Finding Correlated Pairs

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1 Input

The input is a list of 256-bit vectors, one per line, from stdin. Each vector is divided into four 64-bit parts; each part is store as a signed 64-bit integer. For example, the line

2948679682100370091 -6730236453359443949 9154238340659291137 2505149300205180166

gives the bit vector (here I am breaking into 4 lines for readability; the bits give a single total vector):

The very first line from stdin is an integer that represents the number of vectors that follow.

1.1 How Vectors Were Generated

Each bit of every vector is a 1 with probability 1/3, and a 0 with probability 2/3. These choices are made independently.

The correlated vector (we'll call it v_c for simplicity) is Pearson-correlated with another vector v. For each digit in v_c , with probability 7/8 we set it equal to the corresponding digit in v. With probability 1/8, the digit is set randomly—1 with probability 1/3, and 0 with probability 2/3. The Pearson-correlated vectors are much more likely to have a large number of 1s in common than two random vectors.

2 Correlation

We define the *similarity* of two vectors to be the number of 1s they have in common. We also call them *correlated*.

We guarantee that in each input instance, there is a single pair with similarity at least 70.

As an example, the following two vectors have similarity 93. If we find these two inputs in a file, we can safely output them as the correct answer.

- $-4256053852647568032\ 428569225130022555\ 28290711253190152\ -1687296419734591911$

3 Expected Output

The expected output on CodeJudge is the two indices of the correlated vectors on one line, with the lower index first.