

## [Testing DeepestPit]

### Candidate

E-mail:

### Session

ID: try7TB85B-P4W

Time limit: 60 min.

Report recipients: george@pligor.com

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□ Notes:

N/A

### Similarity Check

For paid accounts, all submissions are checked against improper behavior (similarity against other solutions).

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### Tasks in test

1 |  **DeepestPit**  
Submitted in: JavaScript

### Correctness

66%

### Performance

100%

### Task score

80%

### Test score

80%

80 out of 100 points

## 1. DeepestPit

Given an array of integers, find a bitonic sequence with maximal difference between the middle term and the first and the last terms.

## Task description

A non-empty zero-indexed array A consisting of N integers is given. A *pit* in this array is any triplet of integers (P, Q, R) such that:

- $0 \leq P < Q < R < N$ ;
- sequence  $[A[P], A[P+1], \dots, A[Q]]$  is strictly decreasing, i.e.  $A[P] > A[P+1] > \dots > A[Q]$ ;
- sequence  $[A[Q], A[Q+1], \dots, A[R]]$  is strictly increasing, i.e.  $A[Q] < A[Q+1] < \dots < A[R]$ .

The *depth* of a pit (P, Q, R) is the number  $\min\{A[P] - A[Q], A[R] - A[Q]\}$ .

For example, consider array A consisting of 10 elements such that:

```
A[0] = 0
A[1] = 1
A[2] = 3
A[3] = -2
A[4] = 0
A[5] = 1
A[6] = 0
A[7] = -3
A[8] = 2
A[9] = 3
```

Triplet (2, 3, 4) is one of pits in this array, because sequence  $[A[2], A[3]]$  is strictly decreasing ( $3 > -2$ ) and sequence  $[A[3], A[4]]$  is strictly increasing ( $-2 < 0$ ). Its depth is  $\min\{A[2] - A[3], A[4] - A[3]\} = 2$ . Triplet (2, 3, 5) is another pit with depth 3. Triplet (5, 7, 8) is yet another pit with depth 4. There is no pit in this array deeper (i.e. having depth greater) than 4.

Write a function:

```
function solution(A);
```

that, given a non-empty zero-indexed array A consisting of N integers, returns the depth of the deepest pit in array A. The function should return  $-1$  if there are no pits in array A.

For example, consider array A consisting of 10 elements such that:

```
A[0] = 0
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A[5] = 1
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A[7] = -3
A[8] = 2
A[9] = 3
```

the function should return 4, as explained above.

Assume that:

- N is an integer within the range  $[1..1,000,000]$ ;
- each element of array A is an integer within the range  $[-100,000,000..100,000,000]$ .

Complexity:

## Solution

Programming language used: JavaScript

Total time used: 2 minutes

Effective time used: 2 minutes

Notes: *not defined yet*

## Source code

Code: 21:48:38 UTC, js, final,  
score: 80

```
1 // you can write to stdout for debugging
  // purposes, e.g.
2 // console.log('this is a debug message');
3
4 function solution(array) {
5     var curDepth = -1
6     var goDeepDepth = -1
7
8     //var curTriplet: [number, number, number] =
9     [-1,-1,-1] //invalid
10    var curP = -1
11    var curQ = -1
12    var curR = -1
13    var curStep = -1
14
15    var bestDepth = -1
16    var bestP = -1
17    var bestQ = -1
18    var bestR = -1
19    var bestStep = -1
20
21    function makeCurrentPitBest() {
22        //console.log("makeCurrentPitBest")
23        //console.log(curR)
24
25        bestP = curP
26        bestQ = curQ
27        bestR = curR
28    }
29
30    var i = 0;
31
32    var current = function () {
33        return i in array ? array[i] : null
34    }
35
36    var next = function () {
37        return (i + 1) in array ? array[i + 1] :
38        null
39    }
40
41    function check() {
42        return (current() !== null) && (next() !==
43        null) && (typeof current() !== "undefined") && (typeof
44        next() !== "undefined")
45    }
46
47    function skipRemainingInClimbing() {
48        while (check() && (current() < next())) {
49            i = i + 1
50        }
51    }
52
53    function goDeep() {
54        curP = i
55
56        while (check() && (current() > next())) {
```

- expected worst-case time complexity is  $O(N)$ ;
- expected worst-case space complexity is  $O(N)$ , beyond input storage (not counting the storage required for input arguments).

Elements of input arrays can be modified.

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```

54         i = i + 1
55     }
56
57     curQ = i
58     //console.log(curQ)
59
60     //console.log(array[curP])
61     //console.log(array[curQ])
62
63     return curP === curQ ? -1 : array[curP] -
array[curQ]
64 }
65
66 //suppose you have the go deep depth
67 function climb() {
68     curDepth = -1
69
70     //console.log("curP: " + curP)
71     //console.log("curQ: " + curQ)
72     //console.log("current: " + current())
73     //console.log("next: " + next())
74
75     var qValue = array[curQ]
76
77     while (check() && (current() < next())) {
78         //console.log("mpainw")
79         //console.log("curDepth")
80         //console.log(curDepth)
81
82         curDepth = next() - qValue
83
84         i = i + 1
85
86         if (curDepth >= goDeepDepth) {
87             curDepth = goDeepDepth
88             break;
89         }
90     }
91
92     skipRemainingInClimbing()
93
94     curR = i
95
96     return curQ === curR ? -1 : curDepth
97 }
98
99 var len = array.length
100
101 while (true) {
102     goDeepDepth = goDeep()
103
104     curDepth = climb()
105
106     /*if (goDeepDepth > bestDepth) {
107         bestDepth = goDeepDepth
108         makeCurrentPitBest()
109
110         skipRemainingInClimbing()
111     } else {
112         curDepth = climb()
113
114         if (curDepth > bestDepth) {
115             bestDepth = curDepth
116             makeCurrentPitBest()
117         }
118     }*/
119
120     if (curDepth > bestDepth) {
121         bestDepth = curDepth
122         makeCurrentPitBest()
123     }
124
125     curStep = Math.min(curQ - curP, curR -
curQ)
126
127     if (curStep > bestStep) {
128         bestStep = curStep
129     }
130
131     //console.log("curR: " + curR)
132
133     if (((bestStep * 2) >= (len - curR + 1))
|| //it is not the best depth it count something
else
134         (i + 1 == len)) {
135         break;
136     }
137
138     //i = i + 1

```

```
139 |         //break;
140 |     }
141 |
142 |     //console.log(goDeepDepth)
143 |
144 |     //console.log(bestP)
145 |     //console.log(bestQ)
146 |     //console.log(bestR)
147 |
148 |     return bestDepth;
149 |     /*//goDeep()
150 |     console.log(goDeepDepth)
151 |     console.log(i)
152 |
153 |     climb()
154 |     console.log(i)
155 |
156 |     console.log(curP)
157 |     console.log(curQ)
158 |     console.log(curR)
159 |     console.log(curDepth)*/
160 | }
```

Analysis summary

The following issues have been detected: timeout errors.

Analysis

Detected time complexity:  
**O(N)**

Example tests	
example	✓
example test	OK
Correctness tests	
extreme_no_pit	✓
small test cases	OK
extreme_depth	✗
TIMEOUT ERROR running time: >11.00 sec., time limit: 8.00 sec.	
simple1 no pit	✗ TIMEOUT ERROR running time: >11.00 sec., time limit: 8.00 sec.
simple2 one pit	✓ OK
user user-defined test case	✓ OK
simple3 'vulcano' shape	✓ OK
retries retries	✗ TIMEOUT ERROR running time: >11.00 sec., time limit: 8.00 sec.
medium1 medium correctness test	✓ OK
medium_pit medium test one pit	✓ OK
Performance tests	
large_pit_1 large test one pit 1	✓ OK
large_pit_2 large test one pit 2	✓ OK
big_pit_1	✓

big test one pit 1	OK
big_pit_2	✓
big test one pit 1	OK
big3_1	✓
large random test	OK
big3_2	✓
big random test	OK