

BAPC 2022

Solutions presentation

October 22, 2022

E: Equalising Audio

Problem Author: Abe Wits



- **Problem:** Normalise the amplitudes a_1, \dots, a_n to a perceived loudness of $\frac{1}{n} \sum_{i=1}^n a_i^2 = x$.

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- **Solution:** First, compute the current perceived loudness $x' = \frac{1}{n} \sum_{i=1}^n a_i^2$.
Then, output $\sqrt{x/x'} \cdot a_1, \dots, \sqrt{x/x'} \cdot a_n$ with sufficient precision.

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- Verification:

$$\frac{1}{n} \sum_{i=1}^n (\sqrt{x/x'} a_i)^2 = \frac{x}{x'} \cdot \frac{1}{n} \sum_{i=1}^n a_i^2 = \frac{x}{x'} \cdot x' = x.$$

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- Pitfall: multiplying two ints causes integer overflow, use long instead!

Statistics: 127 submissions, 50 accepted, 6 unknown

B: Bellevue

Problem Author: Ragnar Groot Koerkamp



- **Problem:** Given the profile of an island, find the point with the largest viewing angle of the sea.

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- **Observation:** If point P is blocking the view of the edge of the island from point Q , you can see more sea in P than Q .

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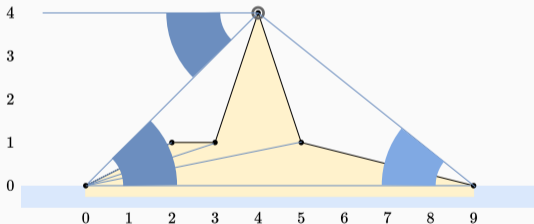
- **Problem:** Given the profile of an island, find the point with the largest viewing angle of the sea.
- **Observation:** If point P is blocking the view of the edge of the island from point Q , you can see more sea in P than Q .
- The answer is always an angle from the start/end of the island to another point.

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- **Observation:** If point P is blocking the view of the edge of the island from point Q , you can see more sea in P than Q .
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- **Solution:** take the maximum angle around the start/end.

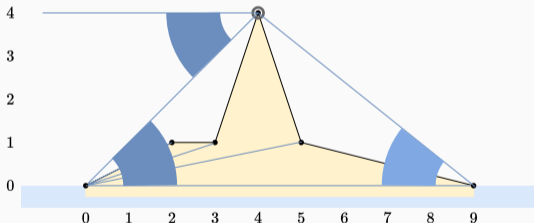


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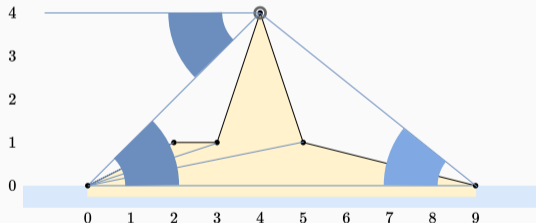
- **Alternative solution:** compute the convex hull and iterate over it.

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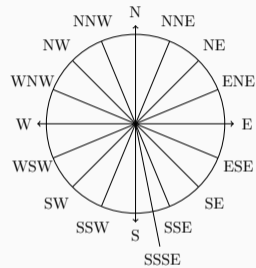
Statistics: 102 submissions, 41 accepted, 18 unknown

F: Failing Flagship

Problem Author: Ruben Brokkelkamp



- **Problem:** Compute the minimum angle in degrees between two wind directions.

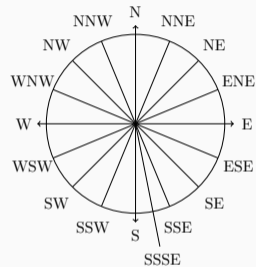


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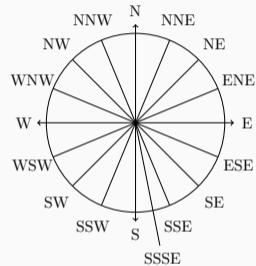


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Problem Author: Ruben Brokkelkamp



- **Problem:** Compute the minimum angle in degrees between two wind directions.
- **Solution:**
 - Convert both wind directions into degrees $d_1 \geq d_2$.



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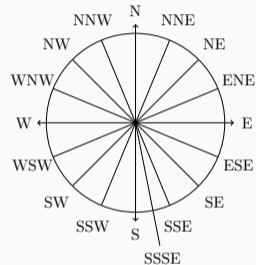
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- **Observation:** For every extra letter the degrees it represents halves: 45, 22.5, 11.25, 6.125, ...



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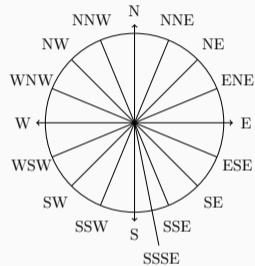
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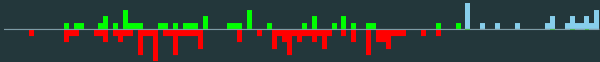
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- Convert both wind directions into degrees $d_1 \geq d_2$.
- **Observation:** For every extra letter the degrees it represents halves: 45, 22.5, 11.25, 6.125, ...
- Return $\min(d_2 - d_1, 360 + d_1 - d_2)$.

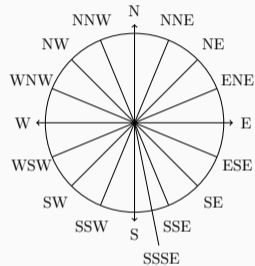


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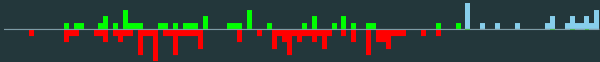


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- **Remark:** Only 29 characters are needed for the required precision.

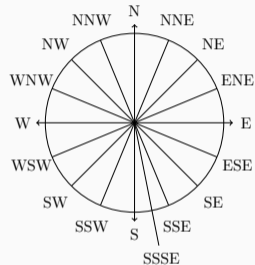


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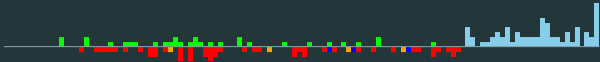
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Statistics: 144 submissions, 39 accepted, 21 unknown

I: Imperfect Imperial Units

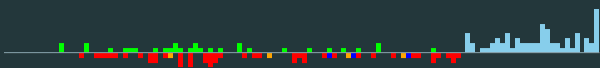
Problem Author: Abe Wits



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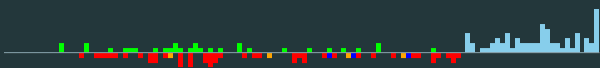
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- **Problem:** Convert values from one unit to another.
- **Solution:** For every query, do a breadth-/depth-first search, multiplying all conversion ratios on the path from the one to the other unit.
 - Runtime: $\mathcal{O}(q \cdot n)$, which is fast enough.

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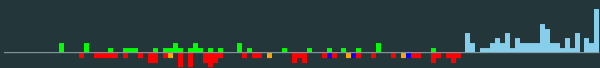
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- **Faster solution:** Precalculate (or cache) the conversion ratio between all pairs of units.
 - Runtime: $\mathcal{O}(n^2)$ to precalculate and $\mathcal{O}(1)$ per query, so $\mathcal{O}(n^2 + q)$.

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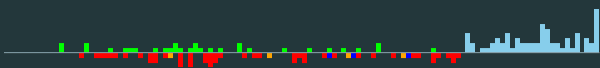
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- Smallest/largest results are $10^{\pm 303}$, which fits in `double` (limit: $9 \cdot 10^{\pm 307}$).

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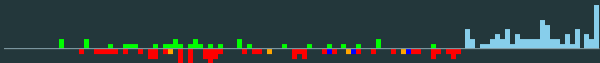
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D: Dividing DNA

Problem Author: Ragnar Groot Koerkamp



- **Problem:** Given a set of *forbidden* (*present*) intervals, partition $[0, n)$ into as many disjoint (*absent*) intervals as possible.
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- Then start a new interval $[a, a + 1)$, and keep growing it until it is allowed, say $[a, b)$.
- Continue until reaching the end. This uses exactly n queries in total.



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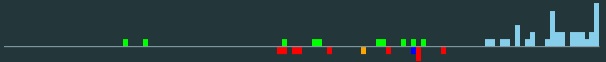
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Statistics: 32 submissions, 10 accepted, 17 unknown

C: Crashing Competition Computer

Problem Author: Jorke de Vlas



- **Problem:** What is the expected time to write c characters of code on a crash-prone computer?

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- **Solution:** Dynamic programming over the length of the code.
- Time to code any x consecutive characters (without saving) =
time to write $x - 1$ characters + 1 + expected time needed to recover from crashing:

$$T(x) = T(x-1) + 1 + p \cdot (r + T(x)) = \frac{T(x-1) + 1 + p \cdot r}{1 - p} \quad \text{or} \quad T(x) = \frac{r+1}{p} \cdot ((1-p)^{-x} - 1)$$

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- Calculate time to code all characters between position 0 and x ,
minimising the total time by trying to click “Save” after character k :

$$DP(x) = \min \left(T(x), \min_{0 \leq k \leq x} \left(DP(k) + t + T(x-k) \right) \right)$$

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- Final answer is $DP(c) + t$ (because we should save the code at the end, costing t time).

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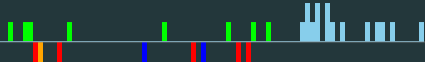
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Statistics: 56 submissions, 10 accepted, 35 unknown

K: Kiosk Construction

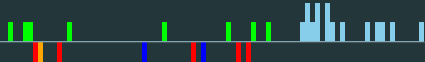
Problem Author: Reinier Schmiermann



- **Problem:** Find the optimal kiosk position for a given camping layout.
- **Solution:** Find the shortest path from every kiosk location k to every plot p ($d(k, p)$), then calculate $\min_k(\max_p(d(k, p)))$.
 - But, doing n^2 times BFS/DFS from every possible kiosk location to every plot is too slow ($\mathcal{O}(n^3)$).

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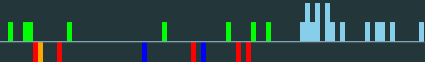
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 - But, doing n^2 times BFS/DFS from every possible kiosk location to every plot is too slow ($\mathcal{O}(n^3)$).
- **Optimisation:** Calculate distances the other way around: from every plot to every kiosk location.
 - The rules of walking between plots are fixed given a destination plot p , so do floodfill (BFS/DFS) starting from every destination plot p .
 - From a plot a , walk to neighbouring plots b if, according to the procedure, you can walk from b to a given the destination plot p .

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Problem Author: Reinier Schmiermann

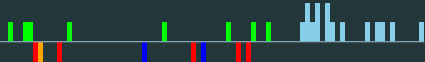


- **Problem:** Find the optimal kiosk position for a given camping layout.
- **Solution:** Find the shortest path from every kiosk location k to every plot p ($d(k, p)$), then calculate $\min_k(\max_p(d(k, p)))$.
 - But, doing n^2 times BFS/DFS from every possible kiosk location to every plot is too slow ($\mathcal{O}(n^3)$).
- **Optimisation:** Calculate distances the other way around: from every plot to every kiosk location.

9 ⁰	3 ¹	1
4 ¹	7	2
8	6	5

K: Kiosk Construction

Problem Author: Reinier Schmiermann



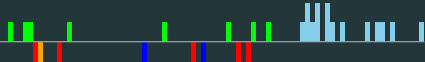
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The diagram shows a 3x3 grid of plots. The top-left plot (9) is highlighted in purple and has a distance of 0. The top-middle plot (3) has a distance of 1, and the top-right plot (1) has a distance of 2. The middle-left plot (4) has a distance of 1, and the middle-middle plot (7) has a distance of 1. The bottom row plots (8, 6, 5) have no distance labels. Red dashed arrows indicate the shortest paths: from 3 to 9 (up), from 1 to 3 (left), from 4 to 3 (right), and from 7 to 4 (left).

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Problem Author: Reinier Schmiermann



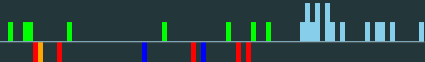
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8 [∞]	6 [∞]	5 [∞]

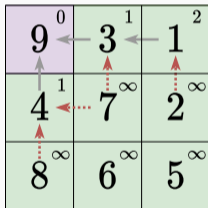
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K: Kiosk Construction

Problem Author: Reinier Schmiermann



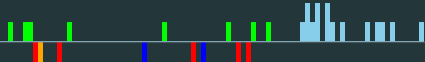
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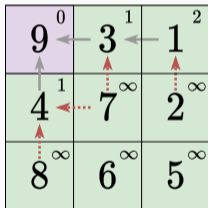
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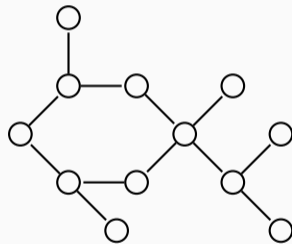
Statistics: 31 submissions, 8 accepted, 15 unknown

H: House Numbering

Problem Author: Reinier Schmiermann



- **Problem:** Given a graph with n nodes and edges, and h house numbers for an edge, determine whether house numbers can be assigned such that there is no intersection where two edges start with the same house number.

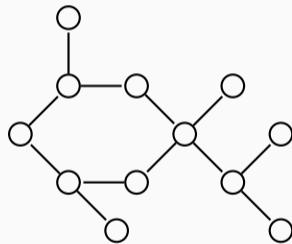


H: House Numbering

Problem Author: Reinier Schmiermann

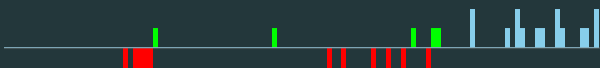


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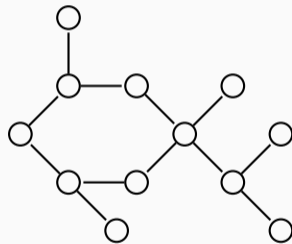


H: House Numbering

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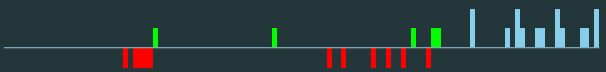


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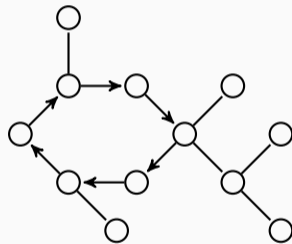


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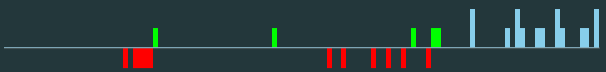


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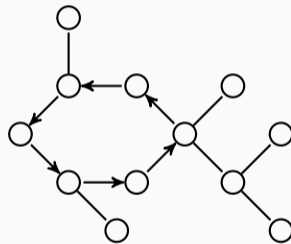


H: House Numbering

Problem Author: Reinier Schmiermann

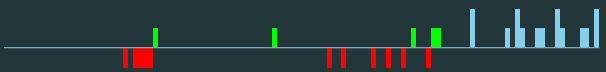


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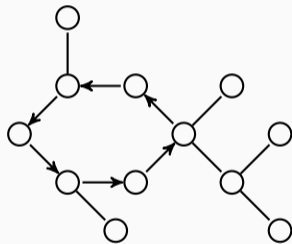


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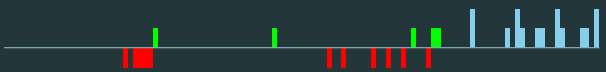


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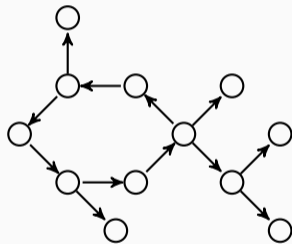


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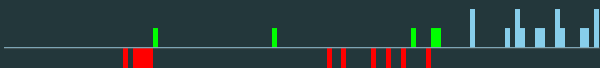


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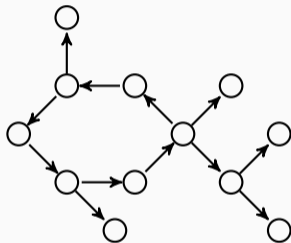


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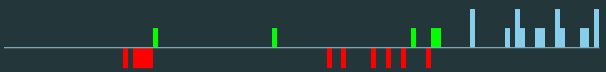


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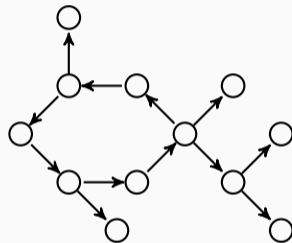


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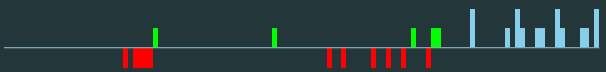


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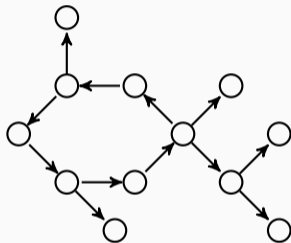


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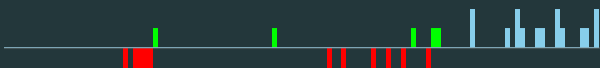


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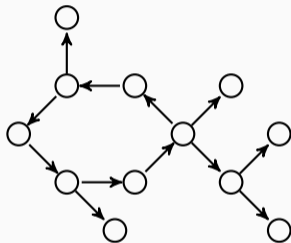


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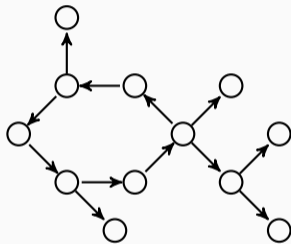


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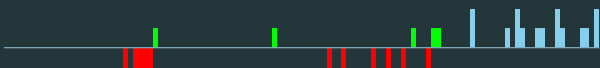


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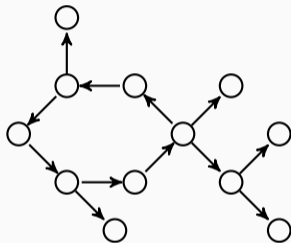


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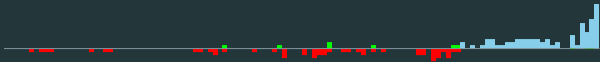
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Statistics: 31 submissions, 5 accepted, 15 unknown

J: Jagged Skyline

Problem Author: Reinier Schmiermann



- **Problem:** Given $w \leq 10\,000$ integers $0 \leq h_i \leq 10^{18}$, find the maximum in at most 12 000 queries:
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J: Jagged Skyline

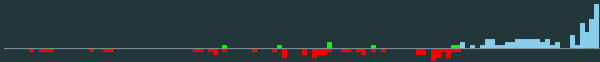
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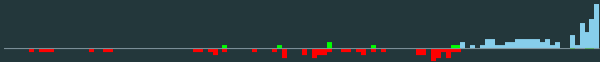
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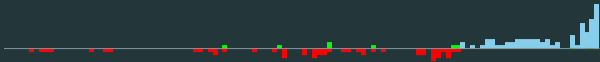
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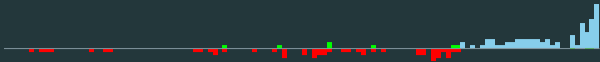
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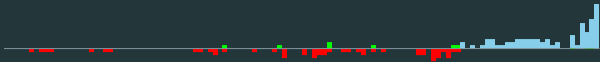
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Statistics: 140 submissions, 7 accepted, 80 unknown

L: Lowest Latency

Problem Author: Reinier Schmiermann



- **Problem:** Given $n = 10^5$ random points in $V = [0, 10^9)^3$, find the shortest distance between two points.

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- Naive quadratic solution is too slow, and sweepline methods are complicated!

L: Lowest Latency

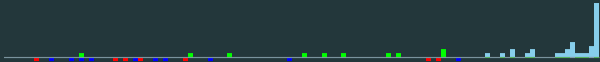
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¹Or at least, *almost always* ;-)

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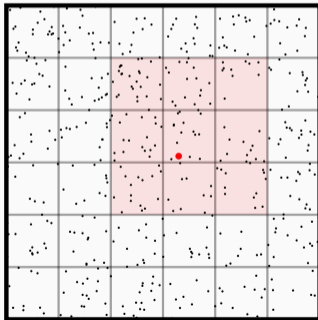
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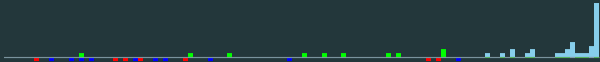


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Statistics: 63 submissions, 10 accepted, 35 unknown

A: Adjusted Average

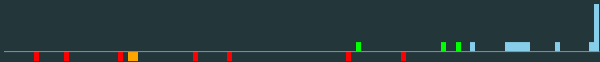
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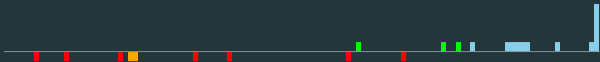
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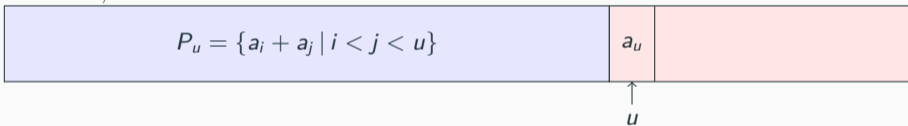
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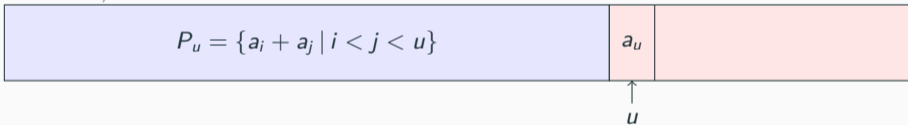


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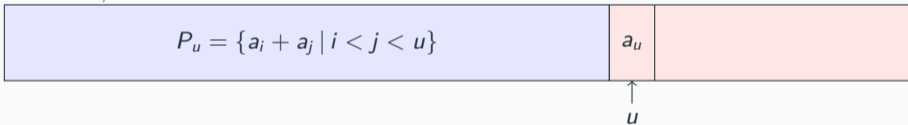
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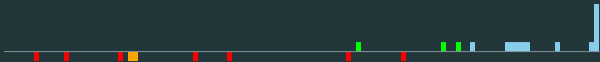
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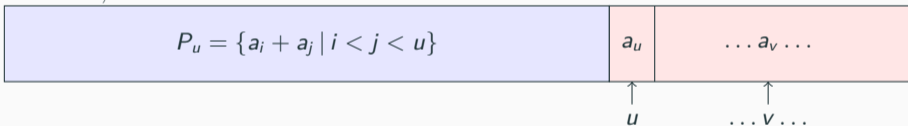
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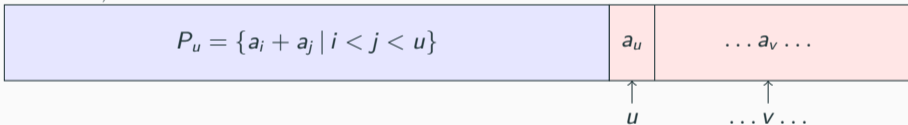
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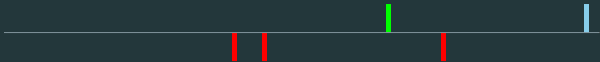


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Statistics: 25 submissions, 3 accepted, 13 unknown

G: Grinding Gravel

Problem Author: Daan van Gent, Onno Berrevoets



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 - **Simpler alternative:** Merge the largest remainder with another one, and update the state. \rightarrow Too slow when counts are $1 \times 4, 30 \times 5, 30 \times 6, 30 \times 7$.

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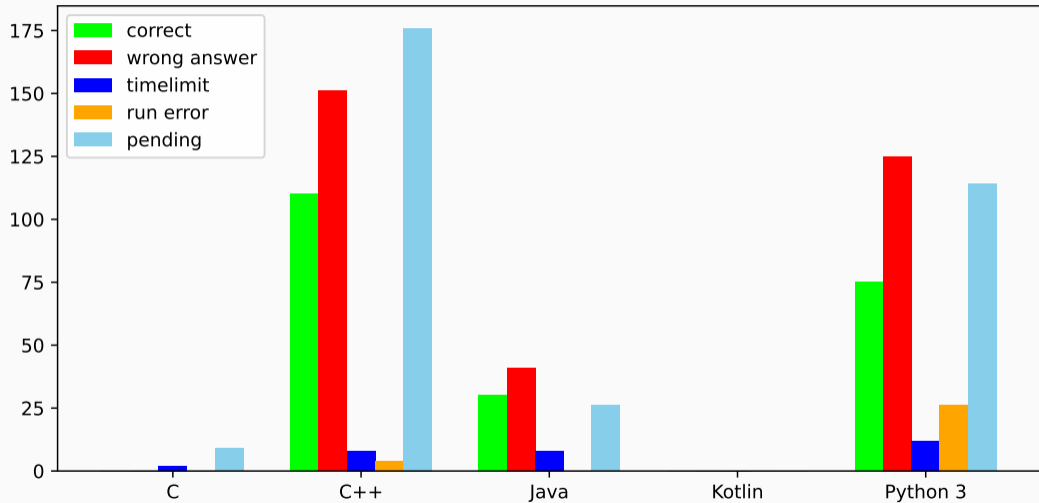
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Statistics: 5 submissions, 1 accepted, 1 unknown

Language stats



Jury work

- 721 commits, of which 434 for the main contest

Random facts

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- 165 jury solutions (last year: 177)
- The minimum² number of lines the jury needed to solve all problems is

$$14 + 3 + 5 + 1 + 4 + 4 + 27 + 34 + 14 + 15 + 18 + 4 = 143$$

On average 11.9 lines per problem, up from 9.6 in BAPC 2021 or 6.6 in preliminaries 2022

²After codegolfing

Thanks to:

The proofreaders

Jaap Eldering
Kevin Verbeek
Mark van Helvoort
Nicky Gerritsen
Thomas Verwoerd

The jury

Boas Kluiving
Jorke de Vlas
Ludo Pulles
Maarten Sijm
Ragnar Groot Koerkamp
Reinier Schmiermann
Ruben Brokkelkamp
Wessel van Woerden

Want to join the jury? Submit to the Call for Problems of BAPC 2023 at:

<https://jury.bapc.eu/>