

Bergen Open 2019

Solution Slides

November 2, 2019



UNIVERSITY OF BERGEN

The Jury

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Special thanks:



- Greg Hamerly (Kattis)
- Kirill Simonov (for testing problems)

Howl



- Problem summary: Give a longer howl than Fenrir. Howl must follow given rules.
- Algorithms:
 - `print("A"*(len(input())) + "WHO")`
 - `print(input() + "O")`

- Runtime: $O(n)$

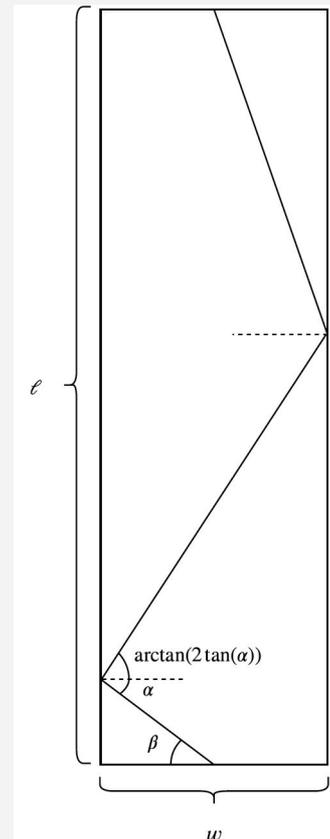
Climbing stairs



- Problem summary: How many steps are we required to walk each day in order to participate in the staircase cup
- Algorithm:
 - We can always postpone registering to the last possible moment
 - Therefore we will first go to our office, then register at the end of day, then go home
 - If we don't have enough steps when we get to the registration office, pad the number of steps until we have enough, going two steps at a time
 - `print (max(n, k + abs(r-k)) + r + (1 if n%2 != r%2 and n > k + abs(k-r) else 0))`
- Runtime: $O(1)$

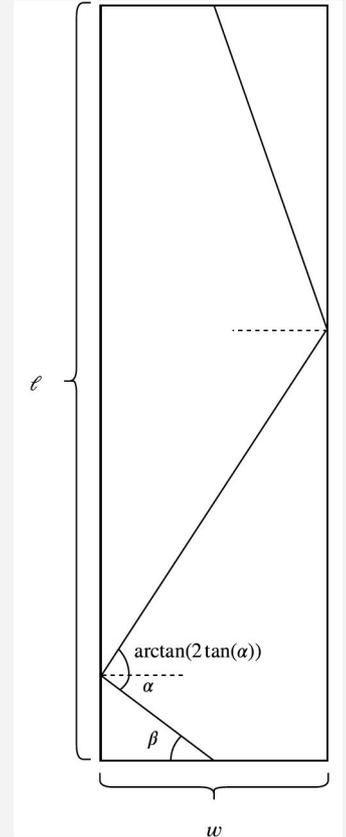
Fence bowling

- Problem summary: Determine angle such that you hit strike after k bounces.
- Algorithm 1:
 - Binary search on angle β
 - For each guess, simulate bounces
- Runtime: $O(k \log(1/\epsilon))$



Fence bowling

- Problem summary: Determine angle such that you hit strike after k bounces.
- Algorithm 2:
 - Observe: the triangle before a bounce is half as “long” (along the centre line) as the triangle after the bounce.
 - There are k pairs of right triangles (following the path from centre line, to side rail, back to centre line), each pair twice as long as the previous pair.
 - Let the first pair of triangles “stretch” a length x . Then total length $L = x + 2x + \dots + 2^{k-1}x$
 - Hence, $x = L / (2^k - 1)$
 - Answer is $\arctan(L / (2^k - 1) / 3 / (w / 2))$
- Runtime: $O(1)$



Bus Ticket



- Problem summary: Decide when to buy single tickets and when to buy period tickets, such that the total cost is minimized.
- Dynamic programming
 - Create array $dp[n]$
 - Define $dp[i]$ to be minimum cost to purchase the trips $0\dots i$
 - Base case: $dp[0]$ is price of single ticket (or period ticket, if this is cheaper)
 - Recursive case: $dp[i]$ is the minimum of
 - buying a single ticket for the last trip: $dp[i-1] + \text{price of single trip}$
 - buying a period ticket for the last trip: $dp[j] + \text{price of period ticket}$, where j is the latest trip for which a period ticket can not cover both trip j and trip i .
- Runtime: $O(n^2)$

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- Runtime: ~~$\Theta(n^2)$~~ $O(n \log n)$ (with binary search to find j)

Bus Ticket



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- Dynamic programming
 - Create array $dp[n]$
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- Runtime: ~~$\Theta(n^2)$~~ ~~$\Theta(n \log n)$~~ $O(n)$ (with sliding pointer to find j)

Author: Torstein Strømme

First solved: 01:36

Solved by: 1 team

Alehouse



- Problem summary: During which time interval of length k can you meet the most different people in the alehouse?
- What if interval has length 0?
 - For each person, make two events: Arrival and departure.
 - Sort all events (sort arrivals before departures)
 - $\text{count} = 0$
 - for each event in events:
 - if event is arrival, $\text{count}++$
 - if event is departure, $\text{count}--$
 - Remember maximum value of count

Alehouse



- Problem summary: During which time interval of length k can you meet the most different people in the alehouse?
- What if interval has length 0?
 - Can solve in time $O(n \log n)$
- Observation:
 - You stay for k seconds \Leftrightarrow You stay for 0 seconds, everyone else stays for k seconds longer

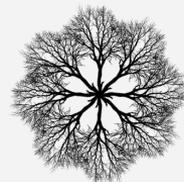
- Runtime: $O(n \log n)$

Great GDP



- Problem summary: Find the connected subtree containing the root with the largest gdp per capita
- Algorithm:
 - If the root has the largest gdp per capita we can simply select the root
 - Otherwise some other vertex v has largest gdp per capita
 - Every solution which includes v must also include $\text{parent}[v]$
 - Merge v and $\text{parent}[v]$
 - Can use union-find to keep track of gdp, population and parent
 - Use a priority queue to quickly find the vertex with highest gdp per capita
- Runtime: $O(n \log n)$

Equilibrium



- Problem summary: Find the order of vertices which minimizes imbalance
- Algorithm:
 - There exists an ordering where every vertex with even degree has imbalance 0, and every vertex with odd degree has imbalance 1
 - Pick a vertex as the root, and distribute its children evenly on either side
 - Disjoint subtrees will not interfere with each other, so we can assume the vertices from each subtree are contiguous in the optimal ordering
 - Recursively find the order of each subtree

- Runtime: $O(n)$

Killing Chaos



- Problem summary: Figure out the maximum chaos according to the rules
- Rules: chaos = # of train segments * sum(round up to closest 10 the # of passengers in each segment)
- Naive algorithm:
 - Simulate the process
 - Keep an array which keeps track of whether each wagon is killed
 - Each time a wagon is blown up, recalculate the chaos
- Runtime: $O(n^2)$

Killing Chaos



- Problem summary: Figure out the maximum chaos according to the rules
- Rules: chaos = # of train segments * sum(round up to closest 10 of passengers in each segment)
- Better algorithm:
 - Simulate the process *backwards*
 - Use union-find to keep track of how many passengers in each segment
 - Keep track of number of segments, and the “base chaos” (before multiplication with number of segments)
- Runtime: $O(n \log^* n)$

Killing Chaos



- Problem summary: Figure out the maximum chaos according to the rules
- Rules: chaos = # of train segments * sum(round up to closest 10 of passengers in each segment)
- Another good algorithm:
 - Keep a sorted set (binary search tree) which contains train segments (lower bound, upper bound, # of people)
 - Keep track of number of segments, and the “base chaos” (before multiplication with number of segments)
 - When a coach is killed, remove corresponding segment from sorted set (found in $\log(n)$ time), and add back smaller segments if necessary.
- Runtime: $O(n \log n)$

Jane Eyre



- Problem summary: Given that Anna always reads in her books in alphabetical ASCII order, when will she (at the earliest) finish reading Jane Eyre? Books arrive as time goes.
- Simulation
 - Let time be 0
 - Pick the earliest book from priority queue sorted by ASCII order; read it and update time
 - Receive all new books that arrive at current time or earlier, put those in priority queue (use sliding pointer)
 - Repeat until Jane Eyre is read
- Runtime: $O(n \log n)$

Jane Eyre



- Problem summary: Given that Anna always reads in her books in alphabetical ASCII order, when will she (at the earliest) finish reading Jane Eyre? Books arrive as time goes.
- Alternative simulation
 - Ignore all books after Jane Eyre in ASCII alphabet
 - Sort books by arrival time
 - Read the books, track the time; continue until the next book arrives after the current time
 - Return current time + time to read Jane Eyre
- Runtime: $O(n \log n)$

Ice cream



- Problem summary: Produce as much chocolate ice cream as possible
- Algorithm:
 - We want to compute the maximum amount of flow (W) from c and v to f , such that the flow from the chocolate tank c is equal to the flow from the vanilla tank v .
 - Convert into a standard max flow problem by binary search for the answer
 - Add a super-source with pipes to c and v that each have capacity g (half the guessed flow)
 - It is possible the optimal solution uses half integral amounts of each ingredient
 - Implement using your favourite max-flow algorithm (e. g. Edmund's Karp)
- Runtime: $O(nm^2 \log W)$

Drive safely



- Problem summary: Given a polyline describing a road, place speed signs such that travel time by travelling legally is as small as possible.
- Some basic geometry to find angles and distances
- Dynamic programming:
 - Two tables: $dp_a[n][k]$ and $dp_b[n][k]$
 - Define $dp_a[i][j]$ = Minimum time required to travel to (just before) point i using j or less speed signs
 - Define $dp_b[i][j]$ = Minimum time required to travel to (just after) point i using j or less speed signs
 - At location i , check every possible location for the previous speed sign
- Runtime: $O(n^2k)$

Statistics

- Number of teams: 12
- Number of participants: 30
- Number of submissions: 180
- Number of accepted submissions: 35
- First accepted submission: 00:07:54 (Howl)
- Last accepted submission: 04:51:02 (Jane Eyre)
- Number of commits to problem repository: 164

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