

Problems Discussion

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day 6

B	Goofy Golf	1	geometry, graph
A	Grid City	4	min cost max flow
F	Forbidden Sum	10	persistent segtree
G	Sign on Fence	13	binary search + persistent segtree
J	Let There be Rainbows	16	HLD + segtree
C	Collecting Apples	17	combinatorics DP
K	Count on Tree	20	persistent data structure
H	XOR Queries	24	persistent data structure
D	Door of the Ancient	34	knapsack DP
I	Presidential Game	37	ad-hoc, "game"
E	Odd GCD Matching	38	ad-hoc

day 7

B	Log Drivin' Hirin'	1	cht optimization + dsu on tree
F	Camel and Oases	1	observation, dp bitmask
C	Costly Binary Search	3	dp reverse state
J	Sending Blessings	6	“maxflow”, LCA
I	Not One of Them	7	dnc optimization
M	Boxes	7	dp combinatorics
K	Harbingers	9	dp + cht optimization
L	Jumping Stones	10	data structures
D	City Hall	16	shortest path + cht optimization
E	Shortsighted	16	shortest path, math
A	Go To Goal	32	combinatorics
G	Frequent Alphabet	36	ad-hoc
H	Healthy Lifestyle	36	graph connectivity

day 8

C	Instruction Anagram	5	combinatorics, math
I	Forming Compounds	5	number theory + dp
D	Project Team	12	persistent segment tree
E	Occult Square	16	constructive
G	Hallway and Butler	18	combinatorics
L	Combination Lock	21	ad-hoc
K	All Subsequences	23	dp + data structure optimization
J	Power Link	27	sqrt-partition
B	Slow Down	32	shortest path + maxflow
H	Auction Market	33	data structure
A	Visible Trees	35	ad-hoc
F	Special Substring	35	ad-hoc
M	Prize Coupon	35	ad-hoc, greedy

day 9

H	Writing Tasks	0	graph, special properties
L	Robust Defense	0	dp, geometry
I	Red Black Ball	1	combinatorics dp
D	Forbidden Card	9	ad-hoc, graph
J	Token Distance	9	math, data structure
K	Tree Beauty	9	data structure
A	Comic Binge	20	dp
G	Permutation Transformation	25	cycle finding, math
C	Cul-De-Sac Parades	26	dp on tree
B	Moon and Sun	31	math
F	Shopping Changes	35	data structure
E	Exchange Bottleneck	36	graph
M	Police Stations	36	ad-hoc

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