

# Problem 3539: Find Sum of Array Product of Magical Sequences

## Problem Information

Difficulty: Hard

Acceptance Rate: 0.00%

Paid Only: No

## Problem Description

You are given two integers,

$m$

and

$k$

, and an integer array

$\text{nums}$

.

A sequence of integers

$\text{seq}$

is called

magical

if:

$\text{seq}$

has a size of

m

.

$0 \leq \text{seq}[i] < \text{nums.length}$

The

binary representation

of

2

$\text{seq}[0]$

$+ 2$

$\text{seq}[1]$

$+ \dots + 2$

$\text{seq}[m - 1]$

has

k

set bits

.

The

array product

of this sequence is defined as

$\text{prod}(\text{seq}) = (\text{nums}[\text{seq}[0]] * \text{nums}[\text{seq}[1]] * \dots * \text{nums}[\text{seq}[\text{m} - 1]])$

Return the

sum

of the

array products

for all valid

magical

sequences.

Since the answer may be large, return it

modulo

10

9

+ 7

A

set bit

refers to a bit in the binary representation of a number that has a value of 1.

Example 1:

Input:

$m = 5, k = 5$ , nums = [1,10,100,10000,1000000]

Output:

991600007

Explanation:

All permutations of

[0, 1, 2, 3, 4]

are magical sequences, each with an array product of 10

13

.

Example 2:

Input:

$m = 2, k = 2$ , nums = [5,4,3,2,1]

Output:

170

Explanation:

The magical sequences are

[0, 1]

,

[0, 2]

,

[0, 3]

,

[0, 4]

,

[1, 0]

,

[1, 2]

,

[1, 3]

,

[1, 4]

,

[2, 0]

,

[2, 1]

,

[2, 3]

,

[2, 4]

,

[3, 0]

,

[3, 1]

,

[3, 2]

,

[3, 4]

,

[4, 0]

,

[4, 1]

,

[4, 2]

, and

[4, 3]

.

Example 3:

Input:

$m = 1$ ,  $k = 1$ ,  $\text{nums} = [28]$

Output:

28

Explanation:

The only magical sequence is

[0]

Constraints:

$1 \leq k \leq m \leq 30$

$1 \leq \text{nums.length} \leq 50$

$1 \leq \text{nums}[i] \leq 10$

8

## Code Snippets

C++:

```
class Solution {
public:
    int magicalSum(int m, int k, vector<int>& nums) {
    }
};
```

Java:

```
class Solution {  
    public int magicalSum(int m, int k, int[] nums) {  
  
    }  
}
```

### Python3:

```
class Solution:  
    def magicalSum(self, m: int, k: int, nums: List[int]) -> int:
```

### Python:

```
class Solution(object):  
    def magicalSum(self, m, k, nums):  
        """  
        :type m: int  
        :type k: int  
        :type nums: List[int]  
        :rtype: int  
        """
```

### JavaScript:

```
/**  
 * @param {number} m  
 * @param {number} k  
 * @param {number[]} nums  
 * @return {number}  
 */  
var magicalSum = function(m, k, nums) {  
  
};
```

### TypeScript:

```
function magicalSum(m: number, k: number, nums: number[]): number {  
  
};
```

### C#:

```
public class Solution {  
    public int MagicalSum(int m, int k, int[] nums) {  
        }  
        }
```

**C:**

```
int magicalSum(int m, int k, int* nums, int numsSize) {  
    }
```

**Go:**

```
func magicalSum(m int, k int, nums []int) int {  
    }
```

**Kotlin:**

```
class Solution {  
    fun magicalSum(m: Int, k: Int, nums: IntArray): Int {  
        }  
        }
```

**Swift:**

```
class Solution {  
    func magicalSum(_ m: Int, _ k: Int, _ nums: [Int]) -> Int {  
        }  
        }
```

**Rust:**

```
impl Solution {  
    pub fn magical_sum(m: i32, k: i32, nums: Vec<i32>) -> i32 {  
        }  
        }
```

**Ruby:**

```
# @param {Integer} m
# @param {Integer} k
# @param {Integer[]} nums
# @return {Integer}
def magical_sum(m, k, nums)

end
```

### PHP:

```
class Solution {

    /**
     * @param Integer $m
     * @param Integer $k
     * @param Integer[] $nums
     * @return Integer
     */
    function magicalSum($m, $k, $nums) {

    }
}
```

### Dart:

```
class Solution {
  int magicalSum(int m, int k, List<int> nums) {
}
```

### Scala:

```
object Solution {
  def magicalSum(m: Int, k: Int, nums: Array[Int]): Int = {
}
```

### Elixir:

```
defmodule Solution do
  @spec magical_sum(m :: integer, k :: integer, nums :: [integer]) :: integer
```

```
def magical_sum(m, k, nums) do
  end
end
```

### Erlang:

```
-spec magical_sum(M :: integer(), K :: integer(), NumS :: [integer()]) ->
    integer().
magical_sum(M, K, NumS) ->
  .
```

### Racket:

```
(define/contract (magical-sum m k nums)
  (-> exact-integer? exact-integer? (listof exact-integer?) exact-integer?))
```

## Solutions

### C++ Solution:

```
/*
 * Problem: Find Sum of Array Product of Magical Sequences
 * Difficulty: Hard
 * Tags: array, dp, math
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

class Solution {
public:
    int magicalSum(int m, int k, vector<int>& nums) {
        }
};
```

### Java Solution:

```

/**
 * Problem: Find Sum of Array Product of Magical Sequences
 * Difficulty: Hard
 * Tags: array, dp, math
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

class Solution {
    public int magicalSum(int m, int k, int[] nums) {
        return 0;
    }
}

```

### Python3 Solution:

```

"""
Problem: Find Sum of Array Product of Magical Sequences
Difficulty: Hard
Tags: array, dp, math

Approach: Use two pointers or sliding window technique
Time Complexity: O(n) or O(n log n)
Space Complexity: O(n) or O(n * m) for DP table
"""

class Solution:
    def magicalSum(self, m: int, k: int, nums: List[int]) -> int:
        # TODO: Implement optimized solution
        pass

```

### Python Solution:

```

class Solution(object):
    def magicalSum(self, m, k, nums):
        """
        :type m: int
        :type k: int
        :type nums: List[int]
        :rtype: int

```

```
'''
```

### JavaScript Solution:

```
/**  
 * Problem: Find Sum of Array Product of Magical Sequences  
 * Difficulty: Hard  
 * Tags: array, dp, math  
 *  
 * Approach: Use two pointers or sliding window technique  
 * Time Complexity: O(n) or O(n log n)  
 * Space Complexity: O(n) or O(n * m) for DP table  
 */  
  
/**  
 * @param {number} m  
 * @param {number} k  
 * @param {number[]} nums  
 * @return {number}  
 */  
var magicalSum = function(m, k, nums) {  
  
};
```

### TypeScript Solution:

```
/**  
 * Problem: Find Sum of Array Product of Magical Sequences  
 * Difficulty: Hard  
 * Tags: array, dp, math  
 *  
 * Approach: Use two pointers or sliding window technique  
 * Time Complexity: O(n) or O(n log n)  
 * Space Complexity: O(n) or O(n * m) for DP table  
 */  
  
function magicalSum(m: number, k: number, nums: number[]): number {  
  
};
```

### C# Solution:

```

/*
 * Problem: Find Sum of Array Product of Magical Sequences
 * Difficulty: Hard
 * Tags: array, dp, math
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

public class Solution {
    public int MagicalSum(int m, int k, int[] nums) {
        return 0;
    }
}

```

## C Solution:

```

/*
 * Problem: Find Sum of Array Product of Magical Sequences
 * Difficulty: Hard
 * Tags: array, dp, math
 *
 * Approach: Use two pointers or sliding window technique
 * Time Complexity: O(n) or O(n log n)
 * Space Complexity: O(n) or O(n * m) for DP table
 */

int magicalSum(int m, int k, int* nums, int numsSize) {
    return 0;
}

```

## Go Solution:

```

// Problem: Find Sum of Array Product of Magical Sequences
// Difficulty: Hard
// Tags: array, dp, math
//
// Approach: Use two pointers or sliding window technique
// Time Complexity: O(n) or O(n log n)
// Space Complexity: O(n) or O(n * m) for DP table

```

```
func magicalSum(m int, k int, nums []int) int {  
    }  
}
```

### Kotlin Solution:

```
class Solution {  
    fun magicalSum(m: Int, k: Int, nums: IntArray): Int {  
        }  
    }  
}
```

### Swift Solution:

```
class Solution {  
    func magicalSum(_ m: Int, _ k: Int, _ nums: [Int]) -> Int {  
        }  
    }  
}
```

### Rust Solution:

```
// Problem: Find Sum of Array Product of Magical Sequences  
// Difficulty: Hard  
// Tags: array, dp, math  
//  
// Approach: Use two pointers or sliding window technique  
// Time Complexity: O(n) or O(n log n)  
// Space Complexity: O(n) or O(n * m) for DP table  
  
impl Solution {  
    pub fn magical_sum(m: i32, k: i32, nums: Vec<i32>) -> i32 {  
        }  
    }  
}
```

### Ruby Solution:

```
# @param {Integer} m  
# @param {Integer} k  
# @param {Integer[]} nums
```

```
# @return {Integer}
def magical_sum(m, k, nums)

end
```

### PHP Solution:

```
class Solution {

    /**
     * @param Integer $m
     * @param Integer $k
     * @param Integer[] $nums
     * @return Integer
     */
    function magicalSum($m, $k, $nums) {

    }
}
```

### Dart Solution:

```
class Solution {
int magicalSum(int m, int k, List<int> nums) {

}
```

### Scala Solution:

```
object Solution {
def magicalSum(m: Int, k: Int, nums: Array[Int]): Int = {

}
```

### Elixir Solution:

```
defmodule Solution do
@spec magical_sum(m :: integer, k :: integer, nums :: [integer]) :: integer
def magical_sum(m, k, nums) do
```

```
end  
end
```

### Erlang Solution:

```
-spec magical_sum(M :: integer(), K :: integer(), NumS :: [integer()]) ->  
    integer().  
magical_sum(M, K, NumS) ->  
    .
```

### Racket Solution:

```
(define/contract (magical-sum m k nums)  
  (-> exact-integer? exact-integer? (listof exact-integer?) exact-integer?)  
  )
```