

equalizeCOCl.cpp

```
#include <stdio>
#include <stack>
#include <vector>

#define MAX 100000

using namespace std;

int n;
int a[3][MAX];
int erased[MAX];

vector<int> columns[MAX];
int freq[MAX][3];

stack<int> jobs;

int main( void ) {
    scanf( "%d", &n );
    for( int r = 0; r < 3; ++r )
        for( int c = 0; c < n; ++c ) {
            scanf( "%d", &a[r][c] ); --a[r][c];

            columns[a[r][c]].push_back( c );
            ++freq[a[r][c]][r];
        }

    for( int i = 0; i < n; ++i )
        if( freq[i][1] == 0 || freq[i][2] == 0 )
            jobs.push( i );

    int ret = 0;
    while( !jobs.empty() ) {
        int number = jobs.top();
        jobs.pop();

        for( vector<int>::iterator it = columns[number].begin(); it != columns[number].end(); ++it ) {
            if( erased[*it] ) continue;
            erased[*it] = 1;
            ++ret;

            if( --freq[a[0][*it]][0] == 0 ) jobs.push( a[0][*it] );
            if( --freq[a[1][*it]][1] == 0 ) jobs.push( a[1][*it] );
            if( --freq[a[2][*it]][2] == 0 ) jobs.push( a[2][*it] );
        }
    }

    printf( "%d\n", ret );

    return 0;
}
```