

Hype, hype, hype, who did win
become 2nd place?

Hype, hype, hype, who did win
become 2nd place?

Let's discuss the problems first ;)

Team Building

- Given (n, k) , compute n_1, n_2, n_3, n_4 such that

- Given (n, k) , compute n_1, n_2, n_3, n_4 such that
 1. $n_{i+1} = kn_i$

Team Building

- Given (n, k) , compute n_1, n_2, n_3, n_4 such that
 1. $n_{i+1} = kn_i$
 2. $n_1 + n_2 + n_3 + n_4 = n$

- Given (n, k) , compute n_1, n_2, n_3, n_4 such that
 1. $n_{i+1} = kn_i$
 2. $n_1 + n_2 + n_3 + n_4 = n$
- We have

$$\begin{aligned}n &= n_1 + n_2 + n_3 + n_4 \\ &= n_1 + kn_1 + k^2n_1 + k^3n_1 \\ &= n_1(1 + k + k^2 + k^3)\end{aligned}$$

- Given (n, k) , compute n_1, n_2, n_3, n_4 such that
 1. $n_{i+1} = kn_i$
 2. $n_1 + n_2 + n_3 + n_4 = n$
- We have

$$\begin{aligned}n &= n_1 + n_2 + n_3 + n_4 \\ &= n_1 + kn_1 + k^2n_1 + k^3n_1 \\ &= n_1(1 + k + k^2 + k^3)\end{aligned}$$

- Hence $n_i = k^{i-1} \frac{n}{1+k+k^2+k^3}$

We'll use multisets on this slide.

We'll use multisets on this slide.

- Given a list of integers xs , compute

$$\begin{aligned} & \max_{n \in \mathbb{N}} n \cdot |\{x \in xs \mid x \leq n\}| \\ &= \max_{x \in xs} x \cdot |\{x \in xs \mid x \leq n\}| \end{aligned}$$

We'll use multisets on this slide.

- Given a list of integers xs , compute

$$\begin{aligned} & \max_{n \in \mathbb{N}} n \cdot |\{x \in xs \mid x \leq n\}| \\ &= \max_{x \in xs} x \cdot |\{x \in xs \mid x \leq n\}| \end{aligned}$$

- Naive solution: $\mathcal{O}(|xs|^2)$

We'll use multisets on this slide.

- Given a list of integers xs , compute

$$\begin{aligned} & \max_{n \in \mathbb{N}} n \cdot |\{x \in xs \mid x \leq n\}| \\ &= \max_{x \in xs} x \cdot |\{x \in xs \mid x \leq n\}| \end{aligned}$$

- Naive solution: $\mathcal{O}(|xs|^2)$
- Better: first sort xs to lower to $\mathcal{O}(\log(|xs|)|xs|)$:

We'll use multisets on this slide.

- Given a list of integers xs , compute

$$\begin{aligned} & \max_{n \in \mathbb{N}} n \cdot |\{x \in xs \mid x \leq n\}| \\ &= \max_{x \in xs} x \cdot |\{x \in xs \mid x \leq n\}| \end{aligned}$$

- Naive solution: $\mathcal{O}(|xs|^2)$
- Better: first sort xs to lower to $\mathcal{O}(\log(|xs|)|xs|)$:

startupRevenue l = aux (sort l) (length l)

where

aux [x] 1 = x

aux (x:xs) n = max (x*n) (aux xs (n-1))

Tax Avoidance Scheme

Again, we'll use multisets.

¹at least for all inputs we considered

Tax Avoidance Scheme

Again, we'll use multisets.

- Given $2 \leq a \leq 10^{10}$, compute $P \subseteq \mathbb{P}$ with $|P|$ minimal and
$$a = \sum_{p \in P} p.$$

¹at least for all inputs we considered

Tax Avoidance Scheme

Again, we'll use multisets.

- Given $2 \leq a \leq 10^{10}$, compute $P \subseteq \mathbb{P}$ with $|P|$ minimal and
$$a = \sum_{p \in P} p.$$
- Goldbach tells us¹: every even $n > 2$ is the sum of two primes. Hence:

¹at least for all inputs we considered

Tax Avoidance Scheme

Again, we'll use multisets.

- Given $2 \leq a \leq 10^{10}$, compute $P \subseteq \mathbb{P}$ with $|P|$ minimal and $a = \sum_{p \in P} p$.
- Goldbach tells us¹: every even $n > 2$ is the sum of two primes. Hence:
 1. If a is prime, return 1

¹at least for all inputs we considered

Tax Avoidance Scheme

Again, we'll use multisets.

- Given $2 \leq a \leq 10^{10}$, compute $P \subseteq \mathbb{P}$ with $|P|$ minimal and $a = \sum_{p \in P} p$.
- Goldbach tells us¹: every even $n > 2$ is the sum of two primes.
Hence:
 1. If a is prime, return 1
 2. If a is even, return 2

¹at least for all inputs we considered

Tax Avoidance Scheme

Again, we'll use multisets.

- Given $2 \leq a \leq 10^{10}$, compute $P \subseteq \mathbb{P}$ with $|P|$ minimal and $a = \sum_{p \in P} p$.
- Goldbach tells us¹: every even $n > 2$ is the sum of two primes.
Hence:
 1. If a is prime, return 1
 2. If a is even, return 2
 3. If a is odd...

¹at least for all inputs we considered

Tax Avoidance Scheme

Again, we'll use multisets.

- Given $2 \leq a \leq 10^{10}$, compute $P \subseteq \mathbb{P}$ with $|P|$ minimal and $a = \sum_{p \in P} p$.
- Goldbach tells us¹: every even $n > 2$ is the sum of two primes. Hence:
 1. If a is prime, return 1
 2. If a is even, return 2
 3. If a is odd... and a is the sum of two primes, one of the summands must be 2 since a is odd. Hence:
 - 3.1 If $a - 2$ is prime, return 2.

¹at least for all inputs we considered

Tax Avoidance Scheme

Again, we'll use multisets.

- Given $2 \leq a \leq 10^{10}$, compute $P \subseteq \mathbb{P}$ with $|P|$ minimal and $a = \sum_{p \in P} p$.
- Goldbach tells us¹: every even $n > 2$ is the sum of two primes. Hence:
 1. If a is prime, return 1
 2. If a is even, return 2
 3. If a is odd... and a is the sum of two primes, one of the summands must be 2 since a is odd. Hence:
 - 3.1 If $a - 2$ is prime, return 2.
 - 3.2 Otherwise return 3 since $a - 3$ is even.

¹at least for all inputs we considered

Helping Rudolph

- Given a string $s \in \{L, R\}^n$, find the length of the longest substring that never moves outside the left boundary.

Helping Rudolph

- Given a string $s \in \{L, R\}^n$, find the length of the longest substring that never moves outside the left boundary.
- Idea: consider directions where you return to the original house without visiting any house left of the original house, e.g. *RRLRLL*. You can prepend or append this string to any valid list of directions. Compress those sequences.

Helping Rudolph

- Given a string $s \in \{L, R\}^n$, find the length of the longest substring that never moves outside the left boundary.
- Idea: consider directions where you return to the original house without visiting any house left of the original house, e.g. *RRLRLL*. You can prepend or append this string to any valid list of directions. Compress those sequences.
- Only valid sequences separated by *R*s remain. Select and count the longest of those.

Helping Rudolph

```
compress s = foldl 'compress1' [] s
```

```
compress1 s                'R' = Open:s  
compress1 (Comp k:Open:Comp n:s) 'L' = Comp (k + n + 2):s  
compress1 (Open:Comp n:s)    'L' = Comp (n + 2):s  
compress1 (Comp n:Open:s)    'L' = Comp (n + 2):s  
compress1 (Open:s)          'L' = Comp 2:s  
compress1 s                 'L' = Close:s  
compress1 s                 _ = s
```


They See Me Slidin'

- Given list of stones, starting position, and a flag, can we reach the flag?

They See Me Slidin'

- Given list of stones, starting position, and a flag, can we reach the flag?
- Lists are too slow for lookups – use (Int)Maps and (Int)Sets to store stones for each row and column.

They See Me Slidin'

- Given list of stones, starting position, and a flag, can we reach the flag?
- Lists are too slow for lookups – use (Int)Maps and (Int)Sets to store stones for each row and column.
- Simply model walls as stones

They See Me Slidin'

- Given list of stones, starting position, and a flag, can we reach the flag?
- Lists are too slow for lookups – use (Int)Maps and (Int)Sets to store stones for each row and column.
- Simply model walls as stones
- Get next stone in each of the four directions using said maps.

They See Me Slidin'

- Given list of stones, starting position, and a flag, can we reach the flag?
- Lists are too slow for lookups – use (Int)Maps and (Int)Sets to store stones for each row and column.
- Simply model walls as stones
- Get next stone in each of the four directions using said maps.
- Once we know the destination of the next slide, check if we will cross the flag.

They See Me Slidin'

- Given list of stones, starting position, and a flag, can we reach the flag?
- Lists are too slow for lookups – use (Int)Maps and (Int)Sets to store stones for each row and column.
- Simply model walls as stones
- Get next stone in each of the four directions using said maps.
- Once we know the destination of the next slide, check if we will cross the flag.
- Keep track of already visited positions in another Map to check for loops.

Contrariwise,
if it was so,
it might be;
and if it were so,
it would be;
but as it isn't,
it ain't.



That's
logic.

Terrible Poetry

- Given a list of cards, decide if you need to flip the card to check the following rule:

Terrible Poetry

- Given a list of cards, decide if you need to flip the card to check the following rule:

Every card with a golden heart has no even number on its opposite side.

Terrible Poetry

- Given a list of cards, decide if you need to flip the card to check the following rule:

Every card with a golden heart has no even number on its opposite side.

- $A \rightarrow B \iff \neg A \vee B$; in our case:

Terrible Poetry

- Given a list of cards, decide if you need to flip the card to check the following rule:

Every card with a golden heart has no even number on its opposite side.

- $A \rightarrow B \iff \neg A \vee B$; in our case:
 - $A \equiv$ golden heart

Terrible Poetry

- Given a list of cards, decide if you need to flip the card to check the following rule:

Every card with a golden heart has no even number on its opposite side.

- $A \rightarrow B \iff \neg A \vee B$; in our case:
 - $A \equiv$ golden heart
 - $B \equiv$ odd number

Terrible Poetry

- Given a list of cards, decide if you need to flip the card to check the following rule:

Every card with a golden heart has no even number on its opposite side.

- $A \rightarrow B \iff \neg A \vee B$; in our case:
 - $A \equiv$ golden heart
 - $B \equiv$ odd number
- If a heart is golden, we need to check the other side.

Terrible Poetry

- Given a list of cards, decide if you need to flip the card to check the following rule:

Every card with a golden heart has no even number on its opposite side.

- $A \rightarrow B \iff \neg A \vee B$; in our case:
 - $A \equiv$ golden heart
 - $B \equiv$ odd number
- If a heart is golden, we need to check the other side.
- If a card is even, we need to check the other side.

- Find a greetings (edges) such that everybody is connected (transitively) at minimum cost. This is a minimum spanning tree problem.

- Find a set of edges such that everybody is connected (transitively) at minimum cost. This is a minimum spanning tree problem.
- Use Kruskal's algorithm: sort edges by increasing cost. Start with an empty graph. For each edge add it to the graph if it does not lead to a cycle.

- Find a set of edges such that everybody is connected (transitively) at minimum cost. This is a minimum spanning tree problem.
- Use Kruskal's algorithm: sort edges by increasing cost. Start with an empty graph. For each edge add it to the graph if it does not lead to a cycle.
- Check for cycles using a Union-Find data structure.

- Find a set of edges such that everybody is connected (transitively) at minimum cost. This is a minimum spanning tree problem.
- Use Kruskal's algorithm: sort edges by increasing cost. Start with an empty graph. For each edge add it to the graph if it does not lead to a cycle.
- Check for cycles using a Union-Find data structure.
- Alternative: use Prim's algorithm.

Let's unfreeze the scoreboard!

Let's unfreeze the scoreboard!

Congratulations everyone!

Thanks for joining – see you on Friday!