2023 South Conference Division 2 Solutions

The Judges

Feb 24, 2024

• You are given a string with n A's, B's, and C's. Partition the string into the minimum number of subsequences such that each subsequence is the concatenation of several permutations of ABC, not necessarily the same permutation in each instance.

- Note that the first three letters of a string are some permutation of ABC, then if we partition the remainder of the string optimally, we can always prepend the first three characters to an arbitrary subsequence.
- Therefore, we can greedily assign characters to subsequences looping over the characters in order.

- If there is an active subsequence of length 2 that does not contain the character we are currently considering, assign the current character to that subsequence and set that subsequence to be empty.
- Otherwise, if there is some subsequence of length 1 that does not contain the character we are currently considering, assign the current character to that subsequence.
- Otherwise, create a new subsequence consisting of just that character.
- Since we always reset the subsequence lengths when they reach 3, this algorithm runs in $\mathcal{O}(|s|)$.

• You are given a tree where each node has an opening or closing bracket, brace, or parenthesis. A path along the tree generates a string by concatenating all characters on the path. The string is balanced if the characters match up properly. Compute the number of paths that yield balanced strings.

- There are O(n²) distinct paths in the tree, so if we can check them all in O(1) time, that would run in time.
- Naively, it takes $\mathcal{O}(n)$ time to check if a string is balanced, but due to the nature of the paths, a lot of redundant work is performed.

- We can DFS through the tree, maintaining a stack of characters seen.
- If the current character is a closing character, make sure it matches properly, otherwise terminate the recursion. If it matches properly, pop the character from the stack.
- Otherwise, the current character is an opening character and should be pushed on to the stack.
- If the stack is empty, we have observed a balanced path.
- This optimizes the $\mathcal{O}(n^3)$ solution to $\mathcal{O}(n^2)$.

• You are given *n* integers. In a single operation, you can pick a collection of integers and remove all of them, as long as the difference between the maximum and minimum integer in the collection is at most *d*. Compute the minimum number of operations needed to remove all *n* integers.

- You will need to remove the smallest integer at some point.
- When you do so, you should remove as many integers as possible.

- Let x be the smallest integer in the list. It is optimal to remove all integers in [x, x + d].
- Naively simulating this process is too slow. However, if we sort the list, we can keep track of the current minimum and loop over the integers in nondecreasing order.
- This runs in $\mathcal{O}(n \log n)$.

• You are given a permutation of the first n positive integers. Compute all values of k such that k divides n and the first k integers in the array are a permutation of 1 through k, the next k integers are a permutation of k + 1 through 2k, and so on.

- Because *n* is small, we can check this with brute force for all possible values of *k*.
- Care should be exercised to confirm that k is divisible by n.

• You are given a grid of integers of size at most 20 × 20 where each row is sorted in increasing order. In a single operation, you can pick two elements and swap them, as long as all rows are still sorted. Given a final configuration where all rows are sorted, get from the initial configuration to the final configuration in at most 10⁴ operations.

- Let r = c = 20, and note that $20^3 < 10^4$. If we can place a single element in the correct location in at most c operations, we can place all elements in $rc^2 < 10^4$ operations.
- We therefore try to place the elements in the correct locations in increasing order of value.

- Let the current element we are trying to place correctly be *x*. Inductively, all elements less than *x* are correctly placed.
- If x is in the same row in both configurations, then x must be correctly placed already, by the induction hypothesis.
- Otherwise, by the induction hypothesis, x must go to the leftmost column in the row of the final configuration that is not already filled, let that element be called y.
- The only scenario where that is not directly possible is if y is greater than the element currently to the right of x.
- However, in that case, we can swap y with the largest element in the row where x currently is that is less than y.
- We repeat the above until x can be placed in the correct place. This must happen after at most c operations.

• You are given *n* integers. Determine the number of arrays of size 4 where the first *n* integers match exactly, all integers in the array are in the range [1, 6], and all integers are distinct.

- There are only 6⁴ possible arrays, so we can check all of them with brute force.
- There is also a closed-form solution based on whether all *n* integers are already distinct.

• Given a grid, compute the number of ways to select one square from each column such that entries in adjacent columns are in different rows.

- There are c choices for the entry in the leftmost column.
- As a result, there are c 1 choices for the entry in the second column.
- In fact, all future columns have c 1 choices by the same logic.
- The answer is therefore $c(c-1)^{r-1}$. Make sure to compute this value carefully modulo 998244353. One way to do so is naively multiply by c-1, store the value in a 64-bit integer, and then take the remainder after every multiplication.

• Given three sets of digits, determine if every set of digits contains a 7.

- Due to the structure of the problem, there are multiple approaches to check whether every set has a 7.
- For example, one could parse the integers in each line and look for a 7.
- Alternatively, one could read three lines and check if each line has 7 as a substring.

• You are given a UI with some items initially selected. You can click between pages, toggle individual selections, select all items on a page, or deselect all items on a page. Compute the minimum number of clicks needed to get to a final configuration of items selected.

- In terms of moving between pages, it is never optimal to change direction more than once. Therefore, one should either move left and then move right, or move right and then move left. It is possible that the movements are empty.
- On a given page, we should only use at most one of the select all and deselect all options.

- For each page, we do some casework to compute the minimum number of button clicks based on whether we use select all, deselect all, or neither.
- We then keep track of all pages that require changes. We compute the minimum number of clicks needed to navigate pages by either going left and then going right, or going right and then going left.

Sequence Guessing

Problem

• You are asked to generate a sorted sequence of integers starting with 0 ending with 10⁵ where adjacent entries differ by either 1 or 2. You tell an adversary how long your sequence is, then the adversary will guess integers in [0, 10⁵] and you must tell the adversary either the index of that integer in your list or assert that it is not present. Generate and maintain such a sequence while forcing the adversary to guess an integer that is not present 33333 times.

- $\bullet \quad \left\lfloor \frac{10^5}{3} \right\rfloor = 33333.$
- If you always include every multiple of 3, then there are 33333 pairs of adjacent integers and you can always force the adversary to miss by selecting the other integer in the pair.

- The sequence will take the form 0, *a*₂, 3, *a*₄, ..., 99996, *a*₆₆₆₆₆, 99999, 10⁵.
- Tell the adversary that your sequence has length 66668.
- If the adversary guesses 3x + 1, and the adversary has not guessed 3x + 2, report it is not present and include 3x + 2 in your sequence.
- Otherwise, if the adversary guesses 3x + 2, and the adversary has not guessed 3x + 1, report it is not present and include 3x + 2 in your sequence.
- Otherwise, the entry must already be in your sequence, report its index accurately.

• You have *n* serious runners and *k* casual runners. If you get *x* serious runners and *y* casual runners to run together in a group, and $\frac{x}{x+y} \ge \frac{a}{b}$, the *y* runners will all become serious runners. Compute the minimum number of runs to schedule such that the entire group only has serious runners.

- In a scheduled run, all serious runners should join. It is then optimal to maximize the number of casual runners that join while still maintaining a sufficient proportion of serious runners.
- Naively simulating this is too slow.

- Given *n* and *k*, we start by computing $\lfloor \frac{nb-na}{a} \rfloor$. If this value is zero, then it is impossible. Otherwise, this is the number of casual runners we can convert in one run.
- We can also compute the number of times we need to schedule training runs until this value changes.
- This value can change at most $\sqrt{n+k}$ times, since the sum of the first x positive integers is $\mathcal{O}(x^2)$.
- The complexity of this solution is therefore $\mathcal{O}(t\sqrt{n+k})$.

• Given a starting integer *s* and *n* intervals [*I_i*, *r_i*], if your integer currently falls inside the interval, you can increment it or leave it unchanged. Compute the maximum possible value your integer can end up as.

- It is always optimal to increment the integer when given the chance. We leave the proof of this as an exercise to the reader.
- Therefore, we read in the intervals one by one and increment if the integer falls in the given range.

• Determine if an integer *n* is composed of the first *k* integers written in increasing order.

- There are multiple possible approaches. For example, given the length of *n*, generate the integer 123...*k* and see if it matches.
- Since there are only nine valid entries, one could also explicitly handle all entries with nine if statements.