

HOME TOP CATALOG CONTESTS GYM PROBLEMSET GROUPS RATING EDU API CALENDAR HELP

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# G. Bitwise Formula

time limit per test: 3 seconds
memory limit per test: 512 megabytes
input: standard input
output: standard output

Bob recently read about bitwise operations used in computers: AND, OR and XOR. He have studied their properties and invented a new game.

Initially, Bob chooses integer m, bit depth of the game, which means that all numbers in the game will consist of m bits. Then he asks Peter to choose some m-bit number. After that, Bob computes the values of n variables. Each variable is assigned either a constant m-bit number or result of bitwise operation. Operands of the operation may be either variables defined before, or the number, chosen by Peter. After that, Peter's score equals to the sum of all variable values.

Bob wants to know, what number Peter needs to choose to get the minimum possible score, and what number he needs to choose to get the maximum possible score. In both cases, if there are several ways to get the same score, find the minimum number, which he can choose.

#### Input

The first line contains two integers n and m, the number of variables and bit depth, respectively ( $1 \le n \le 5000$ ;  $1 \le m \le 1000$ ).

The following n lines contain descriptions of the variables. Each line describes exactly one variable. Description has the following format: name of a new variable, space, sign ":=", space, followed by one of:

- 1. Binary number of exactly *m* bits.
- 2. The first operand, space, bitwise operation ("AND", "OR" or "XOR"), space, the second operand. Each operand is either the name of variable defined before or symbol '?', indicating the number chosen by Peter.

Variable names are strings consisting of lowercase Latin letters with length at most 10. All variable names are different.

## Output

In the first line output the minimum number that should be chosen by Peter, to make the sum of all variable values minimum possible, in the second line output the minimum number that should be chosen by Peter, to make the sum of all variable values maximum possible. Both numbers should be printed as m-bit binary numbers.

# Examples

input	Сору
3 3 a := 101 b := 011 c := ? XOR b	
output	Сору
011 100	

input	Сору
5 1 a := 1 bb := 0 cx := ? OR a d := ? XOR ? e := d AND bb	
output	Сору
0 0	

## Note

In the first sample if Peter chooses a number  $011_2$ , then  $a=101_2$ ,  $b=011_2$ ,  $c=000_2$ , the sum of their values is 8. If he chooses the number  $100_2$ , then  $a=101_2$ ,  $b=011_2$ ,  $c=111_2$ , the sum of their values is 15.

For the second test, the minimum and maximum sum of variables a, bb, cx, d and e is 2, and this sum doesn't depend on the number chosen by Peter, so the minimum Peter can choose is 0.

## <u>Topic Stream Mashup: Bitwise</u> <u>Operations</u>

### **Finished**

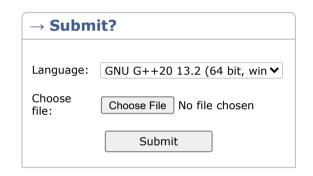
#### **Practice**



### → Virtual participation

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

#### Start virtual contest



ightarrow Last submissions		
Submission	Time	Verdict
<u>268818601</u>	Jul/04/2024 21:02	Accepted
268817123	Jul/04/2024 20:51	Accepted
<u>268812966</u>	Jul/04/2024 20:20	Accepted
268811810	Jul/04/2024 20:12	Wrong answer on test 2
268811363	Jul/04/2024 20:09	Wrong answer on test 1

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## $\rightarrow \text{Contest materials}$

• Topic tutorial video (en)