

T163 – Model Answer II

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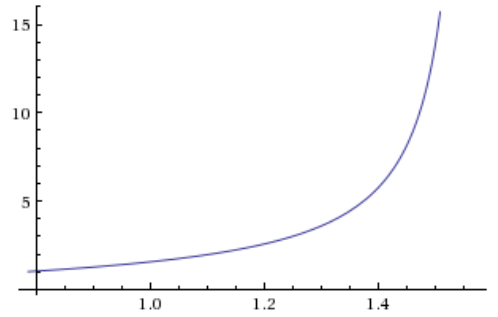
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Background

- ▶ This is partly based on a real story of two students during ICT class
- ▶ Every year we have students who score less than the expected score (6.25) in HKOI Heat Event
 - ▶ Lowest score this year: Junior = 3, Senior = 2

Scoring

- ▶ **tan** gives a steep vertical curve near 90 degrees
- ▶ When $s = 25000$, $(s + 80000) / 362500 = 0.290$
- ▶ As s approaches 100000, $(s + 80000) / 362500$ approaches 0.5
- ▶ The region between 52.31 deg to 89.38 deg is used
- ▶ Take root that depends on p



$$x = \min\left(100, 36 \times (p+1)^{0.8} \sqrt{\tan \frac{(s+80000)\pi}{362500}} - 28\right)$$

Strategy 0 (p = 0)

- ▶ Instead of trying C, try ABCD evenly
- ▶ p = 0, s = 25000, x = 18.307
- ▶ Great deal!

```
12 void exam() {  
13     for (int i = 0; i < 2500; i++) {  
14         for (int j = 0; j < 10; j++) answer('A');  
15         for (int j = 0; j < 10; j++) answer('B');  
16         for (int j = 0; j < 10; j++) answer('C');  
17         for (int j = 0; j < 10; j++) answer('D');  
18     }  
19 }
```

Strategy 1A ($p \leq 40$)

- ▶ Find out the model answers with as few incorrect answers as possible
- ▶ After that, you will get all correct for the remaining questions
- ▶ For the first 10 questions, answer(A) and score()
 - ▶ If the score increased for the question, that question's answer is A
- ▶ For the next 10 questions, (if not A) answer(B) and score()
 - ▶ If the score increased for the question, that question's answer is B
- ▶ Repeat for C and D
- ▶ Worst case $p = 40$, $s = 99970$, $x = 17.343$ (input = DDDDDDDDDDD)

Randomization

- ▶ You may attempt to increase the score of a strategy by not guessing in the same order for every question
- ▶ Example: DBCA for question 1, BCDA for question 2...

```
char t[4][11] = {"DBDABCDABD", "BCACCDABCA", "CDBBDABCDC", "AACDABCDAB"};  
//char t[4][11] = {"AAAAAAAAAA", "BBBBBBBBBB", "CCCCCCCCC", "DDDDDDDDDD"};
```

- ▶ When $p = 31$, $s = 99979$, $x = 19.717 (+2.374)$
- ▶ Is this effective?
- ▶ However, with the 1000 test cases, the chance of encountering a bad case (not necessary worst) is very high
- ▶ Implemented randomized: $p = 37$, $s = 99973$, $x = 18.009 (+0.666)$

Strategy 2B (p = 10)

- ▶ Answering known answer instead of X will result in fewer incorrect answer
- ▶ For example, when figuring out the answer for the 3rd question, we can answer the correct answer for questions 1 and 2 for all 6 rounds
- ▶ p = 10, s = 99670, x = 39.602

D	A	C	A	B	X	X	X	X	X
D	A	C	A	C	X	X	X	X	X
D	A	C	A	C	X	X	X	X	X
D	A	C	A	D	X	X	X	X	X
D	A	C	A	D	X	X	X	X	X
D	A	C	A	D	X	X	X	X	X

p	s	x
0	25000	18.307
40	99970	17.343
30	99970	20.043
10	99400	38.054
10	99670	39.602

Strategy 3A (p = 5)

- ▶ Instead of figuring out the answer of one question at a time, make it two
- ▶ Consider the base-4 number system
- ▶ 0 = AA, 1 = AB, 2 = AC, 3 = AD
4 = BA, 6 = BB, 7 = BC, 8 = BD
- ▶ 24 rounds required per 2 questions
- ▶ p = 5, s = 99280, x = 67.034



p	s	x
0	25000	18.307
40	99970	17.343
30	99970	20.043
10	99400	38.054
10	99670	39.602
5	99280	67.034

Strategy 3B

- ▶ We are answering many X when doing the rounds
- ▶ Replace 4 Xs to the same question with ABCD
- ▶ The number of incorrect answers will be reduced by not more than 1/4
- ▶ $p = 5$, $s = 99420$,
 $x = 68.720$

B	B	A	A	A	A	A	A	A	A
C	B	B	B	B	B	B	B	B	B
C	B	C	C	C	C	C	C	C	C
D	B	D	D	D	D	D	D	D	D
D	C	A	A	A	A	A	A	A	A
D	C	B	B	B	B	B	B	B	B
X	C	C	C	C	C	C	C	C	C
X	C	D	D	D	D	D	D	D	D
A	C	A	A	A	A	A	A	A	A
B	C	B	B	B	B	B	B	B	B
C	C	C	C	C	C	C	C	C	C
D	C	D	D	D	D	D	D	D	D
A	D	A	A	A	A	A	A	A	A
B	D	B	B	B	B	B	B	B	B
C	D	C	C	C	C	C	C	C	C
D	D	D	D	D	D	D	D	D	D
A	D	A	A	A	A	A	A	A	A
B	D	B	B	B	B	B	B	B	B
C	D	C	C	C	C	C	C	C	C
D	D	D	D	D	D	D	D	D	D
A	D	A	A	A	A	A	A	A	A
B	D	B	B	B	B	B	B	B	B
C	D	C	C	C	C	C	C	C	C
D	D	D	D	D	D	D	D	D	D

p	s	x
0	25000	18.307
40	99970	17.343
30	99970	20.043
10	99400	38.054
10	99670	39.602
5	99280	67.034
5	99420	68.720

Strategy 4 (p = 2)

- ▶ It is logical to try the next factor of 10
- ▶ 2 groups of 5 questions
- ▶ Each group takes $4^4 \times 6 = 1536$ rounds

- ▶ $p = 2, s = 78880, x = 42.775$

- ▶ If the XXXX \rightarrow ABCD trick is applied:
 - ▶ $p = 2, s = 81696, x = 46.935$

p	s	x
0	25000	18.307
40	99970	17.343
30	99970	20.043
10	99400	38.054
10	99670	39.602
5	99280	67.034
5	99420	68.720
2	78880	42.775
2	81696	46.935

Strategy 5 ($p = 1$)

- ▶ It is not possible to extend the strategy to $p = 1$ since $4^9 \times 6 > 100000$
- ▶ We have to drop 4 questions (at least 30000 wrong answers)
- ▶ $p = 1, s \leq 70000, x \leq 47.150$
- ▶ So we are not going to discuss this strategy

p	s	x
0	25000	18.307
30	99970	20.043
10	99670	39.602
5	99420	68.720
2	81696	46.935

Strategy 6 (p = 3)

- ▶ Let's make $p = 3$, how?
- ▶ Group the questions in 3-3-4 or 3-4-3 or 4-3-3
- ▶ If the XXXX \rightarrow ABCD trick is applied
- ▶ 3-3-4: $p = 3$, $s = 97432$, $x = 82.809$
- ▶ 3-4-3: $p = 3$, $s = 96856$, $x = 77.786$
- ▶ 4-3-3: $p = 3$, $s = 96280$, $x = 73.569$

p	s	x
0	25000	18.307
30	99970	20.043
10	99670	39.602
5	99420	68.720
2	81696	46.935
3	97432	82.809

Strategy 7 (p = 3)

- ▶ Instead of getting the exact answer of one question, try to determine which questions have answer A, then B, ...
 - ▶ Question 1: 1 A, 511 X
 - ▶ Question 2: 2 A, 510 X
 - ▶ Question 3: 4 A, 508 X
 - ▶ ...
 - ▶ Question 10: 512 A
- ▶ Deduce the positions of A from the binary notation of score
- ▶ If the XXXX -> ABCD trick is applied
- ▶ p = 3, s = 87709, x = 44.878

p	s	x
0	25000	18.307
30	99970	20.043
10	99670	39.602
5	99420	68.720
2	81696	46.935
3	97432	82.809
3	87709	44.878

Strategy 8 (p = 2)

- ▶ Similar to the previous strategy, but we perform “binary search” instead of “linear search”
- ▶ First press (1024 rounds):
determine if a question is one of A or B
- ▶ Second press (512 rounds):
determine if a question is
A or B (if previous result is true) /
C or D (if previous result is false)
- ▶ $p = 2$, $s = 88736$, $x = 62.408$

p	s	x
0	25000	18.307
30	99970	20.043
10	99670	39.602
5	99420	68.720
2	81696	46.935
3	97432	82.809
3	87709	44.878
2	88736	62.408

Official solution (p = 3)

- ▶ It's a cocktail strategy (mix of the previous strategies)
- ▶ When performing the previous “binary search” strategy, the most significant bit is quite inefficient
- ▶ It causes the number of rounds to double
- ▶ Change one of the questions from “is it A or B?” to “is it A?”

64 Rounds	1	2	3	4	5	6	7	8	9	10	
A	64	32	16	8	4	2	1				
B		32	16	8	4	2	1				
C											
D											
Worst	BCD	CD	CD	CD	CD	CD	CD	ABCD	ABCD	ABCD	
Correct	0	0	8	12	14	15	15	16	16	16	112

Second score()

- ▶ In the second score, we would continue to binary search 5 of the questions to determine the exact answer
- ▶ Also, we ask a new question “is it A or B?”
- ▶ Also, reduce the possibility of Question 1 by asking “is it B?”

64 Rounds	1	2	3	4	5	6	7	8	9	10	
A											
B	64		16	8	4	2	1	32			
C								32			
D											
Worst	CD	CD	D	D	D	D	D	CD	ABCD	ABCD	
Correct	0	32	24	28	30	31	31	0	16	16	208

Summary

$p = 3, s = 98784$

$x = 100.006$

(if cap is removed)

Note: There exist better solutions

p	s	x
0	25000	18.307
30	99970	20.043
10	99670	39.602
5	99420	68.720
2	81696	46.935
3	97432	82.809
3	87709	44.878
2	88736	62.408
3	98784	100.006