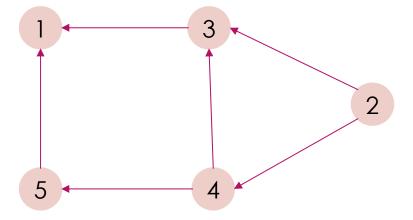
# Lab3 Solution&Hint

YAO ZHAO

# Lab3.A: Biology and CS

- ▶ There are *M* predation relationships among *N* species in some fauna. It is guaranteed that there is no cyclic predation in the food web.
- $\blacktriangleright$  A food chain is defined by a sequence of species  $[a_1, a_2, ..., a_k]$ , where
  - $\blacktriangleright$  nothing can prey on  $a_1$
  - $ightharpoonup a_k$  can prey on nothing
  - $ightharpoonup a_i$  can prey on  $a_{i+1}$  for i=1,2,...,k-1
- ▶ Two food chains are different, if and only if their sequences are different.
- Now each of these N species wants to know how many food chains involve with it, module  $10^9 + 7$ .

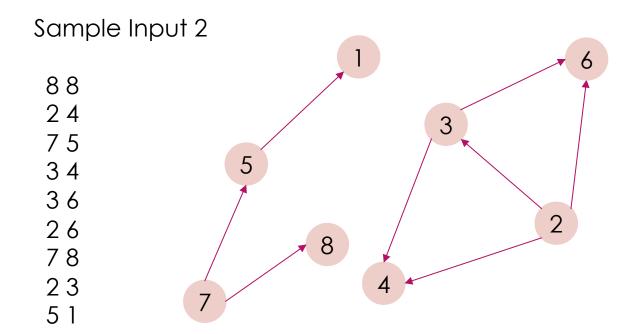
## Sample Input 1



species	food chains	number
1	[2,3,1] [2,4,3,1] [2,4,5,1]	3
2	[2,3,1] [2,4,3,1] [2,4,5,1]	3
3	[2, <mark>3</mark> ,1] [2,4, <mark>3</mark> ,1]	2
4	[2,4,3,1] [2,4,5,1]	2
5	[2,4,5,1]	1



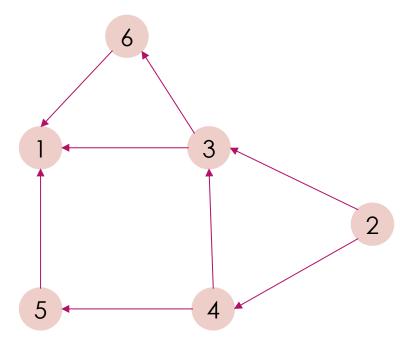
Sample Output 1 **3 3 2 2 1** 



species	food chains	number
1	[7,5, <mark>1</mark> ]	1
2	[2,4] [2,3,4] [2,6] [2,3,6]	4
3	[2, <mark>3</mark> ,4] [2, <mark>3</mark> ,6]	2
4	[2, <mark>4</mark> ] [2,3, <b>4</b> ]	2
5	[7, <mark>5</mark> ,1]	1
6	[2, <mark>6</mark> ] [2,3, <mark>6</mark> ]	2
7	[ <mark>7</mark> ,5,1] [ <del>7</del> ,8]	2
8	[7, <mark>8</mark> ]	1



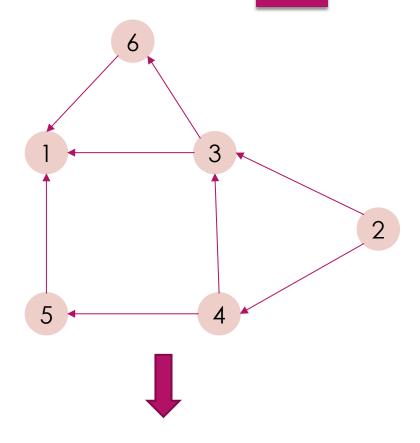
## Sample Input 3



species	food chains	number
1	[2,3,1] [2,4,3,1] [2,4,5,1] [2,3,6,1] [2,4,3,6,1]	5
2	[2,3,1] [2,4,3,1] [2,4,5,1] [2,3,6,1] [2,4,3,6,1]	5
3	[2,3,1] [2,4,3,1] [2,3,6,1] [2,4,3,6,1]	4
4	[2,4,3,1] [2,4,5,1] [2,4,3,6,1]	3
5	[2,4,5,1]	1
6	[2,3, <mark>6</mark> ,1] [2,4,3, <mark>6</mark> ,1]	2

Try to find all topo order and update the chains number of each node

```
Find all nodes with no incoming edges
Init their chains number to 1 and put them to queue Q
While Q is not empty:
  get a node e from Q
  for each child c of node:
        c.indegree \leftarrow c.indegree -1
        c.chainsnumber \leftarrow c.chainsnumber+e. chainsnumber
        if c.indegree == 0
            put c to Q
```







Can't find all chains number



1	2	3	4	5	6
5	1	2	1	1	2

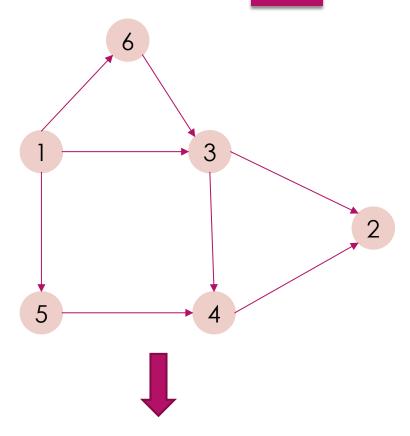
species	food chains	number	result
1	[2,3,1] [2,4,3,1] [2,4,5,1] [2,3,6,1] [2,4,3,6,1]	5	5
2	[2,3,1] [2,4,3,1] [2,4,5,1] [2,3,6,1] [2,4,3,6,1]	5	1
3	[2,3,1] [2,4,3,1] [2,3,6,1] [2,4,3,6,1]	4	2
4	[2,4,3,1] [2,4,5,1] [2,4,3,6,1]	3	1
5	[2,4,5,1]	1	1
6	[2,3, <mark>6</mark> ,1] [2,4,3, <mark>6</mark> ,1]	2	2

Only find the combination before the node

# How to find all?

#### Reverse the edges and execute again:

```
Find all nodes with no incoming edges
Init their chains number to 1 and put them to queue Q
While Q is not empty:
  get a node e from Q
  for each child c of node:
      c.indegree \leftarrow c.indegree -1
      c.chainsnumber \leftarrow c.chainsnumber+e. chainsnumber
      if c.indegree == 0
            put c to Q
```

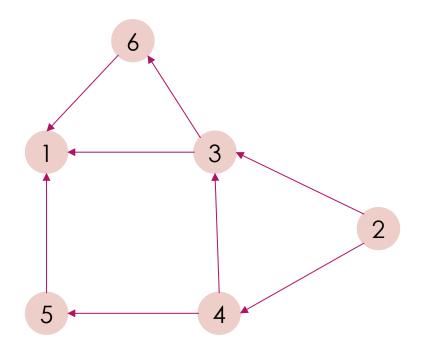


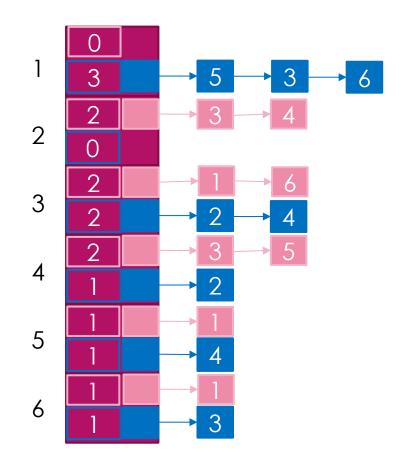
1	2	3	4	5	6
1	5	2	3	1	1

species	food chains	number	Result	Reverse- result
1	[2,3,1] [2,4,3,1] [2,4,5,1] [2,3,6,1] [2,4,3,6,1]	5	5	1
2	[2,3,1] [2,4,3,1] [2,4,5,1] [2,3,6,1] [2,4,3,6,1]	5	1	5
3	[2,3,1] [2,4,3,1] [2,3,6,1] [2,4,3,6,1]	4	2	2
4	[2,4,3,1] [2,4,5,1] [2,4,3,6,1]	3	1	3
5	[2,4 <mark>,5</mark> ,1]	1	1	1
6	[2,3, <mark>6</mark> ,1] [2,4,3, <mark>6</mark> ,1]	2	2	1

number = result \* Reverse-result

#### Recommended data structure





Out degree

Point to out edges list

In degree

Point to in edges list

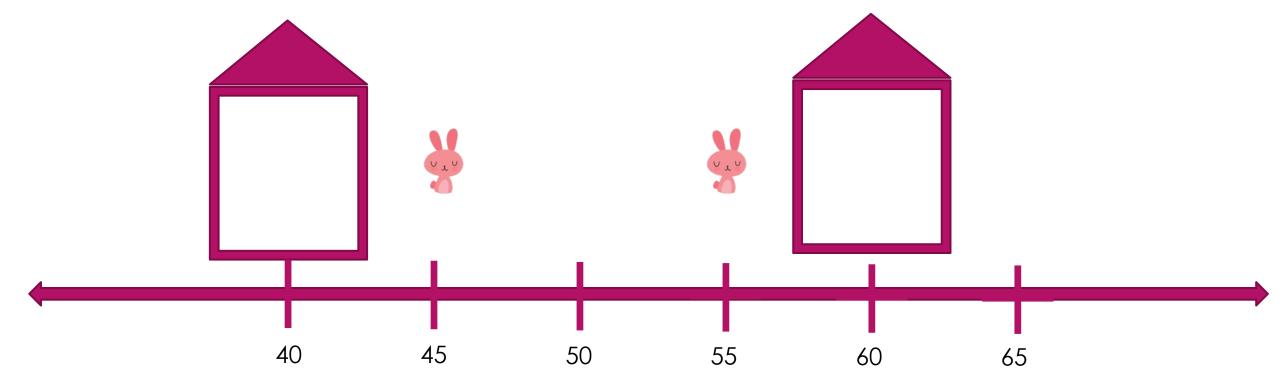
# Lab3.B: Legendary Grabbing Machine

- Satori is a hunter who likes hunting bunnies.
- Initially at moment 0, there are N bunnies, the  $i^{th}$  of which is at position  $p_i$ .
- There are also M nests, the  $i^{th}$  of which is at position  $q_i$ . Each nest can hold at most C bunnies.
- Each bunny can move at most 1 unit of distance within 1 unit of time. Once a bunny enters some nest, it will be completely safe from Satori.
- Satori's **Legendary Grabbing Machine** takes T units of time to charge. Once the machine finishes charging at moment T, all bunnies that are out of nest will be captured. Note that bunnies entering nest at moment T will be safe.
- ▶ The bunnies very are united. They wish to know the maximal number of safe bunnies if they move optimally.



Input: 2 2 1 5 45 55 40 60

Legendary Grabbing Machine

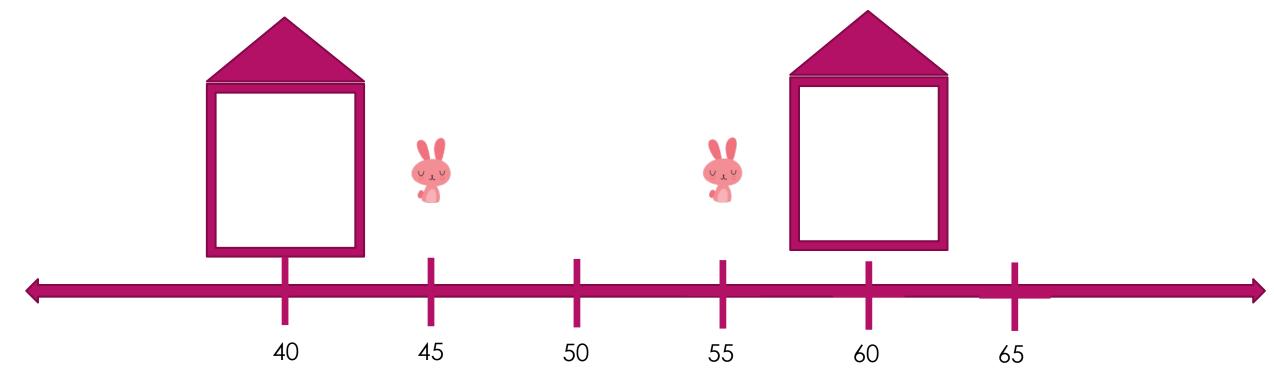




Input: 2 2 1 5 45 55 40 60

Output: 2

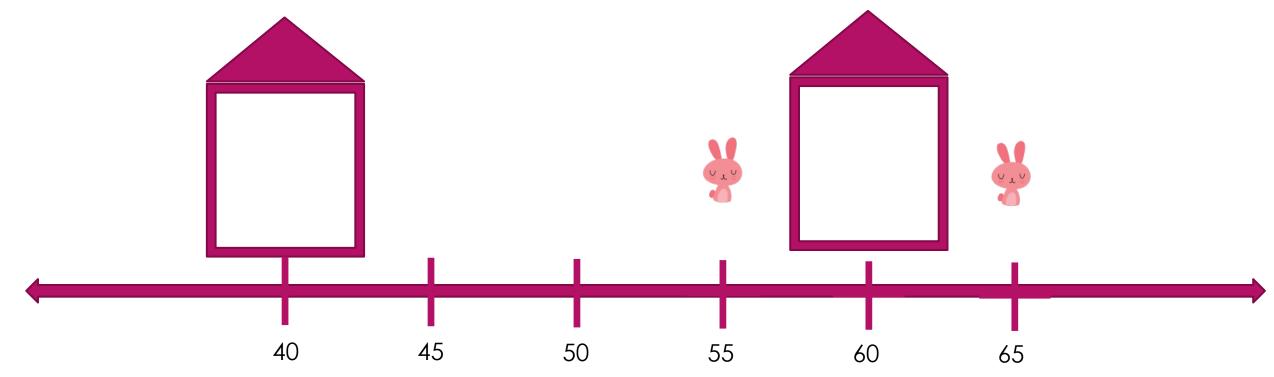
## Legendary Grabbing Machine





Input: 2 2 1 5 55 65 40 60

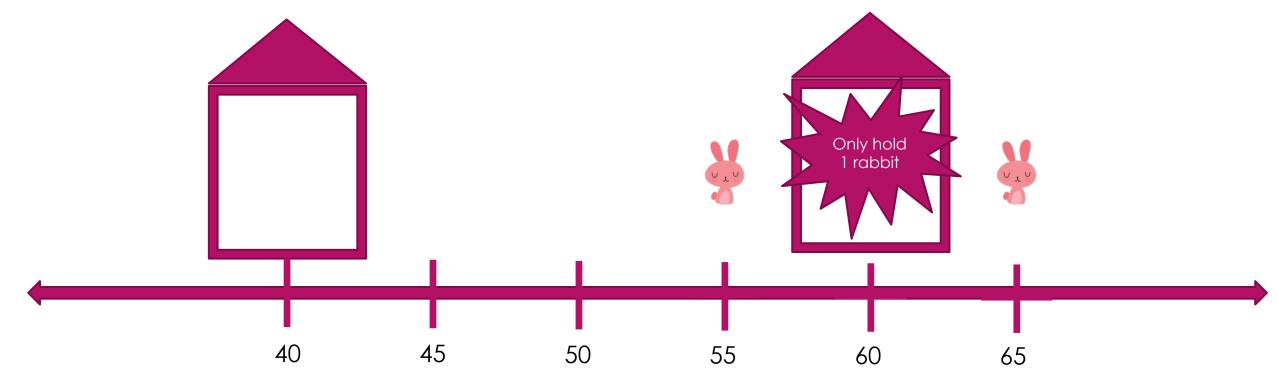
Legendary Grabbing Machine





Input: 2 2 1 5 55 65 40 60 Output:

Legendary Grabbing Machine



#### Hint:

Sort the nests by position Sort the bunnies by position Start from one direction or another, greedily fill the nests