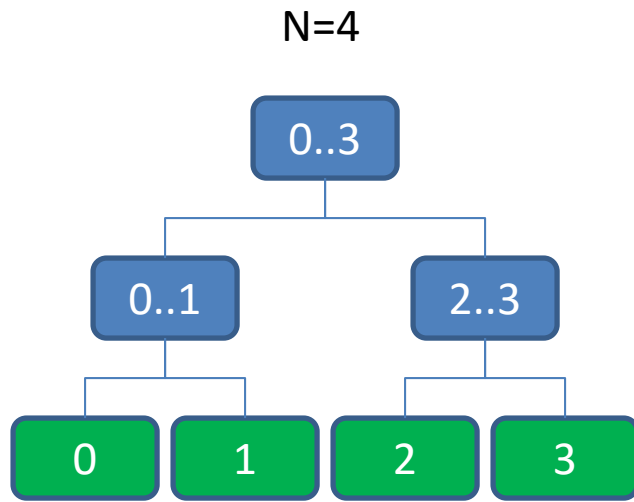
Two Unknown Problem

- Guess two integers x and y in $0..N-1$.
- You can ask $\text{query}(r)$, which tell you whether $x \geq r$ and whether $y \geq r$.
- By asking minimum number of queries, you need to discover x and y .

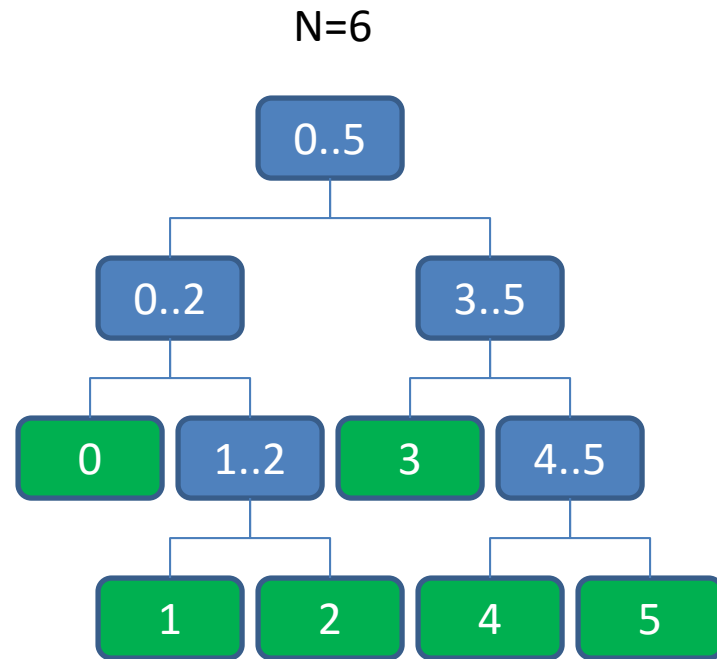
A simpler problem: One Unknown Problem

- Guess one integer x in $0..N-1$.
- You can ask $\text{query}(r)$, which tells you whether $x \geq r$.
- You need to discover x .

Binary search can solve the One Unknown Problem



2 queries



3 queries

In general, to guess x in $0..N-1$, it requires $\lceil \log_2 N \rceil$ queries.

Why binary search is good?

- Let $T(N)$ be the minimum number of queries to solve the One Unknown Problem.
- For some r , after we call $\text{query}(r)$, there are two cases:
 - Case 1 ($x < r$): $T(N) = 1 + T(r)$
 - Case 2 ($x \geq r$): $T(N) = 1 + T(N-r)$
- We have $T(1)=0$ and
 - $T(N) = \min_{1 \leq r < N} \left\{ \max \left\{ 1 + T(r), 1 + T(N-r) \right\} \right\}$ for $N > 0$
- To minimize $T(N)$, we should set $r = \left\lfloor \frac{N}{2} \right\rfloor$. Hence, binary search is good.

Two Unknown Problem

- Let $T(N)$ be the minimum number of queries to solve Two Unknown Problem.
- After we call $\text{query}(r)$, there are three cases:
 - Case 1 (Both $x, y \geq r$): $T(N) = 1 + T(N-r)$
 - Case 2 (Both $x, y < r$): $T(N) = 1 + T(r)$
 - Case 3 ($x < r$ and $y \geq r$): $T(N) = 1 + \lg r + \lg (N-r)$
- To minimize the number of queries, we have

$$- T(N) = \min_r \left\{ \max \left\{ \begin{array}{l} 1 + T(r) \\ 1 + T(N-r) \\ 1 + \lceil \log r \rceil + \lceil \log(N-r) \rceil \end{array} \right\} \right\}$$

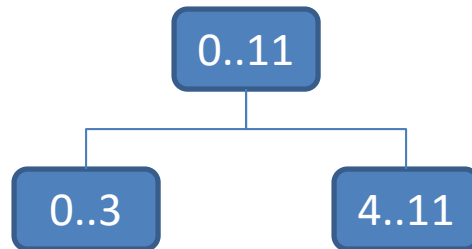
- By dynamic programming, we can compute $T(N)$ and the corresponding r that minimizes $T(N)$.

r and T(N) from DP

N	r	T(N)
1	-	0
2	1	1
3	1	2
4	1	3
5	1	4
6	2	4
7	1	5
8	2	5
9	1	6
10	2	6
11	3	6
12	4	6
13	1	7
14	2	7
15	3	7
16	4	7
17	1	8
18	2	8
19	3	8

Binary search may not be good for the Two Unknown Problem

- When $N=12$, the optimal solution calls $\text{query}(4)$.



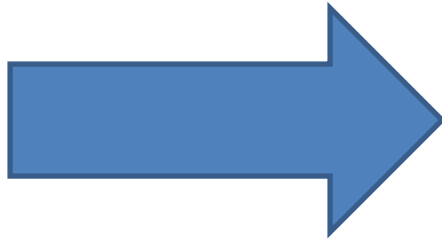
- The worst case is $x < 4$ and $y \geq 4$. The number of queries is $1 + \lceil \log 3 \rceil + \lceil \log 8 \rceil = 1 + 2 + 3 = 6$.
- Instead, if we do binary search (i.e. call $\text{query}(6)$), the worst case is $x < 4$ and $y \geq 4$. The number of queries is $1 + 2 * \lceil \log 6 \rceil = 1 + 2 * 3 = 7$.

Sudoku

Problem

- Given the positions of 1's, find a Sudoku that has θ space entries and are human solvable.

			1					
						1		
	1							
				1				
							1	
		1						
					1			
								1



0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	4	5	6
0	0	0	7	8	9	0	0	0
0	0	2	0	0	5	0	0	0
0	0	8	0	0	0	3	4	0
0	0	5	6	7	8	0	0	2
0	9	0	0	3	4	0	0	7
0	6	0	0	0	0	2	0	4
0	3	0	5	6	7	8	9	1

What is human solvable?

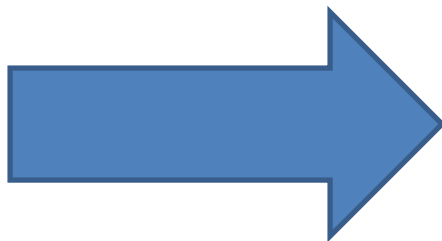
- For example, for the highlighted entry,
 - its row: 2, 4, 6
 - its column: 4, 5, 7, 8, 9
 - its quadrant: 3, 4, 5, 6, 7
- The row, column and quadrant contain all digits except 1.
- Hence, this entry should be 1.
- This is human solvable.

0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	4	5	6
0	0	0	7	8	9	0	0	0
0	0	2	0	0	5	0	0	0
0	0	8	0	0	0	3	4	0
0	0	5	6	7	8	0	0	2
0	9	0	0	3	4	0	0	7
0	6	0	0	0	0	2	0	4
0	3	0	5	6	7	8	9	1

How to get a sudoku with many space entries?

- Method 1: Create it manually!
- E.g. below transformation gives 27 spaces.

1	2	3	4	5	6	7	8	9
7	8	9	1	2	3	4	5	6
4	5	6	7	8	9	1	2	3
9	1	2	3	4	5	6	7	8
6	7	8	9	1	2	3	4	5
3	4	5	6	7	8	9	1	2
8	9	1	2	3	4	5	6	7
5	6	7	8	9	1	2	3	4
2	3	4	5	6	7	8	9	1



0	0	0	4	5	6	7	8	9
0	0	0	1	2	3	4	5	6
0	0	0	7	8	9	1	2	3
9	1	2	0	0	0	6	7	8
6	7	8	0	0	0	3	4	5
3	4	5	0	0	0	9	1	2
8	9	1	2	3	4	0	0	0
5	6	7	8	9	1	0	0	0
2	3	4	5	6	7	0	0	0

Can we create empty spaces?

- Let A be a full sudoku. We aim to obtain θ empty entries.
- By greedy approach, identify an entry that is human solvable and make it as 0. Iterate this step until you have θ 's zeros.
- Run `createEmpty(A , θ)`.
- `createEmpty(A , θ)`
 - if A has θ empty entries, return A ;
 - for each non-empty entry x in A
 - if $A-x$ is human-solvable, then
 - return `createEmpty($A-x$, $\theta-1$)`;
 - return fail;

Example to generate 51 spaces

- By greedy approach, identify an entry that is human solvable and make it as 0. Iterate this step until you have 51's zeros.
- This step can be done in offline.

1	2	3	4	5	6	7	8	9
7	8	9	1	2	3	4	5	6
4	5	6	7	8	9	1	2	3
9	1	2	3	4	5	6	7	8
6	7	8	9	1	2	3	4	5
3	4	5	6	7	8	9	1	2
8	9	1	2	3	4	5	6	7
5	6	7	8	9	1	2	3	4
2	3	4	5	6	7	8	9	1



0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	4	5	6
0	0	0	7	8	9	0	0	0
0	0	2	0	0	5	0	0	0
0	0	8	0	0	0	3	4	0
0	0	5	6	7	8	0	0	2
0	9	0	0	3	4	0	0	7
0	6	0	0	0	0	2	0	4
0	3	0	5	6	7	8	9	1

How can we rearrange the 1's?

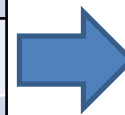
- By swapping rows 1-3, rows 4-6 and rows 7-9, the sudoku property is still valid.
- By swapping cols 1-3, cols 4-6 and cols 7-9, the sudoku property is still valid.
- By swapping the rows/columns, we can place the 1's in the correct positions.

1	2	3	4	5	6	7	8	9
7	8	9	1	2	3	4	5	6
4	5	6	7	8	9	1	2	3
9	1	2	3	4	5	6	7	8
6	7	8	9	1	2	3	4	5
3	4	5	6	7	8	9	1	2
8	9	1	2	3	4	5	6	7
5	6	7	8	9	1	2	3	4
2	3	4	5	6	7	8	9	1



Swap
row1
&
row2

7	8	9	1	2	3	4	5	6
1	2	3	4	5	6	7	8	9
4	5	6	7	8	9	1	2	3
9	1	2	3	4	5	6	7	8
6	7	8	9	1	2	3	4	5
3	4	5	6	7	8	9	1	2
8	9	1	2	3	4	5	6	7
5	6	7	8	9	1	2	3	4
2	3	4	5	6	7	8	9	1



Swap
col1
&
col2

8	7	9	1	2	3	4	5	6
2	1	3	4	5	6	7	8	9
5	4	6	7	8	9	1	2	3
1	9	2	3	4	5	6	7	8
7	6	8	9	1	2	3	4	5
4	3	5	6	7	8	9	1	2
9	8	1	2	3	4	5	6	7
6	5	7	8	9	1	2	3	4
3	2	4	5	6	7	8	9	1

How to rearrange the 1's?

1	2	3	4	5	6	7	8	9
7	8	9	1	2	3	4	5	6
4	5	6	7	8	9	1	2	3
9	1	2	3	4	5	6	7	8
6	7	8	9	1	2	3	4	5
3	4	5	6	7	8	9	1	2
8	9	1	2	3	4	5	6	7
5	6	7	8	9	1	2	3	4
2	3	4	5	6	7	8	9	1

Swap rows 1&2, rows 4&5,
rows 7&9

				1				
	1							
						1		
				1				
1								
							1	
								1
			1					
		1						

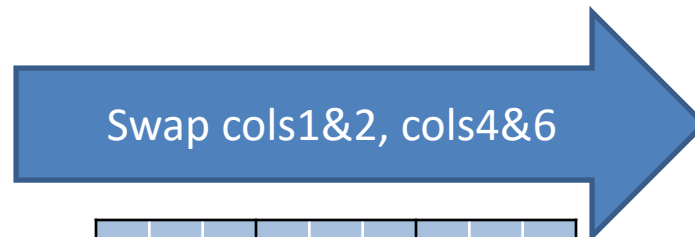
7	8	9	1	2	3	4	5	6
1	2	3	4	5	6	7	8	9
4	5	6	7	8	9	1	2	3
6	7	8	9	1	2	3	4	5
9	1	2	3	4	5	6	7	8
3	4	5	6	7	8	9	1	2
2	3	4	5	6	7	8	9	1
5	6	7	8	9	1	2	3	4
8	9	1	2	3	4	5	6	7

0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	4	5	6
0	0	0	7	8	9	0	0	0
0	0	2	0	0	5	0	0	0
0	0	8	0	0	0	3	4	0
0	0	5	6	7	8	0	0	2
0	9	0	0	3	4	0	0	7
0	6	0	0	0	0	2	0	4
0	3	0	5	6	7	8	9	1

0	0	0	0	0	0	4	5	6
0	0	0	0	0	0	0	0	0
0	0	0	7	8	9	0	0	0
0	0	8	0	0	0	3	4	0
0	0	2	0	0	5	0	0	0
0	0	5	6	7	8	0	0	2
0	3	0	5	6	7	8	9	1
0	6	0	0	0	0	2	0	4
0	9	0	0	3	4	0	0	7

How to rearrange the 1's?

7	8	9	1	2	3	4	5	6
1	2	3	4	5	6	7	8	9
4	5	6	7	8	9	1	2	3
6	7	8	9	1	2	3	4	5
9	1	2	3	4	5	6	7	8
3	4	5	6	7	8	9	1	2
2	3	4	5	6	7	8	9	1
5	6	7	8	9	1	2	3	4
8	9	1	2	3	4	5	6	7



8	7	9	3	2	1	4	5	6
2	1	3	6	5	4	7	8	9
5	4	6	9	8	7	1	2	3
7	6	8	2	1	9	3	4	5
1	9	2	5	4	3	6	7	8
4	3	5	8	7	6	9	1	2
3	2	4	7	6	5	8	9	1
6	5	7	1	9	8	2	3	4
9	8	1	4	3	2	5	6	7

0	0	0	0	0	0	4	5	6
0	0	0	0	0	0	0	0	0
0	0	0	7	8	9	0	0	0
0	0	8	0	0	0	3	4	0
0	0	2	0	0	5	0	0	0
0	0	5	6	7	8	0	0	2
0	3	0	5	6	7	8	9	1
0	6	0	0	0	0	2	0	4
0	9	0	0	3	4	0	0	7

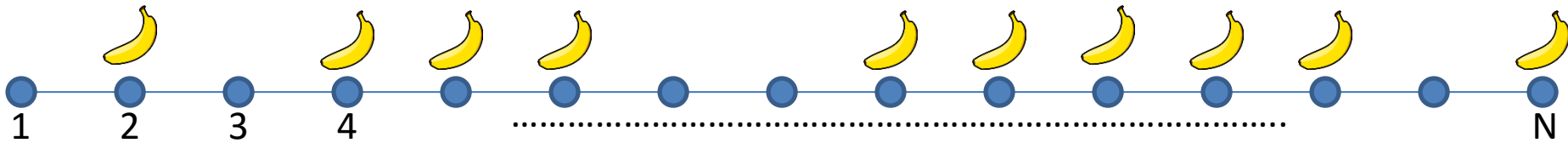
				1				
1								
					1			
			1					
1							1	
								1
			1					
		1						

0	0	0	0	0	0	4	5	6
0	0	0	0	0	0	0	0	0
0	0	0	9	8	7	0	0	0
0	0	8	0	0	0	3	4	0
0	0	2	5	0	0	0	0	0
0	0	5	8	7	6	0	0	2
3	0	0	7	6	5	8	9	1
6	0	0	0	0	0	2	0	4
9	0	0	4	3	0	0	0	7

Radioactive

Radioactive Problem

- There are N houses in linear order.
- It is not possible for C consecutive houses to have bananas.
 - Otherwise, nuclear explosion would occur.
- Aim: Find number of possible ways to distribute the bananas.



Model as bit vector

- This problem is the same as finding number of len-N bit vectors that
 - don't have runs of ones longer than C.
- Example: Below is an example of len-20 with no runs of ones longer than 3.
 - 01001110110100110011
- E.g. for N=3, C=1, there are 5 len-3 bit vectors with no runs of ones longer than 1:
 - 000
 - 100
 - 010
 - 001
 - 101
 - 011 ☹
 - 110 ☹
 - 111 ☹

Solution 1

- Let $S_C(N)$ be the number of combinations of len-N bit vectors where no runs of ones longer than C.
- $S_C(k) = 0$ for $k < 0$.
- $S_C(0) = 1$
- $S_C(1) = 2$
- $S_C(N) = \sum_{i=0..C} S_C(N - i - 1) \bmod p$
- By dynamic programming, $S_C(N)$ can be computed in $O(NC)$ time.

You can get 31 marks!

Solution 2

- Lemma: $S_C(N) = (2S_C(N-1) - S_C(N-C-1)) \bmod p$
- Proof:
 - $S_C(N) = (S_C(N-1) + \dots + S_C(N-C-1)) \bmod p$
 - $= (S_C(N-1) + (S_C(N-2) + \dots + S_C(N-C-2)) - S_C(N-C-2)) \bmod p$
 - $= (S_C(N-1) + S_C(N-1) - S_C(N-C-2)) \bmod p$
 - $= (2S_C(N-1) - S_C(N-C-2)) \bmod p$
- By dynamic programming, $S_C(N)$ can be computed in $O(N)$ time.
- Algorithm
 - $S_C(0) = 1$
 - $S_C(1) = 2$
 - for $i = 2$ to N
 - $S_C(i) = (2S_C(i-1) - S_C(i-C-1)) \bmod p$
 - Report $S_C(N)$;
- This solution is good when N is small.

You can get 58 marks!

Solution 3

- Another way is to partition the len-N vector into two len- $\frac{N}{2}$ vectors.



- For example, for C=3, there are a few cases (so that the middle has at most C's ones):

0	0
0	10
0	110
0	1110
01	10
01	110

01	0
01	10
01	110
011	0
011	10
0111	0

How to compute $S_C(N)$

- Note that, the number of combinations for the following case is $S_{C=3}\left(\frac{N}{2} - 1\right) + S_{C=3}\left(\frac{N}{2} - 4\right)$.

0	1110
---	------

- For $C=3$, $S_C(N)$ is the sum of below 12 values.

$S_{C=3}\left(\frac{N}{2} - 1\right) + S_{C=3}\left(\frac{N}{2} - 1\right)$	0	0	01	0	$S_{C=3}\left(\frac{N}{2} - 2\right) + S_{C=3}\left(\frac{N}{2} - 1\right)$
$S_{C=3}\left(\frac{N}{2} - 1\right) + S_{C=3}\left(\frac{N}{2} - 2\right)$	0	10	01	10	$S_{C=3}\left(\frac{N}{2} - 2\right) + S_{C=3}\left(\frac{N}{2} - 2\right)$
$S_{C=3}\left(\frac{N}{2} - 1\right) + S_{C=3}\left(\frac{N}{2} - 3\right)$	0	110	01	110	$S_{C=3}\left(\frac{N}{2} - 2\right) + S_{C=3}\left(\frac{N}{2} - 3\right)$
$S_{C=3}\left(\frac{N}{2} - 1\right) + S_{C=3}\left(\frac{N}{2} - 4\right)$	0	1110	011	0	$S_{C=3}\left(\frac{N}{2} - 3\right) + S_{C=3}\left(\frac{N}{2} - 1\right)$
$S_{C=3}\left(\frac{N}{2} - 2\right) + S_{C=3}\left(\frac{N}{2} - 2\right)$	01	10	011	10	$S_{C=3}\left(\frac{N}{2} - 3\right) + S_{C=3}\left(\frac{N}{2} - 2\right)$
$S_{C=3}\left(\frac{N}{2} - 2\right) + S_{C=3}\left(\frac{N}{2} - 3\right)$	01	110	0111	0	$S_{C=3}\left(\frac{N}{2} - 4\right) + S_{C=3}\left(\frac{N}{2} - 1\right)$

Solution 3

- $S_C(N)$ {
 - For $i = 0$ to C
 - Set $u_i = S_C(\frac{N}{2} - i - 1)$;
 - Return $\sum_{i+j \leq C} (u_i \cdot u_j)$;
- }
- This algorithm takes $O(C^2 \log N)$ time.
- This solution is good when C is small but N is large.

You can get 100 marks!

BananaFarm

Problem

- Input:
 - N trees, i^{th} tree can harvest $B[i]$ bananas.
 - There are P plans
 - The j^{th} plan tries to harvest C_j trees between $B[S_j..E_j]$.
- For the j^{th} plan, we need to compute the C_j largest integer in $B[S_j..E_j]$.

Abstract problem

- Consider an integer array $\text{arr}[1..N]$.
- For each input (S, E, K) ,
 - Our aim is to find the K^{th} largest element in $\text{arr}[S..E]$.
 - Denote this number as $\text{select}(S..E, K)$.

Simple solution

- To find $\text{select}(S..E, K)$,
 - We sort $\text{arr}[S..E]$.
 - Then, report the K^{th} largest one.
- This takes $O((E-S) \log (E-S))$ time.

But doing this... gets you 0 marks...

Subtask 1 Solution

- $S = 1$ and $E = N$
 - Implies all trees are harvested
- Sort $\text{arr}[1..N]$ ascendingly into $\text{sorted}[1..N]$
 - **$\text{select}(S, E, K) = \text{sorted}[N-K+1]$ (1-indexed)**

You can get 13 marks!

Subtask 2 Solution

- $S = 1, K = 1$
 - Implies only the maximum number is required
 - All ranges start from the first tree
- $\text{max_from_front}[1] = \text{arr}[1]$
- $\text{max_from_front}[2] = \max(\text{arr}[1], \text{arr}[2])$
- $\text{max_from_front}[3] = \max(\text{arr}[1], \text{arr}[2], \text{arr}[3])$
- $\text{max_from_front}[i] = \max(\text{arr}[1..i])$
- **$\text{max_from_front}[i] = \max(\text{arr}[i], \text{max_from_front}[i-1])$**
- **$\text{select}(S, E, K) = \text{max_from_front}[E]$**

You can get $13 + 12 = 25$ marks!

Subtask 3 Solution

- $K = 1$
- Build data-structure (segment tree)
- Then, utilize the data-structure, answer the query $\text{select}(S..E, K)$.
- Example: Segment tree for $\text{Arr}[1..8] = (3, 6, 2, 8, 5, 1, 7, 4)$.

8							
8				7			
6		8		5		7	
3	6	2	8	5	1	7	4
1	2	3	4	5	6	7	8

Observation

- Any interval S..E can be partitioned into at most $2 \log N$ intervals in the segment tree.
- Example, 2..8 can be partitioned into
 - 2..2, 3..4, 5..8

8							
8				7			
6		8		5		7	
3	6	2	8	5	1	7	4
1	2	3	4	5	6	7	8

So... how do I code it?

- NOI is open book 😊
- CP3 Supporting Material
 - <https://sites.google.com/site/stevenhalim/home/material>
 - ch2.zip → ch2_09_segmenttree_ds.cpp

You can get $13 + 12 + 21 = 46$ marks!

By buying CP3 :O

Subtask 4

- $K = 1$ or 2
- Two options
 - Code a segment tree with updates
 - Code a segment tree that stores the two max values per range

You can get $13 + 12 + 21 + 21 = 67$ marks!

Better solution

- Instead of storing the max, store all the elements in sorted order
 - Recall Subtask 1 solution and Subtask 3 solution
- Example: Segment tree for $\text{Arr}[1..8] = (3, 6, 2, 8, 5, 1, 7, 4)$.

1,2,3,4,5,6,7,8							
2,3,6,8				1,4,5,7			
3, 6		2, 8		1, 5		4,7	
3	6	2	8	5	1	7	4
1	2	3	4	5	6	7	8

Observation

- Any interval S..E can be partitioned into at most $2 \log N$ intervals in the segment tree.
- Example, 2..8 can be partitioned into
 - 2..2, 3..4, 5..8

1,2,3,4,5,6,7,8							
2,3,6,8				1,4,5,7			
3, 6		2, 8		1, 5		4,7	
3	6	2	8	5	1	7	4
1	2	3	4	5	6	7	8

Rank(S..E, x)

- Denote $\text{rank}(S..E, x)$ be the number of elements in $\text{arr}[S..E]$ which are at least x .
- $\text{rank}(S..E, x)$ can be found in $O(\log^2 N)$ time.
- Example: $\text{rank}(2..8, 4)$
 - $2..8$ can be partitioned into 3 segments: $2..2$, $3..4$ and $5..8$.
 - Num of values ≥ 4 is
 $\text{rank}(2..2, 4) + \text{rank}(3..4, 4) + \text{rank}(5..8, 4) = 5$.

1,2,3,4,5,6,7,8							
2,3,6,8				1,4,5,7			
3, 6		2, 8		1, 5		4,7	
3	6	2	8	5	1	7	4
1	2	3	4	5	6	7	8

Select(S..E, K) takes $O(\log^3 N)$ time

- Our aim is to compute $\text{select}(S..E, K)$
 - That is, the K^{th} largest element in $\text{arr}[S..E]$.
- $\text{select}(S..E, K)$ can be computed by binary search x on $1..N$ such that $\text{rank}(S..E, x) = K$.
- We need to make at most $\log N$ queries $\text{rank}(S..E, x)$.
- Hence, $\text{select}(S..E, K)$ takes $O(\log^3 N)$ time.

Note

- There are better solutions to this problem
- Solution presented can pass time limit
- Time limit set such that the following can pass
 - $N \log N$
 - $N \log^2 N$
 - $N \log^3 N$
 - $N \sqrt{N}$

TRAINING SESSIONS

- Entire December → for NOI preparation and CS3233 (Competitive Programming) eligibility, everybody can join
- January – April, CS3233, Wednesday nights, for Singaporean/SPR, by invitation only
- June/July, intensive IOI trainings, for Singapore top 4++ only
- See:
http://algorithmics.comp.nus.edu.sg/mediawiki/index.php/IOI_Workshop