

```

Sep 04, 12 13:20      elle.cpp      Page 1/3
/* FILE: elle.cpp  last change: 17-Aug-2012  author: Romeo Rizzi
 * This program is a solver for problem 3 (elle) in 03-09-2012 exam in Algorithm
s
 */

#define NDEBUG // NDEBUG disabilita tutte le assert se definita prima di include
re <cassert>
#include <cassert>

#ifdef NDEBUG
# include <iostream> // non voglio includerla quando Non compilo in modalita'
DEBUG
#endif
#include <cstdlib>
#include <fstream>
#include <climits>

using namespace std;

const int M = 10000000;
const int UNKNOWN = -1;
const int MAX_N_COUNT = 100000;
long long int n;
int mem[MAX_N_COUNT+1][3]; // mem[nA][nA-nC]
void init_mem() { for(int nA = 0; nA <= MAX_N_COUNT; nA++) for(int d = 0; d <= 2;
d++) mem[nA][d] = UNKNOWN; }

int ric_num_sol_mod_m(int nA, int nB, int nC) { // Scritta come "first writing"
per elucidare l'approccio.
/* we assume the three rows (A, B and C) have been partly occupied, starting fro
m the left and with no gaps,
so that the current situation, as received in input by <ric_num_sol_mod_m>, l
ooks for example as follows
XXXXX..... <-- row A has nA=8 still empty (.) positions and 5=n-nA oc
cupied (X) positions
XXXX..... <-- row B has nB=9 still empty (.) positions and 4=n-nB oc
cupied (X) positions
XXXXXX..... <-- row C has nC=7 still empty (.) positions and 6=n-nC oc
cupied (X) positions
and can be compactly described by the 3 numbers <nA>, <nB> and <nC>.
We also assume that max(nA, nB, nC) <= min(nA, nB, nC) + 2.
Given <nA>, <nB> and <nC>, the recursive procedure <ric_num_sol_mod_m> output
s the number
of different perfect tilings of L-shapes within the empty positions.
 */
if( (nA < 0) | (nB < 0) | (nC < 0) ) return 0;
if( (nA == 0) & (nB == 0) & (nC == 0) ) return 1;
assert( max(nA, max(nB, nC)) <= min(nA, min(nB, nC)) + 2 );
if( nA < nC ) { int tmp = nA; nA = nC; nC = tmp; } // the answer does not chan
ge, by simmetry
assert( nA >= nC );
if( nA == nC ) {
if( nB == nA ) /* situation:
X... XAA. XAA..
XA.. XABBB X... --> either XA.. and then forced to XAB..
or XA.. forced to XAB.. X... XA.. XABBB
XAA. XAA.. */
return ( ric_num_sol_mod_m(nA-2, nB-2, nC-4) + ric_num_so
l_mod_m(nA-4, nB-2, nC-2) ) % M;
}
if( nA == nC + 1 ) {
if( nB == nA - 1 ) /* situation:
X... XAA. XAAA..
XA.. XABBB X... --> either XAA. or XXBA.. forced to X
XBAC.. flipped to XXBAC.. X... XAA. XXBBB.
X... X... XAA. XXBBB.
XBBB.. (by simmetry) XAAACCC */
return mem[nA][nA-nC] = ( mem_num_sol_mod_m(nA-2, nC-1) + mem_num_sol_mod_m(
nC-3, nA-6) ) % M;
}
if( nA == nC + 2 ) {
/* assert( nB == nA ); situation:
X... XA.. XABBB.
XAAA XAAAB. X... --> either XAAA forced to XAAABC or
XA.. forced to XABBBBC X... XAA. forced to XABBB
XXX. XXXCCC XXX. XXX. XXXCCC
*/
return mem[nA][nA-nC] = ( 2*mem_num_sol_mod_m(nA-4, nC-3) ) % M;
}
assert( 0 ); // la lista dei casi considerati e' completa (include ogni caso g
enerato)
}

int mem_num_sol_mod_m(int nA, int nC) {
// Versione memoizzata della procedura <ric_num_sol_mod_m> vista sopra.
// La memoizzazione conduce ad uno speed-up esponenziale.
// La procedura e' stata riscritta privilegiando la compattezza, anche al fine d
i facilitare la memoizzazione.
// In particolare abbiamo tolto il parametro nB, sopra rivelatosi ridondante, pe
r pesare meno sullo stack
// (altrimenti foravamo per n grande "Segmentation fault (core dumped)").
// Abbiamo anche aggiunto la seguente condizione sull'input: ( nA >= nC )
assert( nA >= nC ); assert( nA <= nC + 2 );
if( (nA < 0) | (nC < 0) ) return 0;
if( (nA == 0) & (nC == 0) ) return 1;
if( mem[nA][nA-nC] != UNKNOWN ) return mem[nA][nA-nC];
if( nA == nC ) {
/* assert( nB == nA ); situation:
X... XAA. XAA..
XA.. XABBB X... --> either XA.. and then forced to XAB..
or XA.. forced to XAB.. X... XA.. XABBB
XAA. XAA.. */
return mem[nA][nA-nC] = ( 2*mem_num_sol_mod_m(nA-2, nC-4) ) % M;
}
if( nA == nC + 1 ) {
/* assert( nB == nA - 1 ); situation:
X... XAA. XAAA..
AAACCC XXBBB.. X... --> either XAA. or XXBA.. forced to X
XBAC.. flipped to XXBAC.. X... XAA. XXBBB.
X... X... XAA. XXBBB.
XBBB.. (by simmetry) XAAACCC */
return mem[nA][nA-nC] = ( mem_num_sol_mod_m(nA-2, nC-1) + mem_num_sol_mod_m(
nC-3, nA-6) ) % M;
}
if( nA == nC + 2 ) {
/* assert( nB == nA ); situation:
X... XA.. XABBB.
XAAA XAAAB. X... --> either XAAA forced to XAAABC or
XA.. forced to XABBBBC X... XAA. forced to XABBB
XXX. XXXCCC XXX. XXX. XXXCCC
*/
return mem[nA][nA-nC] = ( 2*mem_num_sol_mod_m(nA-4, nC-3) ) % M;
}
assert( 0 ); // la lista dei casi considerati e' completa (include ogni caso g
enerato)
}

// NOTA: puoi verificare la procedura <mem_num...> confrontandola contro <ric_nu
m...> per valori di n moderati.
// (Io avevo dimenticato di flippare i parametri nella seconda chiamata de

```

```

Sep 04, 12 13:20      elle.cpp      Page 2/3
XXBBB.. */
return ( ric_num_sol_mod_m(nA-2, nB-1, nC-1) + ric_num_so
l_mod_m(nA-6, nB-3, nC-3) ) % M;
}
if( nA == nC + 2 ) {
if( nB == nA ) /* situation:
X... XA.. XABBB. X
AAA XAAAB. X... --> either XAAA forced to XAAABC or X
A.. forced to XABBBBC XXX. XXX. XXXCCC X
XX. XXXCCC */
return ( 2*ric_num_sol_mod_m(nA-4, nB-5, nC-3) ) % M;
}
assert( 0 ); // la lista dei casi considerati e' completa (include ogni caso g
enerato)
}

int mem_num_sol_mod_m(int nA, int nC) {
// Versione memoizzata della procedura <ric_num_sol_mod_m> vista sopra.
// La memoizzazione conduce ad uno speed-up esponenziale.
// La procedura e' stata riscritta privilegiando la compattezza, anche al fine d
i facilitare la memoizzazione.
// In particolare abbiamo tolto il parametro nB, sopra rivelatosi ridondante, pe
r pesare meno sullo stack
// (altrimenti foravamo per n grande "Segmentation fault (core dumped)").
// Abbiamo anche aggiunto la seguente condizione sull'input: ( nA >= nC )
assert( nA >= nC ); assert( nA <= nC + 2 );
if( (nA < 0) | (nC < 0) ) return 0;
if( (nA == 0) & (nC == 0) ) return 1;
if( mem[nA][nA-nC] != UNKNOWN ) return mem[nA][nA-nC];
if( nA == nC ) {
/* assert( nB == nA ); situation:
X... XAA. XAA..
XA.. XABBB X... --> either XA.. and then forced to XAB..
or XA.. forced to XAB.. X... XA.. XABBB
XAA. XAA.. */
return mem[nA][nA-nC] = ( 2*mem_num_sol_mod_m(nA-2, nC-4) ) % M;
}
if( nA == nC + 1 ) {
/* assert( nB == nA - 1 ); situation:
X... XAA. XAAA.. X
AAACCC XXBBB.. X... --> either XAA. or XXBA.. forced to X
XBAC.. flipped to XXBAC.. X... XAA. XXBBB.
X... X... XAA. XXBBB.
XBBB.. (by simmetry) XAAACCC */
return mem[nA][nA-nC] = ( mem_num_sol_mod_m(nA-2, nC-1) + mem_num_sol_mod_m(
nC-3, nA-6) ) % M;
}
if( nA == nC + 2 ) {
/* assert( nB == nA ); situation:
X... XA.. XABBB.
XAAA XAAAB. X... --> either XAAA forced to XAAABC or
XA.. forced to XABBBBC X... XAA. forced to XABBB
XXX. XXXCCC XXX. XXX. XXXCCC
*/
return mem[nA][nA-nC] = ( 2*mem_num_sol_mod_m(nA-4, nC-3) ) % M;
}
assert( 0 ); // la lista dei casi considerati e' completa (include ogni caso g
enerato)
}

// NOTA: puoi verificare la procedura <mem_num...> confrontandola contro <ric_nu
m...> per valori di n moderati.
// (Io avevo dimenticato di flippare i parametri nella seconda chiamata de

```

Sep 04, 12 13:20

elle.cpp

Page 3/3

```

1 caso 2: ( nA == nC +1).)
// Dopo aver curiosato il numero di tilings per vari piccoli valori di n viene n
aturale la congettura:
bool esistenza_conjecture(long long int n) { if(n%8) return false; else return t
rue; }
// che reggendo alla seguente verifica deve essere vera:
bool check_conjecture() {
    for(int n = 0; n < 100; n++)
        if( esistenza_conjecture(n) != (bool) ric_num_sol_mod_m( n, n, n ) ) return f
alse;
    return true;
}

int main() {
    assert( check_conjecture() );
    assert( 2*M < INT_MAX ); // scrupolo forse eccessivo (i casting impliciti dovr
ebbero lavorare a favore)
    ifstream fin("input.txt"); assert(fin);
    ofstream fout("output.txt"); assert(fout);
    init_mem(); bool only_decide = false;
    for(int i = 1; i <= 5; i++) {
        fin >> n;
        if( n > MAX_N_COUNT ) only_decide = true;
        if(only_decide) fout << esistenza_conjecture(n) << " ";
        else fout << mem_num_sol_mod_m( n, n ) << " ";
    }
    fin.close(); fout.close();
    return 0;
}

```