計算機程式設計二 Week 9 作業講解

2163 - I2P(II)2020_Chen_week9_HW

https://acm.cs.nthu.edu.tw/contest/2163/

賴御誠 編著

Overview

- 12392 Heatstroke Bamboo Rats 2
- 12436 Hulk's Trouble
- 12494 minimum mean of rectangle sum

12392 – Heatstroke Bamboo Rats 2

難易度:★★★☆☆

先備知識:Binary Search Tree

- 給定一系列的竹鼠,與其對應的中暑等級,請完成幾個函式
- void build_tree(Node **now, int *arr, int l, int r)
 - 利用 arr 已排序的陣列建立一顆 Binary Search Tree
- int query_heatstroke(Node *now, int x)
 - 查詢有無一個 Node 為 x 中暑等級
- void eat_rat(Node **root, int x
 - 把一個 x 中暑等級的 Node 從樹中移除
- void buy_rat(Node **root, int x)
 - 把一個 x 中暑等級的 Node 新增到樹裡

• 以範例輸入輸出為例子,目前已經有(1,8,309)

- heatstroke 8: $(1, 8, 309) \rightarrow (1, 309)$
- heatstroke 8: $(1, 309) \rightarrow (1, 309)$
- heatstroke 1: $(1, 309) \rightarrow (309)$
- heatstroke 309 : $(309) \rightarrow ()$
- buy 5 : () \rightarrow (5)
- heatstroke $5:(5)\rightarrow()$

- 給定竹鼠的數量 integer n,並 給一串遞增排序的中暑等級
- 接著,給定 integer q 個指令, 指令有兩種,heatstroke x 代表 移除中暑等級 x 的竹鼠,buy x 則代表新增中暑等級 x 的竹鼠
- 0 <= n <= 10^4 \ 1<= q <= 10^4 \ 1<= x <= 10^9

對於 heatstroke 指令,若有竹鼠可吃就輸出 "We might as well eat it." 反之則輸出 "No dinner tonight."

- 3
- 18309
- 6
- heatstroke 8
- heatstroke 8
- heatstroke 1
- heatstroke 309
- buy 5
- heatstroke 5

- We might as well eat it.
- No dinner tonight.
- We might as well eat it.
- We might as well eat it.
- We might as well eat it.

Reference

- Binary Search Tree | Set 1 (Search and Insertion)
- https://www.geeksforgeeks.org/binary-search-tree-set-1-search-and-insertion/

12436 — Hulk's Trouble

難易度:★★★★☆

先備知識:Qsort、Binary Search

- 給你一串長度為 n 的 integer 序列 a,請找出某個數字在序列 a 重 複出現的次數。
- 比如一個例子 a = {3, 2, 3, 6, 6, 5}, 則有兩個3、一個2、兩個6和一個5

- 給定 n 個 integer 的序列 a
- •接著,給定q個查詢數字x
- 1 <= n <= 10^5 1 <= ai <= 10^9 1<= x <= 10^9

• 對於每一個查詢指令,輸出 x 在序列 a 中出現的次數

- 10
- 8 3 6 1 7 7 3 7 10 7
- 5
- 3
- 7
- 999
- 1
- 5

- 2
- 4
- 0
- 1
- 0

12494 – minimum mean of rectangle sum

難易度:★★★★★

先備知識:二維前綴和

- 給定一個二維矩陣 A,每個元素可以被稱作 A(i,j), i 為列 j 為行
- 接著我們定義矩形和 S(x1, y1, x2, y2) 如下:

$$S(x_1,y_1,x_2,y_2) = \sum_{i=x_1}^{x_2} \sum_{j=y_1}^{y_2} A(i,j)$$

• 與矩陣和的平均值 M(x1, y1, x2, y2)

$$M(x_1,y_1,x_2,y_2)=rac{S(x_1,y_1,x_2,y_2)}{(x_2-x_1+1)(y_2-y_1+1)}$$

• 而你需要找到矩陣 A 的最小的矩陣和平均值,也就是:

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\min_{x_1,\;y_1,\;x_2,\;y_2} \left( M(x_1,y_1,x_2,y_2) 
ight),\; orall\; 1 \leq x_1 \leq x_2 \leq n,\; 1 \leq y_1 \leq y_2 \leq m,\; \{x_1,y_1,x_2,y_2\} \subseteq \mathbb{N}
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• 而 n 與 m 分別代表矩陣的列與行

• 以一個例子來說:

$$A = \begin{bmatrix} -1 & -1 & 8 \\ -1 & 0 & 2 \end{bmatrix}$$

$$A(1,1) = -1, \ A(1,3) = 8$$

$$S(1,2,2,3) = (-1) + 8 + 0 + 2 = 9$$

$$M(1,2,2,3) = \frac{9}{(2-1+1)(3-2+1)} = \frac{9}{4} = 2.25$$

• 則你可以選擇 M(1, 1, 1, 2) 或者 M(1, 1, 2, 1), 因為兩者都為 -1

- 給定一個 n 列 m 行的矩陣 A
- 1 <= n, m <= 10^3, 而 A 裡面每 個元素都介於 A[-10^9 ~ 10^9]
- 輸出最小的矩陣和平均值,並在後面要換行

- 23
- -1 -1 8
- -1 0 2

• -1

Reference

- Prefix Sum of Matrix (Or 2D Array)
- https://www.geeksforgeeks.org/prefix-sum-2d-array/
- Prefix Sum with 2D-matrix.
- https://leetcode.com/problems/range-sum-query-2dimmutable/discuss/75440/prefix-sum-with-2d-matrix