# Algolab Tutorial #10

Exam Preparation Week I

- How to solve Algolab problems (meta-guidelines)

#### Course Outline

Introduction: course, problems, judge, forums 1 2 Dynamic programming, sliding window 3 Geometry & Algebra using CGAL 4 Graph representations & algorithms in BGL 5 Greedy, split & list 6 Network flow algorithms 7 Linear programming 8 Proximity structures 9 More network flow applications 10 11 EXAM PREPARATI 12 13 14 no tutorial on Dec 16

we are here

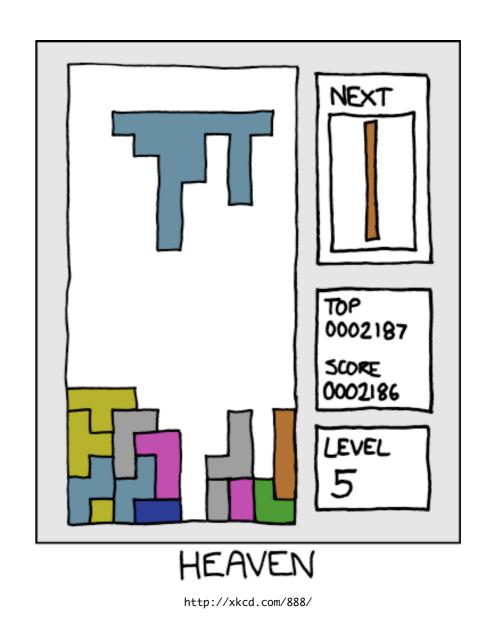
### Algolab.inf

Documentation is complete. Go and check it out! No solutions.

Configuration files, scripts, etc. are still evaluated and may be added or changed.

#### How to Solve Problems

- Know what to know/do
- Understand your task
- Find an appropriate model
- Design an efficient algorithm
- Implement that algorithm
- Avoid "stupid" mistakes



#### **Know What to Know**

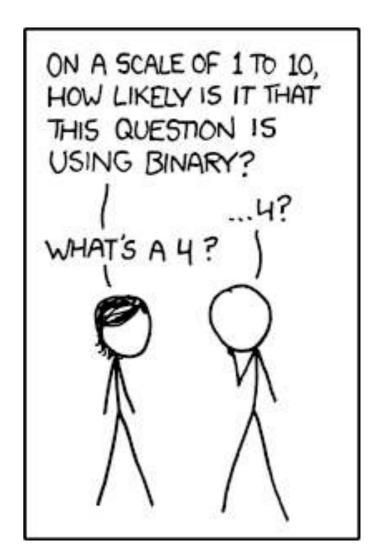
- Both the material from the tutorials and the collection of problems form the contents of this course.
- Key concepts, techniques, and skills were covered in the tutorials and/or practiced in a problem.
- Also meta skills such as time management play a role (practiced in PotWs).

#### **Know What to Know**

 We will not ask you to do something drastically different from what you have seen during the semester.

The problems from the exam preparation weeks give you a good idea of how problems in the exam may look like.

 If you use a data structure/ algorithm/technique that was not covered, you are most likely not solving the problem in a way we intended.



http://xkcd.com/953/

You take a risky path. If it works out, kudos to you for the original approach! If not ... you knew the risks ...

#### Understand Your Task

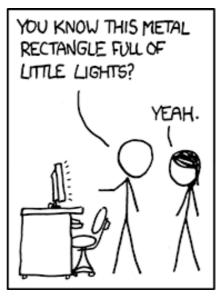
- Read the problem statement carefully.
- Read the problem statement again.

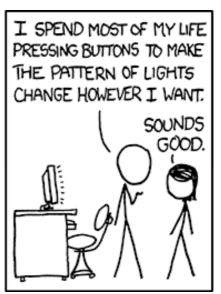
Make sure that you understand what is asked. Do not make any assumptions/interpretations that are not clearly supported by what is written.

- Check the provided example(s) and if they concur with your understanding. These examples are part of the problem description.
- If (and only if) you think the problem is not clearly stated, ask for a clarification in a "Message" on Code Expert.

Clarifications are not there to confirm your understanding. The answer will be: "The problem statement is clear." — unless the examiners agree it is not clear. If a clarification is needed, it will be sent to all students simultaneously.

=> Watch the messages on Code Expert!



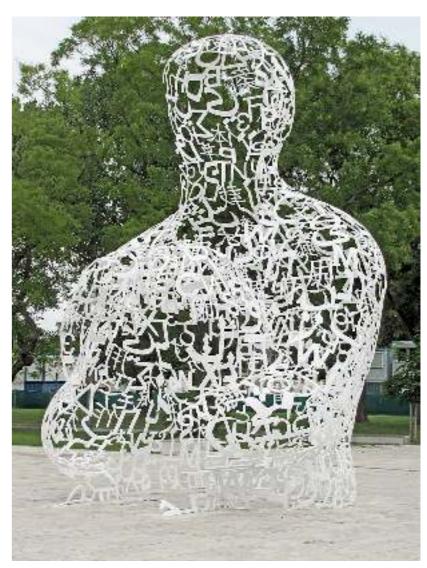




http://xkcd.com/722/

#### Find a Model

- Rephrase the problem in abstract/mathematical
  - **terms** (using terms like graph, vertex, edge, component, matching, point, line, matrix, relation, inequality, ..., rather than planes,
  - aliens, countries, or antennas).
- Sometimes this task is straightforward and sometimes there are choices to make.
- The goal is to get rid of the story and unveil the algorithmic problem.



Body of Knowledge (Jaume Plensa, 2010)

## Algorithm Design

- How can you attack this problem?
- Do not get caught in the story! Let yourself get inspired by what you know.

  Not on the story-level, but on the algorithmic level!
- Try to think about different alternatives:
   evaluate them briefly, which look promising?
   (LP, network flow, maximum matching, dynamic programming, Delaunay/Voronoi, minimum enclosing circle, greedy, sliding window, sorting, binary search, shortest paths, split&list, ...)
- Make a runtime analysis!
   Does your bound match the problem specification?

## Implementation

- Every problem can be solved with at most
   ~100 lines of well-written code.
- Use suitable data types for input/output processing and possible computations (precision vs. speed).
- Avoid premature optimizations.
- Practice helps a lot...

That's why this is a lab. The more you practice, the less likely it is that you run into a particular issue for the first time during the exam...



http://xkcd.com/1445/

### Time Management

- Look at all problems! The order of problems is random.

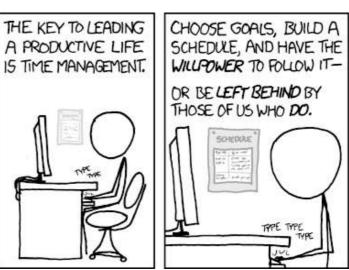
  There are no "easy" or "difficult" problems.
- Consider partial solutions. The exam problems are designed so that every student must be able to get >=60 points.
- Keep an eye on time and evaluate:
   How close are you to the solution?
- If you are stuck, consider alternative approaches

even better: consider alternatives before starting to work out details

or switch to another problem.

You can always come back later.

Practice helps...

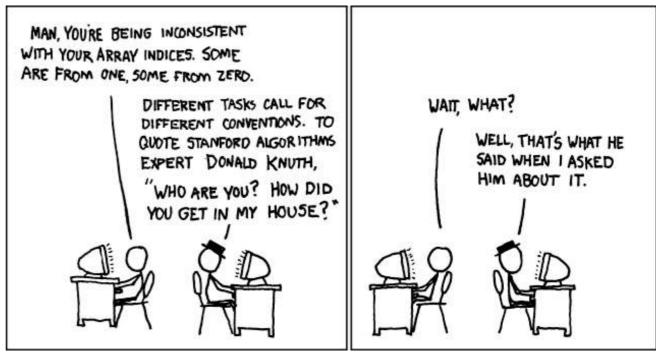




http://xkcd.com/874/

### Avoid "Stupid" Mistakes

- Submit to the right problem (correct link).
- Process all input correctly and efficiently.
- Read all input, even if the result is determined half the way along already.
- Rely on what you know rather than trying something for the first time
  - in the exam.
- Practice helps...



### Preparation

Go over all problems and note:

- What is the essence of the problem?
- Which techniques are needed to solve it?
- Why do these techniques work here?
- Why do other conceivable techniques not work?
- How long did I work to solve it? Where did I spend how much time? Where did I struggle most?

WHY ARE THERE MIRRORS ABOVE BEDS WHY IS THERE NOT A POKEMON MMO WHY ISTHERE LAUGHING IN WHY ARE THERE DOORS ON THE FREEWAY WHY ARENT THERE ANY COUNTRIES IN ANTARCTICA WHY ARE THERE SCARY SOUNDS IN MINECRAFT WHY IS THERE KICKING IN MY STOMACH WHY ARE THERE CELEBRITIES WHY ARE DUCKS CALLED DUCKS WHY ARE KYLE AND CARTMAN FRIENDS WHY IS THERE AN ARROW ON AANG'S HEAD THERE MUSTACHES ON CLOTHES

WHY ARE THERE MUSTACHES ON CARS

Y ARE THERE SLAVES IN

WHY ARE HATS SO EXPENSIVE WHY DO TWINS HAVE DIFFERENT FINGERPRINTS FWHY IS HTTPS OROSSED OUT IN RED WHY BOOKS HURT WHY ARE AMERICANS AFRAID OF DRAGONS WHY IS THERE A RED UNE THROUGH HTTPS ON FACEBOOK WHY IS HTTPS IMPORTAN

WHY ARE THERE SO MANY CROWS IN ROCHESTER, MIN

WHY AREN'T MY

ARMS GROWING

WHY ARE THERE SO MANY BIRDS IN OHIO SHIP SPACE BLACK WHY IS THERE SO MUCH RAIN IN OHIO WHY IS OUTER SPACE SO COLD WHY IS OHIO WEATHER SO WEIRD OF WHY IS NASA SHUTTING DOWN ID

WHY ARE THERE DEPENDENCE WHY ARE THERE TINY SPIDERS IN MY HOUSE

OF WHY ARE THERE HUGE SPIDERS IN MY HOUSE 코 WHY ARE THERE LOTS OF SPIDERS IN MY HOUSE TO WHY ARE THERE SPIDERS IN MY ROOM AWHY ARE THERE SO MANY SPIDERS IN MY ROOM

UHY IS PROGRAMMEN, SO HAND O WHY DO KNEES CLICK UHY IS PROGRAMMEN, SO HAND O WHY AREN'T THERE E GRADES WHY IS ISOLATION BAD WHY DO TREES DIE TO WHY DO BOYS LIKE ME WHY STHERE NO BOARD ON ON ON ON STHERE AWAYS A THAN UPDATE WHY AREN'T POKETION REAL WHY ARE THERE RED DOTS ON HY THIGHS TO WHY AREN'T BULLETS SHARP WHY IS LYING GOOD H



WHY ARE THERE **GHOSTS** 

WHY IS THERE AN OWL OUTSIDE MY WINDOW WHY IS THERE AN OWL ON THE DOLLAR BILL OWLS ATTACK PEOPLE

WHY ARE THERE TWO SPOOKS UNITED LIQUID IN MY EAR WHY DO Q TIPS FEEL GOOD Z

MY QUAIL LAYING EGGS WHY ARE ULTRASOUNDS IMPORTANT MY QUAIL EGGS HATCHING WHY IS STEALING WRONG

WHY AREN'T THERE GUNS IN HARRY POTTER

WHY DO GOOD PEOPLE DIE

THERE ANY FOREIGN MILITARY BASES IN AMERICA

WHY ARE THERE

SQUIRRELS

#### 3-Fold Problems

- Goal: practice modeling and algorithm design, i.e.,
   "How do I approach a problem?"
- Three "similar" problems: subtle differences in formulation make different strategies and techniques viable
- You work individually for 45min. Meeting closed, ask for "clarifications" on Code Expert.
- Then we reconvene at 17:XX and discuss possible solutions.