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The Virtual Learning Environment for Computer Programming

Cycle detection

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Setè Concurs de Programacio de la UPC - Final (2009-09-16)

For any function f that maps a finite set to itself, and for any initial value x_0 in the set, the sequence of values x_0 , $x_1 = f(x_0)$, $x_2 = f(x_1)$, ..., $x_k = f(x_{k-1})$, ... eventually repeats some values, i.e., there is some $i \ge 0$ and some j > i such that $f(x_j) = f(x_i)$. Once this happens, the sequence continues by repeating the cycle from x_i to x_{i-1} .

For instance, the function that maps (0,1,2,3,4,5,6,7,8) to (6,6,0,1,4,3,3,4,0) generates the following sequence when $x_0 = 2$:

```
2 0 6 3 1 6 3 1 6 3 1 ...
```

In this sequence, the beginning of the cycle $(6\ 3\ 1)$ is found after 2 steps. In this case, i=2, j=5, and the periodicity is j-i=3.

Given a function that maps the interval [0, n-1] to itself, and several starting values x_0 , compute the corresponding values of j-i and i.

Input

Input starts with the number of cases. Every such case begins with two integer numbers $1 \le n \le 10^5$ and $0 \le k \le 10n$. Follow, in order, the n images of the numbers in [0, n-1]. Follow k numbers: the x_0 's for which the result must be computed.

Output

For every case, print its number and k lines each one with j - i and i.

Observation

Since some of the private cases are huge, a recursive program may exhaust the recursion stack.

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1			

_										
3									Case	#1:
9	1								3 2	
6	6	0	1	4	3	3	4	0	Case	#2:
2									2 0 1 0	
3	3								1 0	
2	1	0							2 0	
0	1	2							Case	#3:
4	3								2 1 2 2	
1	2	3	2						2 2	
1	0	1							2 1	

Problem information

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