

Analysis: gGames

Uses DFS to generate one of the possible orders. Some optimizations for large datasets: 1. Pre-process: checks whether there will be one elf who have at least $2^n - 2^{(n-i)}$ friends and don't want to meet its friends at the first $(n-i)$ matches. 2. Pre-process: checks whether there are 3 different elves who don't want to meet each other at the first $n - 1$ matches. ($n \geq 1$) 3. Pre-process: checks whether there are 5 different elves who don't want to meet each other at the first $n - 2$ matches. ($n \geq 2$) 4. Changes the order of searching by arranging the elves who have more restrictions on their friends at first.