

Hong Kong Olympiad in Informatics 2007

Senior Question 3

SOS

Hackson Leung

13th January, 2007

Statistics

Hong Kong
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2007
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Disappointing

Statistics

Problem
Description

Naïve Solution

50% Solution

70% Solution

100% Solution

Special Note

Statistics

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70% Solution

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Special Note

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HKOI 2007 Senior Q3 Statistics

Statistics

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Disappointing

HKOI 2007 Senior Q3 Statistics

Max : 100

Disappointing

HKOI 2007 Senior Q3 Statistics

Max : 100

#Max : 3

Statistics

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HKOI 2007 Senior Q3 Statistics

Max : 100
#Max : 3
Min : 0

Statistics

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HKOI 2007 Senior Q3 Statistics

Max : 100
#Max : 3
Min : 0
Mean : 28.627

Statistics

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Max : 100
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Min : 0
Mean : 28.627
Mode : 10

Statistics

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HKOI 2007 Senior Q3 Statistics

Max : 100
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Min : 0
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Mode : 10
Std. Dev. : 30.423

Statistics

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Max : 100
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orz

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Special Note

- Given a $N \times M$ characters map, each character can be a brick or a space

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Special Note

- Given a $N \times M$ characters map, each character can be a brick or a space
- You can rotate each row to right or to left

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Special Note

- Given a $N \times M$ characters map, each character can be a brick or a space
- You can rotate each row to right or to left
- Find the minimum number of rotation such that there exists at least one column of N spaces

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Special Note

- Asking for combinations

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Special Note

- Asking for combinations
- Asking for optimal solution

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Special Note

- Asking for combinations
- Asking for optimal solution
- Exhaustion!?

Naïve Implementation

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Special Note

Naïve Implementation

Naïve Implementation

Algorithm exhaustion(ROW, STEP)

Mark this configuration as *visited*

if ROW = N and *At least one column has N spaces* then

 Answer = Min(Answer, STEP)

else

 While True do

Rotate ROW to left

 if current configuration is not *visited* then

 Exhaustion(ROW+1, STEP+Number_of_Left_Rotation)

 else

 break

Return to original configuration

 {*Do the same for Right Rotation*}

Naïve Implementaion (Continued)

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Naïve Implementaion (Continued)

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■ Clumsy

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Naïve Implementaion (Continued)

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Special Note

- Clumsy
- Risk of TLE

Naïve Implementaion (Continued)

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Statistics

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Special Note

- Clumsy
- Risk of TLE
- When you were implementing this, probably you can think of 50% Solution

Observation 1

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Observation 1

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Special Note

1 No need to search for all possible combinations

Observation 1

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Special Note

- 1 No need to search for all possible combinations
- 2 One row can have at most M different configurations

Observation 1

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Special Note

- 1 No need to search for all possible combinations
- 2 One row can have at most M different configurations
- 3 For each character, we should know the number of minimum rotation made to “pull” a space to that position

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Special Note

- 1 No need to search for all possible combinations
- 2 One row can have at most M different configurations
- 3 For each character, we should know the number of minimum rotation made to “pull” a space to that position
- 4 Then we can find the minimum rotation by comparing the sum

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- 1 No need to search for all possible combinations
- 2 One row can have at most M different configurations
- 3 For each character, we should know the number of minimum rotation made to “pull” a space to that position
- 4 Then we can find the minimum rotation by comparing the sum
- 5 If one level is rotated to left K times, it is equivalent to rotate to right $(M - K) \bmod M$ times

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Special Note

50% Solution - Implementation

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50% Solution

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Special Note

50% Solution

Algorithm 50% Solution

$\text{MinRotation}[][] \leftarrow \infty$

$\text{MinRotation}[x][y] \leftarrow 0$ // $\exists x, y \rightarrow (x, y)$ is a space

for each character (r, c) do

if (r, c) is a space then

for $i \leftarrow 1$ to $M - 1$ do

Update MinRotation at (r, c) rotates to left i times with i

Update MinRotation at (r, c) rotates to right i times with i

$$\text{Answer} \leftarrow \min_{1 \leq i \leq M} \left\{ \sum_{j=1}^N \text{MinRotation}[j][i] \right\}$$

50% Solution - Implementation (Continued)

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Special Note

50% Solution - Implementation (Continued)

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- Easy to implement

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Naïve Solution

50% Solution

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Special Note

50% Solution - Implementation (Continued)

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Statistics

Problem
Description

Naïve Solution

50% Solution

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Special Note

- Easy to implement
- Reduce memory usage

50% Solution - Implementation (Continued)

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Statistics

Problem
Description

Naïve Solution

50% Solution

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100% Solution

Special Note

- Easy to implement
- Reduce memory usage
- But still, it is not efficient enough to get 100% score

50% Solution - Implementation (Continued)

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Statistics

Problem
Description

Naïve Solution

50% Solution

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Special Note

- Easy to implement
- Reduce memory usage
- But still, it is not efficient enough to get 100% score
- Runtime Complexity: $\mathcal{O}(NM^2)$

Observation 2

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Special Note

Observation 2

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Statistics

Problem
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Special Note

- 1 The bottleneck is “How to find the nearest space to an element” efficiently

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Statistics

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Special Note

- 1 The bottleneck is “How to find the nearest space to an element” efficiently
- 2 Consider no rotating stuff first

Observation 2

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Statistics

Problem
Description

Naïve Solution

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Special Note

- 1 The bottleneck is “How to find the nearest space to an element” efficiently
- 2 Consider no rotating stuff first
 - Let P be a list storing the position of spaces in a row

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Statistics

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Special Note

- 1 The bottleneck is “How to find the nearest space to an element” efficiently
- 2 Consider no rotating stuff first
 - Let P be a list storing the position of spaces in a row
 - e.g. bbsbsbbsbs

Observation 2

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- 1 The bottleneck is “How to find the nearest space to an element” efficiently
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 - Let P be a list storing the position of spaces in a row
 - e.g. bbsbsbbsbs
 - $P = \{3, 5, 8, 10\}$

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- 2 Consider no rotating stuff first
 - Let P be a list storing the position of spaces in a row
 - e.g. bbsbsbbsbs
 - $P = \{3, 5, 8, 10\}$
 - I want to know where is the nearest space with respect to the 6th element

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 - e.g. bbsbsbbsbs
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 - I want to know where is the nearest space with respect to the 6th element
 - 3? 5? 8? 10?

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 - Let P be a list storing the position of spaces in a row
 - e.g. bbsbsbbsbs
 - $P = \{3, 5, 8, 10\}$
 - I want to know where is the nearest space with respect to the 6th element
 - 3? 5? 8? 10?
 - Obviously P is sorted

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 - 3? 5? 8? 10?
 - Obviously P is sorted
- 3 *Binary Search* can be applied

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- 2 Consider no rotating stuff first
 - Let P be a list storing the position of spaces in a row
 - e.g. bbsbsbbsbs
 - $P = \{3, 5, 8, 10\}$
 - I want to know where is the nearest space with respect to the 6th element
 - 3? 5? 8? 10?
 - Obviously P is sorted
- 3 *Binary Search* can be applied
- 4 How to deal with rotating stuff?

70% Solution - Implementation

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Special Note

70% Solution - Implementation

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Special Note

70% Solution - Implementation

Algorithm 70% Solution

$\text{MinRotation}[][] \leftarrow \infty$

$\text{MinRotation}[x][y] \leftarrow 0 \quad // \exists x, y \rightarrow (x, y) \text{ is a space}$

for each character (r, c) do

Update $\text{MinRotation}[r][c] \leftarrow \text{lower_bound}(P, c)$

$$\text{Answer} \leftarrow \min_{1 \leq i \leq M} \left\{ \sum_{j=1}^N \text{MinRotation}[j][i] \right\}$$

70% Solution - Implementation

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$$\text{Answer} \leftarrow \min_{1 \leq i \leq M} \left\{ \sum_{j=1}^N \text{MinRotation}[j][i] \right\}$$

lower_bound is a binary search function that returns the first position where value could be inserted without violating the ordering. (Ref.: http://www.sgi.com/tech/stl/lower_bound.html)

70% Solution - Implementation (Continued)

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Special Note

70% Solution - Implementation (Continued)

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- A bit easier to implement

Statistics

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Special Note

70% Solution - Implementation (Continued)

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Special Note

- A bit easier to implement
- Much efficient

70% Solution - Implementation (Continued)

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Special Note

- A bit easier to implement
- Much efficient
- Runtime Complexity: $\mathcal{O}(NM \lg M)$
Note: $2^x = y \rightarrow x = \lg y$

70% Solution - Implementation (Continued)

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Special Note

- A bit easier to implement
- Much efficient
- Runtime Complexity: $\mathcal{O}(NM \lg M)$
Note: $2^x = y \rightarrow x = \lg y$
- However, if M is sufficiently large, it will still risk TLE

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1 Still considering no rotation stuff

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Special Note

- 1 Still considering no rotation stuff
 - If we know $\text{MinRotation}[\alpha]$, we can consider $\text{MinRotation}[\alpha + 1]$ immediately.

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Special Note

1 Still considering no rotation stuff

- If we know $\text{MinRotation}[\alpha]$, we can consider $\text{MinRotation}[\alpha + 1]$ immediately.
- Suppose we know $\text{MinRotation}[\alpha]$ corresponds to the space located at $P[\beta]$ which is on its left, then $\text{MinRotation}[\alpha + 1]$ can be determined by one of the two “neighbouring” spaces.

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- Suppose we know $\text{MinRotation}[\alpha]$ corresponds to the space located at $P[\beta]$ which is on its left, then $\text{MinRotation}[\alpha + 1]$ can be determined by one of the two “neighbouring” spaces.
- $\alpha + 1 > P[\beta + 1] \Rightarrow \text{MinRotation}[\alpha + 1] = \min(|\alpha + 1 - P[\beta + 1]|, |\alpha + 1 - P[\beta + 2]|)$
- Otherwise,
 $\text{MinRotation}[\alpha + 1] = \min(|\alpha + 1 - P[\beta]|, |\alpha + 1 - P[\beta + 1]|)$

Observation 3

1 Still considering no rotation stuff

- If we know $\text{MinRotation}[\alpha]$, we can consider $\text{MinRotation}[\alpha + 1]$ immediately.
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- Otherwise,
 $\text{MinRotation}[\alpha + 1] = \min(|\alpha + 1 - P[\beta]|, |\alpha + 1 - P[\beta + 1]|)$

2 How about when $P[\beta] > \alpha$?

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 - Otherwise,
 $\text{MinRotation}[\alpha + 1] = \min(|\alpha + 1 - P[\beta]|, |\alpha + 1 - P[\beta + 1]|)$
- 2 How about when $P[\beta] > \alpha$?
- 3 Rotation stuff?!?!?

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- Otherwise,
 $\text{MinRotation}[\alpha + 1] = \min(|\alpha + 1 - P[\beta]|, |\alpha + 1 - P[\beta + 1]|)$

2 How about when $P[\beta] > \alpha$?

3 Rotation stuff?!?!

4 Much much faster

Observation 3

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Statistics

Problem
Description

Naïve Solution

50% Solution

70% Solution

100% Solution

Special Note

- 1 Still considering no rotation stuff
 - If we know $\text{MinRotation}[\alpha]$, we can consider $\text{MinRotation}[\alpha + 1]$ immediately.
 - Suppose we know $\text{MinRotation}[\alpha]$ corresponds to the space located at $P[\beta]$ which is on its left, then $\text{MinRotation}[\alpha + 1]$ can be determined by one of the two “neighbouring” spaces.
 - $\alpha + 1 > P[\beta + 1] \Rightarrow \text{MinRotation}[\alpha + 1] = \min(|\alpha + 1 - P[\beta + 1]|, |\alpha + 1 - P[\beta + 2]|)$
 - Otherwise,
 $\text{MinRotation}[\alpha + 1] = \min(|\alpha + 1 - P[\beta]|, |\alpha + 1 - P[\beta + 1]|)$
- 2 How about when $P[\beta] > \alpha$?
- 3 Rotation stuff?!?!?
- 4 Much much faster
- 5 Runtime Coimplexity?

Special Note

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Special Note

During Competition:

- 1 Don't use `cin` and `cout`!
- 2 Avoid using standard `string` and single character input.

Special Note

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Special Note

During Competition:

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In HKOI Online Judge:

- 1 Time Limit is changed to 1 second
- 2 Input may critically affecting the runtime if you use an improper way.
- 3 Never use too much memory (Why?)
- 4 HKOI Online Judge only accept the best solution.
Don't try to submit every solution you've written.