

OperateString

Consider the characters written around a circle, in the clockwise order. Consider an arrow A, initially pointing to the first character. The first operation moves A forward for X times. The second operation moves A backward (counter-clockwise) -X times.

So, keep the position of A and at last, print the string starting from A and going in clockwise order.

```
class OperateString:
    def operate(self, s, moves):
        print( len(s), len(moves), min(moves), max(moves), sum(moves) %
len(s) )
        shift = sum(moves) % len(s)
        return s[shift:] + s[:shift]
```

OneGcd

Consider Y is the power of two. It's easy to calculate the numbers in the range [X, X + Y] which are coprime with Y. Consider Y is in the form of $2^a * 3^b$. Now the number of the numbers in the range [1, Y] which are coprime with Y is $Y - Y/2 - Y/3 + Y/6$ (Take floor when dividing, just like C++). So the problem seems easy now. Consider P as the set of primes dividing Y (|P| is at most

4), the answer for the range [1, Y] is: $\sum_{S \subseteq P} (-1)^{|S|} \left\lfloor \frac{Y}{\prod_{x \in S} x} \right\rfloor$. As the range given is [X, X + Y - 1], the answer is: $\sum_{S \subseteq P} (-1)^{|S|} \left\lfloor \frac{X + Y - 1}{\prod_{x \in S} x} \right\rfloor - \sum_{S \subseteq P} (-1)^{|S|} \left\lfloor \frac{X}{\prod_{x \in S} x} \right\rfloor$.

Overall time complexity is $O(2^4 * N)$.

Bones: Y can be any number, not just divisible by primes less than 10. The solution to that would be using $\Phi(Y[i])$

```
def phi(Y):
    answer = Y
    for p in [2, 3, 5, 7]:
        if Y % p == 0:
            answer = (answer * (p-1)) // p
    return answer
```

```
class OneGcd:
    def solve(self, X, Y):
        return [ phi(y) for y in Y ]
```

ArraySorting

It's easy to prove that the answer is at most $N - 1$. So, there is at least an element that doesn't change. Let $dp[i]$ be the number of changes needed in the range $[0, i)$ to make $[0, i]$ sorted while the i -th element itself will not change.

While calculating $dp[i]$, we need to find the last element like j in the range $[0, i)$ such that j will not change.

$$dp[i] = \min\left(\min_{j < i, a[j] \leq a[i]} i - j - 1 + dp[j], i\right)$$

Now, the answer could be calculated easily by fixing the last element which will not change. If we consider this element to be i , the answer will be $n - i - 1 + dp[i]$.

The overall complexity is $O(n^2)$. It's possible to solve the problem in $O(n \log n)$, find LIS and change the other elements.

```
#include <bits/stdc++.h>
using namespace std;
const int MAX = 2048;
int N;
int A[MAX];
int dp[MAX][MAX], dp2[MAX][MAX];

struct ArraySorting {
    vector<int> arraySort(vector<int> _A) {
        N = _A.size();
        int MAXVAL = *max_element(_A.begin(), _A.end());
        for (int n=0; n<N; ++n) A[n] = _A[n];
        for (int current_index=N-1; current_index>=0; --current_index) {
            for (int current_value=MAXVAL; current_value>=0;
                --current_value) {
                int this_edit = (A[current_index] == current_value ? 0 : 1);
                if (current_index == N-1) {
                    dp[current_index][current_value] =
dp2[current_index][current_value] = this_edit;
                    if (current_value < MAXVAL)
dp2[current_index][current_value] = min( dp2[current_index][current_value],
dp2[current_index][current_value+1] );
                } else {
                    dp[current_index][current_value] =
dp2[current_index][current_value] = this_edit +
dp2[current_index+1][current_value];
                    if (current_value < MAXVAL)
dp2[current_index][current_value] = min( dp2[current_index][current_value],
dp2[current_index][current_value+1] );
                }
            }
        }
    }
};
```

```

    }
}

cout << "N = " << N << " approx edits " << dp[0][0] << endl;

vector<int> B;
int previous_value = 1;
for (int n=0; n<N; ++n) {
    int best_edits = N+47, best_value = -1;
    for (int current_value=previous_value; current_value<=MAXVAL;
++current_value) {
        int current_edits = dp[n][current_value];
        if (current_edits < best_edits) { best_edits =
current_edits; best_value = current_value; }
    }
    B.push_back( best_value );
    previous_value = best_value;
}
return B;
}
};

```

SubstringQueries

The first fact is for every $Q(L)$, $0 \leq Q(L) < |S|$ is satisfied.

Let $str(i) = s[i], s[i + 1], \dots, s[n - 1]$, $s[0], s[1], \dots, s[i - 1]$.

Sort str 's in the lexicographically order (it's possible in $O(|S|^2 \log(|S|))$ easily, while using suffix array, $O(|S| \log(|S|))$ is achievable).

For now, consider k is infinitely large. Let's answer $Q(L)$ when $1 \leq L \leq |S|$.

Consider the first strings in the sorted order that their first L characters are equal. Find the minimum index between them, $Q(L)$ is found now.

Consider $L = |S|$. If several strings in the sorted order are equal, say $str(i)$, $str(j)$, for each L , starting from i going L characters forward makes an equal string with starting from j .

So, for $L > |S|$, answer is same as answer for $L = |S|$.

Now, let's involve k . For each L , $Q(L) + L \leq |S| * k$ must be satisfied. As we have $Q(L) < |S|$, for $L \leq k * (|S| - 1)$, there is no problem. After that, we should delete inappropriate indices from our list. For example, when $L = k * (|S| - 1) + 1$, $Q(L)$ is not $|S| - 1$ for sure (because we can't have string with such length starting at $|S| - 1$). So, delete $|S| - 1$ from the list. Go on and find the answer for the last $|S|$ values of Q .

Using suffix array, $O(|S| \log |S|)$ is possible. But with the naive method, the overall complexity is now $O(|S|^2 \log |S|)$.

```

#include<bits/stdc++.h>

#define pb push_back
using namespace std;

class SubstringQueries
{
public:
    static const int maxN = 5002;
    static const long long mo1 = 1e9 + 7 ;
    static const long long mo2 = 1e9 + 9 ;
    static const long long b1 = 31;
    static const long long b2 = 71;

    int best[maxN];
    int bestL[maxN];
    int n;
    long long hes1[maxN], hes2[maxN], d1[maxN], d2[maxN];

    int check(int x, int y, string &t)
    {
        for (int i=0;i<n;i++)
            if (t[x+i]<t[y+i]) return x; else
                if (t[x+i] > t[y+i]) return y;

        return x;
    }

    int check_lex(int f, int s, int len, string &t)
    {
        int l = 0;
        int r = len + 1;

        while(l<r-1)
        {
            int mid = l+r>>1;

            long long val1f = (hes1[f+mid-1] - hes1[f-1])*d1[s-f]%mo1;
            if (val1f<0) val1f+=mo1;
            long long val1s = (hes1[s+mid-1] - hes1[s-1])%mo1;
            if (val1s<0) val1s+=mo1;
            if (val1f == val1s) l = mid; else r = mid;
        }
    }
}

```

```

    }

    if (r == len+1) return 0;
    return t[s + r -1]<t[f + r - 1];
}

void solve_smaller(string &t)
{
    int m = t.size();

    d1[0] = 1;
    d2[0] = 1;

    for (int i =1;i<maxN;i++)
    {
        d1[i] = d1[i-1]*b1%mo1;
        d2[i] = d2[i-1]*b2%mo2;
    }

    for (int i=1;i<m;i++)
    {
        hes1[i] = (hes1[i-1] + (t[i]-'a')*d1[i])%mo1;
        hes2[i] = (hes2[i-1] + (t[i]-'a')*d2[i])%mo2;
    }

    for (int i=1;i<=n;i++){

        int cur = 1;
        for (int j=2;j<=min(m-i, n + 1);j++)
            if (check_lex(cur,j, i, t)) cur = j;

        bestL[i] = cur;
    }
}

vector<long long> solve(string s, long long k, vector<long long>
queries)
{
    n = s.size();

    long long len = k*n;

```

```

string t = "";
if (k==1) t = "#" + s; else
    t = "#" + s + s;

if (k>1){

best[1] = 1;

for (int i = 2;i<=n;i++)
    best[i] = check(best[i-1], i, t);
}

solve_smaller(t);

vector<long long> res;

for (int i:queries)
{
    if (i<=n){
        res.pb(bestL[i] - 1);
        continue;
    }
    long long poz = min(len - i + 1, 111*n);
    res.pb(best[poz] - 1);
}

return res;
}

};

```

ParadePlanner

Let the path be $v_1, v_2, v_3, v_4, v_5, v_6$. Let's fix the middle street, v_3-v_4 . What we need now?

For v_3 , we need to count the number of possible pairs of (v_1, v_2) , the other side, say (v_5, v_6) can be found similar.

Let $P(v)$ be number of paths of length 2 starting from v . $P(v) = \sum$ for each u in adjacent list v , number of adjacents of $u - 1$.

Number of pairs (v_1, v_2) is $P(v_3) - (\text{number of adjacents of } v_3 - 1)$.

So, we finished? No. We are counting each triangle 3 times, also squares, two times. There is another bad case. Consider a, b, c, d , and edges $a-b, a-c, b-c, b-d$. Subtract these values from the answer.

Complexity: $O(n^3)$.

```
public long count(int N, int seed, int threshold, int[] toggle) {

    boolean[][] G = new boolean[N][N];

    for (int a=0; a<N; ++a) for (int b=0; b<N; ++b) G[a][b] = false;

    long state = seed;
    for (int a=0; a<N; ++a) for (int b=a+1; b<N; ++b) {
        state = (state * 1103515245 + 12345) % (1L << 31);
        if (state < threshold) G[a][b] = G[b][a] = true;
        if (N <= 10 && state < threshold) System.out.println("adding
edge "+a+" "+b);
    }

    for (int i=0; 2*i<toggle.length; ++i) {
        int a = toggle[2*i], b = toggle[2*i+1];
        G[a][b] = !G[a][b];
        G[b][a] = !G[b][a];
    }

    int[][] E = new int[N][];
    for (int a=0; a<N; ++a) {
        int deg = 0;
        for (int b=0; b<N; ++b) if (G[a][b]) ++deg;
        E[a] = new int[deg];
        for (int b=N-1; b>=0; --b) if (G[a][b]) E[a][--deg] = b;
    }

    long[] P = new long[N];
    for (int a=0; a<N; ++a) P[a] = 0;

    long triangles = 0;
    long triangleEdges = 0;
    long squares = 0;

    for (int a=0; a<N; ++a) for (int b=a+1; b<N; ++b) {
        int common = 0;
        for (int c=0; c<N; ++c) if (G[a][c] && G[b][c]) ++common;
        if (G[a][b]) {
```

```

        P[a] += E[b].length - 1;
        P[b] += E[a].length - 1;
    }
    squares += common * (common-1) / 2;
    for (int c=b+1; c<N; ++c) {
        if (G[a][b] && G[a][c] && G[b][c]) {
            ++triangles;
            triangleEdges += E[a].length + E[b].length + E[c].length
- 6;
        }
    }
}

long answer = 0;
for (int a=0; a<N; ++a) for (int b=a+1; b<N; ++b) if (G[a][b]) {
    long c = P[a] - E[b].length + 1;
    long d = P[b] - E[a].length + 1;
    answer += c * d;
}
return 2*(answer - 3*triangles - 3*triangleEdges - 2*squares);
}

```