

IV Кубок України з програмування

Official Solutions
Contest 3, div1
2025

A. Life game

- Given a matrix
 - of size up to 50

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- Color each element of matrix in one of two colors

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- You have up to 50 000 awards you can get
 - x_1, x_2, y_1, y_2, c and m
 - You get an award m if submatrix (x_1, x_2, y_1, y_2) is colored in c

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 - These one can be converted to the same awards as before
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- Earn maximum amount of money

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Solution

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 - Add edge of m capacity from source to v

A. Life game

Solution

- Do for $c = 1$ in the same way
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 - Create one vertex v for this award
 - Add edges of $+\infty$ capacity from vertices in its submatrix to v
 - Add edge of m capacity from v to sink
- One can see, that if award criterion is not satisfied, then m -valued edge is intersecting a cut
- This will give up to $50^2 \cdot 50\,000$ edges and $50 + 50\,000$ vertices
 - Pretty much for maxflow algorithms

A. Life game

Optimizing

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 - Add vertex for every r, c, k_r, k_c
 - Submatrix $[r, r + 2^{k_r}) \times [c, c + 2^{k_c})$

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- Make 2D sparse table structure
 - Add vertex for every r, c, k_r, k_c
 - Submatrix $[r, r + 2^{k_r}) \times [c, c + 2^{k_c})$
- Don't add edges from every cell to an award
 - Add 4 edges from 4 submatrices of power-of-2 sizes to an award as in 2D sparse table
 - We don't care if they overlap

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 - Add 4 edges from 4 submatrices of power-of-2 sizes to an award as in 2D sparse table
 - We don't care if they overlap
- Add $+\infty$ edges between power-of-2 size submatrices
 - From big one to two times smaller ones

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 - Another for incoming edges

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 - One for outgoing edges
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- As it turns out, this optimization helps to get passed TL
 - Fast algorithms like Dinitz or Preflow-push algorithms help
- Here we have about $2 \cdot 50^2 \cdot \log^2 50$ edges for sparse table
- $5 \cdot 50\,000$ edges for edges between awards and submatrices
- And $2 \cdot 50^2 \cdot \log^2 50 + 50\,000$ vertices

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B. String Queries

- You are given a string s
 - Length up to 5 000

B. String Queries

- You are given a string s
 - Length up to 5 000
- You are also given queries
 - Given L and R
 - Find number of different substrings in $s(L, R)$

B. String Queries

Solution

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- Build an array of $f_{L,R}$ — number of substrings in $s(L, R)$
- Initialize $f_{i,j} = 0$ for all i and j
- Substring $s(i, j)$ is inside all (x, y) for $x \leq i$ and $j \leq y$
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 - $t = s(i_1, j_1) = s(i_2, j_2) = \dots = s(i_k, j_k)$
 - $i_1 < i_2 < \dots < i_k$
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 - Subtract 1 of all $f_{x,y}$ such that $x \leq i_e$ and $j_{e+1} \leq y$
 - for $1 \leq e < k$

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 - Subtract 1 of all $f_{x,y}$ such that $x \leq i_e$ and $j_{e+1} \leq y$
 - for $1 \leq e < k$
- Then just answer all queries outputting $f_{L,R}$

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B. String Queries

Why will it work?

- Consider some $s(L, R)$

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- We added 1 for each of the copy, so it's $+w$
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- So it's $w - (w - 1) = +1$ for each substring that is inside

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Implementation

- Calculate $LCP(i, j)$
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- And 2D Partial sums will help adding $f_{x,y}$ for $x \leq i$ and $j \leq y$

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- Partial sums will help iterating over g
- And 2D Partial sums will help adding $f_{x,y}$ for $x \leq i$ and $j \leq y$
- Solution time and memory complexity is $O(|s|^2 + Q)$
 - Q — the number of queries

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Suffix tree or automaton solution

- For every suffix build suffix data structure in linear time

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- Append single letter
 - Learn how the number of substrings changed
- For automaton it's $+= \text{len}[\text{last}] - \text{len}[\text{sufLink}[\text{last}]]$
- Still $O(|s|^2)$ time and $O(|s|^2)$ memory solution

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C. Coprimes

- Given n up to 28

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- Given n up to 28
- Find number of different permutations
 - Of length n
 - Every two consecutive elements are coprime

C. Coprimes

Solution

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Solution

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- Based on these equivalence classes count number of different multisets of classes
 - There are 1 728 000 of those

C. Coprimes

Solution

- For each x we are interested in the subset of $[1 \dots n]$, so that x is coprime to them
- Build equivalence classes on that criteria
- Based on these equivalence classes count number of different multisets of classes
 - There are 1728 000 of those
- Make dynamic programming

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D. Colored Balls

- You are given n white balls

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- You are given n white balls
- In one turn you choose (l, r) , so that $1 \leq l \leq r \leq n$ equiprobably
- Color each ball x , such that $l \leq x \leq r$, to black

D. Colored Balls

- You are given n white balls
- In one turn you choose (l, r) , so that $1 \leq l \leq r \leq n$ equiprobably
- Color each ball x , such that $l \leq x \leq r$, to black
- What is the expected number of turns, so that every ball is colored?

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D. Colored Balls

Solution

- Answer is $\sum_{i=0}^{+\infty} p(i)$
 - $p(x)$ is the probability, that in x moves there exists a white ball

D. Colored Balls

Solution

- Answer is $\sum_{i=0}^{+\infty} p(i)$
 - $p(x)$ is the probability, that in x moves there exists a white ball
- How to calculate $p(x)$?

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Solution

- Answer is $\sum_{i=0}^{+\infty} p(i)$
 - $p(x)$ is the probability, that in x moves there exists a white ball
- How to calculate $p(x)$?
 - d_A is the probability to leave A white in x moves

D. Colored Balls

Solution

- Answer is $\sum_{i=0}^{+\infty} p(i)$
 - $p(x)$ is the probability, that in x moves there exists a white ball
- How to calculate $p(x)$?
 - d_A is the probability to leave A white in x moves
 - Choosing these intervals will color some subset of $\bar{A}$

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 - Use inclusion-exclusion formula

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 - Probability to color all balls in x moves $\sum_A d_A \cdot (-1)^{|A|}$

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 - Use inclusion-exclusion formula
 - Probability to color all balls in x moves $\sum_A d_A \cdot (-1)^{|A|}$
 - c_A is the number of intervals that cover only balls from $\bar{A}$
 - Then $d_A = \left(\frac{c_A}{\binom{n+1}{2}} \right)^x$
- So answer is $\sum_{i=0}^{+\infty} \left(1 - \sum_A (-1)^{|A|} \left(\frac{c_A}{\binom{n+1}{2}} \right)^i \right)$

D. Colored Balls

Solution

- We know that $d_{\emptyset} = 1$, so:

- Answer is: $\sum_{i=0}^{+\infty} \sum_{A \neq \emptyset} (-1)^{|A|} \left(\frac{c_A}{\binom{n+1}{2}} \right)^i$

- Change the order $\sum_{A \neq \emptyset} (-1)^{|A|} \sum_{i=0}^{+\infty} \left(\frac{c_A}{\binom{n+1}{2}} \right)^i$

D. Colored Balls

Solution

- We know that $d_{\emptyset} = 1$, so:
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 - It's 2^n geometric series sums

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- For every c_A and $(|A| \bmod 2)$ calculate the number of such A

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 - It's 2^n geometric series sums
- For every c_A and $(|A| \bmod 2)$ calculate the number of such A
- As an exercise come up with dynamic programming polynomial solution to do that

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E. Another Tree Problem

- You are given a tree

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E. Another Tree Problem

- You are given a tree
 - Number of vertices is at most 50 000

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E. Another Tree Problem

- You are given a tree
 - Number of vertices is at most 50 000
- Calculate for each vertex v :
 - $\sum_u d_{v,u}^k$
 - $d_{x,y}$ is the distance from v to u
 - k is up to 50

E. Another Tree Problem

Solution

- Formula using Stirling numbers of second kind:
 - $d^k = \sum_{i=0}^k S(k, i) \cdot d \cdot (d-1) \cdot \dots \cdot (d-i+1)$
 - $d^k = \sum_{i=0}^k S(k, i) \cdot \binom{d}{i} \cdot i!$
 - $S(k, i)$ is the Stirling number of second kind
 - The number of ways to color k element set into i colors

E. Another Tree Problem

Solution

- Formula using Stirling numbers of second kind:
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 - The number of ways to color k element set into i colors
- So for every vertex v calculate array a :
 - $$a_i = \sum_u \binom{d_{v,u}}{i}$$

E. Another Tree Problem

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 - $S(k, i)$ is the Stirling number of second kind
 - The number of ways to color k element set into i colors
- So for every vertex v calculate array a :
 - $$a_i = \sum_u \binom{d_{v,u}}{i}$$
- To add one edge, one has to increase every $d_{v,u}$ by one
 - $$\binom{d+1}{i} = \binom{d}{i} + \binom{d}{i-1}$$
 - $$a_i^{\text{new}} = a_i + a_{i-1}$$

E. Another Tree Problem

Solution

- To calculate a first make tree rooted
 - Sum up all $\binom{d}{i}$ over all descendants first
 - Then sum up all $\binom{d}{i}$ for not descendants by second DFS

E. Another Tree Problem

Solution

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Solution

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 - Sum up all $\binom{d}{i}$ over all descendants first
 - Then sum up all $\binom{d}{i}$ for not descendants by second DFS
- Calculate a for all vertices in $O(nk)$ time
- Calculate $S(i, j)$ and $i!$
- Use formula to get answer for every vertex

F. String and Queries-2

- You are given a string s of length up to 10^5

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- Answer queries:
 - Given $c_1, c_2, \dots, c_k$ — letters
 - $k \leq 5$

F. String and Queries-2

- You are given a string s of length up to 10^5
- String consists of first 20 letters of alphabet
- Answer queries:
 - Given $c_1, c_2, \dots, c_k$ — letters
 - $k \leq 5$
 - Find number of pairs (i, j) , so that $s(i, j)$ contains even number of each of these k letters

F. String and Queries-2

Solution

- For each prefix $0 \leq i \leq |s|$ find subset p_i :
 - which letters enter odd number of times

F. String and Queries-2

Solution

- For each prefix $0 \leq i \leq |s|$ find subset p_i :
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- For substring $s(i+1, j)$ we have to calculate $p_i \oplus p_j$

F. String and Queries-2

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 - which letters enter odd number of times
- For substring $s(i+1, j)$ we have to calculate $p_i \oplus p_j$
- Calculate f_A — number of i such that $p_i = A$
- Calculate $g_A = \sum_{A \subset B} f_B$
 - It's just partial sums on $2 \times 2 \times \dots \times 2$ array
 - Calculated in $O(2^{|\Sigma|} |\Sigma|)$

F. String and Queries-2

Solution

- To answer the queries:
 - p_i and p_j have to have equal parity for letters in query

F. String and Queries-2

Solution

- To answer the queries:
 - p_i and p_j have to have equal parity for letters in query
 - For each X of 2^k parities of given k letters get g_A
 - A contains only letters from query
 - Calculate $d_X = g_A$

F. String and Queries-2

Solution

- To answer the queries:
 - p_i and p_j have to have equal parity for letters in query
 - For each X of 2^k parities of given k letters get g_A
 - A contains only letters from query
 - Calculate $d_X = g_A$
 - Use inclusion-exclusion formula
 - for $X = (2^k - 1) \dots 0$:
 - for $Y \supset X$:

$$d_X := d_X - d_Y$$
 - d_X is number of p_i , so that given letters' parity is X and the other letters' parity is either odd or even

F. String and Queries-2

Solution

- To answer the queries:
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 - for $Y \supset X$:

$$d_X := d_X - d_Y$$
 - d_X is number of p_i , so that given letters' parity is X and the other letters' parity is either odd or even
 - Answer is $\sum_X \frac{d_X(d_X-1)}{2}$

Problem G. LCM

- Given n up to 10^9
- Find positive a and b such that
 - $a + b = n$
 - $\text{lcm}(a, b)$ is maximum possible

Problem G. LCM

Solution

- If $x > y$ and $d > 0$, then $xy \geq (x + d)(y - d)$

Problem G. LCM

Solution

- If $x > y$ and $d > 0$, then $xy \geq (x + d)(y - d)$
- p equal to smallest prime greater than $\frac{n}{2}$
 - It's coprime to $n - p$, since $n - p < p$

Problem G. LCM

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Solution

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- p equal to smallest prime greater than $\frac{n}{2}$
 - It's coprime to $n - p$, since $n - p < p$
 - So answer is not less than $(n - p)p$
 - You don't have to look to $x > p$
 - Gap between prime numbers is small enough to try every $\frac{n}{2} < x \leq p$

H. Erase the String

- Given a string of length not greater than 16
- In one move you can erase any subsequence, that is palindrome
- Find minimum number of moves to erase all string

H. Erase the String

Solution

- For every of $2^n - 1$ subsequences calculate if it's palindrome

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H. Erase the String

Solution

- For every of $2^n - 1$ subsequences calculate if it's palindrome
 - Let P be the set of all palindrome subsequences

H. Erase the String

Solution

- For every of $2^n - 1$ subsequences calculate if it's palindrome
 - Let P be the set of all palindrome subsequences
- $f[A]$ — minimum number of moves to erase subset A

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Solution

- For every of $2^n - 1$ subsequences calculate if it's palindrome
 - Let P be the set of all palindrome subsequences
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- $f[A] = \min_{B \in P \wedge B \subseteq A} f[B] + 1$

H. Erase the String

Solution

- For every of $2^n - 1$ subsequences calculate if it's palindrome
 - Let P be the set of all palindrome subsequences
- $f[A]$ — minimum number of moves to erase subset A
- $f[A] = \min_{B \in P \wedge B \subset A} f[B] + 1$
- Calculated in $O(3^n)$

I. Thickness

- You are given triangles
- For every k find the area of a plane covered by exactly k triangles

I. Thickness

Solution

- Intersect all pairs of sides of all triangles

I. Thickness

Solution

- Intersect all pairs of sides of all triangles
- Get all x-coordinates of all intersection and all vertices
 - $x_1 < x_2 < \dots < x_k$ be those coordinates

I. Thickness

Solution

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- Get all x-coordinates of all intersection and all vertices
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- Consider the part of plane with points (x, y) such that $x_i < x < x_{i+1}$

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- Intersection of this part of plane with every triangle is either empty set or trapezoid

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- Get all x-coordinates of all intersection and all vertices
 - $x_1 < x_2 < \dots < x_k$ be those coordinates
- Consider the part of plane with points (x, y) such that $x_i < x < x_{i+1}$
- Intersection of this part of plane with every triangle is either empty set or trapezoid
- No two non-vertical trapezoid sides intersect

I. Thickness

Solution

- Intersect every side of triangle with this part of the plane

I. Thickness

Solution

- Intersect every side of triangle with this part of the plane
- Get middle point of intersection

I. Thickness

Solution

- Intersect every side of triangle with this part of the plane
- Get middle point of intersection
- Sort all segments by y-coordinate of this middle point

I. Thickness

Solution

- Intersect every side of triangle with this part of the plane
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- Do another sweepline iterating over segments

I. Thickness

Solution

- Intersect every side of triangle with this part of the plane
- Get middle point of intersection
- Sort all segments by y-coordinate of this middle point
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- Each segment is either the start of a triangle or the end
 - Keep track of k — number of triangles covering

I. Thickness

Solution

- Intersect every side of triangle with this part of the plane
- Get middle point of intersection
- Sort all segments by y-coordinate of this middle point
- Do another sweepline iterating over segments
- Each segment is either the start of a triangle or the end
 - Keep track of k — number of triangles covering
- Calculate trapezoid area and add it to corresponding answer

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J. GCD

- You are given n natural numbers ($n \leq 50\,000$)

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J. GCD

- You are given n natural numbers ($n \leq 50\,000$)
 - Each number is not greater than 50 000

J. GCD

- You are given n natural numbers ($n \leq 50\,000$)
 - Each number is not greater than 50 000
- You are also given queries:
 - Each consists of L and R

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 - Find pair (i, j) such that $i \neq j$ and $L \leq i, j \leq R$

J. GCD

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 - Each consists of L and R
 - Find pair (i, j) such that $i \neq j$ and $L \leq i, j \leq R$
 - And $\gcd(a_i, a_j)$ is maximum possible

J. GCD

Solution

- Let's answer all queries in order of increasing R

J. GCD

Solution

- Let's answer all queries in order of increasing R
 - Consider gcd is equal to v

J. GCD

Solution

- Let's answer all queries in order of increasing R
 - Consider gcd is equal to v
 - Consider rightmost two positions $i < j \leq R$:
 - so that $v \mid a_i$ and $v \mid a_j$

J. GCD

Solution

- Let's answer all queries in order of increasing R
 - Consider gcd is equal to v
 - Consider rightmost two positions $i < j \leq R$:
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 - For every $L \leq i$ answer is at least v

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- Let's answer all queries in order of increasing R
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 - For every $L \leq i$ answer is at least v
 - For every $1 \leq i \leq R$ store the maximum possible divisor of a_i

J. GCD

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- Let's answer all queries in order of increasing R
 - Consider gcd is equal to v
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 - For every $L \leq i$ answer is at least v
 - For every $1 \leq i \leq R$ store the maximum possible divisor of a_i
 - Such v , so that there is $j > i$ and $j \leq R$
 - And $v \mid a_j$

J. GCD

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 - Keep track of interval tree or binary indexed tree, say t

J. GCD

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 - Keep track of last number, that is divisible by each v

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 - Such v , so that there is $j > i$ and $j \leq R$
 - And $v \mid a_j$
 - Keep track of interval tree or binary indexed tree, say t
 - Keep track of last number, that is divisible by each v
 - To increase R by one, iterate over all $v \mid a_R$
 - Make $t[\text{last}[v]] := \max(t[\text{last}[v]], v)$
 - Update $\text{last}[v] := R$

J. GCD

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 - Consider gcd is equal to v
 - Consider rightmost two positions $i < j \leq R$:
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 - Make $t[\text{last}[v]] := \max(t[\text{last}[v]], v)$
 - Update $\text{last}[v] := R$
 - Answer for query (L, R) is maximum in $t[L..R]$

K. Points on a Plane

- You are given sequence of n points
- n is at most $5 \cdot 10^5$

K. Points on a Plane

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 - With coordinates up to n

K. Points on a Plane

- You are given sequence of n points
- n is at most $5 \cdot 10^5$
- Points are generated pseudorandomly
 - With coordinates up to n
- After each point answer, what is the distance between closest two points?

K. Points on a Plane

Solution

- Maintain sorted by x-coordinate array of all already added points

K. Points on a Plane

Solution

- Maintain sorted by x-coordinate array of all already added points
- When new (x_0, y_0) point added:
 - Let d be the current answer

K. Points on a Plane

Solution

- Maintain sorted by x-coordinate array of all already added points
- When new (x_0, y_0) point added:
 - Let d be the current answer
 - Check all points (x, y) such that $|x - x_0| < d$
 - Other points are not closer than d

K. Points on a Plane

Solution

- Maintain sorted by x-coordinate array of all already added points
- When new (x_0, y_0) point added:
 - Let d be the current answer
 - Check all points (x, y) such that $|x - x_0| < d$
 - Other points are not closer than d
 - Update answer by distance to these points

K. Points on a Plane

Solution

- Intuitively the runtime is explained like this:
 - Consider we added p points to our set

K. Points on a Plane

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 - Let's make $r \times r$ grid of $[1 \dots n] \times [1 \dots n]$ square

K. Points on a Plane

Solution

- Intuitively the runtime is explained like this:
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 - Let's make $r \times r$ grid of $[1 \dots n] \times [1 \dots n]$ square
 - Choose r such that the probability of two points locating in the same cell is at least $\frac{1}{2}$

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 - Let's make $r \times r$ grid of $[1 \dots n] \times [1 \dots n]$ square
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 - So expected number of points in $x_0 - d < x < x_0 + d$ is $\frac{2pd}{n}$

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 - So expected number of points in $x_0 - d < x < x_0 + d$ is $\frac{2pd}{n}$
 - $d \approx \frac{n}{r} \approx \frac{n}{p}$
 - Expected number of points is $\frac{2pd}{n} \approx 2 \frac{\frac{n}{p} p}{n} = 2$

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 - $d \approx \frac{n}{r} \approx \frac{n}{p}$
 - Expected number of points is $\frac{2pd}{n} \approx 2 \frac{\frac{n}{p} p}{n} = 2$
 - So summing up over all p , we get $O(n)$ runtime