

# GB21802 - Programming Challenges

## Week 1 - Basic Problem Solving

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2015-04-13

Last updated April 11, 2015

# Some Notes Before the Class

Please check your “Programming Challenge” username!

Some people submitted me invalid usernames:

- “Oda”

Everyone else, please don't forget to send your usernames!

Early submissions

We already had some early submissions – fantastic!

# How was your weekend?

If a few of you tried to play with the submission site this weekend, let us know about it!

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- Did anyone try to solve a problem?
- Did anyone read some problems?
- Did anyone had problems accessing the submission page?

# Summary for Last Class

# Summary for This Class

## General Problem Solving

What are the basic strategies that differentiate an “Exercise” from a “Challenge”. How should we approach a programming challenge?

## Data Structures for Programming Challenges

The choice of data structure can have a deep effect on how the problem is solved, we will see a bit of that.

## Discussing this week's problems

Description and hints for this week's problems



Prologue  
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Problem Solving  
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Data Structures  
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Closing Points  
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Friday  
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# What is problem solving skill?

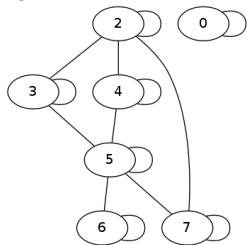
# Steps to solve a problem

Don't know where to begin? Don't panic, keep calm, and try to follow these steps.

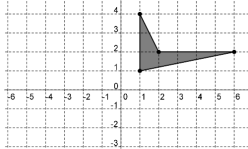
- 1 Read the input and output
- 2 Summarize the problem
- 3 Check for traps
- 4 Write the program
- 5 Test/Debug
- 6 Submit!

# Problem Traps

Programming Challenges are (in)famous for including traps or “gotcha’s” in their design.



**Graphs:** Connected? Directed? Redundant Edges? Negative weights?



**Geometry:** Overlapping? Concave? Negative coordinates? Collinear?

- Maximum number of entries:

# NOW you can start to code

You should have done all of the previous steps in writing only!  
Programming distracts from understanding the problem.



# Steps for writing the solution

- Write the input/output first
- Make the program
- Release often philosophy
- Testing/Debugging

# Speed and Memory Limits

Defining speed and memory limits

Algorithmic efficiency, Memory Efficiency, Programmer efficiency

Let's apply these steps to a simple problem

## Data Structures

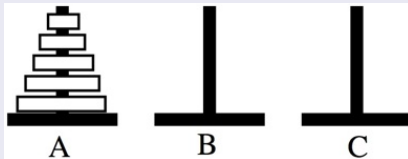


# Data Structures

## Data structures are the heart of a program

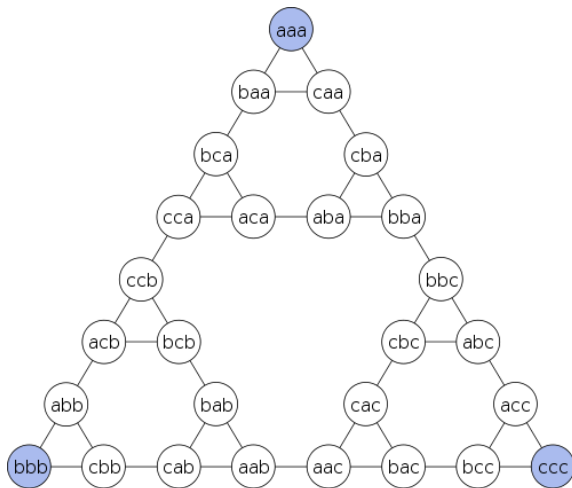
- Using the correct data type can make a problem much easier;
- Using the incorrect data type can make a problem much harder;

## The towers of Hanoi



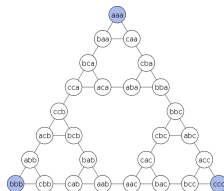
QUIZ: How do you represent the data in this problem?

# An easy way to visualize the Towers of Hanoi



# Explaining the Tower of Hanoi Data Structure

- Each node identifies an state in the problem;
- Each character in the string represents one disk and its position;
- We can have at most 3 state transitions at each state (can you prove it?)
- To solve the Towers of Hanoi problem, we find the path between the start and end states.
- (just beware of state explosion)



Prologue  
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Problem Solving  
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Data Structures  
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Closing Points  
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Friday  
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# Know your data structures!

Prologue  
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Problem Solving  
ooooooo

Data Structures  
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Closing Points  
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Friday  
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# Let's talk about libraries

# This week's problems

## List of Problems

- The  $3n+1$  Problem
- Check the Check
- Erdos Numbers
- Contest Scoreboard

Let's give a quick look on each problem

## For the rest of the week:

- Next class: Bring your solutions and questions!
- Submission deadline is 04-19 23:59:59 (Sunday)
- Have a nice week!

**Welcome to Friday Class!**



# Current Solving Stats

- The  $3n+1$  Problem – Solved:
- Check the Check – Solved:
- Erdos Numbers – Solved:
- Contest Scoreboard – Solved:

## Question and hint time!

- The  $3n+1$  Problem

## Question and hint time!

- Check the Check

## Question and hint time!

- Erdos Numbers

# Question and hint time!

- Contest Scoreboard

Prologue  
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Problem Solving  
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Data Structures  
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Closing Points  
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Friday  
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# Let's solve some different problems