

MP3Player:

- Plenty of slow correct solutions, starting with „for each T , try all V_1 “, which can then be improved by restricting „all T “ to reasonable values of T only.
- For a fixed T , the function that returns V_2 for a given V_1 is non-decreasing, hence we can use binary search to check whether a valid V_1 exists.
- For any segment of keypresses the above function has the form: for V_1 from 0 to $A-1$ the function is constant, for V_1 from A to $B-1$ it increases by 1, and then from B to V_{\max} it is constant again. If we have two segments for which we know their functions and concatenate them, the new function for the longer segment can be computed in $O(1)$.
- There are several solutions with slightly different time complexities that score 100 points. One of them is based on the following idea: Use an interval tree to represent the current function for segments of the input. Start at $T=\text{infinity}$, then decrease T , update the functions of 1-key segments for keys that become activated, and each time update the function computed by the entire sequence. Stop as soon as this function can produce the output value V_2 . The time complexity of this approach is $O(N \log N)$.