

Mathematics

Thursday, 12 October 2017 6:50 PM

Problem A: Factorisors

- The question is asking for $a|b!$
- We can represent a and b as product of first k prime numbers p_1, \dots, p_k
 - $a = p_1^{n_1} \dots p_k^{n_k}$, $b! = p_1^{m_1} \dots p_k^{m_k}$
- Then we only need to check whether
 - $n_i \leq m_i, \forall i \in \{1, 2, \dots, k\}$
- We first need to factor a out to obtain n_i
- For any prime number p_i , we can find m_i by
 - $m_i = \left\lfloor \frac{n}{p_i} \right\rfloor + \left\lfloor \frac{n}{p_i^2} \right\rfloor + \dots$
- We can stop the summing process once $p_i^k > n$

Problem B: Stacking Curvy Blocks

- First define functions $f(x)$ and $g(x)$ to be
 - $f(x) = b_0 + b_1x + b_2x^2 + b_3x^3$
 - $g(x) = t_0 + t_1x + t_2x^2 + t_3x^3$
- The question is asking for
 - $\max(f - g) - \min(f - g)$
- To find the maximum and minimum value of $(f - g)$, we need to take the derivative first
 - $\frac{d(f - g)}{dx} = (b_1 - t_1) + 2(b_2 - t_2)x + (b_3 - t_3)x^2 = 0, (0 \leq x \leq 1)$
- Let's denote the solution x_1, x_2 (if exists and $x_1, x_2 \in [0, 1]$)
- Then the maximum and minimum value is among
 - $f(0), f(1), f(x_1), f(x_2)$

Problem C: Hamming Ellipses

- $h(f_1, s) + h(f_2, s) = D$
- Method 1: Combination

| | | | | | |
|-------|----|----|-------|---|---|
| f_1 | 0 | 1 | 2 | 0 | 1 |
| f_2 | 2 | 1 | 2 | 1 | 0 |
| x_1 | +1 | +0 | x_3 | | |
| x_2 | +2 | +2 | x_4 | | |

- $x_1 + 2x_2 + 2x_4 = 0$
- s.t. $\begin{cases} x_1 + x_2 = n_{diff} \\ x_3 + x_4 = n_{same} \end{cases}$
- $result = \sum_{x_4 \in \{0, 1, \dots, n_{same}\}} 2^{x_1} (q - 2)^{x_2} 1^{x_3} (q - 1)^{x_4} \binom{n_{same}}{x_3} \binom{n_{diff}}{x_2}$
- Be care for overflowing

$$\circ \binom{n}{k} = \frac{n(n-1)\dots(n-k+1)}{k(k-1)\dots 1} = \frac{n}{1} \cdot \frac{n-1}{2} \dots \frac{n-k+1}{k}$$

D: Hamming Ellipses (1)

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- Task: Count the number of length- n strings over q symbols where $\text{hammingdist}(p, f_1) + \text{hammingdist}(p, f_2) = D$.
- $f_1 = 0\ 1\ 2\ 0\ 1$, $f_2 = 2\ 1\ 2\ 1\ 0$, $p = 1\ 0\ 0\ 0\ 2$
- In positions where f_1 matches f_2 , the symbol in p may
 - (k_1) match f_1 and f_2 , or
 - (k_2) differ from both f_1 and f_2 in $(q-1)$ ways.
 - In positions where f_1 differs from f_2 , the symbol in p may
 - (k_3) differ from both f_1 and f_2 in $(q-2)$ ways, or
 - (k_4) differ from either f_1 or f_2 in 2 ways.
 - Calculate $w = \text{hammingdist}(f_1, f_2)$
 - For all k_2, k_3, k_4 such that $k_2 \leq n - w$ and $k_3 + k_4 = w$ and $2k_2 + 2k_3 + k_4 = D$, count the number of points on the ellipse:

$$(q-1)^{k_2} (q-2)^{k_3} 2^{k_4} \binom{n-w}{k_2} \binom{w}{k_3}$$

- Must be very careful to avoid overflow of `int64_t`

- Method 2: Dynamic Programming

$$\circ \text{dist}(pos, d) = \begin{cases} \text{dist}(pos-1, d) + (q-1) \cdot \text{dist}(pos-1, d-2), & \text{if agree} \\ 2\text{dist}(pos-1, d-1) + (q-2) \cdot \text{dist}(pos-1, d-2), & \text{if disagree} \end{cases}$$

D: Hamming Ellipses (2)

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- Task: Count the number of length- n strings over q symbols where $\text{hammingdist}(p, f_1) + \text{hammingdist}(p, f_2) = D$.
- Alternative solution: dynamic programming over D and n .
- Construct a table `npoint[k, d]` = number of points at distance d , considering only the first k symbols of the strings.
- If f_1 and f_2 match at position k :
 $\text{npoint}[k, d] = \text{npoint}[k-1, d] + (q-1) \text{npoint}[k-1, d-2]$
- If f_1 and f_2 differ at position k :
 $\text{npoint}[k, d] = (q-2) \text{npoint}[k-1, d-2] + 2 \text{npoint}[k-1, d-1]$
- Final answer is `npoint[n, D]`
- Easier and safe against overflow.

- Reference

○ https://2016.bapc.eu/media/filer_public/2016/09/30/bapc2016-preliminaries-solutions.pdf

Problem D: Linear Recurrences

- Linear Recursion

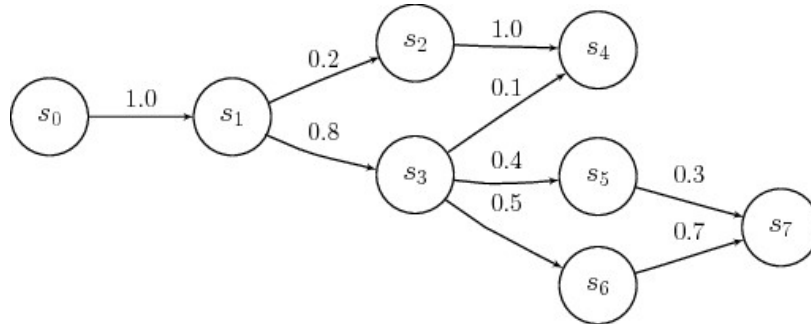
- $f(n) = a_1 \cdot f(n-1) + a_2 \cdot f(n-2) + \dots + a_k \cdot f(n-k)$
- $M \begin{bmatrix} f(n-1) \\ \vdots \\ f(n-k) \end{bmatrix} = \begin{bmatrix} f(n) \\ \vdots \\ f(n-k+1) \end{bmatrix}$
- $MA_n = A_{n+1} \implies A_n = M^n A_0$
- We can compute M^n with $\Theta(\log(n))$ by divide and conquer
- $M^n = M^{n/2} M^{n/2}$

• Reference

- https://en.wikipedia.org/wiki/Recurrence_relation

Problem E: First Orchard

• Markov Chain



• Matrix representation

An Example of Markov Chains

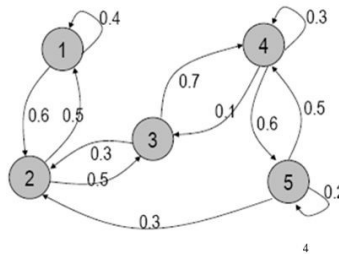
□ $\Omega = (1, 2, 3, 4, 5)$

$X = (X_0, X_1, \dots, X_t, \dots) \in \Omega$

where X_0 is initial state and so on.

P is transition matrix.

$$P = \begin{matrix} & \begin{matrix} 1 & 2 & 3 & 4 & 5 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \end{matrix} & \begin{bmatrix} 0.4 & 0.6 & 0.0 & 0.0 & 0.0 \\ 0.5 & 0.0 & 0.5 & 0.0 & 0.0 \\ 0.0 & 0.3 & 0.0 & 0.7 & 0.0 \\ 0.0 & 0.0 & 0.1 & 0.3 & 0.6 \\ 0.0 & 0.3 & 0.0 & 0.5 & 0.2 \end{bmatrix} \end{matrix}$$



• Reference

- https://en.wikipedia.org/wiki/Markov_chain

Problem F: Primonimo

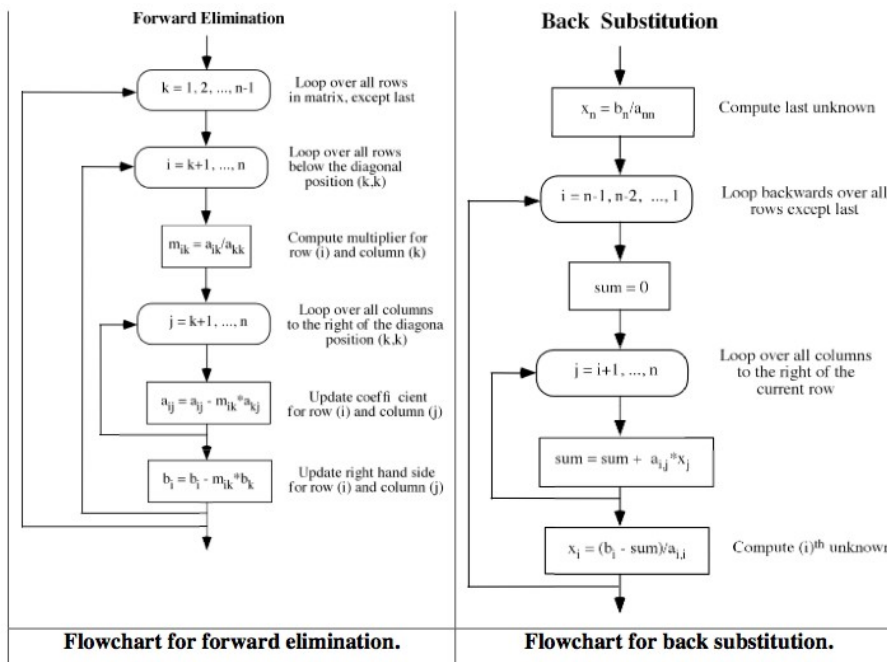
- Notice that the order doesn't matter
- So we only care how many times we push the cells.
- We need to set variables for each cell to indicate the times we need to push the cell
- For any variable, we have the equation below:

○ $x_{i,j} + \sum_{\substack{k \in \{1, \dots, m\} \\ k \neq i}} x_{k,j} + \sum_{\substack{k \in \{1, \dots, n\} \\ k \neq j}} x_{i,k} + a_{i,j} \equiv 0 \pmod{p}$

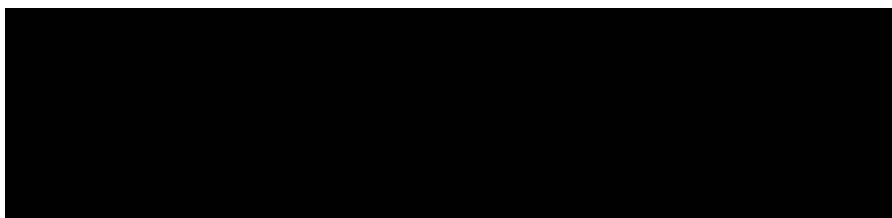
- We can use Gaussian elimination to solve the system of equations above

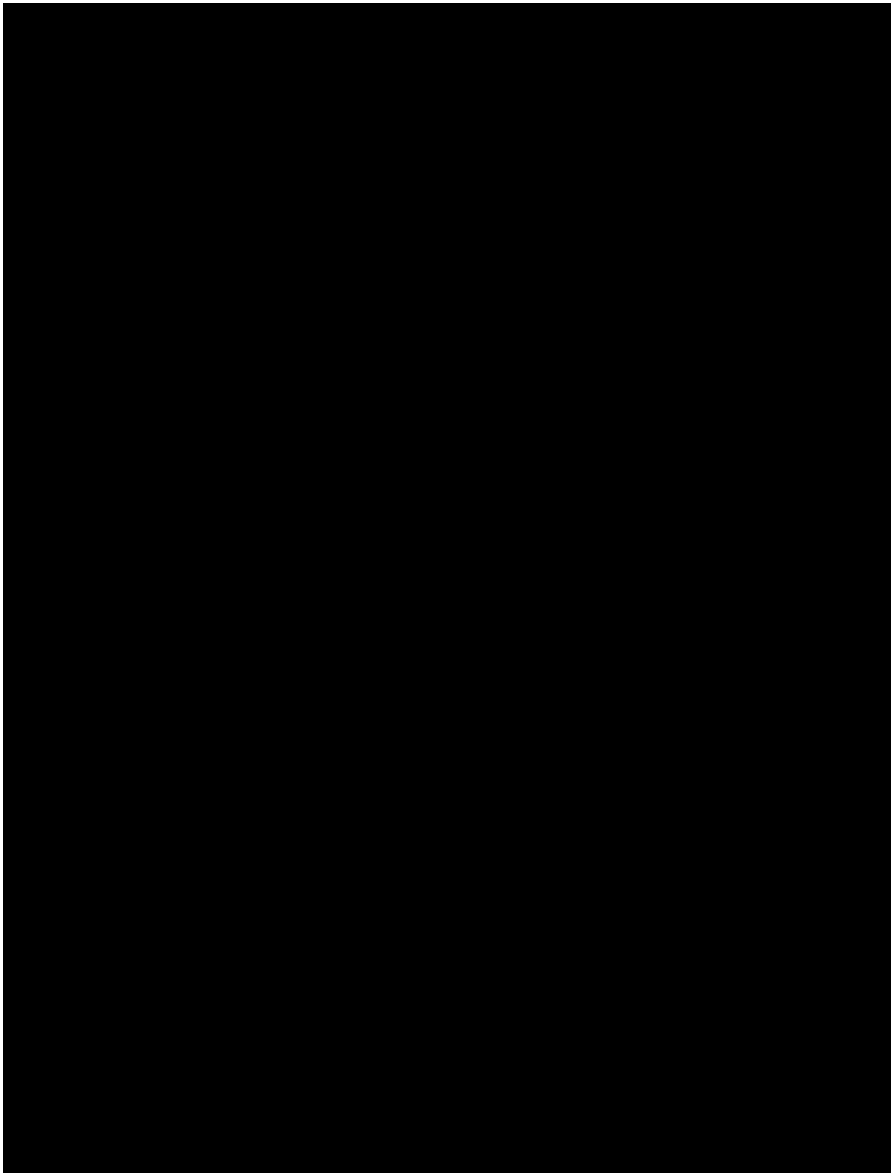
| System of equations | Row operations | Augmented matrix |
|---|---|--|
| $2x + y - z = 8$ $-3x - y + 2z = -11$ $-2x + y + 2z = -3$ | | $\left[\begin{array}{ccc c} 2 & 1 & -1 & 8 \\ -3 & -1 & 2 & -11 \\ -2 & 1 & 2 & -3 \end{array} \right]$ |
| $2x + y - z = 8$ $\frac{1}{2}y + \frac{1}{2}z = 1$ $2y + z = 5$ | $L_2 + \frac{3}{2}L_1 \rightarrow L_2$ $L_3 + L_1 \rightarrow L_3$ | $\left[\begin{array}{ccc c} 2 & 1 & -1 & 8 \\ 0 & 1/2 & 1/2 & 1 \\ 0 & 2 & 1 & 5 \end{array} \right]$ |
| $2x + y - z = 8$ $\frac{1}{2}y + \frac{1}{2}z = 1$ $-z = 1$ | $L_3 + -4L_2 \rightarrow L_3$ | $\left[\begin{array}{ccc c} 2 & 1 & -1 & 8 \\ 0 & 1/2 & 1/2 & 1 \\ 0 & 0 & -1 & 1 \end{array} \right]$ |
| The matrix is now in echelon form (also called triangular form) | | |
| $2x + y = 7$ $\frac{1}{2}y = \frac{3}{2}$ $-z = 1$ | $L_2 + \frac{1}{2}L_3 \rightarrow L_2$ $L_1 - L_3 \rightarrow L_1$ | $\left[\begin{array}{ccc c} 2 & 1 & 0 & 7 \\ 0 & 1/2 & 0 & 3/2 \\ 0 & 0 & -1 & 1 \end{array} \right]$ |
| $2x + y = 7$ $y = 3$ $z = -1$ | $2L_2 \rightarrow L_2$ $-L_3 \rightarrow L_3$ | $\left[\begin{array}{ccc c} 2 & 1 & 0 & 7 \\ 0 & 1 & 0 & 3 \\ 0 & 0 & 1 & -1 \end{array} \right]$ |
| $x = 2$ $y = 3$ $z = -1$ | $L_1 - L_2 \rightarrow L_1$ $\frac{1}{2}L_1 \rightarrow L_1$ | $\left[\begin{array}{ccc c} 1 & 0 & 0 & 2 \\ 0 & 1 & 0 & 3 \\ 0 & 0 & 1 & -1 \end{array} \right]$ |

- Flow chart for Gaussian elimination



- Pseudocode





- Modular arithmetic

$$a^{-1} \equiv \frac{m(n+1)+1}{a} \pmod{m}$$

- Reference
 - https://en.wikipedia.org/wiki/Gaussian_elimination
 - https://en.wikipedia.org/wiki/Modular_arithmetic