

# acm International Collegiate Programming Contest

2012/7/6 Tokyo

### Links

# ABCDEFG

**Problem A** 

Millennium

A wise king declared a new calendar. "Tomorrow shall be the first day of the calendar, that is, the day 1 of the month 1 of the year 1. Each year consists of 10 months, from month 1 through month 10, and starts from a *big month*. A common year shall start with a big month, followed by *small months* and big months one after another. Therefore the first month is a big month, the second month is a small month, the third a big month, ..., and the 10th and last month a small one. A big month consists of 20 days and a small month consists of 19 days. However years which are multiples of three, that are year 3, year 6, year 9, and so on, shall consist of 10 big months and no small month."

Many years have passed since the calendar started to be used. For celebration of the millennium day (the year 1000, month 1, day 1), a royal lottery is going to be organized to send gifts to those who have lived as many days as the number chosen by the lottery. Write a program that helps people calculate the number of days since their birthdate to the millennium day.

### Input

The input is formatted as follows.

n  $Y_1 M_1 D_1$   $Y_2 M_2 D_2$ ...  $Y_n M_n D_n$ 

Here, the first line gives the number of datasets as a positive integer *n*, which is less than or equal to 100. It is followed by *n* datasets. Each dataset is formatted in a line and gives three positive integers,  $Y_i$  (< 1000),  $M_i$  (≤ 10), and  $D_i$  (≤ 20), that correspond to the year, month and day, respectively, of a person's birthdate in the king's calendar. These three numbers are separated by a space.

## Output

For the birthdate specified in each dataset, print in a line the number of days from the birthdate, inclusive, to the millennium day, exclusive. Output lines should not contain any character other than this number.

Sample Input

192 0 5	
998 8 7	
344 2 19	
696 4 19	
999 10 20	
Output for the Sample Input	
196470	
128976	
59710	
160715	
252	
50712	
1	
	(End of Problem A) <u>A B C D E F G</u>
Problem B	
Recurring Decimals	

A decimal representation of an integer can be transformed to another integer by rearranging the order of digits. Let us make a sequence using this fact.

A non-negative integer  $a_0$  and the number of digits *L* are given first. Applying the following rules, we obtain  $a_{i+1}$  from  $a_i$ .

- 1. Express the integer  $a_i$  in decimal notation with *L* digits. Leading zeros are added if necessary. For example, the decimal notation with six digits of the number 2012 is 002012.
- 2. Rearranging the digits, find the largest possible integer and the smallest possible integer; In the example above, the largest possible integer is 221000 and the smallest is 000122 = 122.
- 3. A new integer  $a_{i+1}$  is obtained by subtracting the smallest possible integer from the largest. In the example above, we obtain 220878 subtracting 122 from 221000.

When you repeat this calculation, you will get a sequence of integers  $a_0$ ,  $a_1$ ,  $a_2$ , ....

For example, starting with the integer 83268 and with the number of digits 6, you will get the following sequence of integers  $a_0$ ,  $a_1$ ,  $a_2$ , ....

 $a_0 = 083268$   $a_1 = 886320 - 023688 = 862632$   $a_2 = 866322 - 223668 = 642654$   $a_3 = 665442 - 244566 = 420876$   $a_4 = 876420 - 024678 = 851742$   $a_5 = 875421 - 124578 = 750843$   $a_6 = 875430 - 034578 = 840852$   $a_7 = 885420 - 024588 = 860832$  $a_8 = 886320 - 023688 = 862632$ 

Because the number of digits to express integers is fixed, you will encounter occurrences of the same integer in the sequence  $a_0$ ,  $a_1$ ,  $a_2$ , ... eventually. Therefore you can always find a pair of *i* and *j* that satisfies the condition  $a_i = a_j$  (*i* > *j*). In the example above, the pair (*i* = 8, *j* = 1) satisfies the condition because  $a_i = a_i - \frac{262622}{2}$ 

Decause  $a_8 = a_1 = 002002$ .

Write a program that, given an initial integer  $a_0$  and a number of digits *L*, finds the smallest *i* that satisfies the condition  $a_i = a_i$  (*i* > *j*).

Input

The input consists of multiple datasets. A dataset is a line containing two integers  $a_0$  and L separated by a space.  $a_0$  and L represent the initial integer of the sequence and the number of digits, respectively, where  $1 \le L \le 6$  and  $0 \le a_0 < 10^L$ .

The end of the input is indicated by a line containing two zeros; it is not a dataset.

Output

For each dataset, find the smallest number *i* that satisfies the condition  $a_i = a_j$  (*i* > *j*) and print a line containing three integers, *j*,  $a_i$  and *i* – *j*. Numbers should be separated by a space. Leading zeros should be suppressed. Output lines should not contain extra characters.

You can assume that the above i is not greater than 20.

 Sample Input

 2012 4

 83268 6

 1112 4

 0 1

 99 2

 0 0

 Output for the Sample Input

 3 6174 1

 1 862632 7

 5 6174 1

 0 0 1

 1 0 1

 (End of Problem B) A B C D E F G

**Biased Dice** 

Professor Random, known for his research on randomized algorithms, is now conducting an experiment on biased dice. His experiment consists of dropping a number of dice onto a plane, one after another from a fixed position above the plane. The dice fall onto the plane or dice already there, without rotating, and may roll and fall according to their property. Then he observes and records the status of the stack formed on the plane, specifically, how many times each number appears on the faces visible from above. All the dice have the same size and their face numbering is identical, which we show in Figure C-1.





The dice have very special properties, as in the following.

(1) Ordinary dice can roll in four directions, but the dice used in this experiment never roll in the directions of faces 1, 2 and 3; they can only roll in the directions of faces 4, 5 and 6. In the situation shown in Figure C-2, our die can only roll to one of two directions.



(2) The die can only roll when it will fall down after rolling, as shown in Figure C-3. When multiple possibilities exist, the die rolls towards the face with the largest number among those directions it can roll to.



(3) When a die rolls, it rolls exactly 90 degrees, and then falls straight down until its bottom face touches another die or the plane, as in the case [B] or [C] of Figure C-4.

(4) After rolling and falling, the die repeatedly does so according to the rules (1) to (3) above.



#### Input

The input consists of several datasets each in the following format.

 $\begin{array}{c} n \\ t_1 & f_1 \\ t_2 & f_2 \\ \dots \\ t_n & f_n \end{array}$ 

Here,  $n (1 \le n \le 100)$  is an integer and is the number of the dice to be dropped.  $t_i$  and  $f_i (1 \le t_i, f_i \le 6)$  are two integers separated by a space and represent the numbers on the top and the front faces of the *i*-th die, when it is released, respectively.

The end of the input is indicated by a line containing a single zero.

# Output

For each dataset, output six integers separated by a space. The integers represent the numbers of faces with 1 through 6 correspondingly, visible from above. There may not be any other characters in the output.

Sample Input	
4 6 4 6 4 6 4	
6 4 2 5 3 5 3 8 4 2 4 2 4 2	
4 2 4 2 4 2 4 2 4 2 4 2 4 2 6 6	
1 5 2 3 5 3 2 4 4 2 0	
0 1 1 0 0 1 1 0 0 0 1 0 1 2 2 1 0 0 2 3 0 0 0 0	
	(End of Problem C) <u>A B C D E F G</u>
Problem D	
Railway Connection	

Tokyo has a very complex railway system. For example, there exists a partial map of lines and stations as shown in Figure D-1.



Figure D-1: A sample railway network

Suppose you are going to station D from station A. Obviously, the path with the shortest distance is

 $A \rightarrow B \rightarrow D$ . However, the path with the shortest distance does not necessarily mean the minimum cost. Assume the lines A-B, B-C, and C-D are operated by one railway company, and the line B-D is operated by another company. In this case, the path  $A \rightarrow B \rightarrow C \rightarrow D$  may cost less than  $A \rightarrow B \rightarrow D$ . One of the reasons is that the fare is not proportional to the distance. Usually, the longer the distance is, the fare per unit distance is lower. If one uses lines of more than one railway company, the fares charged by these companies are simply added together, and consequently the total cost may become higher although the distance is shorter than the path using lines of only one company.

In this problem, a railway network including multiple railway companies is given. The fare table (the rule to calculate the fare from the distance) of each company is also given. Your task is, given the starting point and the goal point, to write a program that computes the path with the least total fare.

# Input

The input consists of multiple datasets, each in the following format.

n m c s g  $x_1 y_1 d_1 c_1$ ...  $x_m y_m d_m c_m$   $p_1 \dots p_c$   $q_{1,1} \dots q_{1,p_1-1}$   $r_{1,1} \dots r_{1,p_1}$ ...  $q_{c,1} \dots q_{c,p_c-1}$  $r_{c,1} \dots r_{c,p_c}$ 

Every input item in a dataset is a non-negative integer. Input items in the same input line are separated by a space.

The first input line gives the size of the railway network and the intended trip. *n* is the number of stations  $(2 \le n \le 100)$ . *m* is the number of lines connecting two stations  $(0 \le m \le 10000)$ . *c* is the number of railway companies  $(1 \le c \le 20)$ . *s* is the station index of the starting point  $(1 \le s \le n)$ . *g* is the station index of the goal point  $(1 \le g \le n, g \ne s)$ .

The following *m* input lines give the details of (railway) lines. The *i*-th line connects two stations  $x_i$  and  $y_i$  ( $1 \le x_i \le n, 1 \le y_i \le n, x_i \ne y_i$ ). Each line can be traveled in both directions. There may be two or more lines connecting the same pair of stations.  $d_i$  is the distance of the *i*-th line ( $1 \le d_i \le 200$ ).  $c_i$  is the company index of the railway company operating the line ( $1 \le c_i \le c$ ).

The fare table (the relation between the distance and the fare) of each railway company can be expressed as a line chart. For the railway company *j*, the number of sections of the line chart is given by  $p_j (1 \le p_j \le 50)$ .  $q_{j,k} (1 \le k \le p_j - 1)$  gives the distance separating two sections of the chart  $(1 \le q_{j,k} \le 10000)$ .  $r_{j,k} (1 \le k \le p_j)$  gives the fare increment per unit distance for the corresponding section of the chart  $(1 \le r_{j,k} \le 1000)$ . More precisely, with the fare for the distance *z* denoted by  $f_j (z)$ , the fare for distance *z* satisfying  $q_{j,k-1}+1 \le z \le q_{j,k}$  is computed by the recurrence relation  $f_j (z) = f_j (z-1)+r_{j,k}$ . Assume that  $q_{j,0}$  and  $f_j (0)$  are zero, and  $q_{j,p_j}$  is infinity.

For example, assume  $p_j = 3$ ,  $q_{j,1} = 3$ ,  $q_{j,2} = 6$ ,  $r_{j,1} = 10$ ,  $r_{j,2} = 5$ , and  $r_{j,3} = 3$ . The fare table in this case is as follows.

distance	1	2	3	4	5	6	7	8	9
fare	10	20	30	35	40	45	48	51	54

 $q_{j,k}$  increase monotonically with respect to k.  $r_{j,k}$  decrease monotonically with respect to k.

The last dataset is followed by an input line containing five zeros (separated by a space).

### Output

For each dataset in the input, the total fare for the best route (the route with the minimum total fare) should be output as a line. If the goal cannot be reached from the start, output "-1". An output line should not contain extra characters such as spaces.

Once a route from the start to the goal is determined, the total fare of the route is computed as follows. If two or more lines of the same railway company are used contiguously, the total distance of these lines is used to compute the fare of this section. The total fare of the route is the sum of fares of such "sections consisting of contiguous lines of the same company". Even if one uses two lines of the same company, if a line of another company is used between these two lines, the fares of sections including these two lines are computed independently. No company offers transit discount.

Sample Input
4 4 2 1 4
1 2 2 1
3 4 5 1
2 4 4 2 3 1
3 6
10 2 0 1 1 2 1
1 4 5 2 4 1 4 3 10 1 3 2 2 1 2 3 1 2



The input consists of multiple datasets. Each dataset represents the shape of a chain in the following format.

 $n \\ x_1 y_1 r_1 \\ x_2 y_2 r_2 \\ ... \\ x_n y_n r_n$ 

The first line of a dataset contains an integer n ( $3 \le n \le 100$ ) representing the number of the circles. Each of the following n lines contains three integers separated by a single space. ( $x_i$ ,  $y_i$ ) and  $r_i$  represent the center position and the radius of the *i*-th circle  $C_i$ . You can assume that  $0 \le x_i \le 1000$ ,  $0 \le y_i \le 1000$ , and  $1 \le r_i \le 25$ .

You can assume that  $C_i$  and  $C_{i+1}$  ( $1 \le i \le n-1$ ) intersect at two separate points. When  $j \ge i+2$ ,  $C_i$  and  $C_j$  are apart and either of them does not contain the other. In addition, you can assume that any circle does not contain the center of any other circle.

The end of the input is indicated by a line containing a zero.

Figure E-1 corresponds to the first dataset of Sample Input below. Figure E-2 shows the shortest paths for the subsequent datasets of Sample Input.



$\begin{array}{ccccccc} 0 & 39 & 5 \\ 11 & & \\ 0 & 0 & 5 \\ 8 & 0 & 5 \\ 18 & 8 & 10 \\ 8 & 16 & 5 \\ 0 & 16 & 5 \\ 0 & 24 & 5 \\ 3 & 32 & 5 \\ 10 & 32 & 5 \\ 17 & 28 & 8 \\ 27 & 25 & 3 \\ 30 & 18 & 5 \\ 0 \end{array}$	8	4	2		8	
$\begin{array}{cccccccc} 11 \\ 0 & 0 & 5 \\ 8 & 0 & 5 \\ 18 & 8 & 10 \\ 8 & 16 & 5 \\ 0 & 16 & 5 \\ 0 & 24 & 5 \\ 3 & 32 & 5 \\ 10 & 32 & 5 \\ 17 & 28 & 8 \\ 27 & 25 & 3 \\ 30 & 18 & 5 \\ 0 \end{array}$	0	3	9		5	
$\begin{array}{ccccccc} 0 & 0 & 5 \\ 8 & 0 & 5 \\ 18 & 8 & 10 \\ 8 & 16 & 5 \\ 0 & 16 & 5 \\ 0 & 24 & 5 \\ 3 & 32 & 5 \\ 10 & 32 & 5 \\ 17 & 28 & 8 \\ 27 & 25 & 3 \\ 30 & 18 & 5 \\ 0 \end{array}$	11					
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	0	0		5		
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	8	0		5		
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	18		8		1	0
$\begin{array}{cccccc} 0 & 16 & 5 \\ 0 & 24 & 5 \\ 3 & 32 & 5 \\ 10 & 32 & 5 \\ 17 & 28 & 8 \\ 27 & 25 & 3 \\ 30 & 18 & 5 \\ 0 \end{array}$	8	1	6		5	
$\begin{array}{cccccc} 0 & 24 & 5 \\ 3 & 32 & 5 \\ 10 & 32 & 5 \\ 17 & 28 & 8 \\ 27 & 25 & 3 \\ 30 & 18 & 5 \\ 0 \end{array}$	0	1	6		5	
3       32       5         10       32       5         17       28       8         27       25       3         30       18       5         0       0	0	2	4		5	
10 32 5 17 28 8 27 25 3 30 18 5 0	3	3	2		5	
17 28 8 27 25 3 30 18 5 0	10		3	2		5
27 25 3 30 18 5 0	17		2	8		8
30 18 5 0	27		2	5		3
0	30		1	8		5
	0					

**Output for the Sample Input** 

58.953437 11.414214 16.0 61.874812 63.195179

(End of Problem E) <u>A B C D E F G</u>

## **Problem F**

**Generic Poker** 

You have a deck of  $N \times M$  cards. Each card in the deck has a rank. The range of ranks is 1 through M, and the deck includes N cards of each rank.

We denote a card with rank *m* by *m* here.

You can draw a hand of *L* cards at random from the deck. If the hand matches the given pattern, some bonus will be rewarded. A pattern is described as follows.

hand\_pattern

A hand matches the hand\_pattern if each card\_pattern in the hand\_pattern matches with a distinct card in the hand.

card\_pattern

If the card\_pattern is an asterisk ('\*'), it matches any card. Characters 'a', 'b', and 'c' denote variables and all the occurrences of the same variable match cards of the same rank. A

card\_pattern with a variable followed by plus ('+') characters matches a card whose rank is the sum of the rank corresponding to the variable and the number of plus characters. You can assume that, when a hand\_pattern includes a card\_pattern with a variable followed by some number of plus characters, it also includes card\_patterns with that variable and all smaller numbers (including zero) of plus characters. For example, if 'a+++' appears in a hand\_pattern, card\_patterns 'a', 'a+', and 'a++' also appear in the hand\_pattern.

There is no restriction on which ranks different variables mean. For example, 'a' and 'b' may or may not match cards of the same rank.

We show some example hand\_patterns. The pattern

a \* b a b

matches the hand:

3 3 10 10 9

with 'a's and 'b's meaning 3 and 10 (or 10 and 3), respectively. This pattern also matches the following hand.

3 3 3 3 9

In this case, both 'a's and 'b's mean 3. The pattern

a a+ a++ a+++ a++++

matches the following hand.

4 5 6 7 8

In this case, 'a' should mean 4.

Your mission is to write a program that computes the probability that a hand randomly drawn from the deck matches the given hand\_pattern.

Input

The input is a sequence of datasets. Each dataset is formatted as follows.

*N M L* card\_pattern<sub>1</sub> card\_pattern<sub>2</sub> ... card\_pattern<sub>1</sub>

The first line consists of three positive integers *N*, *M*, and *L*. *N* indicates the number of cards in each rank, *M* indicates the number of ranks, and *L* indicates the number of cards in a hand. *N*, *M*, and *L* are constrained as follows.

 $1 \le N \le 7$   $1 \le M \le 60$   $1 \le L \le 7$  $L \le N \times M$ 

The second line describes a hand\_pattern.

The end of the input is indicated by a line containing three zeros separated by a single space.

Output

For each dataset, output a line containing a decimal fraction which means the probability of a hand matching the hand\_pattern.

The output should not contain an error greater than  $10^{-8}$ .

No other characters should be contained in the output.

Sample Input

1 1 1 a

```
ა ა 4
a+ * a *
2 2 3
a a b
2 2 3
* * *
2 2 3
* b b
2 2 2
a a
2 3 3
a a+ a++
266
a a+ a++ b b+ b++
4 13 5
a a * * *
4 13 5
a a b b *
4 13 5
a a a * *
4 13 5
a a+ a++ a+++ a++++
4 13 5
* * * * *
4 13 5
aaabb
4 13 5
aaaa*
7 60 7
ababcc*
7 60 7
* * * * * * *
7 60 7
a a+ a++ a+++ a++++ a+++++
1 \ 14 \ 4
b a+ a a
0 0 0
```

**Output for the Sample Input** 

1.000000000

0.8809523810 1.000000000 1.000000000 1.000000000 0.33333333333 0.400000000 0.1212121212 0.4929171669 0.0492196879 0.0228091236 0.0035460338 1.000000000 0.0014405762 0.0002400960 0.0002967709 1.000000000 0.000001022 0.000000000

(End of Problem F) <u>A B C D E F G</u>

**Problem G** 

**Patisserie ACM** 

Amber Claes Maes, a patissier, opened her own shop last month. She decided to submit her work to the International Chocolate Patissier Competition to promote her shop, and she was pursuing a recipe of sweet chocolate bars. After thousands of trials, she finally reached the recipe. However, the recipe required high skill levels to form chocolate to an orderly rectangular shape. Sadly, she has just made another strange-shaped chocolate bar as shown in Figure G-1.



Figure G-1: A strange-shaped chocolate bar

Each chocolate bar consists of many small rectangular segments of chocolate. Adjacent segments are separated with a groove in between them for ease of snapping. She planned to cut the strange-shaped chocolate bars into several rectangular pieces and sell them in her shop. She wants to cut each chocolate bar as follows.

- The bar must be cut along grooves.
- The bar must be cut into rectangular pieces.
- The bar must be cut into as few pieces as possible.

Following the rules, Figure G-2 can be an instance of cutting of the chocolate bar shown in Figure G-1. Figures G-3 and G-4 do not meet the rules; Figure G-3 has a non-rectangular piece, and Figure G-4 has more pieces than Figure G-2.



Figure G-2: An instance of cutting that follows the rules



Figure G-3: An instance of cutting that leaves a non-rectangular piece





Figure G-4: An instance of cutting that yields more pieces than Figure G-2

Your job is to write a program that computes the number of pieces of chocolate after cutting according to the rules.

## Input

The input is a sequence of datasets. The end of the input is indicated by a line containing two zeros separated by a space. Each dataset is formatted as follows.

 $\begin{array}{l}
h \ w \\
r(1, \ 1) \ \cdots \ r(1, \ w) \\
r(2, \ 1) \ \cdots \ r(2, \ w) \\
\cdots \\
r(h, \ 1) \ \cdots \ r(h, \ w)
\end{array}$ 

The integers *h* and *w* are the lengths of the two orthogonal dimensions of the chocolate, in number of segments. You may assume that  $2 \le h \le 100$  and  $2 \le w \le 100$ . Each of the following *h* lines consists of *w* characters, each is either a "." or a "#". The character  $r_{(i, j)}$  represents whether the chocolate segment exists at the position (i, j) as follows.

- ".": There is no chocolate.
- "#": There is a segment of chocolate.

You can assume that there is no dataset that represents either multiple disconnected bars as depicted in Figure G-5 or a bar in a shape with hole(s) as depicted in Figure G-6 and G-7. You can also assume that there is at least one "#" character in each dataset.



Figure G-5: Disconnected chocolate bars



Figure G-6: A chocolate bar with a hole

Figure G-7: Another instance of a chocolate bar with a hole

Output

For each dataset, output a line containing the integer representing the number of chocolate pieces obtained by cutting according to the rules. No other characters are allowed in the output.
Sample Input
Sample Input 3 5 ### .# ##### ########################
Output for the Sample Input
3 5 11 19 1
(End of Problem G) <u>A B C D E F G</u>