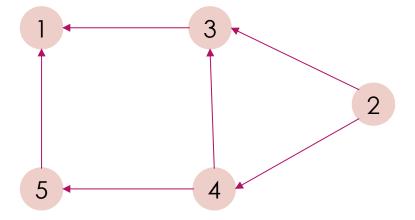
# Lab3 Questions

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  $10^9 + 7$ .

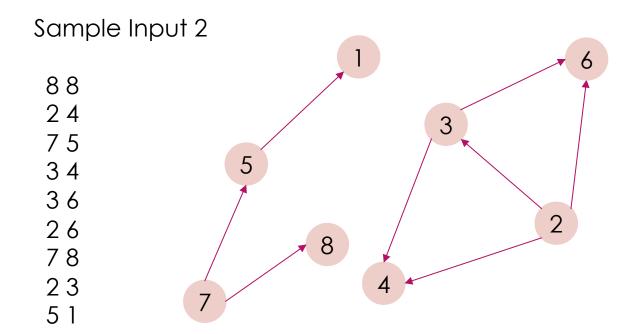
### Sample Input 1



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, <mark>5</mark> ,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

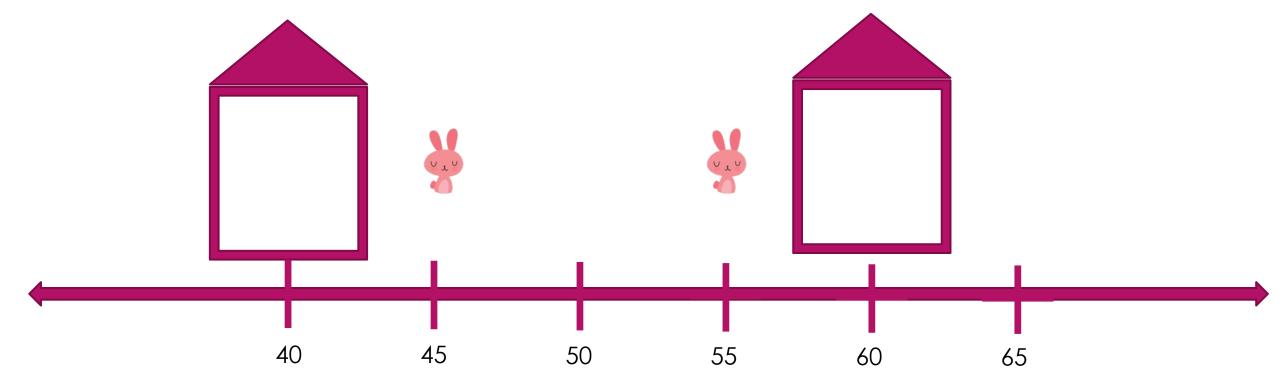


## Lab3.B: Legendary Grabbing Machine

- 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.



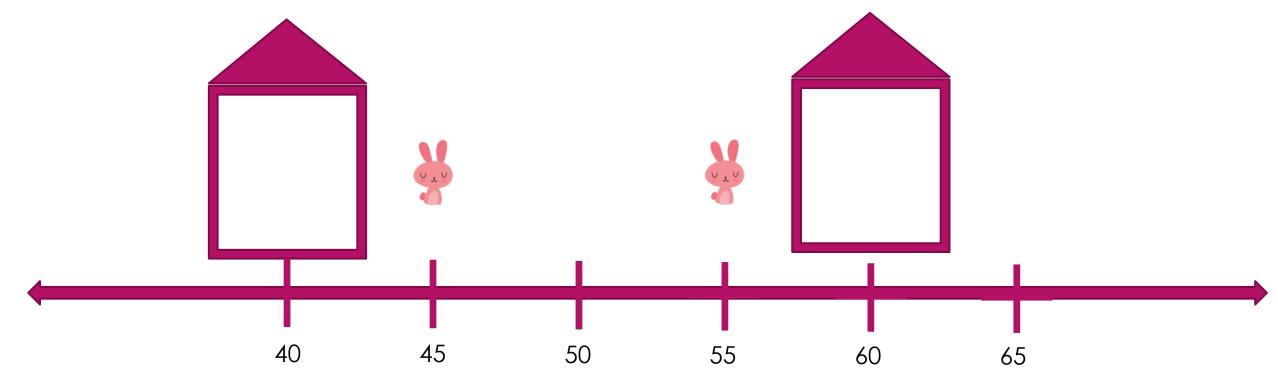
Input: 2 2 1 5 45 55 40 60





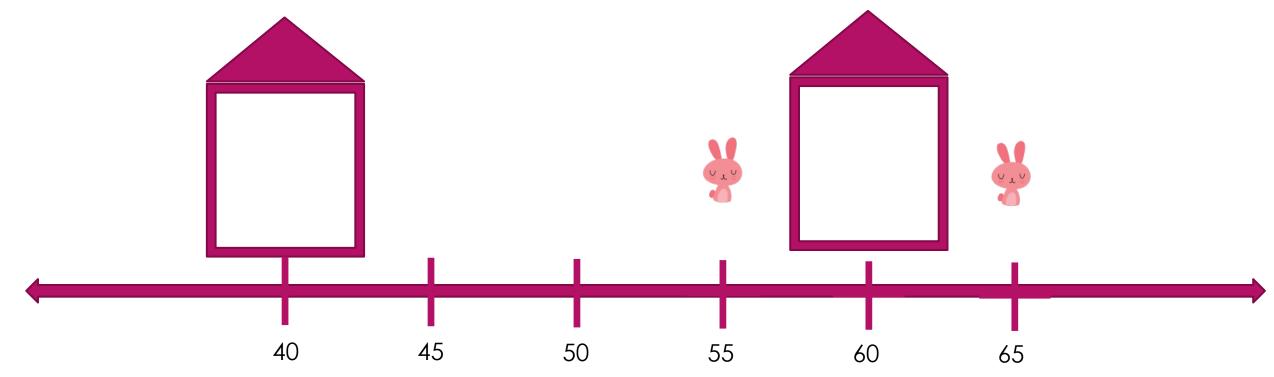
Input: 2 2 1 5 45 55 40 60

Output: 2





Input: 2 2 1 5 55 65 40 60





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

