

# Constructive Algorithm

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## Constructive algorithms ☰

#	Name		Solved ↕
<a href="#">629A</a>	<a href="#">Far Relative's Birthday Cake</a> brute force, constructive algorithms, implementation		<a href="#">x3520</a>
<a href="#">626B</a>	<a href="#">Cards</a> constructive algorithms, dfs and similar, dp		<a href="#">x2870</a>
<a href="#">622D</a>	<a href="#">Optimal Number Permutation</a> constructive algorithms		<a href="#">x875</a>
<a href="#">625D</a>	<a href="#">Finals in arithmetic</a> constructive algorithms, implementation		<a href="#">x278</a>
<a href="#">625C</a>	<a href="#">K-special Tables</a> constructive algorithms, implementation		<a href="#">x3039</a>
<a href="#">625B</a>	<a href="#">War of the Corporations</a> constructive algorithms, strings		<a href="#">x3359</a>
<a href="#">623A</a>	<a href="#">Graph and String</a> constructive algorithms, graphs		<a href="#">x2140</a>
<a href="#">618F</a>	<a href="#">Double Knapsack</a> constructive algorithms, two pointers		<a href="#">x146</a>
<a href="#">618B</a>	<a href="#">Guess the Permutation</a> constructive algorithms		<a href="#">x3934</a>
<a href="#">617D</a>	<a href="#">Polyline</a> constructive algorithms		<a href="#">x2229</a>
<a href="#">613C</a>	<a href="#">Necklace</a> constructive algorithms		<a href="#">x357</a>
<a href="#">611H</a>	<a href="#">New Year and Forgotten Tree</a> constructive algorithms, flows		<a href="#">x49</a>
<a href="#">610C</a>	<a href="#">Harmony Analysis</a> constructive algorithms		<a href="#">x1764</a>
<a href="#">612E</a>	<a href="#">Square Root of Permutation</a> combinatorics, constructive algorithms, dfs and similar, graphs		<a href="#">x338</a>

# Constructive Algorithm

- Gives an answer by explicit construction of one
- Designing a constructive algorithm usually requires a lot of rough work and/or insight and/or intuition

# Construction Problems in OI

- Construction problems are problems solvable using a constructive algorithm
- Usually more interesting and less “standard” (Hence popular in OI)
- Many difficult constructive problems are brilliant :D
- Personal experience (in OI/ACM):
  - Theorem 1. It feels awesome to solve a nontrivial construction problem in contest.
  - Theorem 2. If I am able to solve a construction problem in contest, it is trivial.

# Examples from HKOI 2015/16

- Junior Q1 (Model Answer)
  - Find a model answer to make Alice pass and others fail
- Senior Q3 (Arithmetic Sequence)
  - Find a sequence without length-3 arithmetic subsequence

# Example from Math

- Q1. Prove that for all positive integers  $N$ , there exists  $N$  consecutive composite numbers.
- Hint: consider  $(N+1)!$
- A1.  $(N+1)! + 2, (N+1)! + 3, \dots, (N+1)! + N, (N+1)! + (N+1)$  are  $N$  consecutive composite numbers.

# Non-example from Math

- Q2. (Bertrand's postulate) Prove that for all positive integers  $N$ , there exists a prime number in the interval  $[N, 2N]$ .
- Do you think a constructive proof exists for Q2?
- A2. For those interested:  
[https://en.wikipedia.org/wiki/Proof\\_of\\_Bertrand's\\_postulate](https://en.wikipedia.org/wiki/Proof_of_Bertrand's_postulate)

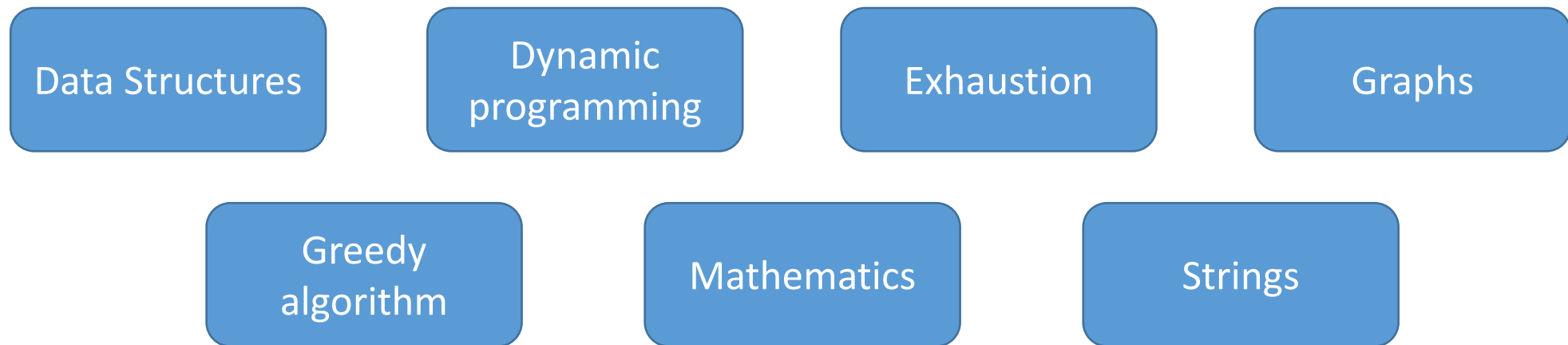
# How to solve a construction problem

- Step 1: Identify it as a construction problem
- Step 2a: Look for concepts related to this problem
- Step 2b: Try small examples, observe a pattern
- Step 3: Make a guess
- Step 4: Convince yourself that it is correct
- Step 5: Code!
  - If AC, congratulations 😊
  - Otherwise, debug/go back to step 3



# Step 1: Identify a construction problem

- “ad-hoc”, i.e. cannot be solved using general methods/algorithms
- Most do not *directly* fall into areas below
  - But knowledge in these areas may be helpful



- Usually requires contestants to “find a solution”

# Step 2a: Look for related concepts

- Sequence (Finding general terms)
  - Triangular numbers: 1, 3, 6, 10, 15, ...
  - Fibonacci numbers: 1, 1, 2, 3, 5, 8, ...
- Graph
  - Look for special features
  - Bipartite? Planar? No three points (on plane) collinear? Etc.
- Greedy
  - Construct the answer in a greedy manner

## Step 2b: Try small examples and observe

- Say, you are to find the minimal number of steps required to do sth
  - If  $f(1) = 2, f(2) = 4, f(3) = 6, f(4) = 8$ , guess  $f(n) = 2n$
  - If  $g(1, 1) = 1, g(1, 2) = 2, g(2, 2) = 4, g(7, 8) = 56$ , guess  $g(a, b) = ab$
- With the general formula, it is easier to come up with the actual method
- Options: by pen(cil) and paper / by computer program

## Step 3: Make a guess

- Would this construction method work?
- Would  $f(n) = 2n$  be the number of steps required?

# Step 4: Convince yourself that it is correct

- Test on machine
- Create cases to test your idea
- Write mathematical arguments (if time allows)

# Step 5: Code!

- Typically, constructive algorithms are rather easy to code
- Step 4 (verification) is much more important

# So, what now?

- Unlike in other algorithm lectures, this general flow of solving construction problems does not help much 😞
- What helps?
  - Learning discrete mathematics (remember to attend “Math in OI”!)
  - Practicing (e.g. CF has many problems tagged “constructive algorithms”)
  - Having a good sense/intuition

# Activity

- Form groups
  - Members in each group will solve several construction problems together
  - Each group will be assigned one problem; after solving it, the group can attempt other problems
- Machines allowed
- After time is up, present your solution to the assigned problem
- Time allowed: 45 minutes
  - <http://www.online-stopwatch.com/>



# Solution Session

# Further Practice

- HKOJ
  - J151 Inverse Problem
  - S132 Safe Storage
  - S134 Unfair Santa Claus
  - I1413 Game
  - T032 Trishade
    - Challenging. Note that non-constructive solutions exist.

# Further Practice

- Codeforces
  - 297C Splitting the Uniqueness (by gaggy)
  - 610C Harmony Analysis
  - 625C K-special Tables
  - ...and many others; see “constructive algorithm” tag

# The End

- Thank you