NWERC 2023

Solutions presentation

The NWERC 2023 jury November 26, 2023

The NWERC 2023 Jury

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Problem Author: Michael Zündorf

Problem

Given $1 \le n \le 2 \cdot 10^5$ chargers, each $3 \le w \le 10^9$ cm wide, how many fit into a powerstrip comprising a row of $1 \le s \le 10^5$ sockets, each of width 3 cm?

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- To test if the smallest k chargers fit:
 - Start with those of length 0 mod 3.
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Problem

Given *n* types of bricks b_1, \ldots, b_n , can you build a wall of width *w* where no two gaps appear above each other?



Subtask

Can at least one row be built?

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This is known as the coin change problem and can be solved like this:

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- $\mathcal{O}(w \log(w)^2)$ with fft (faster is possible)
- Bitsets are much faster

Case 1 • w ∈ {b₁,..., b_n}

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• $w \in \{b_1,\ldots,b_n\}$

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- WLOG:
 - Let b_x be the shortest
 - Let b_y be the second shortest
 - there are as few b_x as possible (still at least one)

Case 1

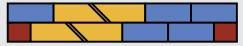
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Case 2.1

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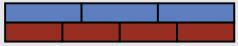


Case 3

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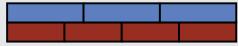
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Conclusion

The solution exists in two cases:

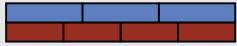
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Problem

Given are $n \le 10^5$ players playing a deterministic version of *musical chairs*. Player *i* starts on chair *i*. Apply up to 10^5 commands:

- Rotate by +r: the person on chair *i* moves clockwise to chair i + r.
- Multiply by *m, the person on chair *i* moves to $i \cdot m$, where the person walking the least gets it.
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Naive solution

Store who sits on each chair, and apply each command. $O(n^2)$

Be *lazy*! Initialize p[i] = i, the person on chair *i*.

• Instead of rotating by +r, increment the total rotation R. p[i] is now at i + R, so query p[q - R].

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Given your availability for every hour in a week, pick at least $1 \le d \le 7$ days in the first poll and at least $1 \le h \le 24$ hours in the second poll to get the highest probability that you will be available. Fun fact: based on a true story, while the jury was planning their first meeting!

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- $x_i = x_i^{x_j} \equiv y_i = y_i + 2023^{y_j}$.
- Consider these numbers in base 2023. Each operation, one of the digits will increase by one. But no carry will ever happen since there are fewer than 2023 operations.

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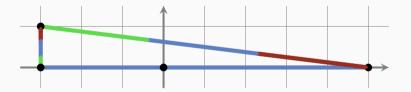
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You are given a graph consisting of line segments in 3D space. You travel on a ship with constant acceleration and constant fuel consumption for the time spent accelerating. You need to come to a standstill at each vertex. Given a target location and a time limit, find the minimum amount of fuel needed to get there. You need to answer multiple queries, all from the same starting location.



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- Suppose the *i*-th segment is d_i metres long and we accelerate/decelerate for x_i seconds along it.
- Then it takes $x_i + \frac{d_i}{x_i}$ seconds to traverse the *i*-th segment.
- New problem: minimize $\sum 2x_i$ subject to $\sum x_i + \frac{d_i}{x_i} \le t$.
- Key insight: optimum is reached when $x_i = c \cdot \sqrt{d_i}$ for some constant c.
- We can compute c by solving $c + \frac{1}{c} = t / \sum \sqrt{d_i}$. When the RHS is < 2, no solution exists.

Solution

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- Use Dijkstra's algorithm for this, where edges have length $\sqrt{d_i}$.
- The starting location is fixed, so queries can be answered in constant time.

- Consider a path consisting of multiple line segments.
- Suppose the *i*-th segment is *d_i* metres long and we accelerate/decelerate for *x_i* seconds along it.
- Then it takes $x_i + \frac{d_i}{x_i}$ seconds to traverse the *i*-th segment.
- New problem: minimize $\sum 2x_i$ subject to $\sum x_i + \frac{d_i}{x_i} \le t$.
- Key insight: optimum is reached when $x_i = c \cdot \sqrt{d_i}$ for some constant c.
- We can compute c by solving $c + \frac{1}{c} = t / \sum \sqrt{d_i}$. When the RHS is < 2, no solution exists.

Solution

- To keep the time limit and save fuel, find a path that minimizes $\sum \sqrt{d_i}$.
- Use Dijkstra's algorithm for this, where edges have length $\sqrt{d_i}$.
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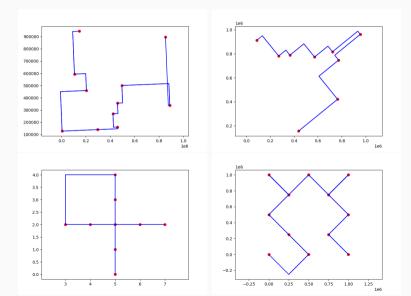
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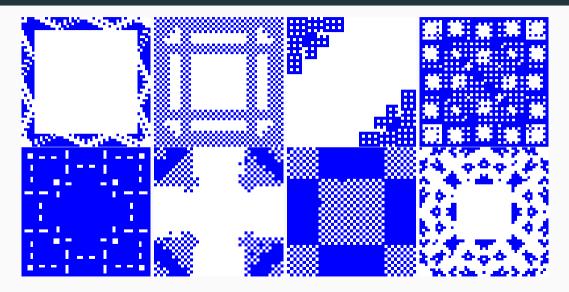
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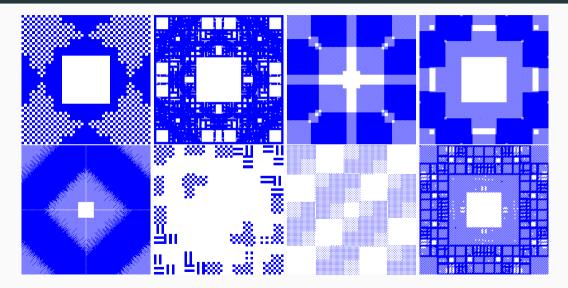
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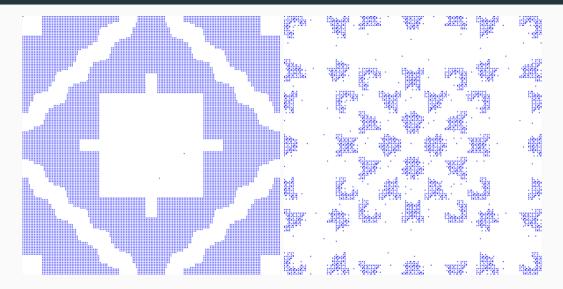
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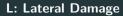
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• Only team ORTEC beat us: they have a submission of 22 lines for Justice Served!

¹After code golfing

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- The longest discussions were about tiny style issues like "illustration" vs. "visualisation".