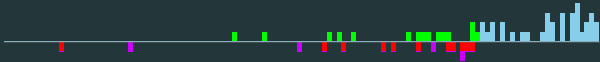


C: Coherency

Problem author: Thore Husfeldt



Problem: Given n models on a gaming board, represented as non-overlapping disks with diameter between 25 and 165 mm. Check coherency.

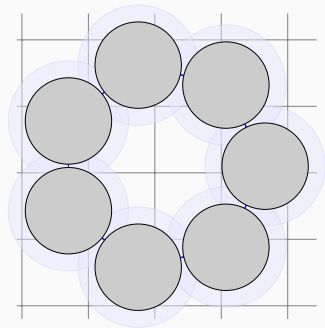
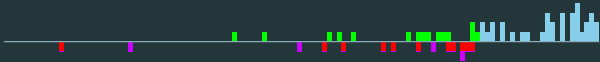


Figure 1: Example board configuration (example 4)

C: Coherency

Problem author: Thore Husfeldt



Problem: Given n models on a gaming board, represented as non-overlapping disks with diameter between 25 and 165 mm. Check coherency.

Models are *coherent* if they can reach each other.

Models are adjacent when ≤ 2 inches apart. For $n \geq 7$, each model must have at least two neighbors, for coherency.

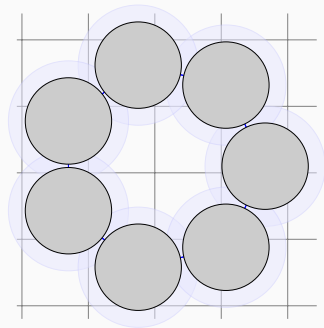
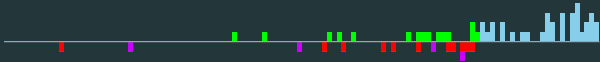


Figure 1: Example board configuration (example 4)

C: Coherency

Problem author: Thore Husfeldt



Problem: Given n models on a gaming board, represented as non-overlapping disks with diameter between 25 and 165 mm. Check coherency.

Models are *coherent* if they can reach each other. Models are adjacent when ≤ 2 inches apart. For $n \geq 7$, each model must have at least two neighbors, for coherency.

Naive solution: Check adjacency for all pairs of models in $\mathcal{O}(n^2)$.

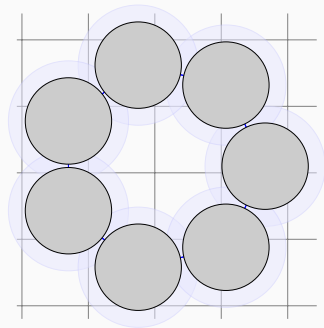


Figure 1: Example board configuration (example 4)

C: Coherency

Problem author: Thore Husfeldt

Problem: Given n models on a gaming board, represented as non-overlapping disks with diameter between 25 and 165 mm. Check coherency.

Models are *coherent* if they can reach each other.

Models are adjacent when ≤ 2 inches apart. For $n \geq 7$, each model must have at least two neighbors, for coherency.

Naive solution: Check adjacency for all pairs of models in $\mathcal{O}(n^2)$.

Make a graph of n nodes, and represent adjacency as undirected edges.

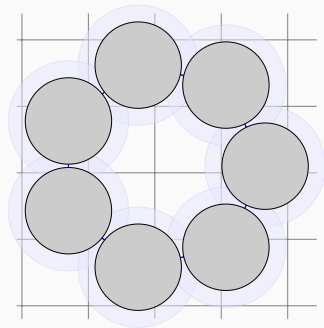


Figure 1: Example board configuration (example 4)

C: Coherency

Problem author: Thore Husfeldt

Problem: Given n models on a gaming board, represented as non-overlapping disks with diameter between 25 and 165 mm. Check coherency.

Models are *coherent* if they can reach each other.

Models are adjacent when ≤ 2 inches apart. For $n \geq 7$, each model must have at least two neighbors, for coherency.

Naive solution: Check adjacency for all pairs of models in $\mathcal{O}(n^2)$.

Make a graph of n nodes, and represent adjacency as undirected edges.

Run your favourite algorithm for finding connected components, and check degrees, for $n \geq 7$.

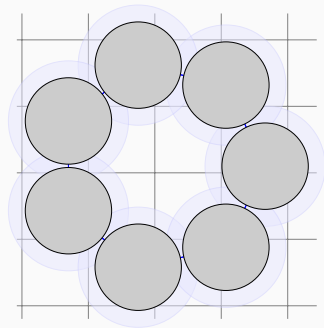


Figure 1: Example board configuration (example 4)

C: Coherency

Problem author: Thore Husfeldt

Problem: Given n models on a gaming board, represented as non-overlapping disks with diameter between 25 and 165 mm. Check coherency.

Models are *coherent* if they can reach each other.

Models are adjacent when ≤ 2 inches apart. For $n \geq 7$, each model must have at least two neighbors, for coherency.

Naive solution: Check adjacency for all pairs of models in $\mathcal{O}(n^2)$.

Make a graph of n nodes, and represent adjacency as undirected edges.

Run your favourite algorithm for finding connected components, and check degrees, for $n \geq 7$.

In total, $\mathcal{O}(n^2)$. This is too slow, as $n \leq 200000$.

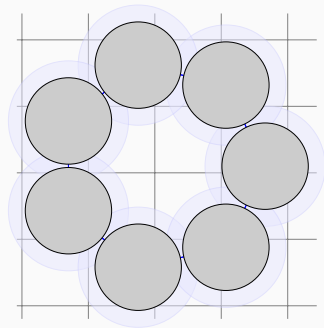
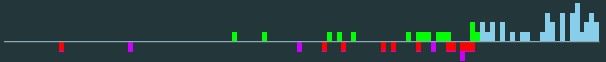


Figure 1: Example board configuration (example 4)

C: Coherency

Problem author: Thore Husfeldt



Idea: Use a grid of cells of 211×211 mm.

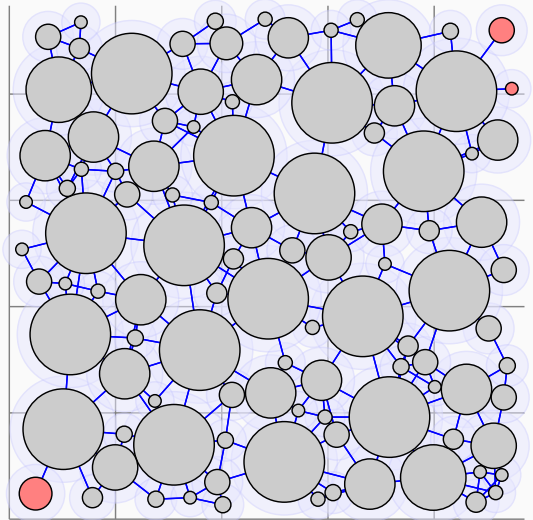


Figure 2: Secret testcase

C: Coherency

Problem author: Thore Husfeldt

Idea: Use a grid of cells of 211×211 mm.

Centres of disks are placed into corresponding cell. This can be done with a map / dictionary, in $\mathcal{O}(n \log n)$ or $\mathcal{O}(n)$.

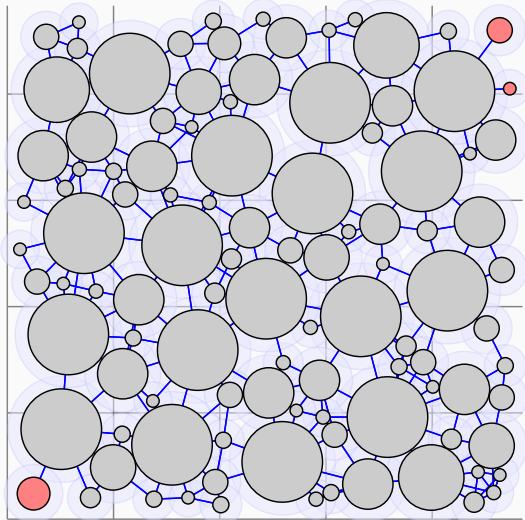


Figure 2: Secret testcase

C: Coherency

Problem author: Thore Husfeldt

Idea: Use a grid of cells of 211×211 mm.

Centres of disks are placed into corresponding cell. This can be done with a map / dictionary, in $\mathcal{O}(n \log n)$ or $\mathcal{O}(n)$.

Observation: Disks do not influence disks in non-adjacent cells (8-adjacency). (this is why 211 mm is chosen)

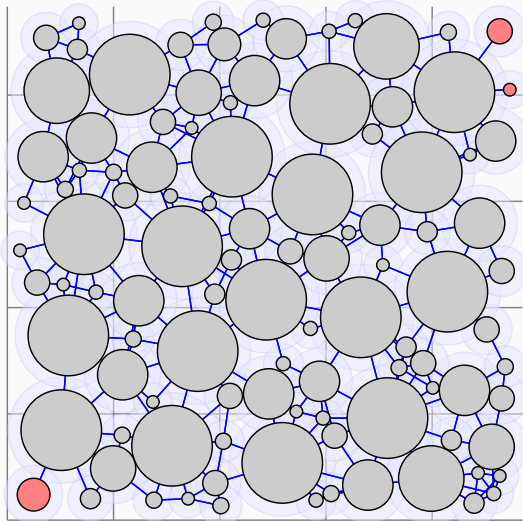


Figure 2: Secret testcase

C: Coherency

Problem author: Thore Husfeldt

Idea: Use a grid of cells of 211×211 mm.

Centres of disks are placed into corresponding cell. This can be done with a map / dictionary, in $\mathcal{O}(n \log n)$ or $\mathcal{O}(n)$.

Observation: Disks do not influence disks in non-adjacent cells (8-adjacency). (this is why 211 mm is chosen)

Algorithm: For each disk, loop through all 8 adjacent cells, and its own cell, and check all candidate disks for adjacency.

DFS, BFS or DSU can be used to find the connected components.

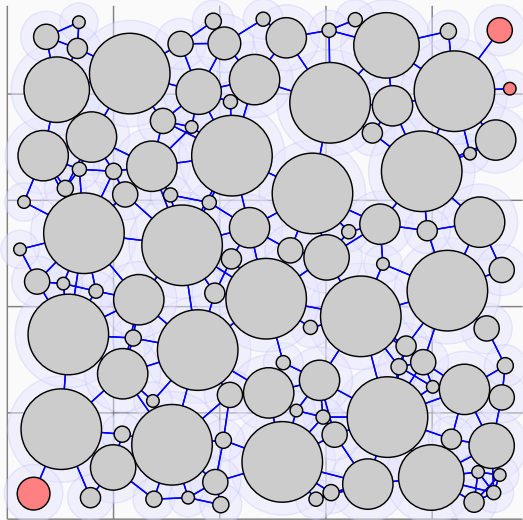


Figure 2: Secret testcase

C: Coherency

Problem author: Thore Husfeldt

Idea: Use a grid of cells of 211×211 mm.

Centres of disks are placed into corresponding cell. This can be done with a map / dictionary, in $\mathcal{O}(n \log n)$ or $\mathcal{O}(n)$.

Observation: Disks do not influence disks in non-adjacent cells (8-adjacency). (this is why 211 mm is chosen)

Algorithm: For each disk, loop through all 8 adjacent cells, and its own cell, and check all candidate disks for adjacency.

DFS, BFS or DSU can be used to find the connected components.

Time complexity?

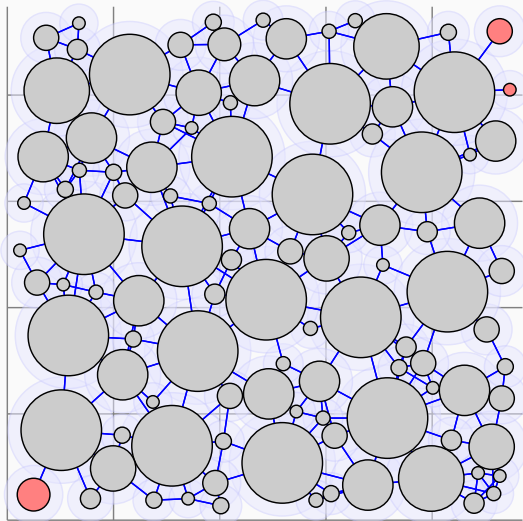


Figure 2: Secret testcase

C: Coherency

Problem author: Thore Husfeldt

Idea: Use a grid of cells of 211×211 mm.

Centres of disks are placed into corresponding cell. This can be done with a map / dictionary, in $\mathcal{O}(n \log n)$ or $\mathcal{O}(n)$.

Observation: Disks do not influence disks in non-adjacent cells (8-adjacency). (this is why 211 mm is chosen)

Algorithm: For each disk, loop through all 8 adjacent cells, and its own cell, and check all candidate disks for adjacency.

DFS, BFS or DSU can be used to find the connected components.

Time complexity?

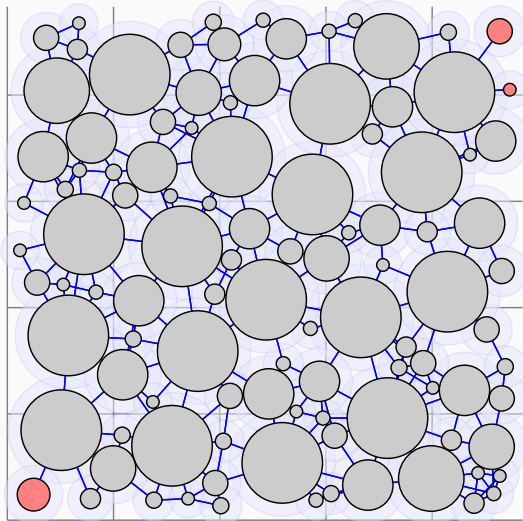
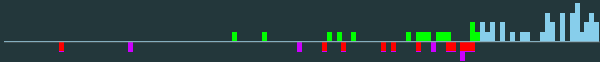


Figure 2: Secret testcase

C: Coherency

Problem author: Thore Husfeldt



Time complexity: Time complexity is
 $\mathcal{O}(n \times 9 \times \text{Max number of disks in one cell})$

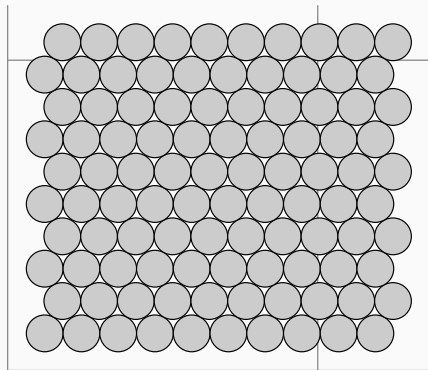
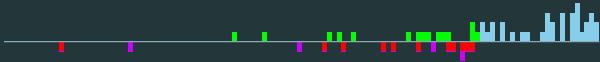


Figure 3: Worst case triangular packing with smallest diameter.

C: Coherency

Problem author: Thore Husfeldt



Time complexity: Time complexity is
 $\mathcal{O}(n \times 9 \times \text{Max number of disks in one cell})$
Roughly $\mathcal{O}(900 \times n)$

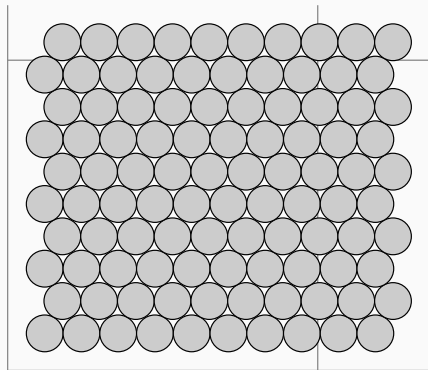
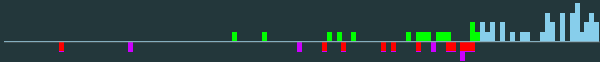


Figure 3: Worst case triangular packing with smallest diameter.

C: Coherency

Problem author: Thore Husfeldt



Time complexity: Time complexity is

$$\mathcal{O}(n \times 9 \times \text{Max number of disks in one cell})$$

$$\text{Roughly } \mathcal{O}(900 \times n)$$

More precise: Cells need to be $\Omega(D_{\max})$ mm big, so

$$\mathcal{O}\left(\left(\frac{D_{\max}}{D_{\min}}\right)^2\right) \text{ disks of the minimum diameter}$$

fit inside one cell

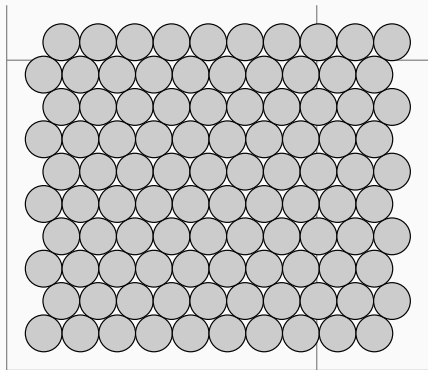
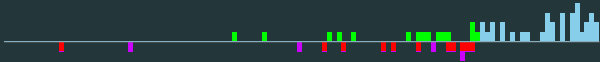


Figure 3: Worst case triangular packing with smallest diameter.

C: Coherency

Problem author: Thore Husfeldt



Time complexity: Time complexity is

$\mathcal{O}(n \times 9 \times \text{Max number of disks in one cell})$

Roughly $\mathcal{O}(900 \times n)$

More precise: Cells need to be $\Omega(D_{\max})$ mm big, so
 $\mathcal{O}\left(\left(\frac{D_{\max}}{D_{\min}}\right)^2\right)$ disks of the minimum diameter
fit inside one cell

Many alternative solutions possible, but based
on similar ideas.

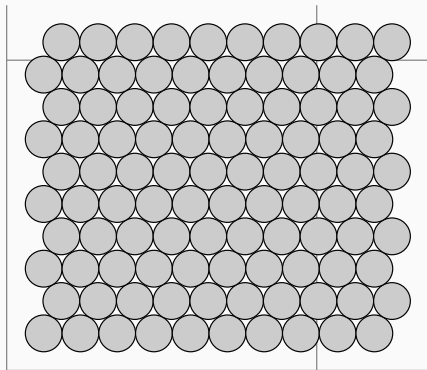
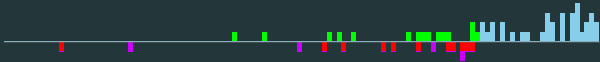


Figure 3: Worst case triangular packing with smallest diameter.

C: Coherency

Problem author: Thore Husfeldt



Time complexity: Time complexity is

$\mathcal{O}(n \times 9 \times \text{Max number of disks in one cell})$

Roughly $\mathcal{O}(900 \times n)$

More precise: Cells need to be $\Omega(D_{\max})$ mm big, so
 $\mathcal{O}\left(\left(\frac{D_{\max}}{D_{\min}}\right)^2\right)$ disks of the minimum diameter
fit inside one cell

Many alternative solutions possible, but based
on similar ideas.

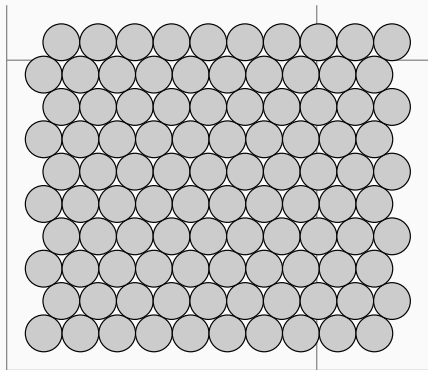


Figure 3: Worst case triangular packing with smallest diameter.

Statistics: 64 submissions, 9 accepted, 34 unknown