

CSES Problem Set

TASKS | STATISTICS | HACKS

General

CEES

i	<u>Introduction</u>
G	Create new account
G	Statistics

Introductory Problems

<u>Weird Algorithm</u>	105483 / 110464	-
Missing Number	89957 / 94819	-
<u>Repetitions</u>	78576 / 82261	-
Increasing Array	73566 / 76589	-
<u>Permutations</u>	64713 / 66871	_
Number Spiral	45950 / 50090	-
<u>Two Knights</u>	34438 / 35646	_
Two Sets	37226 / 40441	-
Bit Strings	43281 / 45714	-
<u>Trailing Zeros</u>	40474 / 43255	_
<u>Coin Piles</u>	35755 / 39443	-
Palindrome Reorder	32812 / 34902	-
<u>Gray Code</u>	20624 / 23509	_
Tower of Hanoi	19170 / 19984	-
<u>Creating Strings</u>	28183 / 29020	_
<u>Apple Division</u>	27485 / 31418	
Chessboard and Queens	16343 / 16679	
<u>Digit Queries</u>	11229 / 13456	_
Grid Paths	6761 / 8680	

Sorting and Searching

<u>Distinct Numbers</u>	50010 / 54677 –
<u>Apartments</u>	36592 / 41442 -
Ferris Wheel	34895 / 38083 –

B Restaurant Customers 28866 / 31444 - B Movie Festival 27161 / 28996 - B Sum of Two Values 32006 / 36387 - B Maximum Subarray Sum 31421 / 33007 - B Stick Lengths 27834 / 29418 - D Missing Coin Sum 19785 / 20587 - B Collecting Numbers 20421 / 22073 - B Collecting Numbers II 8142 / 10664 - B Playlist 21117 / 24529 - B Towers 21524 / 23265 - B Towers 21524 / 23265 - B Towers 21524 / 23265 - B Taffic Lights 16848 / 18972 - B Josephus Problem II 6676 / 8859 - B Nested Ranges Check 6666 / 7815 - B Nested Ranges Count 4686 / 5462 - B Room Allocation 12346 / 14335 - B Factory Machines 16131 / 18032 - B Tasks and Deadlines 14278 / 14611 - B Reading Books 11405 / 12253	<u>Concert Tickets</u>	28110 / 33374	_
Sum of Two Values 32006 / 36387 - Maximum Subarray Sum 31421 / 33007 - Stick Lengths 27834 / 29418 - Missing Coin Sum 19785 / 20587 - Collecting Numbers 20421 / 22073 - Collecting Numbers II 8142 / 10664 - Playlist 21117 / 24529 - Towers 21524 / 23265 - Traffic Lights 16848 / 18972 - Josephus Problem I 11737 / 13246 - Josephus Problem II 6676 / 8859 - Nested Ranges Check 6666 / 7815 - Nested Ranges Count 4686 / 5462 - Room Allocation 12346 / 14335 - Factory Machines 16131 / 18032 - Tasks and Deadlines 14278 / 14611 - Reading Books 11405 / 12253 - Sum of Three Values 16780 / 18961 - Nearest Smaller Values 14046 / 14584 - Subarray Sums II 15490 / 19348	Restaurant Customers	28866 / 31444	_
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Playlist 21117 / 24529 -	<u>Collecting Numbers</u>	20421 / 22073	-
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☐ Traffic Lights 16848 / 18972 - ☐ Josephus Problem I 11737 / 13246 - ☐ Nested Ranges Check 6666 / 7815 - ☐ Nested Ranges Count 4686 / 5462 - ☐ Room Allocation 12346 / 14335 - ☐ Factory Machines 16131 / 18032 - ☐ Tasks and Deadlines 14278 / 14611 - ☐ Reading Books 11405 / 12253 - ☐ Sum of Three Values 16780 / 18961 - ☐ Sum of Four Values 10575 / 11908 - ☐ Nearest Smaller Values 14046 / 14584 - ☐ Subarray Sums I 18343 / 19671 - ☐ Subarray Divisibility 14951 / 16441 - ☐ Subarray Divisibility 14951 / 16441 - ☐ Subarray Division 13650 / 14467 - ☐ Sliding Window Median 9074 / 10377 - ☐ Sliding Window Cost 6223 / 7181 - ☐ Movie Festival II 7680 / 9309 -	<u>Playlist</u>	21117 / 24529	-
	<u>Towers</u>	21524 / 23265	_
	<u>Traffic Lights</u>	16848 / 18972	_
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Movie Festival II 7680 / 9309 -	Sliding Window Median	9074 / 10377	_
	Sliding Window Cost	6223 / 7181	_
Maximum Subarray Sum II 6989 / 8460 -	Movie Festival II	7680 / 9309	_
	Maximum Subarray Sum II	6989 / 8460	

Dynamic Programming

<u>Dice Combinations</u>	50423 / 53667 –
Minimizing Coins	43557 / 47077 –
<u>Coin Combinations I</u>	39938 / 43555 –
Coin Combinations II	33611 / 38531 –

Removing Digits	37205 / 38118 –
Grid Paths	35333 / 36491 –
Book Shop	31183 / 34789 –
Array Description	22599 / 25444 –
<u>Counting Towers</u>	13150 / 13963 -
Edit Distance	23336 / 24780 -
Rectangle Cutting	19440 / 21316 -
Money Sums	23298 / 24325 –
Removal Game	16776 / 18620 –
Two Sets II	18354 / 20047 –
Increasing Subsequence	18852 / 21395 –
Projects	12730 / 14436 -
<u>Elevator Rides</u>	7722 / 9921 -
Counting Tilings	4414 / 4861
<u>Counting Numbers</u>	5908 / 6820 –

Graph Algorithms

<u>Counting Rooms</u>	34295 / 36393 –
<u>Labyrinth</u>	22732 / 28176 -
<u>Building Roads</u>	29819 / 31067 –
<u>Message Route</u>	25388 / 26615 –
<u>Building Teams</u>	23920 / 25593
Round Trip	18966 / 20917 –
<u>Monsters</u>	12159 / 14900 -
Shortest Routes I	20404 / 23180 -
Shortest Routes II	16317 / 18899 –
High Score	8967 / 14261 –
Flight Discount	12319 / 14968 -
<u>Cycle Finding</u>	8992 / 11308 –
Flight Routes	8458 / 9528 –
Round Trip II	10079 / 11560 -
<u>Course Schedule</u>	13388 / 14554 –
Longest Flight Route	8790 / 11665 –
☐ Game Routes	10223 / 11197 -
<u>Investigation</u>	7523 / 8174 –
Planets Queries I	6366 / 7690 -
Planets Queries II	2444 / 3043 -
Planets Cycles	4157 / 4675 –

Road Reparation	10028 / 10523 -
Road Construction	10655 / 11063 –
Flight Routes Check	9035 / 9955 -
Planets and Kingdoms	7282 / 7582 –
i Giant Pizza	2974 / 3341 –
<u>Coin Collector</u>	4498 / 5109 -
<u>Mail Delivery</u>	3888 / 4311 -
<u>De Bruijn Sequence</u>	2067 / 2173 -
<u>Teleporters Path</u>	2956 / 3430 –
Hamiltonian Flights	4384 / 4998 -
Knight's Tour	1785 / 2117 –
Download Speed	3042 / 4181 -
Police Chase	2379 / 2725 -
School Dance	2616 / 2796 –
<u>Distinct Routes</u>	1707 / 2327 -

Range Queries

Static Range Sum Queries	23383 / 24459	-
Static Range Minimum Queries	17355 / 18580	_
<u>Dynamic Range Sum Queries</u>	17928 / 18757	_
<u>Dynamic Range Minimum Queries</u>	16353 / 16782	-
Range Xor Queries	16629 / 16878	-
Range Update Queries	13131 / 14224	_
Forest Queries	12916 / 13445	
<u>Hotel Queries</u>	9297 / 10026	_
List Removals	7865 / 8300	_
Salary Queries	5797 / 7079	-
Prefix Sum Queries	4714 / 5166	_
<u>Pizzeria Queries</u>	3835 / 3985	
Subarray Sum Queries	4873 / 5414	
<u>Distinct Values Queries</u>	4519 / 5510	-
Increasing Array Queries	1641 / 1893	-
Forest Queries II	3075 / 3336	_
Range Updates and Sums	3735 / 4578	_
Polynomial Queries	2839 / 3349	_
Range Queries and Copies	1982 / 2150	_

Tree Algorithms

<u>Subordinates</u>	19544 / 21118 -
<u>Tree Matching</u>	10951 / 12900 -
<u>Tree Diameter</u>	16194 / 17315 –
<u>Tree Distances I</u>	12027 / 13048 -
<u>Tree Distances II</u>	9874 / 10307
<u>Company Queries I</u>	10885 / 11537
<u>Company Queries II</u>	10209 / 10773 -
<u>Distance Queries</u>	9449 / 10157
<u>Counting Paths</u>	5682 / 6099 -
<u>Subtree Queries</u>	6987 / 7480 –
Path Queries	5534 / 5850 –
Path Queries II	1997 / 3255 -
<u>Distinct Colors</u>	5263 / 5918 –
Finding a Centroid	4361 / 4556 -
Fixed-Length Paths I	1853 / 2603 –
Fixed-Length Paths II	781 / 1746 –

Mathematics

<u>Josephus Queries</u>	2810 / 3556	_
<u>Exponentiation</u>	16046 / 17328	-
<u>Exponentiation II</u>	11515 / 14144	-
<u>Counting Divisors</u>	14150 / 16181	_
Common Divisors	9498 / 11329	_
Sum of Divisors	5323 / 8162	-
<u>Divisor Analysis</u>	3486 / 4658	_
Prime Multiples	3850 / 4547	_
Counting Coprime Pairs	2404 / 2845	_
Binomial Coefficients	6509 / 7376	_
<u>Creating Strings II</u>	5515 / 5893	-
<u>Distributing Apples</u>	5366 / 5826	-
<u>Christmas Party</u>	4133 / 4493	-
Bracket Sequences I	2830 / 3136	-
Bracket Sequences II	1458 / 1688	_
<u>Counting Necklaces</u>	1397 / 1530	-
Counting Grids	1126 / 1205	_
Fibonacci Numbers	4732 / 6071	_
<u>Throwing Dice</u>	2550 / 2772	_
Graph Paths I	2335 / 2523	_

Graph Paths II	1969 / 2063 -
<u>Dice Probability</u>	2192 / 2356 –
<u>Moving Robots</u>	1112 / 1186 –
<u>Candy Lottery</u>	1728 / 1776 –
Inversion Probability	540 / 1541 –
Stick Game	2304 / 2366 -
Nim Game I	2925 / 3054 –
Nim Game II	2371 / 2479 -
Stair Game	1630 / 1790 –
Grundy's Game	1062 / 1362 –
<u>Another Game</u>	1224 / 1335 -

String Algorithms

<u>Word Combinations</u>	3547 / 5388	_
String Matching	7050 / 10041	_
Finding Borders	5230 / 5824	-
Finding Periods	3634 / 4139	_
Minimal Rotation	1784 / 2885	-
Longest Palindrome	2669 / 3739	_
Required Substring	1011 / 1641	-
Palindrome Queries	1290 / 1540	-
Finding Patterns	1126 / 1650	-
<u>Counting Patterns</u>	1024 / 1335	-
Pattern Positions	886 / 1120	_
Distinct Substrings	1084 / 1303	-
Repeating Substring	1128 / 1280	_
String Functions	1025 / 1083	_
Substring Order I	791 / 852	-
Substring Order II	492 / 632	_
Substring Distribution	680 / 740	-

Geometry

Point Location Test	4611 / 5290 -
Line Segment Intersection	2775 / 3626 –
Polygon Area	3315 / 3557 –
Point in Polygon	1818 / 2315 –
Polygon Lattice Points	1548 / 1609 -
Minimum Euclidean Distance	1291 / 1920 -



Advanced Techniques

<u>Meet in the Middle</u>	4048 / 6140	-
Hamming Distance	2152 / 2346	-
Beautiful Subgrids	1523 / 1712	-
Reachable Nodes	1527 / 1652	-
Reachability Queries	1041 / 1243	-
<u>Cut and Paste</u>	995 / 1119	-
Substring Reversals	875 / 959	-
Reversals and Sums	877 / 964	-
Necessary Roads	1322 / 1360	-
Necessary Cities	1226 / 1293	-
<u>Eulerian Subgraphs</u>	546 / 577	-
Monster Game I	784 / 868	-
Monster Game II	701 / 759	-
Subarray Squares	806 / 951	-
Houses and Schools	512 / 596	-
Knuth Division	593 / 676	-
<u>Apples and Bananas</u>	564 / 622	-
One Bit Positions	537 / 598	-
Signal Processing	500 / 545	-
New Roads Queries	1327 / 1624	-
<u>Dynamic Connectivity</u>	601 / 686	
Parcel Delivery	463 / 528	_
<u>Task Assignment</u>	462 / 504	-
Distinct Routes II	372 / 434	-

Additional Problems

Shortest Subsequence	2086 / 2777 –
<u>Counting Bits</u>	2468 / 3163 –
Swap Game	1381 / 1765 –
Prüfer Code	952 / 1050
Acyclic Graph Edges	1503 / 1601 –
Strongly Connected Edges	957 / 1050
Even Outdegree Edges	864 / 1005
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<u>Advertisement</u>	2807 / 2984 –

	Special Substrings	633 / 686	_
B	Permutation Inversions	689 / 760	_
	Maximum Xor Subarray	1575 / 1724	_
B	Movie Festival Queries	694 / 782	_
B	<u>Chess Tournament</u>	784 / 895	_
	<u>Tree Traversals</u>	749 / 838	_
	Network Renovation	660 / 873	-
	Graph Girth	2085 / 2430	_
	Intersection Points	1254 / 1358	-
	<u>Inverse Inversions</u>	699 / 733	_
	Monotone Subsequences	464 / 518	-
	String Reorder	537 / 593	-
B	Stack Weights	418 / 487	_
B	Pyramid Array	522 / 626	_
	Increasing Subsequence II	1596 / 1728	_
	String Removals	680 / 737	-
	Bit Inversions	1626 / 1884	-
	Xor Pyramid	951 / 1205	-
	Writing Numbers	539 / 584	-
	String Transform	343 / 427	_
B	<u>Letter Pair Move Game</u>	126 / 185	-
	<u>Maximum Building I</u>	1441 / 1507	-
	Sorting Methods	594 / 636	_
	Cyclic Array	723 / 827	_
	<u>List of Sums</u>	317 / 426	-
	Increasing Array II	553 / 633	_
	Food Division	382 / 455	-
	Bit Problem	1100 / 1185	-
B	Swap Round Sorting	304 / 375	_
B	Binary Subsequences	172 / 267	
B	<u>Tree Isomorphism I</u>	720 / 837	_
B	Counting Sequences	405 / 444	_
B	<u>Critical Cities</u>	275 / 424	-
B	School Excursion	931 / 994	_
B	Coin Grid	506 / 604	-
B	Robot Path	208 / 358	_
B	<u>Programmers and Artists</u>	339 / 436	_
B	Course Schedule II	1122 / 1597	-
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<u>Coin Arrangement</u>	222 / 296	-
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Grid Puzzle I	358 / 392	-
Grid Puzzle II	268 / 302	-
Empty String	1020 / 1220	-
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Reversal Sorting	233 / 286	_
<u>Counting Reorders</u>	134 / 205	-
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<u>Visiting Cities</u>	476 / 627	_
Missing Coin Sum Queries	274 / 368	-
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<u>Maximum Building II</u>	302 / 373	-
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<u>Coding Company</u>	966 / 1238	_
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Area of Rectangles	720 / 813	_
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<u>Creating Offices</u>	269 / 349	
Permutations II	610 / 699	-
Functional Graph Distribution	151 / 190	
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Grid Path Construction	69 / 269	_