

Solution

Simple Ad-hoc.

x-x

Problem 6:

Tyrion's Strategy

Problem Link:

<https://www.hackerrank.com/contests/inscription2014/challenges/tyrions-strategy>

Problem Setter:

Ajith PS

Solution:

Easy Convex Hull

x-x

Problem 7:

NTB and Kunjoorings

Problem Link:

<https://www.hackerrank.com/contests/inscription2014/challenges/ntb-and-kunjoorings>

Problem Setter:

Suraj Rajan

Solution:

The problem basically boils down to finding total number of kunjoorings and subtracting it with the number of kunjoorings matching the given order. Total number of kunjoorings can be found out by $(n \times (n+1))/2$ where n is the length of the Asteroid Straight Line Phenomenon. Then number of matching kunjoorings can be found out by using some suffix structure such as an automaton or an array. For the automaton, concatenate the main order and pass the query through it. For the array, use binary search. This number should be subtracted from the total number. The results should then be summed up to give the final answer.

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Problem 8:

Hunt the Challenge!

Problem Link:

<https://www.hackerrank.com/contests/inscription2014/challenges/hunt-the-challenge>

Problem Setter:

VK Adheshwar

Solution:

Pick's Theorem

Area = # Inner Integer Points + # Border Integer Points / 2 - 1

To calculate the Area, we can use cross product.

So the remain part is to get the number of integer points on its border. That equals to count how many integer points on the segment $(0,0) - (dx, dy)$. This can be solved by Greatest Common Divisor (gcd).

Integer Points on Segment = $\text{gcd}(dx, dy) + 1$

which including the two ends.

Combining these together and applying the Pick's Theorem, we finally get the total integer points inside or on the border n .

If total challenges t is more than n then n on campus challenges, $t-n$ off campus challenges, else only on campus challenges. Now solve the on campus and off campus parts of the problem separately.

For off campus challenges (if any) just add them all and that's the min time required (t_2).

In the on campus challenges, because we can skip only strictly lesser values, greedy approach will not work out.

Example: If on campus times are: 6 5 4 3 we can go greedy to pick 6 and 4 (i.e sort and pick alternate times).

But if: 6 5 4 4 then we must pick 6 and 5. So dp is the way to approach...

First, process the items into $\langle \#value, \#number \text{ of items with that value} \rangle$ tuples. Then, sort the tuples in descending order of $\#value$.

Iterate over those tuples and let $\#freed$ be an empty multi set()

For each tuple $\langle \#val, \#num \rangle$, we can calculate $\#max_skiptime$, the maximum number of items (not value) that we can get for free up to this point easily.

So, we want to populate $\#freed$ so that it contains exactly $\#max_skiptime$.

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Problem 9:

Lucy and Sushi

Problem Link:

<https://www.hackerrank.com/contests/inscription2014/challenges/lucy-and-sushi>

Problem Setter:

Ashish Kedia

Solution:

Basically one has to evaluate a polynomial with matrix argument over finite field.

Now consider, the case when X is just a variable (not a matrix), then F can be evaluated using Horner's rule. Horner's rule require L (length of polynomial) multiplication, which is an optimal solution.

However, when X is a matrix, multiplication is a costly affair. As such we need to minimize the number of matrix multiplication. We can achieve this by using Paterson Stockmeyer Method which requires only $L^{0.5}$ multiplications. The trick is to store all powers of X from 0 to $\text{sqrt}(L)$.

A nice explanation of Horner's Method can be found here :

http://en.wikipedia.org/wiki/Horner%27s_method

The original paper for the Paterson-Stockmeyer can be found here:

<http://citeseerx.ist.psu.edu/viewdoc/summary?doi=10.1.1.218.4987>

The algorithm can be further optimized by using strassen's algorithm but this optimization will yield results only if the size of matrix is much larger. The solution will pass with $O(n^3)$ matrix multiplication

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