

# 2020 “Lenovo Cup” USST Campus Contest Solutions

University of Shanghai for Science and Technology

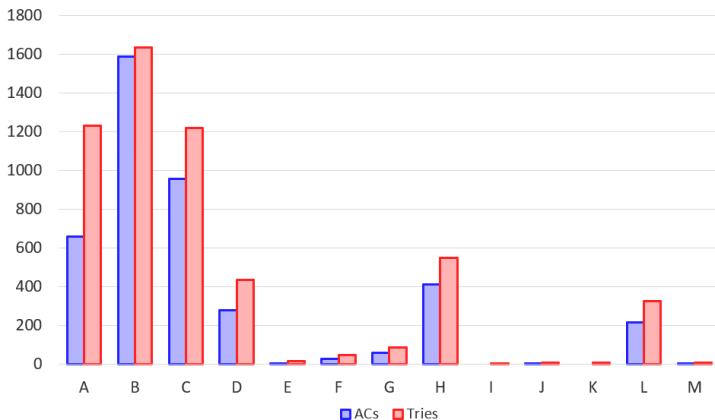
May 30, 2020

# Expected Difficulty

- Very Easy: ABC
- Easy: DHL
- Medium Easy: GEJM
- Medium Hard: FIK
- Hard: ?

# Problems and # of Participants Solved

A	B	C	D	E	F	G	H	I	J	K	L	M
661	1589	958	279	6	28	59	412	0	2	0	215	3



## B. Bamboo Leaf Rhapsody

- First solved: Xu BenQi 0:03 (+)
- Brief: You are given  $n$  points in 3D space, find the nearest point from  $(0, 0, 0)$ .
- The answer is  $\min_{1 \leq i \leq n} \{\sqrt{x_i^2 + y_i^2 + z_i^2}\}.$

# A. Archmage

- First solved: Gu YiZhen 0:04 (+)
- Brief: Archmage has  $n$  mana at most and can cost  $x$  mana to cast once per second and restore  $y$  mana once per second. How many times he can cast at most in  $m$  seconds?

## Observation

- $x + y \leq n$
- If  $x \leq y$ , he can cast every second.
- If  $x > y$ , all mana in the first  $m - 1$  seconds will not be wasted.
- So the answer is  $\min(\lfloor \frac{n+(m-1)y}{x} \rfloor, m)$ .

- First solved: Wu Ke 0:04 (+)
- Brief: You are given a paper which can write  $n$  characters at most and  $m$  words to write. The words written on the paper must be separated by 1 space. How many distinct words can be written on the paper?
- There may be duplicate words, so we can use `std::set` or something else to keep different words.
- After that, we can write the shorter words greedily.

# L. Lottery Tickets

- First solved: Zhang QingChuan 0:23 (+1)
- Brief: You have  $n$  numbers from 0 to 9, and there are  $c_i$  number  $i$ . Find the largest integer can be constructed which is a multiple of 4.
- Enumerate the last two digits of the answer.
- When the last two digits are determined, the largest integer is determined too.
- There may be some corner cases: single 0, 4 or 8, leading zeros...

- First solved: HexHexHex 0:34 (+2)
- Brief:  $n \times m$  matrix. Number in grid  $(i, j)$  will be added  $a_{i,j}$  every second.  $k$  operations. Each operation will add one column or one row to the sum, then truncate them to 0. Find the sum in the end.

## Observation

- The contribution of one grid is only determined by the last operation changed it.
- We can easily maintain the last time of the operation about row  $i$  or column  $j$ , denoted as  $r_i$  and  $c_j$ .
- So the last change of the grid  $(i, j)$  is at  $\max(r_i, c_j)$ .
- We can get the sum in  $O(n \times m + k)$ .



## D. Disaster Recovery

- First solved: Liu MingJie 0:22 (+1)
- Brief: You are given an undirected connected graph with  $n$  vertexes and  $m$  edges. The cost of an edge connected  $i$  and  $j$  is  $\text{Fib}_i + \text{Fib}_j$ . Find an MST which the largest degree of the vertex in the MST is minimized.

### Observation

- The cost of an edge may be very large.
- The sum of any two different terms of Fibonacci sequence is not equal.
- A well-known property: the costs of edges in the graph are different from each other, so the MST is unique.
- The size relation of an edge  $(x, y)$  is equivalent to the size relation of  $\text{pair}(\max(x, y), \min(x, y))$ .

- First solved: Lan TianLang 3:37 (+2)
- Brief: You are given an  $n \times m$  01 matrix. You are required to infer the matrix in 2000 queries at most. (Check the statement for more details)

## Observation

- Consider a  $2 \times 3$  matrix  $\begin{bmatrix} A_{1,1} & A_{1,2} & A_{1,3} \\ A_{2,1} & A_{2,2} & A_{2,3} \end{bmatrix}$ .
- We can infer if  $A_{1,2}$  equals to  $A_{2,2}$  by asking the whole  $2 \times 3$  matrix and two  $2 \times 2$  submatrixes.

- Ask each  $2 \times 2$  submatrix.  $((n - 1)(m - 1)$  queries)
- Each  $2 \times 3$ (or  $3 \times 2$ ) submatrix can get the information: two elements are equal or not.  $(nm - 5$  queries)
- Use one query 2 to ask any element not on the corner, then we can determine the whole matrix, except for the corner. (1 query)
- Use four queries 2 to ask the elements on the corner. (4 queries)
- Output the answer. (1 query)
- $(n - 1)(m - 1) + nm + 1$  queries is enough to determine the whole matrix. For  $n = m = 32$ , it equals to 1986.

## E. Eight Digital Games

- First solved: Gu YiZhen 1:25 (+2)
- Brief: There is a string consists of only numbers from 1 to 8. Each kind of inversion has its own cost. You can also change all  $x$  into  $y$ ,  $y$  into  $x$  at a specific cost. Minimize the total cost.
- All operations are actually mapping one permutation to another.
- There are few kinds of inversion. We can get the number of each kind of pair in  $O(8n)$ , so we can quickly count the cost of inversion after mapping.
- Consider each operation as an edge, each permutation as a vertex. We can get the cost of mapping with Dijkstra Algorithm.

- First solved: Ji XingLong 3:37 (+)
- Brief: Plant sugar cane on  $n \times m$  matrix. Sand block can be replaced with water block, but stone block cannot. Sugar cane can be planted on the grid adjacent to at least one water block. Construct a scheme that can plant the most sugar cane.

## Observation

- $m$  is small. This suggests that we can use dynamic programming.
- After the decision of line  $i$ , the number of sugar cane that can be planted depends on the status of line  $i - 1$  and line  $i - 2$ .
- The state of the last two lines can be abstracted into a ternary number.

- First solved: Dong Shi 2:08 (+9)
- Brief: Append numbers to the end of the sequence dynamically, calculate the sum of RMQ of all subintervals in the sequence every time. Your solution should be online.
- The range of  $n$  is very large. So we need a linear algorithm.
- Cartesian tree can help us to reduce the difficulty of thinking, but if we only know the monotone stack, we can also solve it.

## Observation

- Consider the number of times  $x$  in a position appears as the minimum value of the interval. Once a number larger than  $x$  is appended, the contribution of  $x$  will not change.
- When a number is appended, only the contribution of the number monotonically increasing from the end to the front will change.
- Use a monotone stack to maintain the numbers (It's actually the right most chain of Cartesian trees).

## K. K-Shift Array

- Brief: There is an array of length  $n$  and  $m$  operations. Each operation  $(l, r)$  will K-Shift the subinterval  $[l, r]$  or ask the sum of subinterval  $[l, r]$ . (Check the statement for more details)
- Consider the solution when  $k = 2$ .
- The K-Shift operation is equivalent to the swap of the numbers with odd index and the numbers with even index in the subinterval.
- Use two Splays(or Treaps) to maintain the odd index numbers and the even index numbers respectively.
- The K-Shift operation is actually the swap of two corresponding subtrees of two Splays.
- When  $k$  is not fixed, we need  $\text{lcm}(1, \dots, k)$  Splays(or Treaps).

## F. Fake Algorithm

- First solved: Lv YiQiang 0:36 (+)
- Brief: Divide integers into minimum number of groups so that integers in each group are coprime with each other. You should hack the greedy strategy by constructing the input.

### Observation

- The original problem can be easily reduced to the minimum coloring of graphs.
- Let each number correspond to a vertex. If two numbers are not coprime with each other, add an edge between them.
- The minimum coloring of the graph is the answer.



## F. Fake Algorithm

- Because the numbers can be repeated, the problem is much easier than our expectation.
- Repeat the sample  $k$  times is enough to pass.
- Bonus:
  - Try to find the input of distinct numbers.
  - Try to find the minimum size of the input for each  $k$ .

# I. Immortal Trees

- Brief: Calculate the number of spanning trees of  $n$  vertexes. There are some limitations: some vertexes have limitations of upper or lower degrees, and some edges must exist.

## Observation

- It's easy to think of the Prufer code.
- But some edges are fixed, so it is difficult to use the Prufer code directly.
- We might as well reduce each connected component to one vertex.
- Assuming that there are  $m$  distinct edges and they not form a circle, then  $n$  vertexes are divided into  $n - m$  connected component, equivalent to a  $n - m - 2$  long Prufer code.
- Try to use DP to solve it.

# I. Immortal Trees

- Let  $F_{i,j}$  be the number of plans that the first  $i$  connected components have used  $j$  positions in  $n - m - 2$  long Prufer code.
- It is easy to get

$$F_{i,j+k} = \sum_{k=0}^{n-m-2-j} \binom{n-m-2-j}{k} \times F_{i-1,j} \times g(i, k+1)$$

- where  $g(i, k+1)$  represents the number of plans that the  $i$ -th connected component has connected  $k+1$  edges to other connected components (regardless of fixed edges in this connected component).
- We find that  $g(i, k+1)$  is the same problem, so we can use another DP to calculate it.

# I. Immortal Trees

- Let  $G_{i,j,k,l}$  be the number of plans that the  $i$ -th connected component connects  $j$  edges to other connected components, where the first  $k$  vertices have used  $l$  edges.
- Let the size of the  $i$ -th connected component is  $sz_i$ , where the  $j$ -th vertex is  $p_{i,j}$ .
- Let  $L_i, R_i$  respectively represent the lower degree and the upper degree of the  $i$ -th vertex (after removing fixed edges).
- It is easy to get

$$G_{i,j,k,l+o} = \sum_{o=L_{p_{i,k}}}^{\min(R_{p_{i,k}}, j-l)} \binom{j-l}{o} \times G_{i,j,k-1,l}$$

- We have  $g(i, k+1) = G_{i,k+1,sz_i,k+1}$ .
- In a way, it's like a Knapsack problem.

# I. Immortal Trees

- Some corner cases:
- There are duplicate limitations.
- If the fixed edges happen to construct a complete tree, special judgment is needed.
- If there are circle in fixed edges, the answer must be 0.

Thank you for your participation.