

Experiment 9

Student Name: Tanmaya Kumar Pani UID: 22BCS12986

Branch: BE-CSE Section/Group: IOT-613B

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Subject Name: AP Lab Subject Code: 22CSH-311

1. Aim: Sub string game.

2. Objective: The Samantha and Sam are playing a numbers game. Given a number as a string, no leading zeros, determine the sum of all integer values of substrings of the string. Given an integer as a string, sum all of its substrings cast as integers. As the number may become large, return the value modulo 109+7.

3. Algorithm:

- a) Initialization:
- Initialize a variable totalSum = 0 to store the cumulative sum of all substring integers.
- Let currentSum = 0 to store the sum for the substrings ending at each position.
- Set $MOD = 10^9 + 7$ to handle large numbers.
- b) Iterate Through the String:
- For each character at position i in the string (from left to right):
 - Convert the character to its integer value.

 - Add currentSum to totalSum and take modulo MOD.
- c) Return the Result:
- After processing all characters, return totalSum \% MOD.

4. Code:

```
#include <bits/stdc++.h>
using namespace std;

const long long MOD = 1000000007;

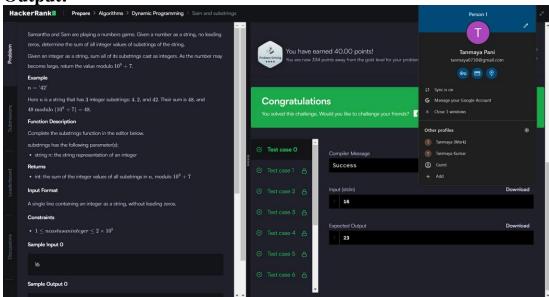
long long sumOfSubstrings(string number) {
  int n = number.length();
  long long totalSum = 0;
  long long currentSum = 0;
```

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```
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  for (int i = 0; i < n; i++) {
     int digit = number[i] - '0'; // Convert character to integer
     currentSum = (currentSum * 10 + (i + 1) * digit) % MOD;
     totalSum = (totalSum + currentSum) % MOD;
  }
  return totalSum;
}

int main() {
  string number;
  cin >> number;
  cout << sumOfSubstrings(number) << endl;
  return 0;
}</pre>
```

5. Output:



6. (a) Time Complexity : O(n) (b) Space Complexity : O(1)

7. Learning Outcomes:

- a) Understood how to work with large numbers using the modulo operator to avoid overflow issues, especially in competitive programming.
- b) Learnt an optimized way to calculate sums of all substrings of a number string by iterating over each digit once, updating the sum progressively.
- c) Practiced managing large integers and input strings in Java.



Problem -2

1. **Aim**: Kingdom Division

2. **Objective:** King Arthur has a large kingdom that can be represented as a tree, where nodes correspond to cities and edges correspond to the roads between cities. The kingdom has a total of n cities numbered from 1 to n. The King wants to divide his kingdom between his two children, Reggie and Betty, by giving each of them 0 or more cities; however, they don't get along so he must divide the kingdom in such a way that they will not invade each other's cities. The first sibling will invade the second sibling's city if the second sibling has no other cities directly connected to it.

3. Algorithm:

- a) Input:
- n: Number of cities.
- An array of edges representing the roads between the cities.
- b) Tree Construction:
- Construct an adjacency list representing the tree using the given edges.
- c) Subtree Sizes:
- Perform a DFS (Depth-First Search) traversal to calculate the size of the subtree for each node. The subtree size of a node is the number of cities (nodes) in the subtree rooted at that node.
- d) Optimal Edge Removal:
- For each edge, calculate the size of the subtree it would create if the edge were cut.
- Calculate the difference between the sizes of the two resulting subtrees.
- Find the edge that minimizes this difference.
- e) Return the result:
- Return the best edge to cut.

4. Code:

```
#include <bits/stdc++.h>
using namespace std;

const int MOD = 1000000007;
vector<vector<int>> tree;
vector<bool> visited;

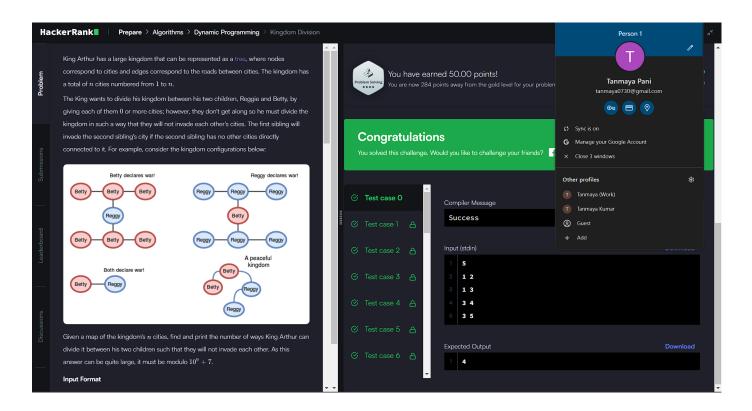
// Function to calculate the number of ways for the subtree
pair<long long, long long> ways(int node, int parent) {
   long long lonely_ways = 1; // Ways to assign subtree such that all children have opposite assignments
   long long total_ways = 1; // Total ways to assign the subtree
```

```
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```

```
for (int child : tree[node]) {
     if (child != parent) {
       pair<long long, long long> child_ways = ways(child, node);
       long long diff = child_ways.first;
       long long same = child_ways.second;
       lonely_ways = (lonely_ways * diff) % MOD;
       total_ways = (total_ways * (same + diff) % MOD) % MOD;
     }
  }
  long long valid_ways = (total_ways - lonely_ways + MOD) % MOD;
  return {valid_ways, total_ways};
}
int kingdomDivision(int n, vector<pair<int, int>>& roads) {
  tree.resize(n + 1);
  visited.resize(n + 1, false);
  // Build the adjacency list for the tree
  for (auto road : roads) {
     int u = road.first, v = road.second;
     tree[u].push_back(v);
     tree[v].push_back(u);
  }
  // Call DFS from node 1 (root) assuming node 1 has no parent (-1)
  pair<long long, long long> result = ways(1, -1);
  // Multiply the result for the root assignment
  return (2 * result.first) % MOD;
}
int main() {
  int n;
  cin >> n;
  vector<pair<int, int>> roads(n - 1);
  for (int i = 0; i < n - 1; i++) {
     int u, v;
     cin >> u >> v;
     roads[i] = \{u, v\};
  }
  cout << kingdomDivision(n, roads) << endl;</pre>
  return 0;
```

5. a)Time Complexity: O(n) b)Space Complexity: O(n)

6. Output:



7. Learning Outcomes:

- a) Applying DFS to calculate subtree sizes and find optimal edge removal in a tree structure.
- b) Learning to optimize division by minimizing differences in the sizes of divided parts.
- c) Applying graph-theoretical concepts (trees, edge cuts) to solve practical problems like kingdom division.