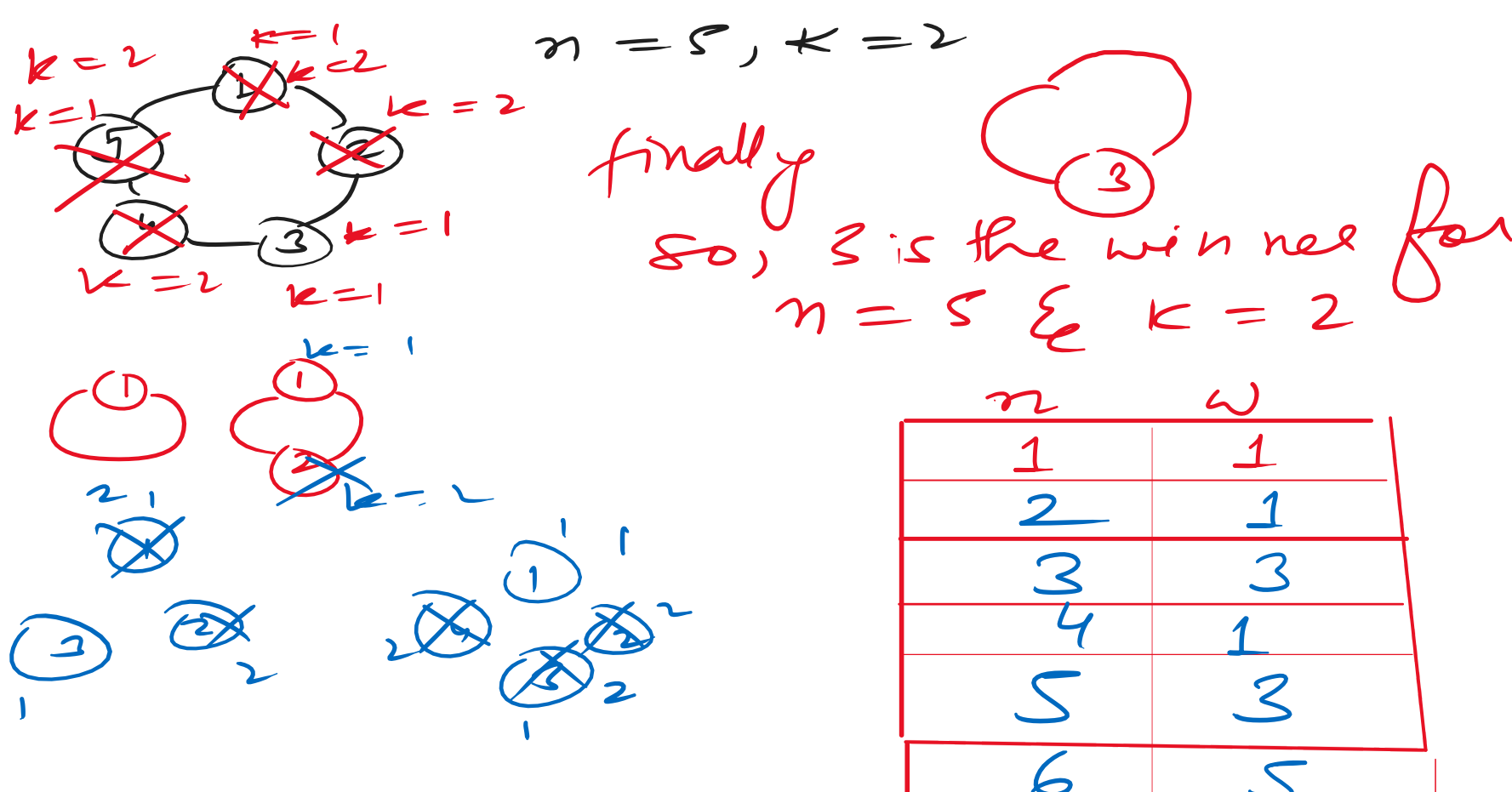


Josephus Problem !

1823 → Leetcode

Winner of the Circular Game



$k=2$

Solve(n, k) → Solve($n-1, k$)

Solve($2, k$) → Solve($1, k$)

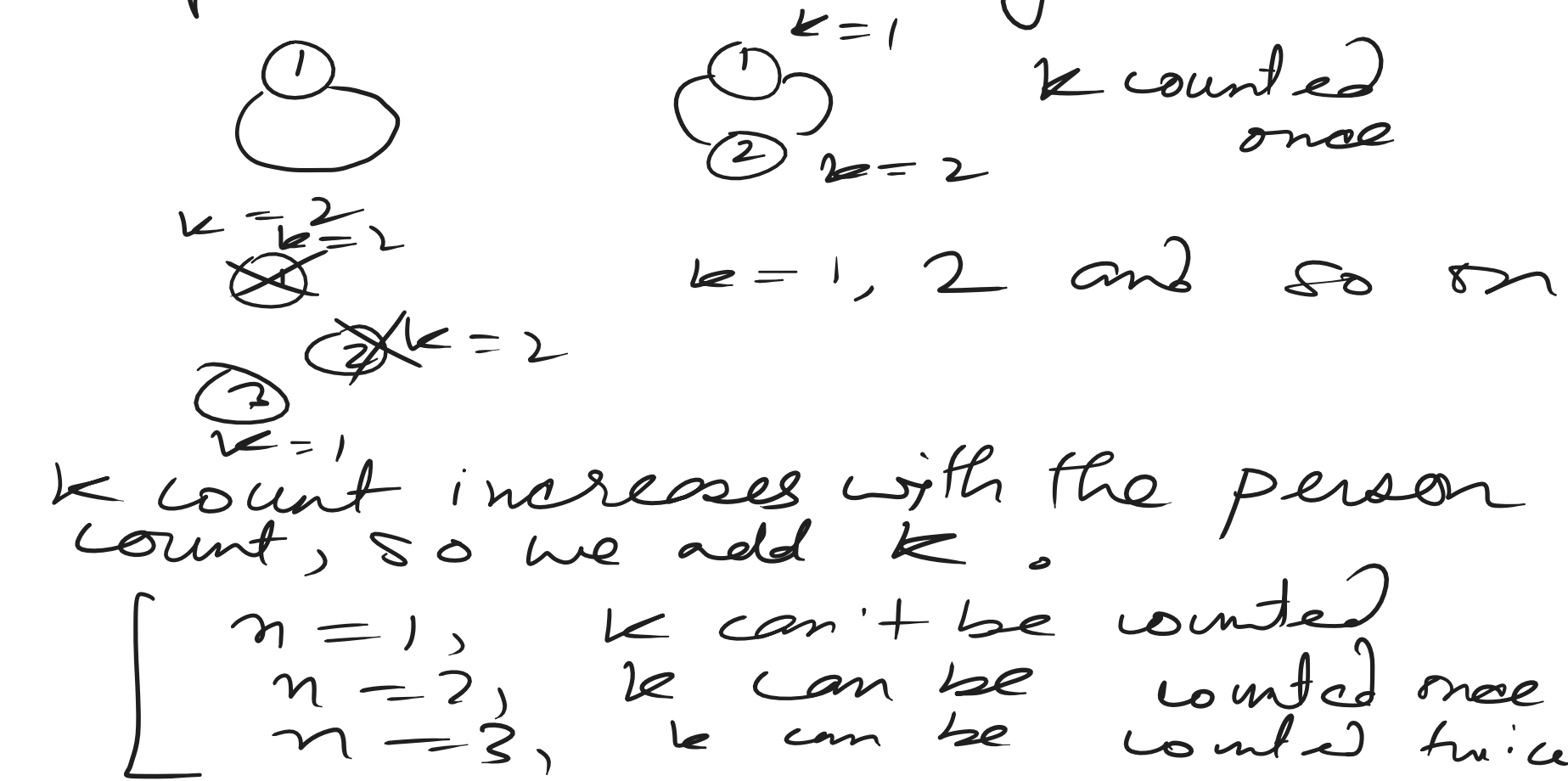
Solve($3, k$) → Solve($2, k$)

Solve($4, k$) → Solve($3, k$)

Solve($5, k$) → Solve($4, k$)

$[Solve(n, k) = [Solve(n-1, k) + k] \% n]$

* Why add k & why $\% n$?



Normalization

$0 \% 5 = 0$
 $1 \% 5 = 1$
 $2 \% 5 = 2$
 $3 \% 5 = 3$
 $4 \% 5 = 4$
 $5 \% 5 = 0$

When you have circular arrangement, always use $\%$

* Hamming Weight

Count = 0, 1, 2, 3 → 1 0 1 1 → 3

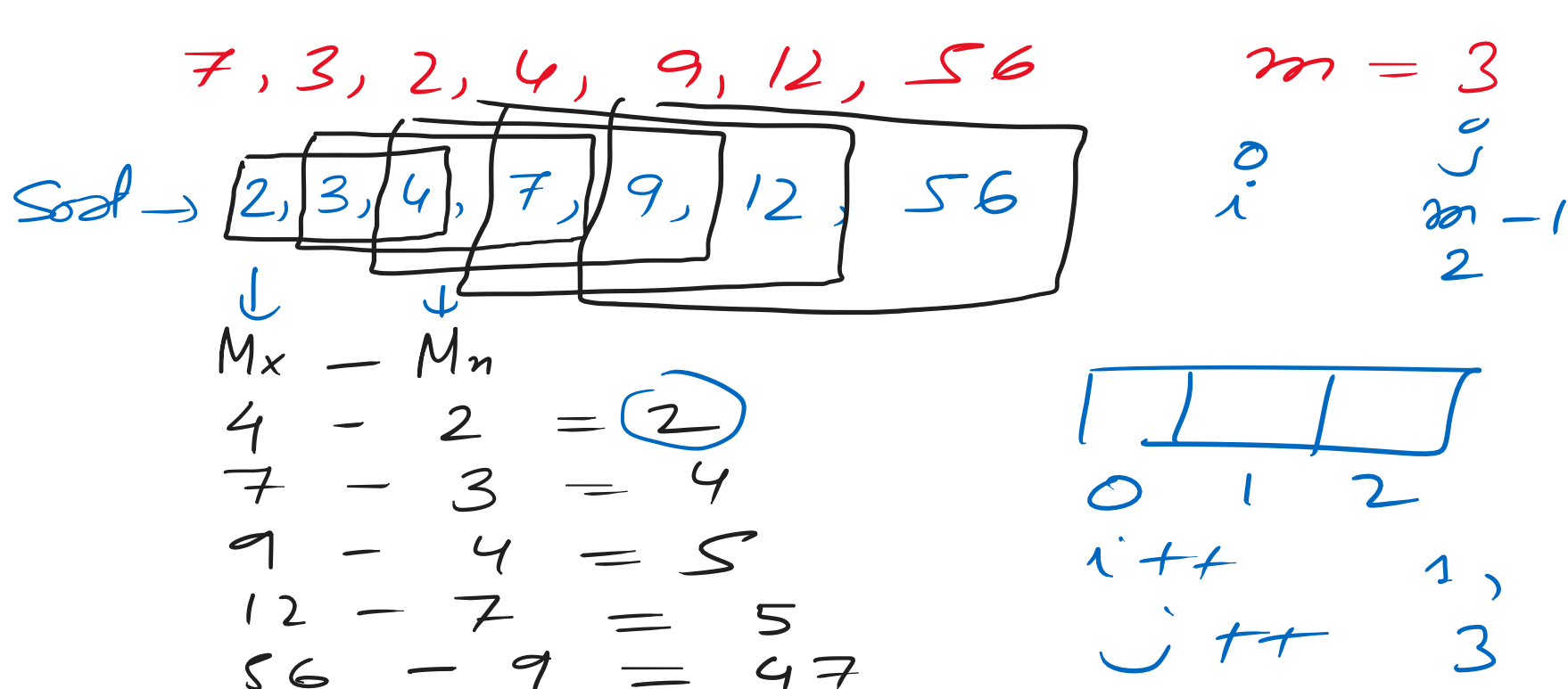
Integer → 11 → 0 0 0 0 → 0

While($n > 0$) & While($n != 0$)

$n = n >> 1$ → stop

$(n \& 1) = 1$ → True

Chocolate Distribution Problem :



* Minimum Cost of Ropes :

$O(1)$ priority queue

$[4, 3, 2, 6]$ $\% p = 29$

Sort → 2, 3, 4, 6

① $n \log n$ 2+3=5 → 5, 4, 6

② Sort → 4, 5, 6

$n \log n$ 4+5=9

③ Sort → 9, 6

$n \log n$ 6+9=15

4, 3, 2, 6

Min-heap

Sort ($n \log n$)

$O(1)$ Memory

2+3=5

4+5=9

6+9=15

= 29