

## Kick Start 2020 - Round F

# Analysis: ATM Queue

Firstly, denote  $K_i$  as the number of times a person will use the ATM. Formally,  $K_i = \lceil A_i / X \rceil$ .

### Test Set 1

We can directly simulate the process using a queue.

Assume that  $i$ -th person, that wants to withdraw  $A_i$ , is first in the queue. There are two possibilities:

- $A_i \leq X$ . In that case, this person withdraws  $A_i$  and leaves the queue. We can add  $i$  to the answer.
- $A_i > X$ . In that case, this person withdraws  $X$  (thus setting  $A_i$  to  $A_i - X$ ) and goes back to the end of the queue.

Time complexity of this simulation is  $O(\sum K_i)$ .

In the worst case, when  $X = 1$ ,  $K_i = A_i$ . Since  $A_i \leq 100$ , the worst time complexity is  $O(N \times 100)$ , which easily fits into the time limit.

### Test Set 2

In the second test set,  $K_i$  can be as big as  $10^9$ , so direct simulation is too slow.

Let's look at two people  $i$  and  $j$ . When will  $i$ -th person leave the queue before  $j$ -th person? There are two cases:

- $K_i < K_j$ . Since  $i$ -th person will use the ATM fewer times than  $j$ -th person, they will leave the queue earlier.
- $K_i = K_j$  and  $i < j$ . If they both use the ATM the same amount of times, the person earlier in the queue in the initial configuration will leave first.

This observation is enough to form a full solution. Sort people first in ascending order of  $K_i$ , and in case of ties in ascending order of their number. After sorting, this is our answer.

Time complexity of this solution is  $O(N \log N)$ .