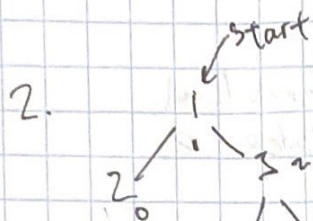


22 Nov 2020 contest #11 xjoi 1634

1. flood fill type thing (until hit edge w/ $w > k$)

Process queries in $\log N$

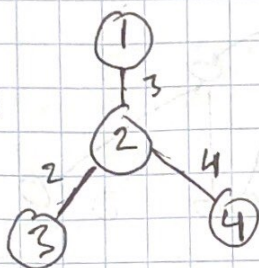
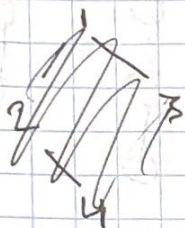


$N \leq 10^5 \rightarrow$ binary search? how to simulate in $\log N$? or binary lifting?

later: plan: flood fill, find the degree of largest hub where a hub is anywhere that is closer to k than its closest leaf node

3. math... PIE?

1.



PST? prefix sum of frequency on edges ...

Could try to re-root like rootless? Store 2^k th ancestor with edge?

and pstt of presum of freq?

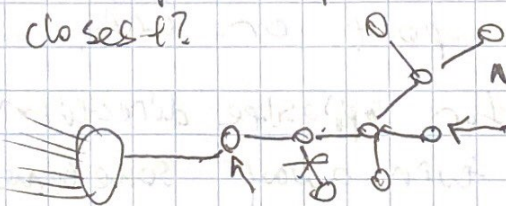
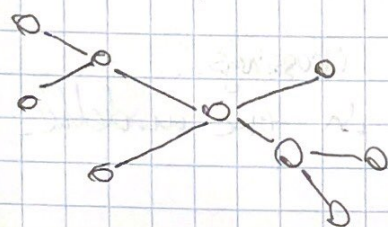
maybe run kruskal and check connected component sizes \rightarrow then you can do it offline ...

sort $\text{Pair} \langle \text{query}, \text{idx} \rangle$

for each query, $\text{ans}[q.s] = \text{dfs}[\text{find}(q.f.s)]$

just need to sort N edges.

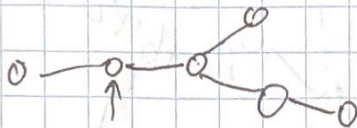
#2: how to determine optimal placement?
always choose closest?



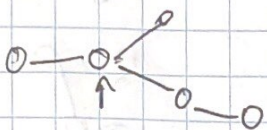
either results in better getting caught but closer can be better but not worse?

comp #2

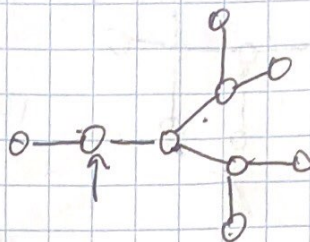
when is it possible for bessie to escape? multiple branches from store?



need: 2



need: 3



need: 3

if the tree is a star

then # needed = degree of store node? if bessie starts at the center of the star

maybe it's the maximum degree node

she can get to w/o getting caught, bc

if she can get to such a node, then she has that many directions to choose from and can get out if no cops are already there bc they will bunch up there while chasing.

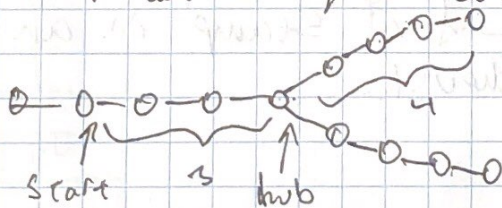
for any node, store the maximum degree node she can get to w/o getting caught?

oh wait a sec there's only one query

the question is: how to calculate? maybe find the closest leaf node to each node then find dist from node to k?

for each "hub", it takes however long (closest leaf) to get there and if bessie is closer then it works?

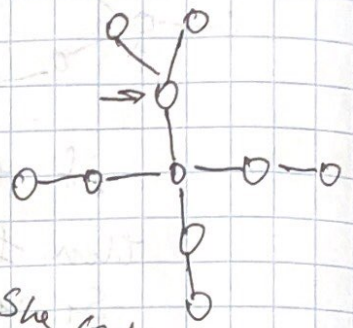
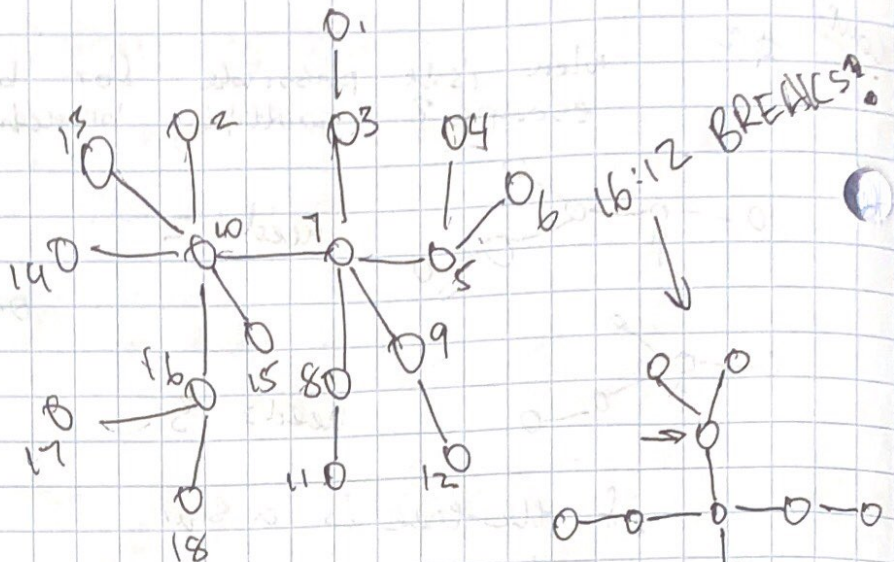
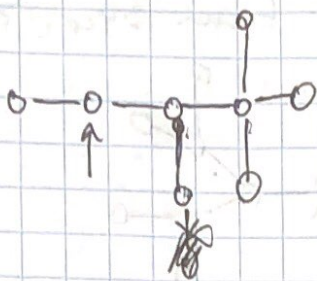
what if she gets caught along the way?



$4 > 3$ means it's a legal hub

Path has to be comprised of legal hubs too?

Quest #2 de Buzzing



BREAKS

#3 Stamp painting

N \rightarrow length

k the width of each stamp

M Colors

because she could leave earlier
(before getting to max deg)
different... so we only

every star column could be different... so we
care about placing stamps as close to each
other as possible

so its $k \cdot m^{(N-k+1)}$? fast pow

Wait no, coz the last stamp could go anywhere...

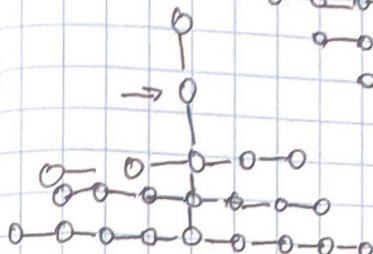
maybe any sequence is possible, then you place the last stamp somewhere $m^{(n-k)} \neq M^{(n-k)}$

but then there are duplicates: AAA would be counted twice

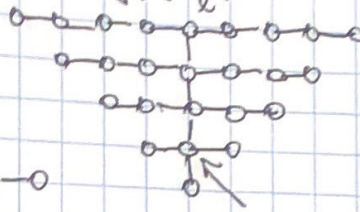
maybe dp? $dp[i][j] = \#$ of ways to paint first i w/ last color being j , and you can't use the same stamp twice in a row (but you can skip some rows)

that still doesn't allow the final stamp in an arbitrary location though...

cont #2

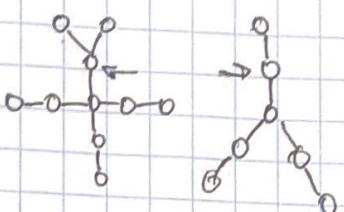
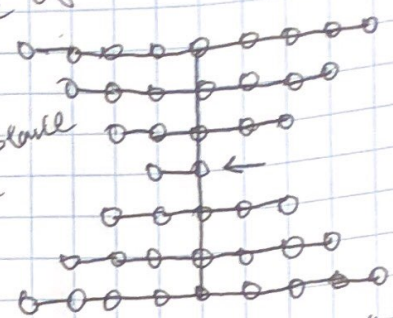


a farmer is required of every single leaf



So the answer is 4 even though the max degree of any node is 4.

manhattan distance by perbala



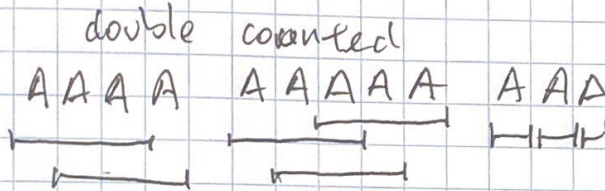
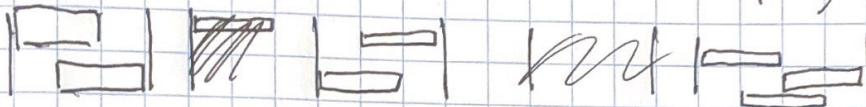
Problem arises when multiple hubs contrib.. maybe subtract two with each passing hub? what if they go in diff directions then hubs that aren't on the route

Still count towards the sum

maybe it's the start + (all other (hubs - 2))?

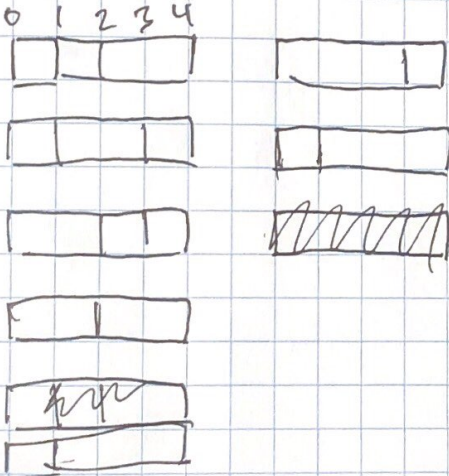
because for all other hubs, ~~pass~~ ^{enter} has to leave but not for the begin and end points?

#3 so now.. how does the stamping work?



AAAA any position could have been the last

of possible locations = # of consecutive - k + 1



dp on number of partitions per line count

enumerate possible line counts