

# Solutions to selected problems on Timus online judge

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**Problem 1** (1058 Chocolate). Key point is to calculate the minimal length of  $pq$  for four points  $A, B, C, D$  satisfying that  $S_{\triangle AXB} = S_{\triangle CXD}$  where  $X = AD \cap BC$ ,  $p \in AB, q \in CD$  and  $S_{\triangle AYp} = S_{\triangle DYq}$ .  $AC \parallel BD$  since  $S_{\triangle AXB} = S_{\triangle CXD}$ . Let  $Z = AB \cap CD$ , if  $(\cos ZAD - \cos ZDA) * (\cos ZBC - \cos ZCB) < 0$ , then the length of  $pq$  is given by

$$\begin{aligned} \left(\frac{pq}{2}\right)^2 &= S_{\triangle ZAD} \tan \frac{Z}{2} = \frac{\lambda}{1-\lambda} S_{\triangle BAD} \frac{\sin Z}{1+\cos Z}, \\ \lambda &= \frac{AC}{BD}, \quad \sin Z = \frac{AB \times CD}{|AB||CD|}, \quad \cos Z = \frac{AB \cdot CD}{|AB||CD|}, \\ AB \times CD &= AB \times D'A = BD' \times BA = (1-\lambda)BD \times BA, \quad S_{\triangle BAD} = \frac{AB \times AD}{2}, \\ pq &= \sqrt{\frac{2\lambda(AB \times AD)^2}{|AB||CD|(1+\cos Z)}} \end{aligned}$$

**Problem 2** (1132 Square Root). Find the square root of  $a$  modulo a prime  $n$ .

**Problem 3** (1172 Ship Routes). Dynamic programming, calculate the number of strings  $s$  using  $N$  characters of  $A, B, C$  each, such that  $s[0] == A$  and no 2 consecutive characters are identical. Let  $dp[a, b, c, ch]$  be the number of strings starting with  $A$ , numbers of  $A, B, C$  are  $a, b, c$  respectively, and that ends with  $ch \in \{A, B, C\}$ . The answer is

$$\frac{(dp[N, N, N, B] + dp[N, N, N, C])(N-1)!N!^2}{2},$$

**Problem 4** (1199 Mouse). Single source shortest path using Dijkstra. Key point is to generate the path of the mouse. Use  $i = (i + N - 1) \% N$  instead of  $i = (i - 1) \% N$  since taking modulo on negative integers will produce negative answers.

**Problem 5** (1239 Ghost Busters). Project the ghosts onto the unit sphere, they become spherical circles. Preprocess the ghosts so that their center lie on the unit sphere, we may assume ghost  $i$  has center  $po_i = (x_i, y_i, z_i)$  and radius  $r_i$ . An spherical circle has a plane it lies on and radius in radian:

$$xx_i + yy_i + zz_i = c_i = \sqrt{1 - r_i^2}, \quad rad = \arcsin r_i,$$

For circle  $i$  and  $j$ , their intersections are determined as follows:

$$A = \begin{pmatrix} 1 & po_i \cdot po_j \\ po_j \cdot po_i & 1 \end{pmatrix}, \quad \begin{pmatrix} u \\ v \end{pmatrix} = A^{-1} \begin{pmatrix} c_i \\ c_j \end{pmatrix}, \quad \begin{pmatrix} x_{mid} \\ y_{mid} \\ z_{mid} \end{pmatrix} = \begin{pmatrix} x_i & x_j \\ y_i & y_j \\ z_i & z_j \end{pmatrix} \begin{pmatrix} u \\ v \end{pmatrix}$$

Here  $p_{mid}$  is the projection of the origin onto the line intersection of planes  $i$  and  $j$ . The above calculation find the least square solution to the equation below

$$xx_i + yy_i + zz_i = c_i, \quad xx_j + yy_j + zz_j = c_j,$$

The direction of the line is  $dir = \frac{po_i \times po_j}{|po_i \times po_j|}$ , with half the segment length  $halfseg = \sqrt{1 - |p_{mid}|^2}$ . So the intersections are

$$I_1 = p_{mid} + dir * halfseg, \quad I_2 = p_{mid} - dir * halfseg,$$

Scan the  $\frac{1}{8}$  unit sphere from the north pole to equator. There are only three cases that would change the order of intersection segments of circles: inserting north endpoint, deleting south endpoint, and intersection between circles. So my strategy is to enumerate all such critical latitudes, for each latitude, scan from longitude 0 to  $\frac{\pi}{2}$  and record the location that meets the most segments. The original formula of inverse of a  $2 * 2$  matrix has a bug, but now it is fixed.

**Problem 6** (1266 Kirchhoff's Law). Rewrite Solve() function to remove  $L$  matrix, and updated all occurrences of this function. Wrote *findstringinfiles.sh* to find all occurrences of Solve() function. Express the problem as a linear system with  $n$  variables and  $n$  equations, variables are potentials at each node. At node  $0, n-1$ , the two equations are

$$potential[0] = 1, \quad potential[n-1] = 0,$$

At node  $i$  where  $1 \leq i \leq n-2$ , the equations are

$$\sum_{j < i} (potential[j] - potential[i]) rinv[j][i] = \sum_{i < j} (potential[i] - potential[j]) rinv[i][j],$$

where  $rinv[i][j]$  is the inverse resistance from node  $i$  to node  $j$ ,  $i < j$ .

**Problem 7** (1318 Logarithm). Bitwise not operator is  $\sim$  in c++.

$$\sum_{j,k} [\log_{10}(a_j \wedge a_k)] = \sum_{i=1}^{38} \sum_{j,k} (a_j \wedge a_k) \geq 10^i,$$

Another approach is to split  $[0, 10^i - 1]$ ,  $1 \leq i \leq 38$  into 869 intervals.

$$\bar{I} = [0, 10^i - 1], \quad \bar{I}_k = \bar{I} \wedge a_k,$$

$\bar{I}$  can be written as union of some intervals, so is  $\bar{I}_k$ .

**Problem 8** (1368 Goat in the Garden 3). When  $K = n^2 + (n+1)^2$ ,  $ans = 4n + 4$ ; when  $K = 2n^2$ ,  $ans = 4n + 2$ ; when  $K = n(2n+1)$ ,  $ans = 4n + 3$ ; when  $K = (2n+1)(n+1)$ ,  $ans = 4n + 5$ . In the above four cases, we say that  $K$  is saturated. For non-saturated  $K$  value, construct the output of saturated  $K$  value first and modify it.

**Problem 9** (1371 Cargo Agency). Centroid decomposition.

**Problem 10** (1375 Bill Clevers). Given prime  $p$  and integer  $k$ , find  $x, y$  such that  $x^2 + y^2 \equiv k \pmod{p}$ .

**Problem 11** (1384 Goat in the Garden 4). Non-convex optimization.  $dirnum = 40$ ,  $stepsizenum = 18$ ,  $stepsize = 16.$  ( $1 < i$ ),  $0 \leq i \leq 17$ . Initial seeds are mid points of edges and polygon vertices. Actually I implemented a gradient descent algorithm adopted from Boyd's book "Convex Optimization". Initial directions are randomly selected before each step.

**Problem 12** (1396 Maximum Version 2). Suppose  $i$  is a maximum index, then  $i$  is odd,  $i = 2i_1 + 1$ ,  $i_2 = i_1 + 1$ , then either 1)  $i_1$  is even, at least one of  $\frac{i_1}{2}$ ,  $i_2$  is a maximum index; or 2)  $i_2$  is even, at least one of  $\frac{i_2}{2}$ ,  $i_1$  is a maximum index. But I don't know how to prove it. Thus candidate indices from  $2^n$  to  $2^{n+1}$  can be generated from calculated maximum indices from  $2^{n-2}$  to  $2^n$ , in the sense that if  $i$  is a maximum index, then there exists an maximum index  $j$  such that at least one of the following four equalities holds

$$i = 4j + 1, \quad i = 4j - 1, \quad i = 2j + 1, \quad i = 2j - 1,$$

**Problem 13** (1420 Integer-Valued Complex Division). Implemented struct GaussianQT in this problem. Since the norms of numerator and denominator of  $\frac{a}{b}$  exceed the range of long long, I wrote BigInteger struct and got accepted for the first time.

**Problem 14** (1460 Wires). Claim: 1) auxiliary points has degree 3, and their 3 adjacent edges has pairwise angle  $\frac{2\pi}{3}$ . This can be proved by calculus of variations.

2) It is impossible to have 3 auxiliary points. Otherwise the total degree of vertices is at least 13, contradiction.

3) The trilinear coordinate of the Fermat point (actually the first isogonic center) of a given triangle  $ABC$  is  $\sec(A - \frac{\pi}{6}) : \sec(B - \frac{\pi}{6}) : \sec(C - \frac{\pi}{6})$ , its barycentric coordinate is  $\frac{a}{\cos(A - \frac{\pi}{6})} : \frac{b}{\cos(B - \frac{\pi}{6})} : \frac{c}{\cos(C - \frac{\pi}{6})}$ , and I used this formula in computer program calculation.

3) We may enumerate every possible configurations: when there are no auxiliary points, we calculate its minimal spanning tree using Prim's algorithm. When there is only one auxiliary point, this point is uniquely determined by the three points it connects to. When there are two auxiliary points, the configuration is uniquely determined by the permutation of  $ABCD$ .  $auxpt1$  is the Fermat point of  $A, B$ ,  $auxpt2$  is the Fermat point of  $C, D$ ,  $auxpt1$ .

**Problem 15** (1464 Light). Sort vertices according to their polar angles. A container is used to store segments in current region. Insertion or deletion are executed on boundary rays of regions. Comparator is dynamic during the process of sweeping, it is represented by the distance from lamp to the intersections of current region's bisector with segments. Supports deletion by key, query the nearest segment in current region, value is not needed since it's dynamic while sweeping, so I use `std::set` with delicately designed custom comparator. The comparator compares the distances from the lamp to the intersections of the region bisector and segments.

**Problem 16** (1467 Sum of degrees). Rewrite operator+ in BigNumber struct, and fixed some bug in operator/. Accepted using python, c++ version using BigInteger struct is correct, but its running time is too long. Why?

Used Chu-Vandemonde identity:  $\sum_{i=1}^N \binom{N}{k} = \binom{N+1}{k+1}$ . In practice the rationals' nominators and denominators can be very large.

**Problem 17** (1475 Ryaba Hen). Let  $e_x$  be the direction parallel to the roof,  $e_y$  perpendicular to  $e_x$  and points upwards. Then in the direction of  $e_x$ , the egg's motion is uniformly accelerated with acceleration  $g \sin \theta$ ,  $\tan \theta = \frac{H}{l}$ . In the direction of  $e_y$ , the egg's motion is periodic with period  $T = \frac{2v_0}{g}$ . In each peroid  $[(n-1)T, nT]$ ,  $v_y$  is uniformly accerlerated with acceleration  $-g \cos \theta$  and initial velocity  $v_0 \cos \theta$ . Accepted using python, Qifeng Chen's BigNumber structs and mine. It is worthwhile to note that I wrote a stress unit test for the first time for BigNumber struct. Optimized multiplication in my BigNumber struct and implemented Karatsuba algorithm. Fixed a bug in Qifeng Chen's BigNumber division.

$$v_0 \sin \theta t + \frac{1}{2} g \sin \theta t^2 > \sqrt{H^2 + l^2}, \quad t = \frac{2nv_0}{g},$$

$$\sin \theta = \frac{H}{\sqrt{H^2 + l^2}}, \quad v_0 = \sqrt{2gh}, \quad n(n+1) > \frac{H^2 + l^2}{4Hh},$$

**Problem 18** (1476 Lunar Code). Dynamic programming from left to right. Consider the first  $i_0 + 1$  columns,  $1 \leq i_0 \leq N - 1$ , let  $dp[a]$  be the number of 01 matrices of size  $M * (i_0 + 1)$ , such that for every  $1 \leq i \leq i_0$ ,

$$|\{j, A[j, i] = 0, A[j, i + 1] = 1\}| \leq K,$$

The  $i_0 + 2$ -th column has  $2^M$  possibilities, state transition is done by enumerate the number of 00, 01, 10, 11 substrings in the  $i_0 + 1$ -th and  $i_0 + 2$ -th columns.

**Problem 19** (1482 Triangle Game). Notice that the original formula of inverse of  $2 * 2$  matrix has a bug.

$$T_\theta = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}, \quad \begin{pmatrix} x_0 \\ y_0 \end{pmatrix} = (I - T_\theta) \begin{pmatrix} x_1 \\ y_1 \end{pmatrix},$$

New discovery is that operator= is automatically constructed in a custom struct.

**Problem 20** (1503 Polynomial). Implemented polynomial division with remainder for the first time. The following partition is obtained by calculate  $\gcd(p, p')$  recursively.

$$p = p_1 p_2 \dots p_k, \quad p_{i+1} | p_i, \quad p_i \text{ has no multiple roots},$$

Since each  $p_i$  has no multiple roots, we can run Newton's iteration to get all its real roots.

**Problem 21** (1557 Network Attack). Given a undirected graph with possible self-loops and multiple edges, find the number of ways to divide the graph into at least two connected components by removing two edges. It suffices to find all bridges and 2-cuts of the graph. After deleting all the bridges of the graph, there remained some 2-edge-connected components. There is no 2-cut such that its edges lie in different components, so we may deal with the components separately. In each component, there is no degree 1 vertex, and degree 2 vertices are removable.

**Problem 22** (1566 Triangular Postcards). If  $\triangle PQR$  can be included inside  $\triangle ABC$ , then there exist a position such that two vertices of  $\triangle PQR$  lie on the sides of  $\triangle ABC$ . Assume that they are  $P, Q$ .

1)  $P, Q$  lie on the same side of  $\triangle ABC$ .

2)  $P, Q$  lie on different sides. Assume that  $P \in CB, Q \in CA, CP = \lambda, CQ = \mu$ , then

$$\lambda^2 + \mu^2 - 2\lambda\mu \cos C = r^2 = \sin^2 \frac{C}{2} (\lambda + \mu)^2 + \cos^2 \frac{C}{2} (\lambda - \mu)^2,$$

$$R = P + \frac{q}{r} \begin{pmatrix} \cos P & -\sin P \\ \sin P & \cos P \end{pmatrix} (Q - P) = \begin{pmatrix} \lambda + \frac{q}{r} (\mu \cos C \cos P - \lambda \cos P - \mu \sin C \sin P) \\ \frac{q}{r} (\mu \cos C \sin P - \lambda \sin P + \mu \sin C \cos P) \end{pmatrix}$$

Constraints are  $0 \leq \lambda \leq a, 0 \leq \mu \leq b$ , and three constraints depicting  $R \in \triangle ABC$ :

$$y_R \geq 0, \quad x_R \sin C - y_R \cos C \geq 0, \quad BA \times BR = (x_A - x_B)y_R - y_A x_R + y_A x_B \geq 0,$$

This problem can be solved by checking the sign of  $f(\lambda, \mu) = \lambda^2 + \mu^2 - 2\lambda\mu \cos C$  on the boundary of the polygon determined by the above 7 constraints.

Method 2: actually we only need to check case 1 in the discussion above. Avoid using trigonometric functions helps improve numerical accuracy.

**Problem 23** (1591 Abstract Thinking). Given input integer  $N$ , consider  $N$  points on a unit circle, find the number of triple chords tuples such that they intersect pairwise and at least one intersection is strictly inside the circle. The answer is

$$4 \binom{N}{4} + \binom{N}{5} + \binom{N}{6}$$

**Problem 24** (1594 Aztec Treasure). Calculate the number of domino tilings on a  $m \times n$  rectangle grid. Let  $m_1 = \lceil \frac{m}{2} \rceil, n_1 = \lceil \frac{n}{2} \rceil$ , the formula is given by

$$Z_{m,n}(1, 1) = \prod_{j,k=1}^{m_1, n_1} (4 \cos^2 \frac{\pi j}{m+1} + 4 \cos^2 \frac{\pi k}{n+1}),$$

where we define  $g(h, v)$  to be the number of tilings with  $h$  horizontal and  $v$  vertical dominoes.

$$Z_{m,n}(x, y) = \sum_{h,v} g(h, v) x^h y^v, \quad h, v \geq 0, \quad 2(h+v) = mn,$$

Swap  $m, n$  if necessary to make sure that  $m$  is even.

$$Z_{m,n}(1, 1) = \prod_{j,k=1}^{m_1, n_1} (4 + 2 \cos \frac{2\pi j}{m+1} + 2 \cos \frac{2\pi k}{n+1}),$$

Denote  $P_{n_1}(x) = \prod_{k=1}^{n_1} (x + 2 \cos \frac{2\pi k}{n+1})$ , let  $x_j = 4 + 2 \cos \frac{2\pi j}{m+1}, 1 \leq j \leq m_1$ , then the result  $Z_{m,n}(1, 1) = \prod_{j=1}^{m_1} P_{n_1}(x_j)$ . We may calculate  $P_{n_1}$  by induction. 1)  $n$  is even, now

$$P_{n_1}(y + \frac{1}{y}) = \prod_{k=1}^{n_1} (y + \frac{1}{y} + 2 \cos \frac{2\pi k}{n+1}) = y^{n_1} - y^{n_1-1} \dots - y^{1-n_1} + y^{-n_1},$$

$$P_1 = x - 1, \quad P_2 = x^2 - x - 1, \quad P_{n_1} = x P_{n_1-1} - P_{n_1-2},$$

and I let  $P_0 = P_{-1} = 1$  in my implementation. 2)  $n$  is odd, now

$$P_{n_1}(y + \frac{1}{y}) = \prod_{k=1}^{n_1} (y + \frac{1}{y} + 2 \cos \frac{2\pi k}{n+1}) = \frac{(y^{n+1} - 1)(y - 1)}{y + 1},$$

$$P_1 = x - 2, \quad P_2 = x^2 - 2x, \quad P_{n_1} = xP_{n_1-1} - P_{n_1-2},$$

and I let  $P_0 = 0$  in my implementation.

Key point is to implement a struct representing algebraic integers of the form

$$x_0 + \sum_{1 \leq j \leq m_1} x_j 2 \cos \frac{2\pi j}{m+1}, \quad m = 2m_1,$$

Its nontrivial arithmetic is essentially inside two methods named `reduce()` and `totalreduce()`. Notice that taking modulo is admissible since all the terms above are integral.

**Theorem 1** (Domino tilings). 1) The number of ways to cover an  $m \times n$  rectangle with  $\frac{mn}{2}$  dominoes is given by

$$\prod_{j,k=1}^{\lceil \frac{m}{2} \rceil, \lceil \frac{n}{2} \rceil} (4 \cos^2 \frac{\pi j}{m+1} + 4 \cos^2 \frac{\pi k}{n+1}),$$

2) The number of tilings of an Aztec diamond of order  $n$  is  $2^{\frac{n(n+1)}{2}}$ .

3) The number of tilings of an augmented Aztec diamond of order  $n$  with 3 long rows in the middle rather than 2 is  $D(n, n)$ , a Delannoy number, defined as follows:

$$D(m, n) = \sum_{k=0}^{\min(m, n)} \binom{m+n-k}{m} \binom{m}{k} = \sum_{k=0}^{\min(m, n)} \binom{m}{k} \binom{n}{k} 2^k,$$

$$\sum_{m, n=0}^{\infty} D(m, n) x^m y^n = (1 - x - y - xy)^{-1}, \quad \sum_{n=0}^{\infty} D(n, n) x^n = (1 - 6x + x^2)^{-\frac{1}{2}},$$

**Problem 25** (1599 Winding Number). Method 1: calculate  $\sum_{i=1}^n \angle P_i X P_{i+1}$ . Resulted in TLE-12.

Method 2: calculate intersection number of the polygon with ray  $y = y_X, x \geq x_X$ .

**Problem 26** (1621 Definite Integral). Roots finding algorithms. Given an integer coefficient degree 4 polynomial with  $|a_i| \leq 10^6, a_4 \neq 0$ . Notice that the precision requirement is high, relative error or absolute error is no more than  $10^{-9}$ .

$$\int_{|x|=\epsilon} \frac{1}{x} dx = \int_0^{2\pi} \frac{e^{-i\theta}}{\epsilon} d\epsilon e^{i\theta} = \int_0^{2\pi} i d\theta = 2\pi i,$$

So residue theorem says that if a meromorphic function  $f = \frac{g}{x-x_0}$  where  $g$  is holomorphic near  $x_0$ , then  $\int_{|x-x_0|=\epsilon} f dx = 2\pi i g(x_0)$ . Given  $P(x) = x^4 + a_3 x^3 + a_2 x^2 + a_1 x + a_0$ , we want to eliminate  $a_3$  by translation  $x' = x + \frac{a_3}{4}$ .

$$\begin{aligned} P'(x') &= P(x) = (x' - \frac{a_3}{4})^4 + a_3(x' - \frac{a_3}{4})^3 + a_2(x' - \frac{a_3}{4})^2 + a_1(x' - \frac{a_3}{4}) + a_0 \\ &= x'^4 + 6x'^2(\frac{a_3}{4})^2 - 4x'(\frac{a_3}{4})^3 + (\frac{a_3}{4})^4 - 3x'^2 a_3 \frac{a_3}{4} + 3x' a_3 (\frac{a_3}{4})^2 - a_3 (\frac{a_3}{4})^3 \\ &\quad + a_2 x'^2 - 2x' a_2 \frac{a_3}{4} + a_2 (\frac{a_3}{4})^2 + a_1 x' - a_1 \frac{a_3}{4} + a_0 \\ &= x'^4 + x'^2 (6(\frac{a_3}{4})^2 - 3a_3 \frac{a_3}{4} + a_2) + x' (-4(\frac{a_3}{4})^3 + 3a_3 (\frac{a_3}{4})^2 - 2a_2 \frac{a_3}{4} + a_1) \\ &\quad + (\frac{a_3}{4})^4 - a_3 (\frac{a_3}{4})^3 + a_2 (\frac{a_3}{4})^2 - a_1 \frac{a_3}{4} + a_0 \\ &= x'^4 + x'^2 (-\frac{3a_3^2}{8} + a_2) + x' (\frac{a_3^3}{8} - \frac{a_2 a_3}{2} + a_1) - \frac{3a_3^4}{256} + \frac{a_2 a_3^2}{16} - \frac{a_1 a_3}{4} + a_0, \end{aligned}$$

So we may define

$$a'_2 = -\frac{3a_3^2}{8} + a_2, \quad a'_1 = \frac{a_3^3}{8} - \frac{a_2a_3}{2} + a_1, \quad a'_0 = -\frac{3a_3^4}{256} + \frac{a_2a_3^2}{16} - \frac{a_1a_3}{4} + a_0,$$

Now we substitute  $x', P', a'$  by  $x, P, a$ , it becomes

$$P(x) = x^4 + a_2x^2 + a_1x + a_0 = (x^2 - 2ax + b)(x^2 + 2ax + c), \quad a > 0, \quad a^2 < b, c,$$

Assume that it has two roots in the upper half plane  $x_1 = -a + ui, x_2 = a + vi, u, v > 0$ , then the integral is

$$\begin{aligned} \int_{\mathbb{R}} \frac{1}{P(x)} dx &= 2\pi i \left( \frac{1}{(x_1 - \bar{x}_1)(x_1 - x_2)(x_1 - \bar{x}_2)} + \frac{1}{(x_2 - x_1)(x_2 - \bar{x}_1)(x_2 - \bar{x}_2)} \right) \\ &= \frac{\pi}{u(4a^2 - u^2 + v^2 - 4aui)} + \frac{\pi}{v(4a^2 - v^2 + u^2 + 4avi)} = \frac{\pi((4a^2 - u^2 + v^2)/u + (4a^2 - v^2 + u^2)/v)}{16a^4 + 8a^2(u^2 + v^2) + (v^2 - u^2)^2}, \end{aligned}$$

where we used

$$\begin{aligned} (x_1 - x_2)(x_1 - \bar{x}_2) &= (-2a + (u - v)i)(-2a + (u + v)i) = 4a^2 - (u^2 - v^2) - 4aui, \\ (x_2 - x_1)(x_2 - \bar{x}_1) &= (2a + (v - u)i)(2a + (v + u)i) = 4a^2 - (v^2 - u^2) + 4avi, \end{aligned}$$

and the imaginary part is

$$\begin{aligned} \frac{4au/u}{(4a^2 - u^2 + v^2)^2 + (4au)^2} + \frac{-4av/v}{(4a^2 - v^2 + u^2)^2 + (4av)^2} &= 0, \\ (4a^2 - u^2 + v^2)^2 + (4au)^2 &= (4a^2 - v^2 + u^2)^2 + (4av)^2 = 16a^4 + 8a^2(u^2 + v^2) + (v^2 - u^2)^2, \end{aligned}$$

1) When  $a_1 = 0$ , either one of the following two cases occur: i)  $a = 0$ , the integral becomes

$$\int_{\mathbb{R}} \frac{1}{(x^2 + u^2)(x^2 + v^2)} dx = \frac{1}{v^2 - u^2} \int_{\mathbb{R}} \left( \frac{1}{x^2 + u^2} - \frac{1}{x^2 + v^2} \right) dx = \frac{1}{v^2 - u^2} \left( \frac{\pi}{u} - \frac{\pi}{v} \right),$$

where we used that

$$\int_{-\infty}^{+\infty} \frac{1}{x^2 + a^2} dx = \int_{-\infty}^{+\infty} \frac{1/a}{(\frac{x}{a})^2 + 1} d\frac{x}{a} = \frac{1}{a} \arctan \frac{x}{a} \Big|_{-\infty}^{+\infty} = \frac{\pi}{a},$$

This result agrees with our previous calculation since

$$\frac{\pi((-u^2 + v^2)/u + (-v^2 + u^2)/v)}{(v^2 - u^2)^2} = \frac{1}{v^2 - u^2} \left( \frac{\pi}{u} - \frac{\pi}{v} \right),$$

$$P(x) = (x^2 + u^2)(x^2 + v^2) = x^4 + (u^2 + v^2)x^2 + u^2v^2,$$

and thus we can solve a quadratic equation to get values of  $u, v$ .

ii)  $a > 0, u = v$ , the integral becomes

$$\frac{8a^2\pi(1/u)}{16a^4 + 16a^2u^2} = \frac{\pi}{2u(a^2 + u^2)},$$

$$P(x) = (x^2 + 2ax + a^2 + u^2)(x^2 - 2ax + a^2 + u^2) = x^4 + 2(u^2 - a^2)x^2 + (a^2 + u^2)^2,$$

and thus we can solve a linear equation to get values of  $a, u$ .

2) When  $a_1 \neq 0$ , notice that  $a^2$  is a algebraic number with degree 3.

$$a = \frac{x_2 + \overline{x_2} - x_1 - \overline{x_1}}{4}, \quad \tilde{a}_1 = \frac{x_1 + x_2 - \overline{x_1} - \overline{x_2}}{4} = \frac{(u+v)i}{2}, \quad \tilde{a}_2 = \frac{x_1 + \overline{x_2} - \overline{x_1} - x_2}{4} = \frac{(u-v)i}{2},$$

$$\tilde{a}_1^2 = -\frac{(u+v)^2}{4}\tilde{a}_2^2 = -\frac{(u-v)^2}{4}$$

Coefficients of  $P$  satisfy

$$P(x) = (x^2 + 2ax + a^2 + u^2)(x^2 - 2ax + a^2 + v^2) = x^4 + (u^2 + v^2 - 2a^2)x^2 + 2a(v^2 - u^2)x + (a^2 + u^2)(a^2 + v^2),$$

$$a_2 = u^2 + v^2 - 2a^2, \quad a_1 = 2a(v^2 - u^2), \quad a_0 = (a^2 + u^2)(a^2 + v^2),$$

$$a^2 + \tilde{a}_1^2 + \tilde{a}_2^2 = a^2 - \frac{u^2 + v^2}{2} = -\frac{a_2}{2},$$

$$a^2(\tilde{a}_1^2 + \tilde{a}_2^2) + \tilde{a}_1^2\tilde{a}_2^2 = -\frac{a^2(u^2 + v^2)}{2} + \frac{(u^2 - v^2)^2}{16} = -\frac{a^2(u^2 + v^2)}{2} + \frac{(u^2 + v^2)^2}{16} - \frac{u^2v^2}{4} = \frac{1}{4}\left(\left(\frac{a_2}{2}\right)^2 - a_0\right),$$

$$a^2\tilde{a}_1^2\tilde{a}_2^2 = \frac{a^2(u^2 - v^2)^2}{16} = \frac{1}{16}\left(\frac{a_1}{2}\right)^2,$$

$$R(x) = x^3 + b_2x^2 + b_1x + b_0, \quad x' = x + \frac{b_2}{3},$$

$$b_2 = \frac{a_2}{2}, \quad b_1 = \frac{\frac{a_2^2}{4} - a_0}{4}, \quad b_0 = -\frac{a_1^2}{64},$$

$$R(x) = x'^3 + x'(-\frac{b_2^2}{3} + b_1) + \frac{2b_2^3}{27} - \frac{b_1b_2}{3} + b_0 = S(x'),$$

$$S(x) = x^3 + c_1x + c_0, \quad c_1 = -\frac{b_2^2}{3} + b_1, \quad c_0 = \frac{2b_2^3}{27} - \frac{b_1b_2}{3} + b_0, \quad x = y - \frac{c_1}{3y}$$

$$T(y) = S(x) = y^3 + c_0 - \frac{c_1^3}{27y^3}, \quad z = y^3, \quad \omega = e^{\frac{2\pi i}{3}},$$

$$x_1 = y_1 + y_2, \quad x_2 = y_1\omega + y_2\omega^2, \quad x_3 = y_1\omega^2 + y_2\omega,$$

Use long double and one step Newton method to improve result's accuracy.

Method 2: Find a square matrix such that  $P(x)$  is its characteristic polynomial. According to rational canonical form, we may construct

$$A = \begin{pmatrix} 0 & & & -a_0 \\ 1 & 0 & & -a_1 \\ & 1 & 0 & -a_2 \\ & & 1 & -a_3 \end{pmatrix}, \quad \det(\lambda I - A) = P(\lambda),$$

Then we may apply iterative algorithms that finds unsymmetric eigenvalues of matrix  $A$ . But I haven't implemented this idea successfully.

**Problem 27** (1626 Interfering Segment). Reference: Computational geometry - algorithms and applications, chapter 2, line segment intersection. Introduction to algorithms 3rd edition, chapter 33, determining whether any pair of segments intersects.

Assume that the polygon is  $P_1P_2...P_n$ .  $\triangle ABC$  is part of a legal triangulation  $\iff$  each of  $AB, BC, AC$  divides the polygon into two parts. Only if part is trivial. If part: assume that



$\Omega_A, \Omega_B, \Omega_C$  are the parts of the polygon that don't contain  $A, B, C$  after divided by  $BC, CA, AB$  respectively, then each of them is a polygon without self intersection. So  $\Omega_A, \Omega_B, \Omega_C$  can be triangulated, adding  $\triangle ABC$  to obtain a triangulation of the original polygon.

$$X \in \triangle ABC \iff X \notin \Omega_A, \Omega_B, \Omega_C,$$

Preprocessing: for any pair  $i, j$  not next to each other, judge if  $P_i P_j$  intersect with any edge besides  $P_{i-1} P_i, P_i P_{i+1}, P_{j-1} P_j, P_j P_{j+1}$ , store these boolean variables in  $flag[i][j]$ . If  $flag[i][j] == true$ , judge if  $X$  is on the  $P_{i+1} \dots P_{j-1}$  side or  $P_{j+1} \dots P_{i-1}$  side of  $P_i P_j$ , or is exactly on  $P_i P_j$ , and store it in  $sideX[i][j]$ .  $flag[i][i+1]$  is always true. Denote by  $l_X$  the ray  $y = y_X, x \geq x_X$ , fix  $i$  and let  $j$  iterate from  $i+1$  to  $i-1$ , we may maintain the intersection number of  $l_X$  with  $P_i P_{i+1} \dots P_j$ , and thus know  $sideX[i][j]$ . Similarly we get  $sideY[i][j]$ .

**Problem 28** (1637 Triangle Game 2). 1) Oriented transform: 0 or 2;

2) Non-oriented transform: 1 or 3. Reflector about the axis  $\mathbb{R}(\cos \theta, \sin \theta)$  is given by

$$T_\theta = \begin{pmatrix} \cos 2\theta & \sin 2\theta \\ \sin 2\theta & -\cos 2\theta \end{pmatrix}, \quad \begin{pmatrix} x \\ y \end{pmatrix} \mapsto T_\theta \begin{pmatrix} x \\ y \end{pmatrix}$$

**Problem 29** (1660 The Island of Bad Luck). Method 1: calculating Apollonian circles, but I didn't use this method. 1) Assume that

$$l_0 : y = y_0, \quad l_1 : y = y_1, \quad y_0 > y_1, \quad l_2 : x^2 + (y - y_1 - r_2)^2 = r_2^2, \quad r_2 < \frac{y_0 - y_1}{2},$$

Find the equation of circle  $\omega$  such that  $\omega$  is tangent to  $l_0, l_1, l_2$ .  $r_\omega = \frac{y_0 - y_1}{2}$ . There are two solutions,

$$\omega_1 : (x - 2\sqrt{r_2 r_\omega})^2 + (y - \frac{y_0 + y_1}{2})^2 = r_\omega^2,$$

$$\omega_2 : (x + 2\sqrt{r_2 r_\omega})^2 + (y - \frac{y_0 + y_1}{2})^2 = r_\omega^2,$$

where  $\omega_1$  is on the left,  $\omega_2$  is on the right.

2) In the original problem, assume that the large circle and small circle are  $\Gamma_0, \Gamma_2$ , victim's circle is  $\Gamma_1$ . We've already known that  $\Gamma_0$  has radius  $R$ ,  $\Gamma_2$  has radius  $r$ , distance of their centers is  $d$ . Assume that  $\Gamma_0, \Gamma_1$  are tangential at  $P(0, R)$ , and let it be the inversion center with radius  $\sqrt{2}R$ . More precisely, the inversion is

$$\varphi : (x, y) \mapsto \left( \frac{2R^2 x}{x^2 + (y - R)^2}, \frac{2R^2(y - R)}{x^2 + (y - R)^2} + R \right),$$

$$\Gamma_0 \mapsto l_0 : y = 0, \quad \Gamma_1 \mapsto l_1 : y = R - \frac{R}{r_1^2},$$

Assume that the center of the small circle is  $(d \sin \theta, d \cos \theta)$ , then the equation of  $\Gamma_2$  is

$$\Gamma_2 : (x - d \sin \theta)^2 + (y - d \cos \theta)^2 = r^2,$$

$$l_2 = \varphi(\Gamma_2) : \left( \frac{2R^2 x}{x^2 + (y - R)^2} - d \sin \theta \right)^2 + \left( \frac{2R^2(y - R)}{x^2 + (y - R)^2} + R - d \cos \theta \right)^2 = r^2,$$

$$\frac{4R^4}{x^2 + (y - R)^2} + \frac{2R^2(y - R)(R - d \cos \theta) - 2R^2 x d \sin \theta}{x^2 + (y - R)^2} + R^2 - 2Rd \cos \theta + d^2 - r^2 = 0,$$

I didn't implement this method since Möbius transformation formulas turned out to be too complicated without using complex analysis.

Method 2: we only consider the case when  $\theta = 0$ .

$$\Gamma_2 : x^2 + (y - d)^2 = r^2, \quad \varphi(\Gamma_2) = \Gamma_4,$$

All the possible circle chain configurations can be regarded as the orbit of a particular configuration under the action of  $SO(2)$ . When  $d = 0$ , the action is exactly rotation around the common center of the two circles. When  $d \neq 0$ , assume that the center of the small circle is  $(0, d)$ , then there is a transformation that fixes  $\Gamma_0$  and takes  $\Gamma_2$  to a circle centered at the origin. More precisely, find the circle  $\Gamma_3$  which is orthogonal to both  $\Gamma_1, \Gamma_2$ . Its center is on the radical axis  $l_{rad}$  of  $\Gamma_0, \Gamma_2$ , with radius equals to length of tangents, so its equation is

$$l_{rad} : 2dy = R^2 + d^2 - r^2, \quad \Gamma_3 : x^2 + (y - \frac{R^2 + d^2 - r^2}{2d})^2 = (\frac{R^2 + d^2 - r^2}{2d})^2 - R^2,$$

Using complex analysis, an orientation preserving auto morphism of the unit disk is

$$f : z \mapsto \frac{z - w}{1 - \bar{w}z}, \quad |w| < 1, \quad f'(z) = \frac{1 - w\bar{w}}{(1 - \bar{w}z)^2}, \quad f^{-1}(z) = \frac{z + w}{1 + \bar{w}z},$$

Let  $w = x_0 + y_0i, z = x + yi$ , the formula of this transformation is

$$\begin{aligned} f(x + yi) &= \frac{(x - x_0) + (y - y_0)i}{1 - x_0x - y_0y + (y_0x - x_0y)i} = \frac{(z - w)(1 - w\bar{z})}{(1 - x_0x - y_0y)^2 + (y_0x - x_0y)^2} \\ &= \frac{x + yi + (x_0^2 - y_0^2 + 2x_0y_0i)(x - yi) - (x_0 + y_0i)(1 + x^2 + y^2)}{1 - 2(x_0x + y_0y) + (x_0^2 + y_0^2)(x^2 + y^2)} \end{aligned}$$

It becomes too long, so I used its complex form in my implementation. In this scenario, we change the disk radius to  $R$  and let  $\Re(w) = 0$ . We have

$$f(z) = \frac{z - w}{1 - \frac{\bar{w}z}{R^2}}, \quad w = (\frac{R^2 + d^2 - r^2}{2d} - \sqrt{(\frac{R^2 + d^2 - r^2}{2d})^2 - R^2})i$$

Since  $f(w) = 0, f'(w) \in \mathbb{R}$  we know that  $f$  maps  $\Gamma_3$  to  $\mathbb{R}$ . We may regard it as a translation in the group of hyperbolic automorphisms of  $\Gamma_0$ . Denote the first and the last circles by  $\Omega_A, \Omega_B$ . Observe that the required minimum distance between  $\Omega_A, \Omega_B$  is obtained when they are symmetric along the  $y$ -axis.  $\Gamma_4$  is the image of  $\Gamma_2$  by translation, assume that it has radius  $r_4$ . The image of the first circle by translation is

$$|z - z_A| = \frac{R - r_4}{2}, \quad z_A = r_4 \sin \frac{\delta\theta}{2} + i \cos \frac{\delta\theta}{2},$$

where  $\delta\theta$  is the angle between centers of  $f(\Omega_A), f(\Omega_B)$ . It is an invariant since  $\Gamma_0, \Gamma_4$  are concentric. In my program, three points are selected on  $f(\Omega_A)$ , and  $\Omega_A$  is obtained by finding the circumcircle of preimages of the three points.

**Problem 30** (1661 Dodecahedron). The symmetry group of dodecahedron in  $SO(3)$  is  $A_5$ . Assume that its edges are  $e_1, \dots, e_{30}$ . Given  $c_1, \dots, c_{30} \in [30] = \{1, 2, \dots, 30\}$ , find the number of different dodecahedra. A coloring is to give each edge  $e_i$  a color  $c[s_i]$ , where  $s \in S_{30}$  is a permutation. Two coloring  $s^1, s^2$  are identical means there exists  $\sigma \in A_5 \subset S_{30}$ , such that for any  $1 \leq i \leq 30$ ,

$c[s^2(\sigma(i))] = c[s^1(\sigma(i))]$ . Ignoring  $c$  and  $A_5$ , all the possible color assignments can be regarded as the permutation group  $S_{30}$ . There is a subgroup  $G$  of  $S_{30}$  determined by  $c$ , such that

$$c \circ s^2 = c \circ s^1 : [30] \rightarrow [30] \iff \text{exists } g \in G, g \circ s^2 = s^1, \quad s^1, s^2 \in S_{30}, \quad G = \prod_{x \in [30]} S_{c^{-1}(x)},$$

$G$  is the product of permutation groups on each fiber of  $c$ . So  $S_{30}$  is given a double coset structure  $G \curvearrowright S_{30} \curvearrowright A_5$ , and we are asked to calculate its cardinality.

The orbits of  $S_{30} \curvearrowright A_5$  are  $S_{30}/A_5$ , the set of right cosets of  $A_5$  in  $S_{30}$ . Similarly, the orbits of  $G \curvearrowright S_{30}$  are  $G \backslash S_{30}$ , the set of left cosets of  $G$  in  $S_{30}$ . We may assume that the image of  $c$  is  $1, 2, \dots, k$ , and  $|c^{-1}(i)| = n_i$ ,  $\sum_{1 \leq i \leq k} n_i = 30$ . Our task is to calculate  $|G \backslash S_{30}/A_5|$ .

$X = G \backslash S_{30}$  can be described as all the sequences  $d_1, \dots, d_{30}$  in which  $i$  appear  $n_i$  times,  $1 \leq i \leq k$ . Burnside's lemma says that

$$|X/A_5| = \frac{1}{|A_5|} \sum_{\sigma \in A_5} |X^\sigma|, \quad X^\sigma = \{x \in X, \sigma(x) = x\},$$

Elements of  $A_5$  can be divided into 4 classes: identity, 15 order 2 elements, 20 order 3 elements, 24 order 5 elements. Let  $\sigma_l \in A_5$  be an element with order  $l$ . i)  $l = 1, 3, 5$ , then  $|X^{\sigma_l}| = \frac{(\frac{30}{l})!}{\prod (\frac{n_i}{l})!}$  when  $l$  divides each  $n_i$ , otherwise  $|X^{\sigma_l}| = 0$ . ii)  $l = 2$ , if the number of odds in  $n_i$  is larger than 2,  $|X^{\sigma_l}| = 0$ ; if there are odds in  $n_i$  then  $|X^{\sigma_l}| = \frac{(\frac{30}{2})!}{\prod (\frac{n_i}{2})!}$ ; otherwise there are 2 odds in  $n_i$ ,  $|X^{\sigma_l}| = \frac{2*(14)!}{\prod ((\frac{n_i}{2})!)}$ . Used Qifeng Chen's BigInteger struct for large number calculation, and made some modifications. One precious experience is that, never ever inherit from any std:: type, except for the standard types you're supposed to inherit from. Accepted using both implementations of BigInteger of mine and Qifeng Chen's.

*Proof.* Assume  $G \curvearrowright X$  is a left group action.

$$X^g = \{x \in X, g(x) = x\}, \quad G^x = \{g \in G, g(x) = x\}, \quad |\text{orbit}(x)| = \frac{|G|}{|G^x|},$$

$$\frac{1}{|G|} \sum_{g \in G} |X^g| = \frac{1}{|G|} \sum_{x \in X} |G^x| = \sum_{x \in X} \frac{1}{|\text{orbit}(x)|} = |X/G|,$$

□

**Problem 31** (1659 Regular Triangles). Pattern is first found in a unit circle.

**Problem 32** (1662 Goat in the Garden 6). Note that the bed is a convex polygon  $P_1 P_2 \dots P_n$ . Let  $D_r = \bigcup_{p \in \text{polygon}} \odot(p, r)$ , we need to determine whether  $\bigcap_{p \in \text{polygon}} \odot(p, R) \cap \overline{D_r}$  is nonempty.  $\bigcap_{p \in \text{polygon}} \odot(p, R) = \bigcap_{1 \leq i \leq n} \odot(P_i, R)$  is a convex set. For any  $p \notin D_r$ , let  $q$  be its projection onto  $\partial D_r$ . If  $p \in \bigcap_{1 \leq i \leq n} \odot(P_i, R)$ , then  $q \in \bigcap_{1 \leq i \leq n} \odot(P_i, R)$ , so it suffices to check if  $\partial D_r \cap \bigcap_{1 \leq i \leq n} \odot(P_i, R)$  is nonempty.  $\partial D_r$  can be divided into  $n$  arcs and  $n$  segments. 1) Segment circles intersection.

2) For an arc  $\overline{AB} \in \odot(O, r)$  and  $\odot(X, R)$ , i) Both  $AX > R, BX > R$  hold, then  $\overline{AB} \cap \odot(X, R)$  is empty since  $O, X$  lie on the same side of  $AB$ . ii)  $OX \leq R - r$ , check the next circle. iii)  $OX > R - r$ , get intersection  $C, D$  and judge that if  $\overline{AB}$  split into two parts. Assume  $\mu$  is the signed length of  $OH$  the direction of  $XH$ ,  $\nu = HC$ , then

$$R^2 - r^2 = XH^2 - OH^2 = 2\mu XO + XO^2, \quad \nu = \sqrt{r^2 - \mu^2},$$

**Problem 33** (1668 Death Star 2).  $A_{N \times M}, b_N$ , find  $x_M$  such that  $\|Ax - b\|_2^2$  reaches minimum. If the solution is ambiguous, output the one that  $\|x\|_2^2$  is the minimum. Let  $A = USV^t$  be the singular value decomposition of  $A$ ,

$$s^{inv}[i] = \begin{cases} \frac{1}{s[i]}, s[i] > 0, \\ 0, s[i] = 0. \end{cases}, \quad A^{inv} = VS^{inv}U^t$$

Then we claim that  $x = A^{inv}b$ . While calculating SVD, we use Golub-Kahan bidiagonalization in phase 1. Householder reflection is given by

$$x = A_{k:m,k}, \quad v_k = \text{sign}(x_1)\|x\|_2 e_1 + x, \quad v_k = \frac{v_k}{\|v_k\|_2}, \quad A_{k:m,k:n} = 2v_k(v_k^* A_{k:m,k:n})$$

Householder reflector:  $x \mapsto Fx = \pm\|x\|e_1$ . Givens rotation acting on the  $i, j$ -th rows or columns:  $G(i, j, \theta) = \begin{pmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{pmatrix}$ . How to use Givens rotations to eliminate the off-diagonal elements? Actually the remaining steps after bidiagonalization only use Givens rotations.

**Problem 34** (1675 Lunar Code 2).

$$2^{mn} = \sum_{k,l=0}^{m-1,n-1} \binom{m}{k} \binom{n}{l} F(m-k, n-l) + 1, \quad F(0,0) = 1,$$

$$f(x, y) = \sum_{k,l} F(k, l) x^k y^l, \quad 2^{mn} = \text{coeff} < 1, f(1+x^{-1})^m (1+y^{-1})^n >,$$

A more efficient way is to use the following identity which calculates the number of matrices with each rows not all zero:

$$\sum_{l=1}^{n-1} \binom{n}{l} F(m, n-l) = (2^n - 1)^m,$$

Assume that  $y_n = F(m, n-l), b_n = (2^n - 1)^m$ , we want to solve the inverse problem of the linear system above. It is given by

$$y_n = \sum_{l=0}^{n-1} (-1)^l \binom{n}{l} b_{n-l},$$

Its proof is essentially the following combinatorial identity:

$$\sum_{1 \leq i+l=m \leq n-1} \binom{n}{i} \binom{n-i}{l} (-1)^l = \text{coeff} < x^m, (1+x)^n (1+x)^{-n} > = 0,$$

Python program is correct but got TLE-7, so I wrote a c++ program in addition.

**Problem 35** (1682 Crazy Professor). Disjoint set. Implemented this struct with path compression and union by rank heuristics.

**Problem 36** (1691 Algorithm Complexity). Given a graph  $G$  with  $n$  vertices and  $m$  edges, which doesn't contain multiple arcs but may contain loops. Let  $F(N)$  be the number of walks of length  $N$  from vertex  $n_s$  to vertex  $n_t$ , find the growth order of  $F(N)$ . Assume that the adjacency matrix of  $G$

is  $A$ , then  $A$  is unsymmetric with 0-1 entries,  $F(N) = A^N[n_s, n_t]$ . Using the method of generating function, we get

$$\sum_{N \geq 0} A^N t^N = (I - At)^{-1}, \quad \text{Answer} = \text{coeff} < t^N, (I - At)^{-1}[n_s, n_t] >,$$

Consider the special case when  $G$  is a directed acyclic graph, and assume that vertices  $v_1, v_2, \dots, v_n$  are sorted topologically. Then  $A$  is a upper triangular 0-1 matrix. We may assume that  $n_s = 1$  and  $n_t = n$  by only considering the subgraph generated by vertices numbered from  $n_s$  to  $n_t$ . Now  $F(N)$  reaches its maximum when  $A[i, j] = 1$  for all  $i \leq j$ . In this scenario, we may write

$$A = I + B + B^2 + \dots + B^{n-1}, \quad B[i, i+1] = 1, \quad 1 \leq i \leq n-1, \quad B^n = 0, \quad A = (I - B)^{-1},$$

Goal is to calculate the coefficient of  $B^{n-1}$  in the expansion of  $A^N = (I - B)^{-N}$ .

$$(I - B)^{-N} = \sum_{0 \leq i \leq n-1} \binom{i + N - 1}{i} B^i, \quad \binom{n + N - 2}{n - 1} = O(N^{n-1}),$$

Assume that the order of  $F(N)$  is  $f$ , we know that  $f$  is at most  $n - 1$ . How to determine its exact value? There are two cases depending on whether  $v_n$  can be reached from  $v_{n-1}$ . Assume  $F_0(N)$  is the number of length  $N$  paths that don't pass by  $v_{n-1}$ ,  $F_1(N)$  is the number of paths that pass by  $v_{n-1}$ .

1)  $A[n-1, n] = 0$ , then no path from  $v_1$  to  $v_n$  passes through  $v_{n-1}$ , we can remove this vertex and the number of vertices is reduced to  $n - 1$ ,  $f = f_0$ .

2)  $A[n-1, n] = 1$ , then any path from  $v_1$  to  $v_n$  can be classified by whether it passes by  $v_{n-1}$  or not.  $F_0(N)$  can be calculated from the subgraph excluding  $v_{n-1}$ .  $f = \max(f_0, f_1)$ .

i) First we consider the case when  $A[n, n] = 1$ . Assume that  $i$  is the last time that the path is at  $v_{n-1}$ , we have

$$F_1(N) = \sum_{i=1}^{N-1} F_1^0(i), \quad F_1^0(i) = \text{number of length } i \text{ paths from } v_1 \text{ to } v_{n-1}, \quad f_1 = f_1^0 + 1,$$

ii)  $A[n, n] = 0$ . Now we have  $F_1(N) = F_1^0(N - 1)$ ,  $f_1 = f_1^0$ .

We can process the graph forwardly, and denote  $f[i]$  the order of length  $i$  paths from  $v_1$  to  $v_i$ . Then if  $A[i, i] = 1$ , we let  $f[i] = f[i] + 1$ ; if  $A[i, j] = 1, i < j$ , we let  $f[j] = \max(f[j], f[i])$ .

Next let us consider the general case when  $G$  is an arbitrary directed graph. I used Tarjan's algorithm to calculate its strongly connected components and they form a new graph which is acyclic. How to add edges on the new graph? There may be more than one paths between two components, and a component may not have self-loop. Depth first search is used to sort the components topologically. For each component, if it has more edges than vertices, then we think it has more than one self-loops; if its edge number equals to its vertex number, we think it has exactly one self-loop; otherwise we think it has no self-loop. The order of paths from  $v_s$  to  $v_t$  is the same as the order of paths between their components. Moreover, if  $A[i, i] \geq 2$  in the components graph, we let  $f[i] = +\infty$ .

In a directed graph, accessibility from vertex  $A$  to vertex  $B$  is a partial order: 1) if  $A \rightarrow B, B \rightarrow C$ , then  $A \rightarrow C$ ; 2)  $A \rightarrow A$ ; 3) if  $A \rightarrow B, B \rightarrow A$ , then  $A \simeq B$ . The equality holds in the sense of mutually accessible, that is,  $A, B$  are in the same strongly connected component. Mutually accessible is an equivalence relation:

$$A \sim A, \quad A \sim B \iff B \sim A, \quad A \sim B, B \sim C \Rightarrow A \sim C,$$

**Problem 37** (1697 Sniper Shot). Method 1: projection onto plane  $z = 0$ .

Method 2: projection onto the plane spanned by  $AB$  and  $e_z$ .

**Problem 38** (1747 Kingdom Inspection). Let the input integers be  $N, P$ , let  $n = N - 1$ , then

$$Ans = \sum_{i=0}^n (-1)^{n-i} \frac{(n+i)!}{2^i} \binom{n}{i},$$

**Problem 39** (1758 Bald Spot Revisited 2). Vertices are numbered from 1 to  $n$ ,  $2 \leq n \leq 50$ . There exists an undirected edge between vertices  $i$  and  $j$  only if  $i|j$  or  $j|i$ . Find the longest path such that each vertex are visited at most once. The path must start from vertex 1. Reference: <https://people.csail.mit.edu/virgi/6.s078/lecture17.pdf>. The most significant speed improvement follows Shen Yang's idea in discussion. Shen Yang mentioned LKH heuristic, but I don't know what it is exactly.

**Problem 40** (1763 Expert Flea). Calculate the number of Hamiltonian cycles in the circulant graph  $C_n^{1,3}$ . The answers  $a_n$  satisfy the following linear recurrence with  $k = 19$ :

$$a_{n+k} = \sum_{i=1}^k c_i a_{n+k-i}, \quad n \geq 2, \quad [a_2, a_3, a_4, a_5, a_6, \dots] = [16, 2, 32, 24, 58, 46, 144, 110, 312, \dots],$$

$$[c_1, \dots, c_k] = [1, 2, -1, 1, -2, -1, -2, -3, 3, -1, 5, 2, 2, 1, -2, 0, -3, 0, -1],$$

Two methods can be used to determine the values of  $k$  and  $c_i, 1 \leq i \leq k$ . One way is to use reduction modulo a big prime, calculate determinants of size  $(k+1) * (k+1)$  matrices and solve linear systems as follows. The other is to solve linear system directly using numpy.

$$\det \begin{pmatrix} a_{n+k} & \dots & a_n \\ & \dots & \\ a_n & \dots & a_{n-k} \end{pmatrix} = 0, \quad \begin{pmatrix} a_{n+k-1} & \dots & a_n \\ & \dots & \\ a_n & \dots & a_{n-k+1} \end{pmatrix} \begin{pmatrix} c_1 \\ \dots \\ c_k \end{pmatrix} = \begin{pmatrix} a_{n+k} \\ \dots \\ a_{n+1} \end{pmatrix},$$

$a_6 = 58$  takes into account of duplicated edges and satisfies linear recurrence, its correct output should be  $a'_6 = 12$ . The values of  $a_2, a_3, a_4, a_5$  have combinatorial explanations since we can construct circulant graphs  $C_2^{1,3}, C_3^{1,3}, C_4^{1,3}, C_5^{1,3}$  explicitly.

**Problem 41** (1797 Summit Online Judge Version 2). Given  $x, y, l, r \in [1, 10^{18}], l \leq r$ , find the number of integers that can be written in the form of  $ax + by, a, b \in \mathbb{N}$ . First we assume that  $\gcd(x, y) = 1$ . It suffices to consider the case when  $r \leq xy - x - y$ , since all the integers no less than  $xy - x - y + 1$  can be written in the above form.

$$f(r) = |\{ax + by \leq r, a, b \geq 0\}|, \quad f(r) = \sum_{0 \leq a \leq \lfloor \frac{r}{x} \rfloor} (\lfloor \frac{r - ax}{y} \rfloor + 1) = \sum_{0 \leq b \leq \lfloor \frac{r}{y} \rfloor} (\lfloor \frac{r - by}{x} \rfloor + 1),$$

We may assume that  $x > y$ . If  $y = 1$ , the answer is calculated directly as

$$\sum_{0 \leq a \leq a_0} ((r - ax) + 1) = (r + 1)(a_0 + 1) - \frac{a_0(a_0 + 1)x}{2},$$

Otherwise let  $x = uy + x_1, 1 \leq x_1 \leq y - 1, a_0 = \lfloor \frac{r}{x} \rfloor$ ,

$$\frac{r - ax}{y} = \frac{r - a_0uy + (a_0 - a)uy - ax_1}{y}, \quad r_1 = r - a_0uy, \quad \lfloor \frac{r - ax}{y} \rfloor = \lfloor \frac{r_1 - ax_1}{y} \rfloor + (a_0 - a)u,$$

The above step can be regarded as a change of slope. Next let

$$\lfloor \frac{r_1 - a_0 x_1}{y} \rfloor = v, \quad r_1 = vy + r_2, \quad \lfloor \frac{r_1 - ax_1}{y} \rfloor = \lfloor \frac{r_2 - ax_1}{y} \rfloor + v,$$

This step can be thought as a translation. We have

$$\begin{aligned} \sum_{0 \leq a \leq a_0} (\lfloor \frac{r - ax}{y} \rfloor + 1) &= \sum_{0 \leq a \leq a_0} (\lfloor \frac{r_1 - ax_1}{y} \rfloor + 1 + (a_0 - a)u) = \sum_{0 \leq a \leq a_0} (\lfloor \frac{r_2 - ax_1}{y} \rfloor + 1 + (a_0 - a)u + v) \\ &= \frac{(a_0 + 1)a_0 u}{2} + v(a_0 + 1) + a_0 - a_2 + \sum_{0 \leq a \leq a_2} (\lfloor \frac{r_2 - ax_1}{y} \rfloor + 1), \end{aligned}$$

The last equality is because

$$0 \leq r_2 - a_0 x_1 = r_1 - vy - a_0 x_1 \leq y - 1, \quad a_2 = \lfloor \frac{r_2}{x_1} \rfloor \geq a_0,$$

**Problem 42** (1798 Fire Circle Version 2). Gauss circle problem.

**Problem 43** (1810 Antiequations).

$$A : \mathbb{F}_3^n \rightarrow \mathbb{F}_3^k, \quad P_i = \{y_i = b_i\} \subset \mathbb{F}_3^k, \quad (y_1, \dots, y_k) \in \mathbb{F}_3^k,$$

Assume that  $l = \text{im}(A)$ ,  $\dim(l) = p$ . We consider the case when all  $P_i$  cross intersects  $l$  first, let  $l \cap P_i = Q_i$ , then  $\dim(Q_i) = p - 1$ . It suffices to calculate the size of  $l \setminus \bigcup_{1 \leq i \leq k} Q_i$ . For each pair of  $i, j \in \{1, \dots, k\}$ , there are three possible relations between  $Q_i$  and  $Q_j$ : 1)  $Q_i = Q_j$  identical, 2)  $Q_i \cap Q_j = \emptyset$  parallel, 3)  $\dim(Q_i \cap Q_j) = p - 2$  cross intersect.

Method 2: counting points on the affine variety  $X = Q_1 \cup Q_2 \dots \cup Q_k$ . Generally speaking, let

$$N_m = |X(\mathbb{F}_{q^m})|, \quad Z(X, t) = \exp\left(\sum_{m \geq 1} \frac{N_m}{m} t^m\right),$$

For example, when  $p = k$ ,  $Q_i : y_i = b_i$ , we have

$$\begin{aligned} N_m &= q^{mk} - (q^m - 1)^k = \sum_{i=0}^{k-1} q^{mi} \binom{k}{i} (-1)^{k+i+1}, \\ \sum_{m \geq 1} \frac{N_m}{m} t^m &= \sum_{i=0}^{k-1} \binom{k}{i} (-1)^{k+i+1} \sum_{m \geq 1} \frac{q^{mi}}{m} t^m = \sum_{i=0}^{k-1} \binom{k}{i} (-1)^{k+i} \log(1 - q^i t), \\ Z(X, t) &= \exp\left(\sum_{i=0}^{k-1} \binom{k}{i} (-1)^{k+i} \log(1 - q^i t)\right) = \frac{(1 - q^{k-2} t)^{\binom{k}{2}} \dots}{(1 - q^{k-1} t)^{\binom{k}{1}} (1 - q^{k-3} t)^{\binom{k}{3}} \dots}, \\ N_1 &= \frac{dZ}{dt} \Big|_{t=0} = \binom{k}{1} q^{k-1} - \binom{k}{2} q^{k-2} + \binom{k}{3} q^{k-3} \dots = q^k - (q-1)^k, \end{aligned}$$

Another special case is when  $b_i = 0$ , each  $P_i$  is a codimension 1 subspace of  $\mathbb{F}_3^k$ . Claim: we may select a basis  $s_1, \dots, s_p$  of  $l$  such that their supports are pairwise disjoint.

**Problem 44** (1812 The Island of Bad Luck 2). Given integers  $r_1, r_2, N, n$ ,

$$\sqrt{(r_1 + r)^2 - (r_1 - r)^2} + \sqrt{(r_2 + r)^2 - (r_2 - r)^2} = \sqrt{(r_1 + r_2)^2 - (r_1 - r_2)^2},$$

$$2\sqrt{r_1 r} + 2\sqrt{r_2 r} = 2\sqrt{r_1 r_2}, \quad \sqrt{r} = \frac{\sqrt{r_1 r_2}}{\sqrt{r_1} + \sqrt{r_2}},$$

- 1)  $n = 0$  or  $n = 2^N$ , output  $r_1$  or  $r_2$ .
- 2)  $r_1 r_2$  is not a perfect square, output "Irrational".
- 3)  $\gcd(r_1, r_2) = d$ ,  $r_1 = r'_1 d$ ,  $r_2 = r'_2 d$ , calculate  $r$  recursively. Dynamic programming is used to store calculated values of  $r_n$  in a table.

**Problem 45** (1813 Random Shuffler). Wrote a python program to verify Lingxi Xie's hint. The answer for input  $M$  is  $\lfloor \frac{1+M+1-d}{2} \rfloor$  where  $d$  is the calculated common difference of the arithmetic sequence. Reference: [acm.timus.ru/forum/?space=1&num=1813](http://acm.timus.ru/forum/?space=1&num=1813).

**Problem 46** (1814 Continued Fraction). We need to implement quadratic extension of rational number field as a struct QuadraticRT. An element's inverse is given by

$$\left(\frac{x + y\sqrt{N}}{z}\right)^{-1} = \frac{z(y\sqrt{N} - x)}{Ny^2 - x^2},$$

$nums[i]$  stores quadratic rational  $a_i + r_i$ , where  $a_i \in \mathbb{Z}_+$ ,  $0 < r_i < 1$ , and  $\sqrt{N} = nums[0]$ . Formula of continued fraction is given by  $nums[i+1] = \frac{1}{r_i}$ . By the following theorem, we may check that if the block length is  $m$ , then

$$nums[m+1] = nums[1], \quad nums[m] = a_0 + nums[0] = a_0 + \sqrt{N},$$

Method 1: assume that  $R_n = \frac{P_n}{Q_n} = [a_0; a_1, a_2, \dots, a_n]$  and  $1 \leq k_1 \leq m$ ,  $k_1 \equiv k \pmod{m}$ , then

$$P_n = P_{n-1}a_n + P_{n-2}, \quad Q_n = Q_{n-1}a_n + Q_{n-2},$$

We start by calculating  $[a_{k_1+1}, \dots, a_k]$ . Let  $P^l = P_{lm}$ ,  $Q^l = Q_{lm}$ ,  $l = (k - k_1)/m$  in this scenario, then

$$\begin{pmatrix} P^l \\ Q^l \end{pmatrix} = \begin{pmatrix} P_m & P_{m-1} \\ Q_m & Q_{m-1} \end{pmatrix} \begin{pmatrix} P^{l-1} \\ Q^{l-1} \end{pmatrix} = M^l \begin{pmatrix} 1 \\ 0 \end{pmatrix},$$

Turning back to the original problem, we have

$$P_k = P^l P_{k_1} + Q^l P_{k_1-1}, \quad Q_k = P^l Q_{k_1} + Q^l Q_{k_1-1},$$

Method 2: define  $P_{-1} = 1, Q_{-1} = 0, P_{-2} = 0, Q_{-2} = 1$ ,

$$A_i = \begin{pmatrix} a_i & 1 \\ 1 & 0 \end{pmatrix}, \quad M = A_m A_{m-1} \dots A_1, \quad prodm = A_{k_1} \dots A_1 M^l A_0,$$

**Theorem 2.** If  $r \in \mathbb{Q}$ ,  $r > 1$  is not a perfect square, then

$$\sqrt{r} = [a_0; \overline{a_1, a_2, \dots, a_2, a_1, 2a_0}],$$

It has a repeating block of length  $m$ , in which the first  $m-1$  partial denominators form a palindromic string. In the continued fraction expansion of  $\frac{P+\sqrt{D}}{Q}$ , the largest partial denominator  $a_i$  in the expansion of  $\sqrt{D}$  is less than  $2\sqrt{D}$ , and the block length  $m = L(D)$  is less than  $2D$ . A sharper bound is

$$L(D) = O(\sqrt{D} \log D),$$



**Problem 47** (1815 Farm in San Andreas). Given coordinates of  $A, B, C$ , costs  $c_A, c_B, c_C$ , find the minimum of  $c_A PA + c_B PB + c_C PC$ . If  $P$  is different from  $A, B, C$ , assume that  $\alpha = \angle BPC, \beta = \angle CPA, \gamma = \angle APB, \alpha_1 = \pi - \alpha, \beta_1 = \pi - \beta, \gamma_1 = \pi - \gamma$ , then

$$c_B = c_A \cos \gamma_1 + c_C \cos \alpha_1, \quad c_A = c_C \cos \beta_1 + c_B \cos \gamma_1, \quad c_C = c_B \cos \alpha_1 + c_A \cos \beta_1,$$

$\alpha_1, \beta_1, \gamma_1$  are interior angles of the triangle *coststri* with edge lengths  $c_A, c_B, c_C$ . Geometrically we may construct point  $R$  (temppt in program) such that  $BC : CR : BR = c_A : c_B : c_C$ . Intersection of  $AR$  with the circumcircle of  $\triangle CBR$  is the point  $P$  required.

**Problem 48** (1816 Troubles with Pollard).

**Problem 49** (1840 Victim of Advertising). The trajectory of the skater is uniquely determined since only one segment can be extended if there is no arc connecting two consecutive directed segments without breaks. There are three constraints:

$$v \leq 10\text{m/s}, \quad a_{tan} \leq 1\text{m/s}^2, \quad a_n \leq 1\text{m/s}^2,$$

My approach is to draw a  $\frac{v^2}{2} - s$  diagram,  $\frac{v^2}{2}$  is the kinetic energy.

$$a_{tan} = \frac{dv^2}{2ds} \leq 1, \quad a_n = \frac{v^2}{R} \leq 1, \quad \frac{v^2}{2} \leq \frac{R}{2},$$

In this motion planning problem, the trajectory consists of  $N$  segments and  $N - 1$  arcs, separated by  $2N$  endpoints. Assume that the kinetic energy and traveled length at the  $i$ -th endpoint are *kinetic*[ $i$ ] and  $s[i]$ , then constraints are

$$|kinetic[i] - kinetic[i+1]| \leq s[i+1] - s[i], \quad kinetic[2i+1], kinetic[2i+2] \leq \min(\frac{arcs[i].radius}{2}, 50),$$

Notice that if solution 1 and 2 are legal, then their pointwise maximum is also legal. So we may regard it as a linear programming problem that maximizes  $\sum_{1 \leq i \leq 2N-1} kinetic[i]$ . We may solve this problem in a way similar to Ford-Fulkerson algorithm by finding possible increments of *kinetic*[ $i$ ] in every iteration. Condition that *kinetic*[ $i$ ] can't increase is that at least one of the three constraints at endpoint  $i$  holds.

Thus we get *kinetic*[ $i$ ] exactly from the greedy algorithm above. *trapezoidtime*() is used to calculate for costed time in trapezoidal regions of the  $k - s$  diagram, and *elapsedtime*() calculates costed time between two consecutive endpoints. I got memory limit exceeded several times, possibly because call *elapsedtime*() recursively. Changing parameter types from T to constant reference doesn't cost much memory when T is small.

**Problem 50** (1845 Integer-valued Complex Determinant). Calculate the determinant of a Gaussian integer valued matrix. Attention: my implementation of struct *BigInteger* is written in this program. It is modified from Qifeng Chen's implementation. Const qualifiers are used as improvements, and *BigNumber* uses *std::vector* instead of array to store  $x$ .

Method 1: Integer coefficient Gaussian elimination. *GaussianZT* is implemented as Gaussian integer struct. Use extended Euclidean algorithm to calculate GCD of Gaussian integers after pivoting, so that all the elementary row transformations have Gaussian integer coefficients. A prototype of it was implemented in *IntegerElimination.cpp*, in which I only tested on integer coefficient matrices but not Gaussian integer. There are three kinds of elementary row transformations:

$$a_j \rightarrow a_j - ca_i, \quad a_j \rightarrow -a_j, \quad a_i \leftrightarrow a_j,$$

and I try to turn  $a_{kk}$  into  $\gcd(a_{kk}, a_{ik})$  for  $i > k, a_{ik} \neq 0$  after pivoting. Let  $u = a_{kk}, v = a_{ik}$ , the output of extendedGCD function satisfies

$$xu + yv = d, \quad u = du_q, v = dv_1, \quad xu_1 + yv_1 = 1, \quad u_1v - v_1u = 0, \quad |x| < |v_1|, |y| < |u_1|,$$

So we can take elementary row transform on the  $k, i$ -th rows resulting in

$$\det \begin{pmatrix} x & y \\ -v_1 & u_1 \end{pmatrix} = 1, \quad \begin{pmatrix} x & y \\ -v_1 & u_1 \end{pmatrix} \begin{pmatrix} a_{kk} \\ a_{ik} \end{pmatrix} = \begin{pmatrix} d \\ 0 \end{pmatrix},$$

and it doesn't change the determinant of  $A$ . Recursion of extendedeGCD satisfies

$$u \% v = u - \lambda v, \quad d = yv + x(u \% v) = xu + (y - \lambda x)v,$$

Note that generally speaking, we don't need auxilliary matrices  $P, L$  that appears in  $PA = LU$  while calculating determinant.

Method 2: GaussianQT is implemented as Gaussian rational struct. Use raw Gaussian elimination after pivoting, but the current result is RTE15 while using BigInteger struct, WA15 while using long long.

**Problem 51** (1950 Martian Farm). Bisect until  $F$  is on an altitude or the size of the new farmlands is negligibly small. During every query, we know  $F$  is strictly inside isosceles right triangle  $ABC$ , and we ask how much area of  $\triangle ABC$  is selected. Suppose  $D$  is the midpoint of  $AB$ , then exactly one of the following two cases happens:

- 1)  $OF$  only intersects with one of the two smaller triangles;
- 2)  $OF$  intersects with both the two smaller triangles, then  $OF$  cross intersects  $CD$ .

It suffices to check if  $OF$  cross intersects  $CD$ , and judge if  $F$  is strictly inside  $\triangle ACD, \triangle BCD$  or on edge  $CD$ . Use long double to improve precision.

**Problem 52** (1951 Complex Root). Given  $a = a_x + ia_y, b = b_x + ib_y$  and integers  $n, m$ , find the number of complex solutions to  $x^n = a, x^m = b$ . Method is to use modified Euclidean algorithm to find  $d = \gcd(n, m)$  and  $x^d$ .

**Problem 53** (1953 Biggest Inscribed Ellipse). It suffices to consider the case when the triangle  $\Gamma$  is an equilateral  $\Gamma_0$  with edge length  $2\sqrt{3}$ , hence its inscribed circle has radius 1.

Method 1: Calculate the transformation from  $\Gamma$  to  $\Gamma_0$ . Assume the transformation matrix is  $A$ , then the inscribed circle is

$$(x \ y) A^t A \begin{pmatrix} x \\ y \end{pmatrix} = 1, \quad B = A^t A, \quad \lambda^2 - \text{tr}(B)\lambda + \det(B) = 0,$$

$$\lambda_1 < \lambda_2, \quad a^2 = \frac{1}{\lambda_1}, \quad b^2 = \frac{1}{\lambda_2}, \quad c^2 = \frac{1}{\lambda_1} - \frac{1}{\lambda_2},$$

Method 2: Calculate the transformation from  $\Gamma_0$  to  $\Gamma$ . Assume the transformation matrix is  $A$ ,  $a^2, b^2$  satisfy the following equation:

$$B = \text{tr}(AA^t), \quad C = \det(AA^t), \quad r^2 - Br + C = 0,$$

I got WA-47 several times at first, trick to pass this testcase is to normalize the triangle perimeter to 3 and multiply the scale to the answer before output.

**Problem 54** (1973 Location Generator). Wrote a python program to estimate its value on a discrete grid but later I found it unnecessary. One dimensional analogue: let  $b, c \sim U([0, 1])$ , then

$$\mathbb{E}|b - c| = \int_{[0,1]^2} |b - c| = \frac{1}{3},$$

Two dimensional case: 1) Given two disjoint triangles  $T_1, T_2$  with a common point  $A = (0, 0)$ .  $B \in T_1, C \in T_2$  satisfy uniform distributions and assume that  $AB \times AC \geq 0$ , then

$$\mathbb{E}S_{\triangle ABC} = \mathbb{E}\frac{AB \times AC}{2} = \mathbb{E}\frac{x_B y_C - x_C y_B}{2} = \frac{\overline{x_B y_C} - \overline{x_C y_B}}{2},$$

2)  $B, C \in T_1$  are in the same triangle. Since the expectation varies bilinearly under plane affine transformation, we may assume that  $P(1, 0), Q(0, 1), T_1 = \triangle APQ$ . Let  $AB \cap PQ = D$ , then

$$\begin{aligned} \mathbb{E}S_{\triangle ABC} &= \int_{T_1} dB \left( \frac{x_B \overline{y_{C,l}} - \overline{x_{C,l}} y_B}{2} x_D + \frac{-x_B \overline{y_{C,r}} + \overline{x_{C,r}} y_B}{2} y_D \right), \\ \overline{x_{C,l}} &= \frac{x_D}{3}, \quad \overline{y_{C,l}} = \frac{1 + y_D}{3}, \quad C \in T_1^l, \quad \overline{x_{C,r}} = \frac{1 + x_D}{3}, \quad \overline{y_{C,r}} = \frac{y_D}{3}, \quad C \in T_1^r, \\ \mathbb{E}S_{\triangle ABC} &= \int_{T_1} dB \left( \frac{x_B \frac{1+y_D}{3} - \frac{x_D}{3} y_B}{2} x_D + \frac{-x_B \frac{y_D}{3} + \frac{1+x_D}{3} y_B}{2} y_D \right) = \int_{T_1} dB \left( \frac{x_B}{6} x_D + \frac{y_D}{6} y_D \right) \\ &= \int_{[0,1]} dx_D \frac{x_D^2 + y_D^2}{9} = \int_0^1 \frac{2x^2 - 2x + 1}{9} dx = \frac{2}{27}, \end{aligned}$$

we used the fact that when  $D$  is the same,  $\overline{x_B} = \frac{2x_D}{3}, \overline{y_B} = \frac{2y_D}{3}$ .

**Problem 55** (1975 Model of the Earth). Given  $n$  points on the unit sphere, calculate the number of rotations that is a permutation of itself. Current status: WA-25. For any two different points  $A, B$ , if  $A \neq -B$ , then there exists an unique rotation  $\varphi_{AB} : A \mapsto (0, 0, 1), \varphi(B) \in Oxz$ . Finetune around a solution candidate: assume that  $roll = \alpha, pitch = \beta, yaw = \gamma, Rq_i \sim p_i, R \in SO(3)$ ,

$$\begin{pmatrix} 1 & -\gamma & \beta \\ \gamma & 1 & -\alpha \\ -\beta & \alpha & 1 \end{pmatrix} (q_1, q_2, \dots, q_n) \sim (p_1, p_2, \dots, p_n),$$

$$\begin{pmatrix} 0 & q_i \cdot z & -q_i \cdot y \\ -q_i \cdot z & 0 & q_i \cdot x \\ q_i \cdot y & -q_i \cdot x & 0 \end{pmatrix} \begin{pmatrix} \alpha \\ \beta \\ \gamma \end{pmatrix} \sim \begin{pmatrix} p_i \cdot x - q_i \cdot x \\ p_i \cdot y - q_i \cdot y \\ p_i \cdot z - q_i \cdot z \end{pmatrix}$$

Find least square solution to  $3n$  linear equations in 3 variables  $\alpha, \beta, \gamma$ .

**Problem 56** (1996 Cipher Message 3). Input:  $n$  is the size of image file in bytes,  $m$  is the size of secret information in bytes. Let  $a_i$  be the last bit of the  $i$ -th image,  $b_j$  be the last bit of the  $j$ -th information,  $c_i$  be the first 7 bits of the  $i$ -th image,  $d_j$  be the first 7 bits of the  $j$ -th information. Wrote `kmpmatcher()` function to check all the occurrences of  $d$  in  $c$  using KMP algorithm. Use FFT and prefix sum to calculate  $e_l = \sum_{j=0}^{m-1} b_j + a_{j+l} - 2b_j a_{j+l}$ , which is the distance between image and shifted information.

**Problem 57** (2038 Minimum Vertex Cover). Given a bipartite graph without duplicated edges. For each vertex, determine whether it is contained in any minimum vertex cover of the graph. Claim: let  $F$  be the maximum matching number, left and right partial derivatives  $\frac{\partial F}{\partial c_i}$  of  $F$  can only have

three possibilities:  $(0, 0), (1, 0), (1, 1)$ . Moreover, for a given maximum matching, sum of derivatives at matched vertices always equals 2. Actually these partial derivatives can be calculated by running depth first search on the residual network twice. My implementation based on Dinic maxflow got TLE-25 or TLE-26. Wrote Hopcroft-Karp bipartite matching using cpp for the first time and got accepted after using `readint()` instead of `std::cin`.

**Problem 58** (2061 OEIS A216264). 1) Length  $n$  string has at most  $n$  different palindromic substrings, in which case we say the string is rich.

2) If  $S$  is rich,  $c$  is a symbol, then  $Sc$  has at most one different palindromic substring, which is the longest palindromic suffix of  $Sc$ .

3) Prefix of a rich string is rich. So all substrings of a rich string are rich.

To solve the original problem, we may first generate all the rich strings of length 60. Notice that there are certain inclusion relations between palindromic strings: length  $n$  palindromic string contains palindromic substrings of length  $n - 2, n - 4, \dots$

**Problem 59** (2076 Vasiana).

$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} a_0 & b_0 & c_0 \\ d_0 & e_0 & f_0 \end{pmatrix} \begin{pmatrix} t^2 \\ t \\ 1 \end{pmatrix}, \quad \begin{pmatrix} t^2 \\ t \end{pmatrix} = \begin{pmatrix} a & b & c \\ d & e & f \end{pmatrix} \begin{pmatrix} x \\ y \\ 1 \end{pmatrix},$$

1)  $x, y, 1$  are linearly independent. The trajectory of  $(x, y)$  must be a parabola.

$$ax + by + c = (dx + ey + f)^2, \quad x' = \frac{dx + ey}{\sqrt{d^2 + e^2}}, \quad y' = \frac{-ex + dy}{\sqrt{d^2 + e^2}},$$

$$T = \frac{1}{\sqrt{d^2 + e^2}} \begin{pmatrix} d & e \\ -e & d \end{pmatrix}, \quad \begin{pmatrix} x \\ y \end{pmatrix} = T^t \begin{pmatrix} x' \\ y' \end{pmatrix},$$

$$\begin{pmatrix} t^2 \\ t \end{pmatrix} = \begin{pmatrix} a & b & c \\ d & e & f \end{pmatrix} \begin{pmatrix} T^t & \\ & 1 \end{pmatrix} \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix} = \begin{pmatrix} a' & b' & c \\ d' & 0 & f \end{pmatrix} \begin{pmatrix} x' \\ y' \\ 1 \end{pmatrix}, \quad d' = \sqrt{d^2 + e^2},$$

$$(d'x' + f)^2 = a'x' + b'y' + c, \quad y' = a''(x' - x'_{mid})^2 + c'',$$

$$x'_{mid} = \frac{-f + \frac{a'}{2d'}}{d'}, \quad a'' = \frac{d'^2}{b'}, \quad c'' = \frac{f^2 - c}{b'},$$

The equation for circle parabola intersection is

$$x^2 + (y - y_0)^2 = R^2, \quad y = a''x^2 + c'',$$

$$f(x^2) = a''^2x^4 + (2a''(c'' - y_0) + 1)x^2 + (c'' - y_0)^2 - R^2 = 0,$$

Criterion for existence of intersection is,  $f$  has non-negative real root.

2)  $x, y, 1$  are linearly dependent. i)  $a_0 = d_0 = 0$ , a)  $b_0 = e_0 = 0$ , it means that the trajectory of  $(x, y)$  is a single point. b)  $b_0 \neq 0$  or  $e_0 \neq 0$ , it means that the trajectory of  $(x, y)$  is a full straight line. ii)  $a_0 \neq 0$  or  $d_0 \neq 0$ , now the trajectory of  $(x, y)$  is a ray.

$$P_{critical}(x_{critical}, y_{critical}), \quad x' = \frac{a_0x + d_0y}{\sqrt{a_0^2 + d_0^2}}, \quad y' = \frac{-d_0x + a_0y}{\sqrt{a_0^2 + d_0^2}},$$

**Problem 60** (2083 The Guardian of Traditions).  $p : [n] \rightarrow [n]$  is a permutation,  $\{q_i\}_{i=1}^m$  is a integer vector. Calculate  $\sum_{i=1}^m q_i p^i(j)$  for each  $1 \leq j \leq n$ .

Fast Fourier Transform. Use `std::llround` to round a double variable to long long, use `std::round` to round a double variable to long. Naive multiplication algorithm gets TLE-9. Accepted algorithm first calculates the loop decomposition of the permutation. Vector  $q$  is divided into 4 parts to improve precision. Finally, length of vector  $q$  is aligned to the loop length before each FFT multiplication.

**Problem 61** (2085 Magic Programmer). Find a path on a tree such that Ivan can try each of the  $m$  technologies exactly once. Key idea is to use centroid decomposition. For a given root vertex, all the paths from  $v_i$  to  $v_j$  can be classified into 2 classes: 1) paths that pass through the root vertex; 2) paths that don't pass through the root vertex, such a path must be totally contained in a single subtree of the root vertex. So we may design an algorithm to solve the problem recursively by carefully selecting the root vertex for each subtree. While processing a subtree, we only consider paths that pass through the root vertex and paths whose length is at least 2. For each path, a tuple  $(x_1, x_2, \dots, x_m) \in \mathbb{Z}^m$  is associated to it indicating that the path has  $x_i$  copies of the  $i$ -th technology. For any vertex  $v$ ,  $tech(v) \in \mathbb{Z}^m$  with 0, 1 entries indicates the set of technologies associated to this vertex. Notice that  $\mathbb{Z}^m$  is an additive abelian group. For a given subtree and a given root vertex, let  $set(v_i) = \sum_{p \in path(v_i, root)} tech(p)$ . The condition that the path from  $v_i$  to  $v_j$  satisfies the requirement is given by  $set(v_i) + set(v_j) - tech(root) = [m]$ . We only need to consider the case when  $x_i = 0, 1$  for  $set(v) = (x_1, x_2, \dots, x_m)$  since if the path from  $v_i$  to  $v_j$  satisfies the requirement and pass through  $root$ , then each technology appears at most once in  $set(v_i)$  and  $set(v_j)$ .

Special case when the tree is a chain: suppose that the vertices are  $v_1, v_2, \dots, v_n$  and the edges are  $(v_i, v_{i+1})$ ,  $set(v_i) = \sum_{j=1}^i tech(v_j)$ . Then the requirement is

$$set(v_j) - set(v_i) + tech(v_i) = set(v_j) - set(v_{i-1}) = [m], \quad i \leq j,$$

We may scan the chain in order, save  $[m] + set(v_{i-1})$  in a dictionary, and query  $set(v_j)$ . Pre-processing  $set(v_i)$  takes linear time.

The second key point is to construct a hash function

$$\varphi : \mathbb{Z}^m \rightarrow \mathbb{Z}/modulo\mathbb{Z}, \quad (x_1, x_2, \dots, x_m) \mapsto \sum_{i=1}^m x_i p^{i-1},$$

where  $modulo$  is a prime and  $p$  is a primitive root in  $\mathbb{Z}/modulo\mathbb{Z}$ . It is an additive homomorphism. I wrote *primitivetest.py* to calculate primitive roots modulo a prime  $P$ . It also calculates the factorization of  $P - 1$ , and contains an implementation of linear sieve.

In order to test my code, I wrote a random tree generator. I wrote a function to count the number of paths in the tree with any given length, and I wrote a checker program.

Reference: [en.wikipedia.org/wiki/Prüfer\\_sequence](https://en.wikipedia.org/wiki/Prüfer_sequence).

**Problem 62** (2099 Space Invader). Four conditions:

$$AB \cdot CD = 0, \quad AB \cdot (BC \times CD) = 0, \quad AB \cdot BC \geq 0, \quad CD \cdot BC \geq 0,$$

## 1 Unsymmetric eigenvalue problems

**Theorem 3** (Gershgorin Circle Theorem). 1) If  $X^{-1}AX = D + F$ , where  $D = \text{diag}(d_1, \dots, d_n)$  and  $F$  has zero diagonal entries, then

$$\sigma(A) \subset \bigcup_{i=1}^n D_i, \quad D_i = \{z \in \mathbb{C}, |z - d_i| \leq \sum_j |f_{ij}|\},$$

2) If the Gershgorin disk  $D_i$  is isolated from other disks, then it contains precisely one eigenvalue of  $A$ .

*Proof.* 1) Suppose that  $\lambda \in \sigma(A)$ ,  $\lambda \neq d_i$ ,  $1 \leq i \leq n$ ,  $D - \lambda I + F = X^{-1}AX - \lambda I$  is singular.

$$(D - \lambda I)^{-1} = \text{diag}\left(\frac{1}{d_i - \lambda}\right), \quad G = (D - \lambda I)^{-1}F = \left(\frac{f_{ij}}{d_i - \lambda}\right)_{1 \leq i, j \leq n},$$

We are interested in the  $l_\infty$  norm of operator  $G$ , which is defined as  $\|G\|_\infty = \max_{x \neq 0} \frac{\|Gx\|_\infty}{\|x\|_\infty}$ . Suppose  $\|x\|_\infty = 1$ ,

$$Gx = \left(\sum_j g_{ij}x_j\right)_{1 \leq i \leq n}, \quad \|Gx\|_\infty \leq \max_i \sum_j |g_{ij}| = \max_i \sum_j \frac{|f_{ij}|}{|d_i - \lambda|},$$

and the equality holds. On the other hand, if  $A+B$  is singular,  $A$  is non-singular, suppose  $(A+B)u = 0$ ,  $u \neq 0$ , then

$$Au = -Bu, \quad u = -A^{-1}Bu, \quad \|A^{-1}Bu\|_p = \|u\|_p, \quad \|A^{-1}B\|_p \geq 1,$$

Let  $A = D - \lambda I$ ,  $B = F$ ,  $p = \infty$ , we have  $1 \leq \sum_j \frac{|f_{kj}|}{|d_k - \lambda|}$  for some  $1 \leq k \leq n$ ,

$$|d_k - \lambda| \leq \sum_j |f_{kj}|, \quad \lambda \in D_k,$$

Another proof: assume  $\lambda \in \sigma(A)$  with eigenvector  $u \in \mathbb{C}^n$ ,  $k = \arg \max_j |u_j|$ , then

$$|(d_k - \lambda)u_k| = \left| - \sum_j f_{kj}u_j \right| \leq |u_k| \sum_j |f_{kj}|, \quad |d_k - \lambda| \leq \sum_j |f_{kj}| = r_k,$$

2) If  $D_k \cap D_i = \emptyset$ ,  $i \neq k$ , we show that there exist precisely one  $\lambda \in \sigma(A)$ ,  $\lambda \in D_k$  and  $\lambda$  has multiplicity 1. i) Uniqueness: if  $\lambda \in D_k$  is an eigenvalue of  $D + F$ ,  $u \in \mathbb{C}^n$  is an eigenvector of  $D - \lambda I + F$ . If  $i = \arg \max_j |u_j|$ ,  $i \neq k$  then

$$(d_i - \lambda)u_i = - \sum_j f_{ij}u_j, \quad |(d_i - \lambda)u_i| > r_i |u_i| \geq \sum_j |f_{ij}| |u_j|,$$

contradiction! So we have  $k = \arg \max_j |u_j|$ ,  $\|u\| = |u_k|$ . Without loss of generality, assume that  $k = n$ ,  $D'_{n-1}, F'_{n-1} \in \text{Aut}(\mathbb{C}^{n-1})$  are the first  $n-1$  rows and columns of  $D, F$ . Then for  $x \in \mathbb{C}^{n-1}$ ,

$$((D' - \lambda I')^{-1}F'x)_i = \sum_{j=1}^{n-1} \frac{f_{ij}x_j}{d_i - \lambda}, \quad |((D' - \lambda I')^{-1}F'x)_i| \leq \sum_{j=1}^{n-1} \frac{|f_{ij}| |x_j|}{|d_i - \lambda|} < \|x\|_\infty,$$

So  $\|(D' - \lambda I')^{-1}F'\|_\infty < 1$ , and we have the following expansion

$$\begin{aligned} (D' - \lambda I' + F')^{-1} &= (D' - \lambda I')^{-1}(I' + (D' - \lambda I')^{-1}F')^{-1} \\ (I' + (D' - \lambda I')^{-1}F')^{-1} &= \sum_{m \geq 0} ((\lambda I' - D')^{-1}F')^m, \end{aligned}$$

The right hand side above is absolutely convergent, so  $D' - \lambda I' + F'$  is invertible. It follows that if  $\lambda \in D_k$  is an eigenvalue of  $D + F$ , then it has multiplicity 1.

ii) Resolvent method:

$$R(\lambda) = (D - \lambda I + F)^{-1} : \mathbb{C}^n \rightarrow \mathbb{C}^n,$$

As an operator valued function,  $R : \mathbb{C} \rightarrow \text{Aut}(\mathbb{C}^n)$  is meromorphic in the following sense: for any  $\phi \in (\mathbb{C}^n)^*$ ,  $v \in \mathbb{C}^n$ ,  $f(\phi, v, \lambda) = \langle \phi, R(\lambda)v \rangle$  is a meromorphic function of  $\lambda$ .

$$\langle \phi, R(\lambda_1)v \rangle - \langle \phi, R(\lambda_0)v \rangle = \langle \phi, (R(\lambda_1) - R(\lambda_0))v \rangle = \langle \phi, (\lambda_1 - \lambda_0)R(\lambda_1)R(\lambda_0)v \rangle,$$

$R(\lambda_1), R(\lambda_0)$  are commutative:  $R(\lambda_1)R(\lambda_0) = R(\lambda_0)R(\lambda_1)$ .

$$\frac{\langle \phi, R(\lambda_1)v \rangle - \langle \phi, R(\lambda_0)v \rangle}{\lambda_1 - \lambda_0} = \langle \phi, R(\lambda_1)R(\lambda_0)v \rangle$$

hence  $f(\phi, v, \lambda)$  is meromorphic with  $\frac{df(\phi, v, \lambda)}{d\lambda} = \langle \phi, R(\lambda)^2 v \rangle$ .

$$\lambda \text{ singular} \iff \|R(\lambda)\| = \infty, \quad \|R(\lambda)\| = \max_{\|\phi\|=\|v\|=1} |\langle \phi, R(\lambda)v \rangle|,$$

In finite dimensional case,  $D - \lambda I + F : \mathbb{C}^n \rightarrow \mathbb{C}^n$  induces an automorphism on  $\bigwedge^n(\mathbb{C}^n)$ :

$$e_1 \wedge e_2 \dots \wedge e_n \mapsto \bigwedge_{i=1}^n (D - \lambda I + F)e_i = \det(D - \lambda I + F)e_1 \wedge e_2 \dots \wedge e_n,$$

iii) Consider the eigenvalues of  $D + \epsilon F, 0 \leq \epsilon \leq 1$ , by 1), all of its eigenvalues lie in  $\bigcup_{i=1}^n \epsilon D_i$ . These eigenvalues vary continuously with respect to  $\epsilon$ , and we may denote them as  $\lambda_i(\epsilon), 1 \leq i \leq n$ . When  $\epsilon = 0$ , we have  $\lambda_i(0) = d_i$ , so by continuity argument and the fact that  $D_k \cap D_i = \emptyset, i \neq k$ , we know that there is precisely one eigenvalue  $\lambda_k(\epsilon) \in \epsilon D_k$ . Take  $\epsilon = 1$  finishes the proof.  $\square$

**Theorem 4** (Bauer-Fike). If  $\mu$  is an eigenvalue of  $A+E \in \mathbb{C}^{n \times n}$  and  $X^{-1}AX = D = \text{diag}(\lambda_1, \dots, \lambda_n)$ , then

$$\min_{\lambda \in \sigma(A)} |\lambda - \mu| \leq \kappa_p(X) \|E\|_p,$$

*Proof.* It suffices to consider the case  $\mu \notin \sigma(A)$ . If the matrix  $X^{-1}(A + E - \mu I)X$  is singular, then so is  $I + (D - \mu I)^{-1}X^{-1}EX$ . Then we have

$$1 \leq \|(D - \mu I)^{-1}X^{-1}EX\|_p \leq \|(D - \mu I)^{-1}\|_p \|X\|_p \|E\|_p \|X^{-1}\|_p,$$

Since  $\|(D - \mu I)^{-1}\|_p = \max_{\lambda \in \sigma(A)} \frac{1}{|\lambda - \mu|}$ , we have finished our proof.  $\square$

**Definition 1.** For square matrix  $A$  define the condition number  $\kappa(A) = \|A\| \|A^{-1}\|$ , with the convention that  $\kappa(A) = \infty$  for singular  $A$ .  $\kappa(\cdot)$  depends on the underlying norm and subscripts are used accordingly.

$$\kappa_2(A) = \|A\|_2 \|A^{-1}\|_2 = \frac{\sigma_{\max}(A)}{\sigma_{\min}(A)}, \quad \frac{1}{\kappa_p(A)} = \min_{A+\Delta A \text{ singular}} \frac{\|\Delta A\|_p}{\|A\|_p},$$

$$\kappa(A) = \lim_{\epsilon \rightarrow 0} \sup_{\|\Delta A\| \leq \epsilon \|A\|} \frac{\|(A + \Delta A)^{-1} - A^{-1}\|}{\epsilon \|A^{-1}\|}$$

**Theorem 5.** Let  $Q^H A Q = D + N$  be a Schur decomposition of  $A \in \mathbb{C}^{n \times n}$ , i.e.,  $Q \in \mathbb{C}^{n \times n}$  is unitary,  $D = \text{diag}(\lambda_1, \dots, \lambda_n)$  and  $N \in \mathbb{C}^{n \times n}$  is strictly upper diagonal.  $Q$  can be chosen so that the eigenvalues  $\lambda_i$  appear in any order along the diagonal. If  $\mu \in \sigma(A + E)$  and  $p$  is the smallest positive integer such that  $N^p = 0$ , then

$$\min_{\lambda \in \sigma(A)} |\lambda - \mu| \leq \max\{\theta, \theta^{\frac{1}{p}}\}, \quad \theta = \|E\|_2 \sum_{k=0}^{p-1} \|N\|_2^k,$$

Extreme eigenvalue sensitivity for a matrix  $A$  cannot occur if  $A$  is normal. But a nonnormal matrix can have a mixture of well-conditioned and ill-conditioned eigenvalues. Suppose that  $\lambda$  is a simple eigenvalue of  $A \in \mathbb{C}^{n \times n}$  and that  $x$  and  $y$  satisfy  $Ax = \lambda x$ ,  $y^H A = \lambda y^H$ ,  $\|x\|_2 = \|y\|_2 = 1$ . If  $Y^H A X = J$  is the Jordan decomposition with  $Y^H = X^{-1}$ , then  $y$  and  $x$  are nonzero multiples of  $X(:, i)$ ,  $Y(:, i)$  for some  $i$ , so  $y^H x \neq 0$ .

$$(A + \epsilon F)x(\epsilon) = \lambda(\epsilon)x(\epsilon), \quad \|F\|_2 = 1,$$

We refer to the reciprocal of  $s(\lambda) = |y^H x|$  as the condition of the eigenvalue  $\lambda$ . A small  $s(\lambda)$  implies that  $A$  is near a matrix having a multiple eigenvalue. In particular, if  $\lambda$  is distinct and  $s(\lambda) < 1$ , then there exists an  $E$  such that  $\lambda$  is a repeated eigenvalue of  $A + E$  and

$$\frac{\|E\|_2}{\|A\|_2} \leq \frac{s(\lambda)}{\sqrt{1 - s(\lambda)^2}},$$

In general, if  $\lambda$  is a defective eigenvalue of  $A$ , then  $O(\epsilon)$  perturbations in  $A$  can result in  $O(\epsilon^{\frac{1}{p}})$  perturbations in  $\lambda$  if  $\lambda$  is associated with a  $p$ -dimensional Jordan block.

## 2 Symmetric eigenvalue problems

**Theorem 6** (Gershgorin).  $A$  is real symmetric,  $Q$  is orthogonal, if  $Q^t A Q = D + F$ ,  $D = \text{diag}(d_1, d_2, \dots, d_n)$  and  $F$  has zero diagonal entries, then

$$\sigma(A) \subset \bigcup_{i=1}^n [d_i - r_i, d_i + r_i], \quad r_i = \sum_j |f_{ij}|,$$

*Proof.* Exactly the same as the unsymmetric case, with an additional property that  $\sigma(A) \subset \mathbb{R}$ .  $\square$

**Theorem 7** (Wielandt-Hoffman). If  $A$  and  $A + E$  are  $n \times n$  symmetric matrices, then

$$\sum_{i=1}^n (\lambda_i(A + E) - \lambda_i(A))^2 \leq \|E\|_F^2 = \sum_{i,j=1}^n |e_{ij}|^2$$

**Theorem 8.** If  $A$  and  $A + E$  are  $n \times n$  symmetric matrices, then

$$\lambda_k(A) + \lambda_n(E) \leq \lambda_k(A + E) \leq \lambda_k(A) + \lambda_1(E), \quad 1 \leq k \leq n,$$

$$|\lambda_k(A + E) - \lambda_k(A)| \leq \|E\|_2 = \max\{|\lambda_n(E)|, |\lambda_1(E)|\}, \quad 1 \leq k \leq n,$$

**Theorem 9** (Interlacing property). If  $A \in \mathbb{R}^{n \times n}$  is symmetric and  $A_r = A(1:r, 1:r)$ , then

$$\lambda_{r+1}(A_{r+1}) \leq \lambda_r(A_r) \leq \lambda_r(A_{r+1}) \leq \dots \leq \lambda_2(A_{r+1}) \leq \lambda_1(A_r) \leq \lambda_1(A_{r+1}), \quad 1 \leq r \leq n-1,$$



**Theorem 10.** Suppose  $B = A + \tau cc^t$ ,  $A \in \mathbb{R}^{n \times n}$ ,  $A = A^t$ ,  $c \in \mathbb{R}^n$ ,  $\|c\|_2 = 1$ ,  $\tau \in \mathbb{R}$ . we have

$$\lambda_i(B) \in [\lambda_i(A), \lambda_{i-1}(A)], 2 \leq i \leq n, \text{ when } \tau \geq 0,$$

$$\lambda_i(B) \in [\lambda_{i+1}(A), \lambda_i(A)], 1 \leq i \leq n-1, \text{ when } \tau < 0,$$

In either case, there exist  $m_1, m_2, \dots, m_n \geq 0$ ,  $m_1 + m_2 + \dots + m_n = 1$  such that

$$\lambda_i(B) = \lambda_i(A) + m_i \tau, \quad 1 \leq i \leq n,$$

**Proposition 1.** 1) If  $T = QR$  is the QR factorization of a symmetric tridiagonal matrix  $T \in \mathbb{R}^{n \times n}$ , then  $Q$  has lower bandwidth 1 and  $R$  has upper bandwidth 2 and it follows that  $T_+ = RQ = Q^t T Q$  is also symmetric and tridiagonal.

2) If  $s \in \mathbb{R}$  and  $T - sI = QR$  is the QR factorization, then  $T_+ = RQ + sI = Q^t T Q$  is also tridiagonal. This is called a shifted QR step.

3) If  $T$  is unreduced, then the first  $n-1$  columns of  $T - sI$  are independent regardless of  $s$ .

4) If  $T \in \mathbb{R}^{n \times n}$  is tridiagonal, then its QR factorization can be computed by applying a sequence of  $n-1$  Givens rotations.

### 3 Solve univariate polynomial equations using $SL_2(\mathbb{R})$

Assume that a degree 4 real coefficient polynomial  $P(x) = x^4 + a_3x^3 + a_2x^2 + a_1x + a_0$  has no real roots. Assume that its four roots are

$$x_1, \overline{x_1}, x_2, \overline{x_2}, \quad x_1, x_2 \in \mathbb{H}, \quad \Im(x_1) > 0, \Im(x_2) > 0,$$

Assume that  $x_1 = u_1 + v_1i$ ,  $x_2 = u_2 + v_2i$ . Half circle arc on the upper half plane which passes  $x_1, x_2$  and meets real axis orthogonally is uniquely determined. Assume its center is  $(u, 0)$ , then

$$(u - u_1)^2 + v_1^2 = (u - u_2)^2 + v_2^2, \quad u = \frac{u_2^2 + v_2^2 - u_1^2 - v_1^2}{2(u_2 - u_1)},$$

Radius of the half circle arc is

$$\begin{aligned} r_0^2 &= (u - u_1)^2 + v_1^2 = \frac{(u_2^2 - 2u_1u_2 + u_1^2 + v_2^2 - v_1^2)^2}{4(u_2 - u_1)^2} + v_1^2 \\ &= \frac{((u_2 - u_1)^2 + v_2^2 - v_1^2)^2 + 4(u_2 - u_1)^2 v_1^2}{4(u_2 - u_1)^2} = \frac{(u_2 - u_1)^4 + 2(u_2 - u_1)^2(v_2^2 + v_1^2) + (v_2^2 - v_1^2)^2}{4(u_2 - u_1)^2}, \end{aligned}$$

The action  $SL_2(\mathbb{R}) \curvearrowright \overline{\mathbb{C}}$  is given by

$$x \mapsto g(x) = \frac{px + q}{rx + s}, \quad g = \begin{pmatrix} p & q \\ r & s \end{pmatrix} \in SL_2(\mathbb{R}),$$

Its kernel is  $\pm id$ . We want to determine  $g$  such that

$$\frac{px_1 + q}{rx_1 + s} = i, \quad \frac{px_2 + q}{rx_2 + s} \in \mathbb{R}_+ i,$$

## 4 Sendov's Conjecture

**Conjecture 1** (Sendov's Conjecture). For a polynomial  $f(z) = (z - r_1)(z - r_2)\dots(z - r_n)$ ,  $n \geq 2$  with all roots  $r_1, r_2, \dots, r_n$  inside the closed unit disk  $\{|z| \leq 1\}$ , each of the  $n$  roots is at a distance no more than 1 from at least one root of  $f'(z)$ .

It suffices to show that for a fixed  $r_1$ , the following distance function has maximum no more than 1.

$$d(r_2, \dots, r_n) = \min |r_1 - \xi_i|, \quad f'(z) = (z - \xi_1)(z - \xi_2)\dots(z - \xi_{n-1}),$$

Two near counter-examples are

$$f_1(z) = z^n - 1, \quad r_1 = e^{\frac{2\pi i}{n}}, \quad f_2(z) = z^n - z, \quad r_1 = 0,$$

In the latter case the distance from 0 to any root of  $f_2'(z)$  is  $n^{-\frac{1}{n-1}} = 1 - O(\frac{\log n}{n})$ ,