

ITMOx: I2CPx How to win coding competitions: secrets of champions

Help



How To?

Week 1

Week 2

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Sorting And Search Algorithms

3rd Week **Problems**

due Nov 20, 2016 22:00 CET

3rd Week **Problems: Training**

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Scarecrow Sort

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Scarecrow Sort

2.0/2.0 points (graded)

Input file:	scarecrow.in
Output file:	scarecrow.out
Time limit:	2 seconds
Memory limit:	256 megabytes

The "Scarecrow sort" is a very old game, which was played by children of computer scientists in medieval Russia. We restored the description of this game from ancient birch-bark perforated cards specially for this course.

The player has to sort n matryoshkas, located in a row, by their size. However, before the game starts, the elder guys insert a big wooden stick in the sleeves of the player, so, as a result, the player has her hands fixed wide, so she indeed looks like a scarecrow.

Because of this stick, the only kind of thing the player is allowed to do is to pick two matryoshkas, which are located at the distance k apart from each other (that is, the i-th and the (i + k)-th), then turn back and put them back into the row, thus swapping them.

Given a sequence of matryoshkas and the value of k. Your task is to determine whether the player can sort this sequence.

Input

The first line contains two numbers n, k (1 \leq n,k \leq 10⁵) – the number of matryoshkas and the scarecrow width. The second line contains n integer numbers, which specify the sizes of matryoshkas. These numbers do not exceed 10⁹ by the absolute value.

Output

Print "YES" if it is possible to sort the matryoshka sequence in a nondecreasing order, and print "NO" otherwise.

Examples scarecrow.in scarecrow.out 3 2 NO 213 Download **Download** 5 3 YES 15341 **Download** <u>Download</u> Choose Files No file chosen Accepted You have used 6 of 200 attempts Submit Discussion Show Discussion Topic: 06: 3rd Week Problems / Scarecrow Sort

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