

# Problem A

## Seat Allocation

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Consider an election where  $n$  parties run for  $m$  seats in parliament. Let  $v_i$  be the number of votes cast for party  $i \in \{1, \dots, n\}$ . To allocate the  $m$  seats to the parties, roughly proportional to their share of votes, one can use a system called *D'Hondt's method*. It works like this: A quotient is calculated for each party, initially  $v_i/1$ , the number of votes. The party with the largest quotient wins one seat, and its quotient is recalculated. This is repeated until all  $m$  seats is filled. The formula for the quotient is

$$\frac{v_i}{s_i + 1}$$

where  $s_i$  is the number of seats allocated to party  $i$  so far, initially 0 for all parties.

### Input

On the first line of input: the number  $n$  of parties and  $m$  of seats, with  $n, m \in \{1, \dots, 20\,000\}$ , separated by a single space. On each of the following  $n$  lines, the integer  $v_i$ , satisfying  $1 \leq v_i \leq 50\,000\,000$  and  $v_1 + \dots + v_n \geq m$ . We also promise that the inputs are constructed so that the final seat can be uniquely determined—no tie breaking will be necessary.

### Test groups

There are two tests groups. The inputs in test group 1, worth 80 of the 100 total points, satisfy the additional constraint  $m \cdot v_i \leq 2^{31}$ . This may avoid some rounding issues, depending on your choice of programming language and quotient calculations.

### Output

The seat distribution, one per line, in the format shown in the example. The order is the same as in the input.

## Explanation of Sample Input 4

Party 1 gets the first seat because it has the most votes; its quotient is recalculated to  $\frac{17}{2}$ . Party 2 gets the next seat because  $10 > \frac{17}{2}$ ; its quotient is recalculated to  $\frac{10}{2} = 5$ . The third seat goes to Party 1, because  $\frac{17}{2} > 5$ , and the new quotient is  $\frac{17}{3}$ . Even the final seat goes to Party 1, because  $\frac{17}{3} > 5$ . In total, Party 1 gets 3 seats and Party 2 gets 1 seat.

### Sample Input 1

```
2 2
10
10000000
```

### Sample Output 1

```
0
2
```

### Sample Input 2

```
2 3
12
11
```

### Sample Output 2

```
2
1
```

### Sample Input 3

```
2 4
12
11
```

### Sample Output 3

```
2
2
```

### Sample Input 4

```
2 4
17
10
```

### Sample Output 4


```
3
1
```

### Sample Input 5

```
4 14
38
35
36
37
```

### Sample Output 5

```
4
3
3
4
```

|                       |   |
|-----------------------|---|
| <b>CPU Time limit</b> | 3 seconds   |
| <b>Memory limit</b>   | 1024 MB   |
| <b>Languages</b>      | Dansk, English  |
| <b>Author</b>         | Thore Husfeldt  |
| <b>Source</b>         | ITU BADS  |
| <b>License</b>        |  |