Competitive Programming Team: AB IdeaLab at Fall Activities Fair

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Description 1

Hello prospective IdeaLab Competitive Programming Team (CPT) member!

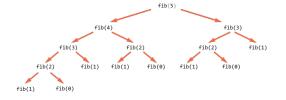
This year is AB's first year competing in the American Computer Science League (ACSL) competition! As you will see with the three samples on the back page, the problems are an interesting mix between Math and Computer Science and cover topics such as:

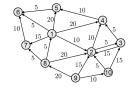
- Recursion (see Figure 1 and Problems 2 and 4)
- Graph Theory (see Figure 2)
- Computer Number Systems (see Problem 3)
- Data Structures

If you would like to collaborate with others, learn how to solve these and similar problems, and enter the world of Competitive Programming, come to IdeaLab's first meeting, September 21, 2018 in the SYSCO lab¹ at 3:00 PM.

The only pre-requisites are a love for solving problems and an open mind. We value these **more** than prior experience coding (as we'll be teaching basic coding skills on an ad-hoc basis).

Represent AB, join an inclusive and caring team, and learn a ton in our first year competing in ACSL!





made to the Fibonacci function.

Figure 1: A tree representing the recursive calls Figure 2: A graph theoretic representation of nodes, directed edges, and weights.

¹Location: Upper West, near math department center

2 Easy Problem

Find f(-1):

$$f(x) = \begin{cases} x - f(x+1) & \text{if } x < 3\\ f(2x) & \text{if } 3 \le x < 5\\ x + 1 & \text{otherwise} \end{cases}$$

Your Answer:

3 Medium Problem

Let n be any positive base 10 integer from 1 to 2^{12} inclusive. Let S(n) be the number of 1's in the binary representation of n. Find the number of possible n's such that S(n) - S(n+1) = 3.

Your Answer:

4 Hard Problem

Ackerman's function is defined as:

$$A(x,y) = \begin{cases} y+1 & \text{if } x = 0\\ A(x-1,1) & \text{if } x \neq 0 \text{ and } y = 0\\ A(x-1,A(x,y-1)) & \text{if } x \neq 0 \text{ and } y \neq 0 \end{cases}$$

Find A(3,4).

Your Answer: