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## 1 Contest Setup

### 1.1 vimrc

```

1 set number      " Show line numbers
2 set mouse=a     " Enable inaction via mouse
3 set showmatch   " Highlight matching brace
4 set cursorline  " Show underline
5 set cursorcolumn " highlight vertical column
6
7 filetype on "enable file detection
8 syntax on   "syntax highlight
9
10 set autoindent " Auto-indent new lines
11 set shiftwidth=4 " Number of auto-indent spaces
12 set smartindent " Enable smart-indent
13 set smarttab    " Enable smart-tabs
14 set softtabstop=4 " Number of spaces per Tab
15
16 " -----Optional-----
17
18 set undolevels=10000 " Number of undo levels
19 set scrolloff=5     " Auto scroll
20
21 set hlsearch " Highlight all search results
22 set smartcase " Enable smart-case search
23 set ignorecase " Always case-insensitive
24 set incsearch " Searches for strings incrementally
25
26 highlight Comment ctermfg=cyan
27 set showmode
28
29 set encoding=utf-8
30 set fileencoding=utf-8
31 scriptencoding=utf-8

```

### 1.2 bashrc

```

1 alias g++="g++ -Wall -Wextra -std=c++11 -O2"

```

### 1.3 C++ template

```

1 #include <bits/stdc++.h>
2
3 using namespace std;
4
5 #define x first
6 #define y second
7
8 typedef long long int ll;
9 typedef pair<int, int> ii;
10
11 int main()
12 {

```

```

13     return 0;
14 }

```

## 1.4 Java template

```

1 import java.io.*;
2 import java.util.*;
3
4 public class Main
5 {
6     public static void main(String[] args)
7     {
8         MyScanner sc = new MyScanner();
9         out = new PrintWriter(new BufferedOutputStream(System.out));
10        // Start writing your solution here.
11
12        // Stop writing your solution here.
13        out.close();
14    }
15
16    public static PrintWriter out;
17
18    public static class MyScanner
19    {
20        BufferedReader br;
21        StringTokenizer st;
22
23        public MyScanner()
24        {
25            br = new BufferedReader(new InputStreamReader(System.in));
26        }
27
28        boolean hasNext()
29        {
30            while (st == null || !st.hasMoreElements()) {
31                try {
32                    st = new StringTokenizer(br.readLine());
33                } catch (Exception e) {
34                    return false;
35                }
36            }
37            return true;
38        }
39
40        String next()
41        {
42            if (hasNext())
43                return st.nextToken();
44            return null;
45        }
46
47        int nextInt()
48        {
49            return Integer.parseInt(next());
50        }

```

```

51
52        long nextLong()
53        {
54            return Long.parseLong(next());
55        }
56
57        double nextDouble()
58        {
59            return Double.parseDouble(next());
60        }
61
62        String nextLine()
63        {
64            String str = "";
65            try {
66                str = br.readLine();
67            } catch (IOException e) {
68                e.printStackTrace();
69            }
70            return str;
71        }
72    }
73 }

```

## 2 Reminder

1. 隊友的建議，要認真聽！通常隊友的建議都會突破你盲點，畢竟他是在 thinking out-of-the-box 狀態！
2. Read the problem statements carefully. Input and output specifications and constraints are crucial!
3. Estimate the **time complexity** and **memory complexity** carefully.
4. Time penalty is 20 minutes per WA, **don't rush!**
5. Sample test cases must all be tested and passed before every submission!
6. Test the corner cases, such as 0, 1, -1. Test all edge cases of the input specification.
7. Bus error: the code has *scanf*, *fgets* but have nothing to read! Check if you have early termination but didn't handle it properly.
8. Binary search? 數學算式移項合併後查詢?

## 3 Useful code

### 3.1 Leap year

```

1 | year % 400 == 0 || (year % 4 == 0 && year % 100 != 0)

```

### 3.2 Fast Exponentiation $O(\log(\exp))$

```

1 | ll fast_pow(ll base, ll exp, ll mod)
2 | {
3 |     if (exp == 0)
4 |         return 1LL;
5 |     ll res = 1;
6 |     while (exp > 0) {
7 |         if (exp & 1) {
8 |             res = ((res % mod) * (base % mod)) % mod;
9 |         }

```

```

10     exp >= 1;
11     base = (base * base) % mod;
12 }
13 return res;
14 }

```

### 3.3 GCD $O(\log(a+b))$

注意負數的 case!

```

1 ll gcd(ll a, ll b)
2 {
3     return b == 0 ? a : gcd(b, a % b);
4 }

```

### 3.4 Extended Euclidean Algorithm

Bezout identity  $ax + by = \gcd(a, b)$ , where  $\gcd(a, b)$  is the smallest positive integer that can be written as  $ax + by$ , and every integer of the form  $ax + by$  is a multiple of  $\gcd(a, b)$ .

```

1 ll ext_gcd(ll a, ll b, ll &x, ll &y)
2 {
3     if (a == 0) {
4         x = 0;
5         y = 1;
6         return b;
7     }
8
9     ll x1, y1;
10    ll gcd = ext_gcd(b % a, a, x1, y1);
11
12    x = y1 - (b / a) * x1;
13    y = x1;
14
15    return gcd;
16 }

```

### 3.5 Mod Inverse

Case 1  $\gcd(a, m) = 1$ :  $ax + my = \gcd(a, m) = 1$  (use ext\_gcd)

Case 2  $m$  is prime:  $a^{m-2} \equiv a^{-1} \pmod m$  (use Fermat's little theorem)

### 3.6 Prime Generator

```

1 bool is_prime[N];
2 vector<ll> primes;
3 void init()
4 {
5     fill(is_prime, is_prime + N, true);
6     for (int i = 2; i < N; i++) {
7         if (is_prime[i] == true) {
8             primes.push_back(i);
9             for (int j = i * i; j < N; j += i)
10                 is_prime[j] = false;
11         }
12     }
13 }

```

```

12 }
13 }

```

### 3.7 Binomial Coefficient

```

1 int binomialCoeff(int n, int k)
2 {
3     int res = 1;
4
5     if (k > n - k) // Since C(n, k) = C(n, n-k)
6         k = n - k;
7
8     for (int i = 0; i < k; ++i) // n...n-k / 1...k
9     {
10         res *= (n - i);
11         res /= (i + 1);
12     }
13
14     return res;
15 }

```

### 3.8 STL quick reference

#### 3.8.1 Map

```

1 map<T1, T2> m; // iterable
2 void clear();
3 void erase(T1 key);
4 it find(T1 key); // <key, val>
5 void insert(pair<T1, T2> P);
6 T2 &[](T1 key); // if key not in map, new key will be inserted with
   default val
7 it lower_bound(T1 key); // = m.end() if not found, *it = <key, val>
8 it upper_bound(T1 key); // = m.end() if not found, *it = <key, val>

```

#### 3.8.2 Set

```

1 set<T> s; // iterable
2 void clear();
3 size_t count(T val); // number of val in set
4 void erase(T val);
5 it find(T val); // = s.end() if not found
6 void insert(T val);
7 it lower_bound(T val); // = s.end() if not found, *it = <key, val>
8 it upper_bound(T val); // = s.end() if not found, *it = <key, val>

```

### 3.8.3 Algorithm

```

1 // return if i is smaller than j
2 comp = [&](const T &i, const T &j) -> bool;
3 vector<T> v;
4 bool any_of(v.begin(), v.end(), [&](const T &i) -> bool);
5 bool all_of(v.begin(), v.end(), [&](const T &i) -> bool);
6 void copy(inp.begin(), inp.end(), out.begin());
7 int count(v.begin(), v.end(), int val); // number of val in v
8 it unique(v.begin(), v.end()); // it - v.begin() = size
9 // after calling, v[nth] will be n-th smallest elem in v
10 void nth_element(v.begin(), nth_it, bin_comp);
11 void merge(in1.begin(), in1.end(), in2.begin(), in2.end(), out.begin(),
12           comp);
13 // include union, intersection, difference, symmetric_difference(xor)
14 void set_union(in1.begin(), in1.end(), in2.begin(), in2.end(), out.
15             begin(), comp);
16 bool next_permutation(v.begin(), v.end());
17 // v1, v2 need sorted already, whether v1 includes v2
18 bool includes(v1.begin(), v1.end(), v2.begin(), v2.end());
19 it find(v.begin(), v.end(), T val); // = v.end() if not found
20 it search(v1.begin(), v1.end(), v2.begin(), v2.end());
21 it lower_bound(v.begin(), v.end(), T val);
22 it upper_bound(v.begin(), v.end(), T val);
23 bool binary_search(v.begin(), v.end(), T val); // exist in v ?
24 void sort(v.begin(), v.end(), comp);
25 void stable_sort(v.begin(), v.end(), comp);

```

### 3.8.4 String

## 4 Search

### 4.1 Binary Search

#### 4.1.1 Find key

#### 4.1.2 Upper / lower Bound

### 4.2 Ternary Search

### 4.3 折半完全列舉

### 4.4 Two-pointer 爬行法

## 5 Basic data structure

### 5.1 1D BIT

```

1 // BIT is 1-based
2 const int MAX_N = 20000; //這個記得改!
3 ll bit[MAX_N + 1];
4
5 int sum(int i) {
6     int s = 0;
7     while (i > 0) {

```

```

8         s += bit[i];
9         i -= (i & -i);
10     }
11     return s;
12 }
13
14 void add(int i, int x) {
15     while (i <= MAX_N) {
16         bit[i] += x;
17         i += (i & -i);
18     }
19 }

```

### 5.2 2D BIT

```

1 // BIT is 1-based
2 const int MAX_N = 20000, MAX_M = 20000; //這個記得改!
3 ll bit[MAX_N + 1][MAX_M + 1];
4
5 ll sum(int a, int b) {
6     ll s = 0;
7     for (int i = a; i > 0; i -= (i & -i))
8         for (int j = b; j > 0; j -= (j & -j))
9             s += bit[i][j];
10     return s;
11 }
12
13 void add(int a, int b, ll x) {
14     // MAX_N, MAX_M 須適時調整!
15     for (int i = a; i <= MAX_N; i += (i & -i))
16         for (int j = b; j <= MAX_M; j += (j & -j))
17             bit[i][j] += x;
18 }

```

### 5.3 Union Find

```

1 #define N 20000 // 記得改
2 struct UFDS {
3     int par[N];
4
5     void init() {
6         memset(par, -1, sizeof(par));
7     }
8
9     int root(int x) {
10         return par[x] < 0 ? x : par[x] = root(par[x]);
11     }
12
13     void merge(int x, int y) {
14         x = root(x);
15         y = root(y);
16
17         if (x != y) {
18             if (par[x] > par[y])

```

```
19         swap(x, y);
20         par[x] += par[y];
21         par[y] = x;
22     }
23 }
24 }
```

## 5.4 Segment Tree

# 6 Dynamic Programming

## 7 Tree

### 7.1 LCA

# 8 Graph

### 8.1 Articulation point / edge

### 8.2 CC

#### 8.2.1 BCC vertex

#### 8.2.2 BCC edge

#### 8.2.3 SCC

### 8.3 Shortest Path

#### 8.3.1 Dijkstra

#### 8.3.2 Dijkstra (next-to-shortest path)

#### 8.3.3 SPFA

#### 8.3.4 Bellman-Ford

#### 8.3.5 Floyd-Warshall

### 8.4 Kruskal MST

### 8.5 Flow

#### 8.5.1 Max Flow (Dinic)

#### 8.5.2 Min-Cut

#### 8.5.3 Min Cost Max Flow

#### 8.5.4 Maximum Bipartite Graph

# 9 String

### 9.1 KMP

### 9.2 Z Algorithm

### 9.3 Trie

### 9.4 Suffix Array

# 10 Geometry

### 10.1 Template

```
1 #define x first
2 #define y second
3 typedef pair <double , double > pt;
4 struct line {
5     double a, b, c;
6     // coefficients in general form, compare up to constant factor
7 }
8 pt operator-(pt u, pt v) { return pt(u.x-v.x, u.y-v.y); }
9 pt operator+(pt u, pt v) { return pt(u.x+v.x, u.y+v.y); }
10 pt operator*(pt u, double d) { return pt(u.x*d, u.y*d); }
11 double operator*(pt u, pt v) { return u.x*v.x + u.y*v.y; } // dot
12 double operator^(pt u, pt v) { return u.x*v.y - u.y*v.x; } // cross
    product
```

#### 10.1.1 Point / Line

#### 10.1.2 Intersection

### 10.2 Half-plane intersection

### 10.3 Convex Hull