Tree Coloring

Submissions Attempted by: **156** | Solved by: **69** | Partially Solved by: **23** |

Algorithms Combinatorics Dynamic Programming Medium Trees Edit

Since node 1 will always colored first, we can consider the tree is rooted at 1.

Let S[i] be the number of nodes in subtree rooted at node *i*. Let F[i] be the number of ways coloring subtree rooted at node *i*, in which we always colored node *i* first. The answer of this problem is F[1].

How to calculate F[i]? Assuming that node *i* have *k* direct child: c_1, c_2, .., c_k. The order of coloring nodes in each subtree rooted at node c_j are independent to each other. Therefore, we have the formula:

F[i] = C(S[i], S[c_1]) * C(S[i] - S[c_1], S[c2]) * .. * C(S[i] - S[c_1] - S[c_2] - .. - S[c_(k - 1)], S[c_k]) * F[c_1] * F[c_2] * .. *F[c_k], where C(n, k) denoting binomial coefficient (n, k), that means C(n, k) = n! / ((n - k)! * k!).

Edit Editorial

Author Solution by Vuong Nguyen

```
#include <bits/stdc++.h>

using namespace std;

const int MAXN = 100000 + 10;
const int MOD = (int)(1e9) + 7;

vector<int> adj[MAXN];
int fac[MAXN], rev[MAXN], f[MAXN], subtree[MAXN];
```

```
int n;

int power(int x, int k, int MOD) {
    if (k == 0) return 1 % MOD;
    long long t = power(x, k / 2, MOD);
    t = (t * t) % MOD;
    if (k % 2 == 1) t = (t * x) % MOD;
    return t;
}

void init() {
    int n = 100000;
    fac[0] = 1;
    for(int i = 1; i <= n; i++) fac[i] = (1LL * i * fac[i - 1]) %
    for(int i = 0; i <= n; i++) rev[i] = power(fac[i], MOD - 2, M
}

int combi(int k, int n) {
    return (1LL * fac[n] * ((1LL * rev[k] * rev[n - k]) % MOD)) %
}

void DFS(int u, int par = -1) {
    f[u] = 1; subtree[u] = 1;
    for(int i = 0; i < adj[u].size(); i++) {
        int v = adj[u][i];
        if (v != par) {
            DFS(v, u);
            subtree[u] += subtree[v];
        }
    }
    int s = subtree[u] - 1;
    for(int i = 0; i < adj[u].size(); i++) {
        int v = adj[u][i];
        if (v != par) {
            int x = (1LL * combi(subtree[v], s) * f[v]) % MOD;
            f[u] = (1LL * f[u] * x) % MOD;
            s -= subtree[v];
        }
    }
}

int main()
{
    init();
    int test;
    cin >> test;
    while (test --) {
        cin >> n;
        for(int i = 1; i <= n; i++) adj[i].clear();
        for(int i = 1; i <= n - 1; i++) {
            int u, v;
            cin >> u >> v;
            adj[u].push_back(v); adj[v].push_back(u);
        }
```

```
        DFS(1);
        cout << f[1] << endl;
    }
}
```

Tester Solution by Anta

```
#include <string>
#include <vector>
#include <algorithm>
#include <numeric>
#include <set>
#include <map>
#include <queue>
#include <iostream>
#include <sstream>
#include <cstdio>
#include <cmath>
#include <ctime>
#include <cstring>
#include <cctype>
#include <cassert>
#include <limits>
#include <functional>
#define rep(i,n) for(int (i)=0;(i)<(int)(n);++(i))
#define rer(i,l,u) for(int (i)=(int)(l);(i)<=(int)(u);++(i))
#define reu(i,l,u) for(int (i)=(int)(l);(i)<(int)(u);++(i))
#if defined(_MSC_VER) || __cplusplus > 199711L
#define aut(r,v) auto r = (v)
#else
#define aut(r,v) __typeof(v) r = (v)
#endif
#define each(it,o) for(aut(it, (o).begin()); it != (o).end(); ++ i
#define all(o) (o).begin(), (o).end()
#define pb(x) push_back(x)
#define mp(x,y) make_pair((x),(y))
#define mset(m,v) memset(m,v,sizeof(m))
#define INF 0x3f3f3f3f
#define INFL 0x3f3f3f3f3f3f3f3fLL
using namespace std;
typedef vector<int> vi; typedef pair<int,int> pii; typedef vector<
template<typename T, typename U> inline void amin(T &x, U y) { if(
template<typename T, typename U> inline void amax(T &x, U y) { if(

template<int MOD>
struct ModInt {
        static const int Mod = MOD;
        unsigned x;
        ModInt(): x(0) { }
        ModInt(signed sig) { int sigt = sig % MOD; if(sigt < 0) si
        ModInt(signed long long sig) { int sigt = sig % MOD; if(si
        int get() const { return (int)x; }
```

```
46.
47.         ModInt &operator+=(ModInt that) { if((x += that.x) >= MOD)
48.         ModInt &operator-=(ModInt that) { if((x += MOD - that.x) >
49.         ModInt &operator*=(ModInt that) { x = (unsigned long long)
50.         ModInt &operator/=(ModInt that) { return *this *= that.inv
51.
52.         ModInt operator+(ModInt that) const { return ModInt(*this)
53.         ModInt operator-(ModInt that) const { return ModInt(*this)
54.         ModInt operator*(ModInt that) const { return ModInt(*this)
55.         ModInt operator/(ModInt that) const { return ModInt(*this)
56.
57.         ModInt inverse() const {
58.                 long long a = x, b = MOD, u = 1, v = 0;
59.                 while(b) {
60.                         long long t = a / b;
61.                         a -= t * b; std::swap(a, b);
62.                         u -= t * v; std::swap(u, v);
63.                 }
64.                 return ModInt(u);
65.         }
66. };
67. typedef ModInt<1000000007> mint;
68.
69. vector<mint> fact, factinv;
70. void nCr_computeFactinv(int N) {
71.         N = min(N, mint::Mod - 1);
72.         fact.resize(N+1); factinv.resize(N+1);
73.         fact[0] = 1;
74.         rer(i, 1, N) fact[i] = fact[i-1] * i;
75.         factinv[N] = fact[N].inverse();
76.         for(int i = N; i >= 1; i --) factinv[i-1] = factinv[i] * i
77. }
78.
79. vector<int> t_parent;
80. vi t_ord;
81.
82. void tree_getorder(const vector<vi> &g, int root) {
83.         int n = g.size();
84.         t_parent.assign(n, -1);
85.         t_ord.clear();
86.
87.         vector<int> stk; stk.push_back(root);
88.         while(!stk.empty()) {
89.                 int i = stk.back(); stk.pop_back();
90.                 t_ord.push_back(i);
91.                 for(int j = (int)g[i].size()-1; j >= 0; j --) {
92.                         int c = g[i][j];
93.                         if(t_parent[c] == -1 && c != root)
94.                                 stk.push_back(c);
95.                         else
96.                                 t_parent[i] = c;
97.                 }
98.         }
99. }
```

```
100.
101. int main() {
102.         int T;
103.         scanf("%d", &T);
104.         assert(1 <= T && T <= 10);
105.         rep(ii, T) {
106.                 int N;
107.                 scanf("%d", &N);
108.                 assert(1 <= N && N <= 100000);
109.                 vector<vi> g(N);
110.                 rep(i, N-1) {
111.                         int u, v;
112.                         scanf("%d%d", &u, &v), -- u, -- v;
113.                         assert(0 <= u && u < N && 0 <= v && v < N
114.                         g[u].push_back(v);
115.                         g[v].push_back(u);
116.                 }
117.                 tree_getorder(g, 0);
118.                 vector<int> subtreesize(N, 1);
119.                 for(int ix = N-1; ix > 0; -- ix)
120.                         subtreesize[t_parent[t_ord[ix]]] += subtree
121.
122.                 nCr_computeFactinv(N);
123.
124.                 vector<mint> dp(N);
125.                 for(int ix = N-1; ix >= 0; -- ix) {
126.                         int i = t_ord[ix];
127.                         mint x = 1;
128.                         int totalsize = 0;
129.                         each(j, g[i]) if(*j != t_parent[i]) {
130.                                 int size = subtreesize[*j];
131.                                 x *= dp[*j];
132.                                 totalsize += size;
133.                                 x *= factinv[size];
134.                         }
135.                         x *= fact[totalsize];
136.                         dp[i] = x;
137.                 }
138.                 mint ans = dp[0];
139.                 printf("%d\n", ans.get());
140.         }
141.         return 0;
142. }
143.
```

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