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Question 3:

First, let's differentiate all the monster by check $a_i \leq g_i$ or $a_i > g_i$
to list `strengthincrease[]` and `strengthdecrease[]`
It takes $O(N)$ time

Then just start from `strengthincrease[]`, its all monsters that can increase strength, to make sure Beat as many monsters as possible, hero be supposed to start from smaller a to higher a , it reduce hero's strength becomes to negative as far as possible before gaining g

So we sort `strengthincrease[]` from smaller a to higher a . it takes $O(N \log N)$ (N = length of list)

After that we move to `strengthdecrease[]`

In this case, there are only six ways,

1. defeat monster from smaller a to larger a

But for example we have

$S = 100$

$M1(a:45, g:40)$ and $M2(100:50)$

$M1$ first then $M2$ is infeasible

$100 - 45 + 40 < 100$

but it work $M2$ first then $M1$

$100 - 100 + 50 > 45$

So not satisfy

2. defeat monster from larger a to smaller a

Also a example

$S = 100$

$M1(a:80, g:20)$ $M2(70:60)$

$M1$ first then $M2$ is infeasible

$100 - 80 + 20 < 70$

but it work $M2$ first then $M1$

$100 - 70 + 60 > 80$

So not satisfy

3. defeat monster from smaller a-g to larger a-g

$S = 100$

M1(a:40,g:30) M2 (a:100,g:50)

M1 first then M2 is infeasible

$100-40+30 < 100$

but it work M2 first then M1

$100-100+50 > 40$

So not satisfy

4. defeat monster from larger a-g to smaller a-g

$S = 100$

M1(a:85,g:30) M2 (a:50,g:40)

M1 first then M2 is infeasible

$100-85+30 < 50$

but it work M2 first then M1

$100-50+40 > 85$

So not satisfy

5. defeat monster from smaller g to larger g

$S = 100$

M1(a:75,g:10) M2 (a:40,g:20)

M1 first then M2 is infeasible

$100-75+10 < 40$

but it work M2 first then M1

$100-40+20 > 75$

So not satisfy

6. defeat monster from smaller g to larger g

Because all of the others have counterexamples, so here we use small g to larger g to sort strengthdecrease[]

Totally it cost $O(N) + O(N \log N)$ (sort half N by smaller a and the other half by greater g)

So this algorithm is

First attack all the monsters with $a \leq g$ from smaller a to greater a

Then attack all the other monsters from greater g to smaller g

If hero can beat them all then there exist an algorithm,

Else there is no such ordering.

