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Unique solved — Genius Star rgw

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 107

1.

2157A

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Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

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2.

2164A

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3.

2152A

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4.

2151A

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5.

2147A

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6.

2139B

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7.

2139A

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8.

2136A

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9.

2134A

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10.

2157B

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11.

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12.

2164B

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13.

2147B

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14.

2139C

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15.

2190A

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16.

2136C

[Against the Difference](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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17.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,680 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

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18.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

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19.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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20.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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21.

2152B

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Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
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22.

2151B

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Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Genius_Star_rgw's solution](#)

23.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,675 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
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24.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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25.

2164C

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Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[Genius_Star_rgw's solution](#)

26.

2152C

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Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[Genius_Star_rgw's solution](#)

27.

2151C

[Incremental Stay](#) · [Tutorial](#)

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[Genius_Star_rgw's solution](#)

28.

1348B

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Quality: 27,491 global accepts · Rating: 1400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[Genius_Star_rgw's solution](#)

29.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
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30.

495B

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31.

2157D

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[Genius Star rgw's solution](#)

32.

2159A

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33.

2152D

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Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Genius Star rgw's solution](#)

34.

2151D

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35.

2147D

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Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

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36.

2136D

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Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

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37.

2187B

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38.

2164D

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39.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

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40.

2139E1

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41.

1290B

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

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42.

2190B2

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Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

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43.

2157E

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Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Genius Star rgw's solution](#)

44.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[Genius Star rgw's solution](#)

45.

2139D

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Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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46.

522D

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Quality: 4,048 global accepts · Rating: 2000 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures

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47.

314C

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Quality: 2,004 global accepts · Rating: 2000 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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48.

2165C

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Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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49.

730I

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50.

2139E2

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Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

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51.

2136E

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52.

2159B

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53.

2152E

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54.

2151E

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Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy

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55.

2136F1

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56.

1822G2

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57.

730D

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Quality: 915 global accepts · Rating: 2200 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Genius Star_rgw's solution](#)

58.

1408F

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59.

2164E

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Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

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60.

2159C

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Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

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61.

2147E

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62.

2134D

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[Genius Star rgw's solution](#)

63.

311B

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64.

710F

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65.

1106F

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66.

865D

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67.

802M2

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Quality: 1,488 global accepts · Rating: 2400 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[Genius Star rgw's solution](#)

68.

1443E

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69.

2190D

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70.

868F

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71.

1891E

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72.

840C

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Quality: 2,071 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

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73.

2159D1

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Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

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74.

997C

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75.

2152F

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Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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76.

2136F2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Genius Star rgw's solution](#)

77.

2187D

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Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Genius Star rgw's solution](#)

78.

1827C

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Genius Star rgw's solution](#)

79.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Genius Star rgw's solution](#)

80.

1905F

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Quality: 753 global accepts · Rating: 2600 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer

[Genius Star rgw's solution](#)

81.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[Genius Star rgw's solution](#)

82.

2151G1

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Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math

[Genius Star rgw's solution](#)

83.

2139F

[Antiamuny and Slider Movement · Tutorial](#)

Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Genius Star rgw's solution](#)

84.

1773D

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Quality: 642 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Genius Star rgw's solution](#)

85.

576D

[Flights for Regular Customers · Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Genius Star rgw's solution](#)

86.

2151F

[Attraction Theory · Tutorial](#)

Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Genius Star rgw's solution](#)

87.

1789F

[Serval and Brain Power · Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Genius Star rgw's solution](#)

88.

475E

[Strongly Connected City 2 · Tutorial](#)

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89.

1442D

[Sum · Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

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90.

1033E

[Hidden Bipartite Graph · Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-12-15 · last AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

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91.

2147F

[Exchange Queries · Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[Genius Star rgw's solution](#)

92.

1967D

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Quality: 978 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Genius Star rgw's solution](#)

93.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2026-02-19 · last AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Genius Star rgw's solution](#)

94.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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95.

802M3

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Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[Genius Star rgw's solution](#)

96.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Genius Star rgw's solution](#)

97.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Genius Star rgw's solution](#)

98.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Genius Star rgw's solution](#)

99.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Genius Star rgw's solution](#)

100.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Genius Star rgw's solution](#)

101.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[Genius Star rgw's solution](#)

102.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs,

interactive, trees

[Genius_Star_rgw's solution](#)

103.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Genius_Star_rgw's solution](#)

104.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[Genius_Star_rgw's solution](#)

105.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-12-20 · last AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[Genius_Star_rgw's solution](#)

106.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[Genius_Star_rgw's solution](#)

107.

101806R

[Recipe](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Genius_Star_rgw's solution](#)