

Contents

1	Contest Setup	
1.1	vimrc	
1.2	bashrc	
1.3	Grep Error and Warnings	
1.4	C++ template	
1.5	Java template	
1.5.1	Java Issues	
2	System Testing	
3	Reminder	
4	Topic list	
5	Useful code	
5.1	Leap year $O(1)$	
5.2	Fast Exponentiation $O(\log(xp))$	
5.3	Mod Inverse $O(\log n)$	
5.4	GCD $O(\log(\min(a, b)))$	
5.5	Extended Euclidean Algorithm GCD $O(\log(\min(a, b)))$	
5.6	Prime Generator $O(n \log \log n)$	
5.7	C++ Reference	
6	Search	
6.1	Ternary Search $O(n \log n)$	
6.2	N Puzzle	
7	Basic data structure	
7.1	1D BIT	
7.2	2D BIT	
7.3	Union Find	
7.4	Segment Tree	
7.5	Sparse Table	
8	Tree	
8.1	LCA	
8.2	Tree Center	
8.3	Treap	
9	Graph	
9.1	Articulation point / Bridge	
9.2	2-SAT	
9.3	CC	
9.3.1	BCC	
9.3.2	SCC	
9.4	Shortest Path	
9.4.1	Dijkstra (next-to-shortest path)	
9.4.2	SPFA	
9.4.3	Bellman-Ford $O(VE)$	
9.4.4	Floyd-Warshall $O(V^3)$	
9.5	MST	
9.5.1	Kruskal	
9.5.2	Prim	
10	Flow	
10.1	Max Flow (Dinic)	
10.2	Min Cost Flow	
10.3	Bipartite Matching	
11	String	
11.1	Rolling Hash	
11.2	KMP	
11.3	Z Algorithm	
11.4	Trie	
12	Matrix	
12.1	Gauss Jordan	
12.2	Determinant	
13	Geometry	
13.1	EPS	
13.2	Template	
14	Math	
14.1	Euclid's formula (Pythagorean Triples)	
14.2	Difference between two consecutive numbers' square is odd	

14.3	Summation	17
14.4	FFT	17
14.5	Combination	18
14.5.1	Pascal triangle	18
14.5.2	線性	19
14.6	Chinese remainder theorem	19
14.7	2-Circle relations	19
14.8	Fun Facts	19
14.9	2^n table	19

15	Dynamic Programming - Problems collection	20
-----------	--	-----------

16	隊伍表	21
-----------	------------	-----------

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 |
11 | set autoindent       " Auto-indent new lines
12 | set shiftwidth=4    " Number of auto-indent spaces
13 | set smartindent     " Enable smart-indent
14 | set smarttab        " Enable smart-tabs
15 | set tabstop=4       " Number of spaces per Tab
16 |
17 | " -----Optional-----
18 |
19 | set undolevels=10000 " Number of undo levels
20 | set scrolloff=5     " Auto scroll
21 |
22 | set hlsearch        " Highlight all search results
23 | set smartcase       " Enable smart-case search
24 | set ignorecase     " Always case-insensitive
25 | set incsearch       " Searches for strings incrementally
26 |
27 | highlight Comment ctermfg=cyan
28 | set showmode
29 |
30 | set encoding=utf-8
31 | set fileencoding=utf-8
   | scriptencoding=utf-8

```

1.2 bashrc

```

1 | alias g++='g++ -Wall -Wextra -std=c++11 -O2'
2 | alias myg++='g++ -Wall -Wextra -std=c++11 -O2'

```

1.3 Grep Error and Warnings

```
1 || g++ main.cpp 2>&1 | grep -E 'warning|error'
```

1.4 C++ template

```
1 #include <bits/stdc++.h>
2
3 using namespace std;
4
5 typedef long long int ll;
6 typedef pair<int, int> ii;
7
8 int main()
9 {
10     return 0;
11 }
```

1.5 Java template

```
import java.io.*;
import java.util.*;

public class Main
{
    public static void main(String[] args)
    {
        MyScanner sc = new MyScanner();
        out = new PrintWriter(new BufferedOutputStream(System.out));
        // Start writing your solution here.

        // Stop writing your solution here.
        out.close();
    }

    public static PrintWriter out;

    public static class MyScanner
    {
        BufferedReader br;
        StringTokenizer st;

        public MyScanner()
        {
            br = new BufferedReader(new InputStreamReader(System.in));
        }

        boolean hasNext()
        {
            while (st == null || !st.hasMoreElements()) {
                try {
                    st = new StringTokenizer(br.readLine());
                } catch (Exception e) {
                    return false;
                }
            }
            return true;
        }

        String next()
        {
            if (hasNext())
```

```
                return st.nextToken();
                return null;
            }

            int nextInt()
            {
                return Integer.parseInt(next());
            }

            long nextLong()
            {
                return Long.parseLong(next());
            }

            double nextDouble()
            {
                return Double.parseDouble(next());
            }

            String nextLine()
            {
                String str = "";
                try {
                    str = br.readLine();
                } catch (IOException e) {
                    e.printStackTrace();
                }
                return str;
            }
        }
    }
}
```

1.5.1 Java Issues

1. Random Shuffle before sorting: `Random rnd = new Random(); rnd.nextInt();`
2. Use `StringBuilder` for large output
3. Java has strict parsing rules. e.g. using `sc.nextInt()` to read a long will result in RE
4. For class sorting, use code `implements Comparable<Class name>`. Or, use code `new Comparator<Interval>() {}` at `Collections.sort()` second argument

2 System Testing

1. Setup `vimrc` and `bashrc`
2. Test `g++` and Java 8 compiler
3. Look for compilation parameter and code it into `bashrc`
4. Test if `c++` and Java templates work properly on local and judge machine (bits, auto, and other `c++11` stuff)
5. Test "divide by 0" → RE/TLE?
6. Make a complete graph and run Floyd warshall, to test time complexity upper bound
7. Make a linear graph and use DFS to test stack size
8. Test output with extra newline and spaces
9. Go to *Eclipse* → *preference* → *Java* → *Editor* → *Content Assist*, add `.abcdefghijklmnopqrstuvwxyz` to auto activation triggers for Java in Eclipse

3 Reminder

1. 隊友的建議，要認真聽！要記得心平氣和的小聲討論喔！通常隊友的建議都會突破你盲點。
2. 每一題都要小心讀，尤其是 IO 的格式和限制都要看清楚。
3. 小心估計時間複雜度和空間複雜度
4. Coding 要兩人一組，要相信你的隊友的實力！
5. 1WA 罰 20 分鐘！放輕鬆，不要急，多產幾組測資後再丟。
6. 範測一定要過！產個幾組極端測資，例如 input 下限、特殊 cases 0, 1, -1、空集合等等
7. 比賽是連續測資，一定要全部讀完再開始 solve 喔！

8. Bus error: 有 scanf, fgets 但是卻沒東西可以讀取了! 可能有 early termination 但是時機不對。
9. 圖論一定要記得檢查連通性。最簡單的做法就是 loop 過所有的點
10. long long = int * int 會完蛋
11. long long int 的位元運算要記得用 1LL << 35
12. 記得清理 Global variable

4 Topic list

1. 列舉、窮舉 enumeration
2. 貪心 greedy
3. 排序 sorting, topological sort
4. 二分搜 binary search (數學算式移項合併後查詢)
5. 爬行法 (右跑左追) Two Pointer
6. 離散化
7. Dynamic programming, 矩陣快速幂
8. 鴿籠原理 Pigeonhole
9. 最近共同祖先 LCA (倍增法, LCA 轉 RMQ)
10. 折半完全列舉 (能用 vector 就用 vector)
11. 離線查詢 Offline (DFS, LCA)
12. 圖的連通性 Directed graph connectivity -> DFS. Undirected graph -> Union Find
13. 因式分解
14. 從答案推回來
15. 寫出數學式, 有時就馬上出現答案了!

5 Useful code

5.1 Leap year $O(1)$

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

5.2 Fast Exponentiation $O(\log(exp))$

Fermat's little theorem: 若 m 是質數, 則 $a^{m-1} \equiv 1 \pmod{m}$

```

1 ll fast_pow(ll a, ll b, ll M) {
2     ll ans = 1;
3     ll base = a % M;
4     while (b) {
5         if (b & 1)
6             ans = ans * base % M;
7         base = base * base % M;
8         b >>= 1;
9     }
10    return ans;
11 }
```

5.3 Mod Inverse $O(\log n)$

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

Case 2: m is prime: $a^{m-2} \equiv a^{-1} \pmod{m}$

5.4 GCD $O(\log(\min(a + b)))$

注意負數的 case! C++ 是看被除數決定正負號的。

```

ll gcd(ll a, ll b)
{
    return b == 0 ? a : gcd(b, a % b);
}
```

5.5 Extended Euclidean Algorithm GCD $O(\log(\min(a + b)))$

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 extgcd(ll a, ll b, ll& x, ll& y) {
2     if (b == 0) {
3         x = 1;
4         y = 0;
5         return a;
6     }
7     else {
8         ll d = extgcd(b, a % b, y, x);
9         y -= (a / b) * x;
10        return d;
11    }
12 }
```

5.6 Prime Generator $O(n \log \log n)$

```

1 const ll MAX_NUM = 1e6; // 要是合數
2 bool is_prime[MAX_NUM];
3 vector<ll> primes;
4
5 void init_primes() {
6     fill(is_prime, is_prime + MAX_NUM, true);
7     is_prime[0] = is_prime[1] = false;
8     for (ll i = 2; i < MAX_NUM; i++) {
9         if (is_prime[i]) {
10            primes.push_back(i);
11            for (ll j = i * i; j < MAX_NUM; j += i)
12                is_prime[j] = false;
13        }
14    }
15 }
```

5.7 C++ Reference

```

1 vector/deque
2 ::[]: [idx] -> val // 0(1)
3 ::erase: [it] -> it
4 ::erase: [it s, it t] -> it
5 ::resize: [sz, val = 0] -> void
6 ::insert: [it, val] -> void // insert before it
7 ::insert: [it, cnt, val] -> void // insert before it
8 ::insert: [it pos, it from_s, it from_t] -> void // insert before it
9
10 set/multiset
11 ::insert: [val] -> pair<it, bool> // bool: if val already exist
12 ::erase: [val] -> void
13 ::erase: [it] -> void
```

```

14 ::clear: [] -> void
15 ::find: [val] -> it
16 ::count: [val] -> sz
17 ::lower_bound: [val] -> it
18 ::upper_bound: [val] -> it
19 ::equal_range: [val] -> pair<it, int>
20
21 map/multimap
22 ::begin/end: [] -> it (*it = pair<key, val>)
23 ::[]: [val] -> map_t&
24 ::insert: [pair<key, val>] -> pair<it, bool>
25 ::erase: [key] -> sz
26 ::clear: [] -> void
27 ::find: [key] -> it
28 ::count: [key] -> sz
29 ::lower_bound: [key] -> it
30 ::upper_bound: [key] -> it
31 ::equal_range: [key] -> it
32
33 algorithm
34 ::any_of: [it s, it t, unary_func] -> bool // C++11
35 ::all_of: [it s, it t, unary_func] -> bool // C++11
36 ::none_of: [it s, it t, unary_func] -> bool // C++11
37 ::find: [it s, it t, val] -> it
38 ::find_if: [it s, it t, unary_func] -> it
39 ::count: [it s, it t, val] -> int
40 ::count_if: [it s, it t, unary_func] -> int
41 ::copy: [it fs, it ft, it ts] -> void // t should be allocated
42 ::equal: [it s1, it t1, it s2, it t2] -> bool
43 ::remove: [it s, it t, val] -> it (it = new end)
44 ::unique: [it s, it t] -> it (it = new end)
45 ::random_shuffle: [it s, it t] -> void
46 ::lower_bound: [it s, it t, val, binary_func(a, b): a < b] -> it
47 ::upper_bound: [it s, it t, val, binary_func(a, b): a < b] -> it
48 ::binary_search: [it s, it t, val] -> bool ([s, t) sorted)
49 ::merge: [it s1, it t1, it s2, it t2, it o] -> void (o allocated)
50 ::includes: [it s1, it t1, it s2, it t2] -> bool (if 2 included in 1)
51
52
53 string::
54 ::replace(idx, len, string) -> void
55 ::replace(it s1, it t1, it s2, it t2) -> void
56 string <-> int
57 ::stringstream; // remember to clear
58 ::sscanf(s.c_str(), "%d", &i);
59 ::sprintf(result, "%d", i); string s = result;
60
61 numeric
62 ::accumulate(it s, it t, val init);
63
64 math/cstdlib
65 ::atan2(0, -1) -> pi
66 ::sqrt(db/ldb) -> db/ldb
67 ::fabs(db/ldb) -> db/ldb
68 ::abs(int) -> int
69 ::ceil(db/ldb) -> db/ldb

```

```

70 ::floor(db/ldb) -> db/ldb
71 ::llabs(ll) -> ll (C++11)
72 ::round(db/ldb) -> db/ldb (C99, C++11)
73 ::log2(db) -> db (C99)
74 ::log2(ldb) -> ldb (C++11)
75
76 ctype
77 ::toupper(char) -> char (remain same if input is not alpha)
78 ::tolower(char) -> char (remain same if input is not alpha)
79 ::isupper(char) -> bool
80 ::islower(char) -> bool
81 ::isalpha(char) -> bool
82 ::isdigit(char) -> bool
83
84 io printf/scanf
85 ::int: "%d" / "%d"
86 ::double: "%lf", "f" / "%lf"
87 ::string: "%s" / "%s"
88 ::long long: "%lld" / "%lld"
89 ::long double: "%Lf" / "%Lf"
90 ::unsigned int: "%u" / "%u"
91 ::unsigned long long: "%ull" / "%ull"
92 ::oct: "%o"
93 ::hex: "%x%x"
94 ::scientific: "%e"
95 ::width: "%05d"
96 ::precision: "%.5f"
97 ::adjust left: "%-5d"
98
99 io cin/cout
100 ::oct: cout << oct << showbase;
101 ::hex: cout << hex << showbase;
102 ::scientific: cout << scientific;
103 ::width: cout << setw(5);
104 ::precision: cout << fixed << setprecision(5);
105 ::adjust left: cout << setw(5) << left;

```

6 Search

6.1 Ternary Search $O(n \log n)$

```

double l = ..., r = ...; // input
for(int i = 0; i < 100; i++) {
    double m1 = l + (r - l) / 3, m2 = r - (r - l) / 3;
    if (f(m1) < f(m2)) // f - convex function
        l = m1;
    else
        r = m2;
}
f(r) - maximum of function

```

6.2 N Puzzle

```

1 const int dr[4] = {0, 0, +1, -1};
2 const int dc[4] = {+1, -1, 0, 0};
3 const int dir[4] = {'R', 'L', 'D', 'U'};

```

```

4  const int INF = 0x3f3f3f3f;
5  const int FOUND = -1;
6  vector<char> path;
7  int A[15][15], Er, Ec;
8
9  int H() {
10     int h = 0;
11     for (int r = 0; r < 4; r++) {
12         for (int c = 0; c < 4; c++) {
13             if (A[r][c] == 0) continue;
14             int expect_r = (A[r][c] - 1) / 4;
15             int expect_c = (A[r][c] - 1) % 4;
16             h += abs(expect_r - r) + abs(expect_c - c);
17         }
18     }
19     return h;
20 }
21
22 int dfs(int g, int pdir, int bound) {
23     int h = H();
24     int f = g + h;
25     if (f > bound) return f;
26     if (h == 0) return FOUND;
27
28     int mn = INF;
29     for (int i = 0; i < 4; i++) {
30         if (i == (pdir ^ 1)) continue;
31
32         int nr = Er + dr[i];
33         int nc = Ec + dc[i];
34         if (nr < 0 || nr >= 4) continue;
35         if (nc < 0 || nc >= 4) continue;
36
37         path.push_back(dir[i]);
38         swap(A[nr][nc], A[Er][Ec]);
39         swap(nr, Er); swap(nc, Ec);
40         int t = dfs(g + 1, i, bound);
41         if (t == FOUND) return FOUND;
42         if (t < mn) mn = t;
43         swap(nr, Er); swap(nc, Ec);
44         swap(A[nr][nc], A[Er][Ec]);
45         path.pop_back();
46     }
47
48     return mn;
49 }
50
51 bool IDAstar() {
52     int bound = H();
53     for (;;) {
54         int t = dfs(0, -1, bound);
55         if (t == FOUND) return true;
56         if (t == INF) return false;
57         // 下次要搜的 bound >= 50, 真的解也一定 >= 50, 剪枝
58         if (t >= 50) return false;
59         bound = t;

```

```

60     }
61     return false;
62 }
63
64 bool solvable() {
65     // cnt: 對於每一項 A[r][c] 有多少個小於它且在他之後的數, 加總
66     // (cnt + Er(1-based) % 2 == 0) <-> 有解
67 }

```

7 Basic data structure

7.1 1D BIT

```

// BIT is 1-based
const int MAX_N = 20000; //這個記得改!
ll bit[MAX_N + 1];

ll sum(int i) {
    int s = 0;
    while (i > 0) {
        s += bit[i];
        i -= (i & -i);
    }
    return s;
}

void add(int i, ll x) {
    while (i <= MAX_N) {
        bit[i] += x;
        i += (i & -i);
    }
}

```

7.2 2D BIT

```

// BIT is 1-based
const int MAX_N = 20000, MAX_M = 20000; //這個記得改!
ll bit[MAX_N + 1][MAX_M + 1];

ll sum(int a, int b) {
    ll s = 0;
    for (int i = a; i > 0; i -= (i & -i))
        for (int j = b; j > 0; j -= (j & -j))
            s += bit[i][j];
    return s;
}

void add(int a, int b, ll x) {
    ^^I// MAX_N, MAX_M 須適時調整!
    for (int i = a; i <= MAX_N; i += (i & -i))
        for (int j = b; j <= MAX_M; j += (j & -j))
            bit[i][j] += x;
}

```

7.3 Union Find

```

#define N 20000 // 記得改
struct UFDS {
    int par[N];

    void init(int n) {

```

```

    memset(par, -1, sizeof(int) * n);
}

int root(int x) {
    return par[x] < 0 ? x : par[x] = root(par[x]);
}

void merge(int x, int y) {
    x = root(x);
    y = root(y);

    if (x != y) {
        if (par[x] > par[y])
            swap(x, y);
        par[x] += par[y];
        par[y] = x;
    }
}
}
}

```

7.4 Segment Tree

```

1  const int MAX_N = 100000;
2  const int MAX_NN = (1 << 20); // should be bigger than MAX_N
3
4  int N;
5  ll inp[MAX_N];
6
7  int NN;
8  ll seg[2 * MAX_NN - 1];
9  ll lazy[2 * MAX_NN - 1];
10 // lazy[u] != 0 : the subtree of u (u not included) is not up-to-date
11
12 void seg_gather(int u)
13 {
14     seg[u] = seg[u * 2 + 1] + seg[u * 2 + 2];
15 }
16
17 void seg_push(int u, int l, int m, int r)
18 {
19     if (lazy[u] != 0) {
20         seg[u * 2 + 1] += (m - l) * lazy[u];
21         seg[u * 2 + 2] += (r - m) * lazy[u];
22
23         lazy[u * 2 + 1] += lazy[u];
24         lazy[u * 2 + 2] += lazy[u];
25         lazy[u] = 0;
26     }
27 }
28
29 void seg_init()
30 {
31     NN = 1;
32     while (NN < N)
33         NN *= 2;
34
35     memset(seg, 0, sizeof(seg)); // val that won't affect result
36     memset(lazy, 0, sizeof(lazy)); // val that won't affect result
37     memcpy(seg + NN - 1, inp, sizeof(ll) * N); // fill in leaves

```

```

38 }
39
40 void seg_build(int u)
41 {
42     if (u >= NN - 1) { // leaf
43         return;
44     }
45
46     seg_build(u * 2 + 1);
47     seg_build(u * 2 + 2);
48     seg_gather(u);
49 }
50
51 void seg_update(int a, int b, int delta, int u, int l, int r)
52 {
53     if (l >= b || r <= a) {
54         return;
55     }
56
57     if (a <= l && r <= b) {
58         seg[u] += (r - l) * delta;
59         lazy[u] += delta;
60         return;
61     }
62
63     int m = (l + r) / 2;
64     seg_push(u, l, m, r);
65     seg_update(a, b, delta, u * 2 + 1, l, m);
66     seg_update(a, b, delta, u * 2 + 2, m, r);
67     seg_gather(u);
68 }
69
70 ll seg_query(int a, int b, int u, int l, int r)
71 {
72     if (l >= b || r <= a) {
73         return 0;
74     }
75
76     if (a <= l && r <= b) {
77         return seg[u];
78     }
79
80     int m = (l + r) / 2;
81     seg_push(u, l, m, r);
82     ll ans = 0;
83     ans += seg_query(a, b, u * 2 + 1, l, m);
84     ans += seg_query(a, b, u * 2 + 2, m, r);
85     seg_gather(u);
86
87     return ans;
88 }

```

7.5 Sparse Table

```

1  struct {
2      int sp[MAX_LOG_N][MAX_N]; // MAX_LOG_N = ceil(lg(MAX_N))

```

```

3
4 void build(int inp[], int n)
5 {
6     for (int j = 0; j < n; j++)
7         sp[0][j] = inp[j];
8
9     for (int i = 1; (1 << i) <= n; i++)
10        for (int j = 0; j + (1 << i) <= n; j++)
11            sp[i][j] = min(sp[i-1][j], sp[i-1][j+(1 << (i - 1))]);
12
13
14 int query(int l, int r) // [l, r)
15 {
16     int k = floor(log2(r - l));
17     return min(sp[k][l], sp[k][r - (1 << k)]);
18 }
19 } sptb;

```

8 Tree

8.1 LCA

```

1 const int MAX_N = 10000;
2 const int MAX_LOG_N = 14; // (1 << MAX_LOG_N) > MAX_N
3
4 int N;
5 int root;
6 int dep[MAX_N];
7 int par[MAX_LOG_N][MAX_N];
8
9 vector<int> child[MAX_N];
10
11 void dfs(int u, int p, int d) {
12     dep[u] = d;
13     for (int i = 0; i < int(child[u].size()); i++) {
14         int v = child[u][i];
15         if (v != p) {
16             dfs(v, u, d + 1);
17         }
18     }
19 }
20
21 void build() {
22     // par[0][u] and dep[u]
23     dfs(root, -1, 0);
24
25     // par[i][u]
26     for (int i = 0; i + 1 < MAX_LOG_N; i++) {
27         for (int u = 0; u < N; u++) {
28             if (par[i][u] == -1)
29                 par[i + 1][u] = -1;
30             else
31                 par[i + 1][u] = par[i][par[i][u]];
32         }
33     }

```

```

34 }
35
36 int lca(int u, int v) {
37     if (dep[u] > dep[v]) swap(u, v); // 讓 v 較深
38     int diff = dep[v] - dep[u]; // 將 v 上移到與 u 同層
39     for (int i = 0; i < MAX_LOG_N; i++) {
40         if (diff & (1 << i)) {
41             v = par[i][v];
42         }
43     }
44
45     if (u == v) return u;
46
47     for (int i = MAX_LOG_N - 1; i >= 0; i--) { // 必需倒序
48         if (par[i][u] != par[i][v]) {
49             u = par[i][u];
50             v = par[i][v];
51         }
52     }
53     return par[0][u];
54 }

```

8.2 Tree Center

```

1 int diameter = 0, radius[N], deg[N]; // deg = in + out degree
2 int findRadius()
3 {
4     queue<int> q; // add all leaves in this group
5     for (auto i : group)
6         if (deg[i] == 1)
7             q.push(i);
8
9     int mx = 0;
10    while (q.empty() == false) {
11        int u = q.front();
12        q.pop();
13
14        for (int v : g[u]) {
15            deg[v]--;
16            if (deg[v] == 1) {
17                q.push(v);
18                radius[v] = radius[u] + 1;
19                mx = max(mx, radius[v]);
20            }
21        }
22    }
23
24    int cnt = 0; // crucial for knowing if there are 2 centers or not
25    for (auto j : group)
26        if (radius[j] == mx)
27            cnt++;
28
29    // add 1 if there are 2 centers (radius, diameter)
30    diameter = max(diameter, mx * 2 + (cnt == 2));
31    return mx + (cnt == 2);
32 }

```

8.3 Treap

```

1 // Remember srand(time(NULL))
2 struct Treap { // val: bst, pri: heap
3     int pri, size, val;
4     Treap *lch, *rch;
5     Treap() {}
6     Treap(int v) {
7         pri = rand();
8         size = 1;
9         val = v;
10        lch = rch = NULL;
11    }
12 };
13
14 inline int size(Treap* t) {
15     return (t ? t->size : 0);
16 }
17 // inline void push(Treap* t) {
18 //     push lazy flag
19 // }
20 inline void pull(Treap* t) {
21     t->size = 1 + size(t->lch) + size(t->rch);
22 }
23
24 int NN = 0;
25 Treap pool[30000];
26
27 Treap* merge(Treap* a, Treap* b) { // a < b
28     if (!a || !b) return (a ? a : b);
29     if (a->pri > b->pri) {
30         // push(a);
31         a->rch = merge(a->rch, b);
32         pull(a);
33         return a;
34     }
35     else {
36         // push(b);
37         b->lch = merge(a, b->lch);
38         pull(b);
39         return b;
40     }
41 }
42
43 void split(Treap* t, Treap*& a, Treap*& b, int k) {
44     if (!t) { a = b = NULL; return; }
45     // push(t);
46     if (size(t->lch) < k) {
47         a = t;
48         split(t->rch, a->rch, b, k - size(t->lch) - 1);
49         pull(a);
50     }
51     else {
52         b = t;
53         split(t->lch, a, b->lch, k);
54         pull(b);
55     }
56 }

```

```

56 }
57
58 // get the rank of val
59 // result is 1-based
60 int get_rank(Treap* t, int val) {
61     if (!t) return 0;
62     if (val < t->val)
63         return get_rank(t->lch, val);
64     else
65         return get_rank(t->rch, val) + size(t->lch) + 1;
66 }
67
68 // get kth smallest item
69 // k is 1-based
70 Treap* get_kth(Treap*& t, int k) {
71     Treap *a, *b, *c, *d;
72     split(t, a, b, k - 1);
73     split(b, c, d, 1);
74     t = merge(a, merge(c, d));
75     return c;
76 }
77
78 void insert(Treap*& t, int val) {
79     int k = get_rank(t, val);
80     Treap *a, *b;
81     split(t, a, b, k);
82     pool[NN] = Treap(val);
83     Treap* n = &pool[NN++];
84     t = merge(merge(a, n), b);
85 }
86
87 // Implicit key treap init
88 void insert() {
89     for (int i = 0; i < N; i++) {
90         int val; scanf("%d", &val);
91         root = merge(root, new_treap(val)); // implicit key(index)
92     }
93 }

```

9 Graph

9.1 Articulation point / Bridge

```

1 // timer = 1, dfs arrays init to 0, set root carefully!
2 int timer, dfsTime[N], dfsLow[N], root;
3 bool articulationPoint[N]; // set<ii> bridge;
4 void findArticulationPoint(int u, int p)
5 {
6     dfsTime[u] = dfsLow[u] = timer++;
7
8     int child = 0; // root child counter for articulation point
9     for(auto v : g[u]) { // vector<int> g[N]; // undirected graph
10         if(v == p) // don't go back to parent
11             continue;

```



```

12     if(dfsTime[v] == 0) {
13         child++; // root child counter for articulation point
14         findArticulationPoint(v, u);
15         dfsLow[u] = min(dfsLow[u], dfsLow[v]);
16
17         // <= for articulation point, < for bridge
18         if(dfsTime[u] <= dfsLow[v] && root != u)
19             articulationPoint[u] = true;
20         // special case for articulation point root only
21         if(u == root && child >= 2)
22             articulationPoint[u] = true;
23     } else { // visited before (back edge)
24         dfsLow[u] = min(dfsLow[u], dfsTime[v]);
25     }
26 }
27 }
28 }

```

9.2 2-SAT

$(x_i \vee x_i)$ 建邊 $(\neg x_i, x_j)$
 $(x_i \vee x_j)$ 建邊 $(\neg x_i, x_j), (\neg x_j, x_i)$
 $p \vee (q \wedge r)$
 $= ((p \wedge q) \vee (p \wedge r))$
 $p \oplus q$
 $= \neg((p \wedge q) \vee (\neg p \wedge \neg q))$
 $= (\neg p \vee \neg q) \wedge (p \vee q)$

```

// 建圖
// (x1 or x2) and ... and (xi or xj)
// (xi or xj) 建邊
// ~xi -> xj
// ~xj -> xi

```

```

tarjan(); // SCC 建立的順序是倒序的拓撲排序
for (int i = 0; i < 2 * N; i += 2) {
    if (belong[i] == belong[i ^ 1]) {
        // 無解
    }
}
for (int i = 0; i < 2 * N; i += 2) { // 迭代所有變數
    if (belong[i] < belong[i ^ 1]) { // i 的拓撲排序比 ~i 的拓撲排序大
        // i = T
    }
    else {
        // i = F
    }
}

```

9.3 CC

9.3.1 BCC

以 Edge 做分界的話，stack 要裝入 $(u - v)$ ，並 pop 終止條件為 $! = (u - v)$
 以 Articulation point 做為分界 (code below)，注意有無玩人的重邊

```

1 int cnt, root, dfsTime[N], dfsLow[N], timer, group[N]; // max N nodes
2 stack<int> s;

```

```

3 bool in[N];
4 void dfs(int u, int p)
5 {
6     s.push(u);
7     in[u] = true;
8
9     dfsTime[u] = dfsLow[u] = timer++;
10
11     for (int i = 0; i < (int)g[u].size(); i++) {
12         int v = g[u][i];
13
14         if (v == p)
15             continue;
16
17         if (dfsTime[v] == 0) {
18             dfs(v, u);
19             dfsLow[u] = min(dfsLow[u], dfsLow[v]);
20         } else {
21             if (in[u]) // gain speed
22                 dfsLow[u] = min(dfsLow[u], dfsTime[v]);
23         }
24     }
25
26     if (dfsTime[u] == dfsLow[u]) { //dfsLow[u]== dfsTime[u] -> SCC found
27         cnt++;
28         while (true) {
29             int v = s.top();
30             s.pop();
31             in[v] = false;
32
33             group[v] = cnt;
34             if (v == u)
35                 break;
36         }
37     }
38 }
39
40 // get SCC degree
41 int deg[n + 1];
42 memset(deg, 0, sizeof(deg));
43 for (int i = 1; i <= n; i++) {
44     for (int j = 0; j < (int)g[i].size(); j++) {
45         int v = g[i][j];
46         if (group[i] != group[v])
47             deg[group[v]]++;
48     }
49 }

```

9.3.2 SCC

First of all we run DFS on the graph and sort the vertices in decreasing of their finishing time (we can use a stack). Then, we start from the vertex with the greatest finishing time, and for each vertex v that is not yet in any SCC, do : for each u that v is reachable by u and u is not yet in any SCC, put it in the SCC of vertex v . The code is quite simple.

```

1 const int MAX_V = ...;
2 const int INF = 0x3f3f3f3f;

```

```

3  int V;
4  vector<int> g[MAX_V];
5
6  int dfn_idx = 0;
7  int scc_cnt = 0;
8  int dfn[MAX_V];
9  int low[MAX_V];
10 int belong[MAX_V];
11 bool in_st[MAX_V];
12 vector<int> st;
13
14 void scc(int v) {
15     dfn[v] = low[v] = dfn_idx++;
16     st.push_back(v);
17     in_st[v] = true;
18
19     for (int i = 0; i < int(g[v].size()); i++) {
20         const int u = g[v][i];
21         if (dfn[u] == -1) {
22             scc(u);
23             low[v] = min(low[v], low[u]);
24         }
25         else if (in_st[u]) {
26             low[v] = min(low[v], dfn[u]);
27         }
28     }
29
30     if (dfn[v] == low[v]) {
31         int k;
32         do {
33             k = st.back(); st.pop_back();
34             in_st[k] = false;
35             belong[k] = scc_cnt;
36         } while (k != v);
37         scc_cnt++;
38     }
39 }
40
41 void tarjan() { // scc 建立的順序即為反向的拓撲排序
42     st.clear();
43     fill(dfn, dfn + V, -1);
44     fill(low, low + V, INF);
45     dfn_idx = 0;
46     scc_cnt = 0;
47     for (int v = 0; v < V; v++) {
48         if (dfn[v] == -1) {
49             scc(v);
50         }
51     }
52 }

```

9.4 Shortest Path

Time complexity notations: V = vertex, E = edge

Minimax: $dp[u][v] = \min(dp[u][v], \max(dp[u][k], dp[k][v]))$

9.4.1 Dijkstra (next-to-shortest path)

密集圖別用 priority queue!

```

1  struct Edge {
2      int to, cost;
3  };
4
5  typedef pair<int, int> P; // <d, v>
6  const int INF = 0x3f3f3f3f;
7
8  int N, R;
9  vector<Edge> g[5000];
10
11 int d[5000];
12 int sd[5000];
13
14 int solve() {
15     fill(d, d + N, INF);
16     fill(sd, sd + N, INF);
17     priority_queue< P, vector<P>, greater<P> > pq;
18
19     d[0] = 0;
20     pq.push(P(0, 0));
21
22     while (!pq.empty()) {
23         P p = pq.top(); pq.pop();
24         int v = p.second;
25
26         if (sd[v] < p.first) // 比次短距離還大，沒用，跳過
27             continue;
28
29         for (size_t i = 0; i < g[v].size(); i++) {
30             Edge& e = g[v][i];
31             int nd = p.first + e.cost;
32             if (nd < d[e.to]) { // 更新最短距離
33                 swap(d[e.to], nd);
34                 pq.push(P(d[e.to], e.to));
35             }
36             if (d[e.to] < nd && nd < sd[e.to]) { // 更新次短距離
37                 sd[e.to] = nd;
38                 pq.push(P(sd[e.to], e.to));
39             }
40         }
41     }
42
43     return sd[N-1];
44 }

```

9.4.2 SPFA

```

1  typedef pair<int, int> ii;
2  vector< ii > g[N];
3
4  bool SPFA()

```

```

5 {
6     vector<ll> d(n, INT_MAX);
7     d[0] = 0; // origin
8
9     queue<int> q;
10    vector<bool> inqueue(n, false);
11    vector<int> cnt(n, 0);
12    q.push(0);
13    inqueue[0] = true;
14    cnt[0]++;
15
16    while(q.empty() == false) {
17        int u = q.front();
18        q.pop();
19        inqueue[u] = false;
20
21        for(auto i : g[u]) {
22            int v = i.first, w = i.second;
23            if(d[u] + w < d[v]) {
24                d[v] = d[u] + w;
25                if(inqueue[v] == false) {
26                    q.push(v);
27                    inqueue[v] = true;
28                    cnt[v]++;
29
30                    if(cnt[v] == n) { // loop!
31                        return true;
32                    }
33                }
34            }
35        }
36    }
37
38    return false;
39 }

```

9.4.3 Bellman-Ford $O(VE)$

```

1 vector<pair<ii, int>> edge; // store graph by edge: ((u, v), w)
2
3 void BellmanFord()
4 {
5     ll d[n]; // n: total nodes
6     fill(d, d + n, INT_MAX);
7     d[0] = 0; // src is 0
8     bool loop = false;
9     for (int i = 0; i < n; i++) {
10        // Do n - 1 times. If the n-th time still has relaxation, loop
11        ↪ exists
12        bool hasChange = false;
13        for (int j = 0; j < (int)edge.size(); j++) {
14            int u = edge[j].first.first, v = edge[j].first.second, w =
15            ↪ edge[j].second;
16            if (d[u] != INT_MAX && d[u] + w < d[v]) {
17                hasChange = true;
18                d[v] = d[u] + w;

```

```

17     }
18 }
19
20 if (i == n - 1 && hasChange == true)
21     loop = true;
22 else if (hasChange == false)
23     break;
24 }
25 }

```

9.4.4 Floyd-Warshall $O(V^3)$

The graph is stored using adjacency matrix. The initial state is *diagonal* = 0 and *others* = *INF*. (If *INF* is int, use long long for the matrix)
If diagonal numbers are negative \leftarrow cycle .

```

for(int k = 0; k < N; k++)
    for(int i = 0; i < N; i++)
        for(int j = 0; j < N; j++)
            dp[i][j] = min(dp[i][j], dp[i][k] + dp[k][j]);

```

9.5 MST

9.5.1 Kruskal

1. Store the graph by *(weight, (from, to))*
2. Sort the graph by *weight*
3. Start from the smallest weight, and keep adding edges that won't form a cycle with the current MST set
4. Early termination condition: $n - 1$ edges has been added, NOT size of the union-find set

9.5.2 Prim

```

1 int ans = 0;
2 bool used[n];
3 memset(used, false, sizeof(used));
4
5 priority_queue<ii, vector<ii>, greater<ii>> pq;
6 pq.push(ii(0, 0)); // push (0, origin)
7 while (!pq.empty())
8 {
9     ii cur = pq.top();
10    pq.pop();
11
12    int u = cur.second;
13    if (used[u])
14        continue;
15    ans += cur.first;
16    used[u] = true;
17
18    for (int i = 0; i < (int)g[u].size(); i++) {
19        int v = g[u][i].first, w = g[u][i].second;
20        if (used[v] == false)
21            pq.push(ii(w, v));
22    }
23 }

```

10 Flow

10.1 Max Flow (Dinic)

```

1 struct Edge {
2     int to, cap, rev;
3     Edge(int a, int b, int c) {
4         to = a;
5         cap = b;
6         rev = c;
7     }
8 };
9
10 const int INF = 0x3f3f3f3f;
11 const int MAX_V = 20000 + 10;
12 // vector<Edge> g[MAX_V];
13 vector< vector<Edge> > g(MAX_V);
14 int level[MAX_V];
15 int iter[MAX_V];
16
17 inline void add_edge(int u, int v, int cap) {
18     g[u].push_back((Edge){v, cap, (int)g[v].size()});
19     g[v].push_back((Edge){u, 0, (int)g[u].size() - 1});
20 }
21
22 void bfs(int s) {
23     memset(level, -1, sizeof(level));
24     queue<int> q;
25
26     level[s] = 0;
27     q.push(s);
28
29     while (!q.empty()) {
30         int v = q.front(); q.pop();
31         for (int i = 0; i < (int)g[v].size(); i++) {
32             const Edge& e = g[v][i];
33             if (e.cap > 0 && level[e.to] < 0) {
34                 level[e.to] = level[v] + 1;
35                 q.push(e.to);
36             }
37         }
38     }
39 }
40
41 int dfs(int v, int t, int f) {
42     if (v == t) return f;
43     for (int& i = iter[v]; i < (int)g[v].size(); i++) {
44         Edge& e = g[v][i];
45         if (e.cap > 0 && level[v] < level[e.to]) {
46             int d = dfs(e.to, t, min(f, e.cap));
47             if (d > 0) {
48                 e.cap -= d;
49                 g[e.to][e.rev].cap += d;
50                 return d;
51             }
52         }
53     }
54 }

```

```

53     }
54     return 0;
55 }
56
57 int max_flow(int s, int t) { // dinic
58     int flow = 0;
59     for (;;) {
60         bfs(s);
61         if (level[t] < 0) return flow;
62         memset(iter, 0, sizeof(iter));
63         int f;
64         while ((f = dfs(s, t, INF)) > 0) {
65             flow += f;
66         }
67     }
68 }

```

10.2 Min Cost Flow

```

1 #define st first
2 #define nd second
3
4 typedef pair<double, int> pii;
5 const double INF = 1e10;
6
7 struct Edge {
8     int to, cap;
9     double cost;
10    int rev;
11 };
12
13 const int MAX_V = 2 * 100 + 10;
14 int V;
15 vector<Edge> g[MAX_V];
16 double h[MAX_V];
17 double d[MAX_V];
18 int prevv[MAX_V];
19 int preve[MAX_V];
20 // int match[MAX_V];
21
22 void add_edge(int u, int v, int cap, double cost) {
23     g[u].push_back((Edge){v, cap, cost, (int)g[v].size()});
24     g[v].push_back((Edge){u, 0, -cost, (int)g[u].size() - 1});
25 }
26
27 double min_cost_flow(int s, int t, int f) {
28     double res = 0;
29     fill(h, h + V, 0);
30     fill(match, match + V, -1);
31     while (f > 0) {
32         // dijkstra 找最小成本增廣路徑
33         // without h will reduce to SPFA = O(V*E)
34         fill(d, d + V, INF);
35         priority_queue< pii, vector<pii>, greater<pii> > pq;
36
37         d[s] = 0;

```

```

38     pq.push(pii(d[s], s));
39
40     while (!pq.empty()) {
41         pii p = pq.top(); pq.pop();
42         int v = p.nd;
43         if (d[v] < p.st) continue;
44         for (size_t i = 0; i < g[v].size(); i++) {
45             const Edge& e = g[v][i];
46             if (e.cap > 0 && d[e.to] > d[v] + e.cost + h[v] -
↪ h[e.to]) {
47                 d[e.to] = d[v] + e.cost + h[v] - h[e.to];
48                 prevv[e.to] = v;
49                 preve[e.to] = i;
50                 pq.push(pii(d[e.to], e.to));
51             }
52         }
53     }
54
55     // 找不到增廣路徑
56     if (d[t] == INF) return -1;
57
58     // 維護 h[v]
59     for (int v = 0; v < V; v++)
60         h[v] += d[v];
61
62     // 找瓶頸
63     int bn = f;
64     for (int v = t; v != s; v = prevv[v])
65         bn = min(bn, g[prevv[v]][preve[v]].cap);
66
67     // // find match
68     // for (int v = prevv[t]; v != s; v = prevv[prevv[v]]) {
69     //     int u = prevv[v];
70     //     match[v] = u;
71     //     match[u] = v;
72     // }
73
74     // 更新剩餘圖
75     f -= bn;
76     res += bn * h[t]; // SPFA: res += bn * d[t]
77     for (int v = t; v != s; v = prevv[v]) {
78         Edge& e = g[prevv[v]][preve[v]];
79         e.cap -= bn;
80         g[v][e.rev].cap += bn;
81     }
82 }
83 return res;
84 }

```

10.3 Bipartite Matching

```

1  const int MAX_V = ...;
2  int V;
3  vector<int> g[MAX_V];
4  int match[MAX_V];
5  bool used[MAX_V];

```

```

6
7  void add_edge(int u, int v) {
8      g[u].push_back(v);
9      g[v].push_back(u);
10 }
11
12 // 回傳有無找到從 v 出發的增廣路徑
13 // (首尾都為未匹配點的交錯路徑)
14 // [待確認] 每次遞迴都找一個未匹配點 v 及匹配點 u
15 bool dfs(int v) {
16     used[v] = true;
17     for (size_t i = 0; i < g[v].size(); i++) {
18         int u = g[v][i], w = match[u];
19         // 尚未配對或可從 w 找到增廣路徑 (即路徑繼續增長)
20         if (w < 0 || (!used[w] && dfs(w))) {
21             // 交錯配對
22             match[v] = u;
23             match[u] = v;
24             return true;
25         }
26     }
27     return false;
28 }
29
30 int bipartite_matching() { // 匈牙利演算法
31     int res = 0;
32     memset(match, -1, sizeof(match));
33     for (int v = 0; v < V; v++) {
34         if (match[v] == -1) {
35             memset(used, false, sizeof(used));
36             if (dfs(v)) {
37                 res++;
38             }
39         }
40     }
41     return res;
42 }

```

11 String

11.1 Rolling Hash

1. Use two rolling hashes if needed.
2. The prime for pre-calculation can be 137 and 257, for modulo can be $1e9 + 7$ and *0xdefaced*

```

1  #define N 1000100
2  #define B 137
3  #define M 1000000007
4
5  typedef long long ll;
6
7  char inp[N];
8  int len;
9  ll p[N], h[N];
10

```

```

11 void init()
12 { // build polynomial table and hash value
13     p[0] = 1; // b to the ith power
14     for (int i = 1; i <= len; i++) {
15         h[i] = (h[i - 1] * B % M + inp[i - 1]) % M; // hash value
16         p[i] = p[i - 1] * B % M;
17     }
18 }
19
20 ll get_hash(int l, int r) // [l, r] of the inp string array
21 {
22     return ((h[r + 1] - (h[l] * p[r - l + 1])) % M + M) % M;
23 }

```

11.2 KMP

```

1 void fail()
2 {
3     int len = strlen(pat);
4
5     f[0] = 0;
6     int j = 0;
7     for (int i = 1; i < len; i++) {
8         while (j != 0 && pat[i] != pat[j])
9             j = f[j - 1];
10
11         if (pat[i] == pat[j])
12             j++;
13
14         f[i] = j;
15     }
16 }
17
18 int match()
19 {
20     int res = 0;
21     int j = 0, plen = strlen(pat), tlen = strlen(text);
22
23     for (int i = 0; i < tlen; i++) {
24         while (j != 0 && text[i] != pat[j])
25             j = f[j - 1];
26
27         if (text[i] == pat[j]) {
28             if (j == plen - 1) { // find match
29                 res++;
30                 j = f[j];
31             } else {
32                 j++;
33             }
34         }
35     }
36
37     return res;
38 }

```

11.3 Z Algorithm

```

1 int len = strlen(inp), z[len];
2 z[0] = 0; // initial
3
4 int l = 0, r = 0; // z box bound [l, r]
5 for (int i = 1; i < len; i++)
6 {
7     if (i > r) { // i not in z box
8         l = r = i; // z box contains itself only
9         while (r < len && inp[r - l] == inp[r])
10             r++;
11         z[i] = r - l;
12         r--;
13     } else { // i in z box
14         if (z[i - l] + i < r) // over shoot R bound
15             z[i] = z[i - l];
16         else {
17             l = i;
18             while (r < len && inp[r - l] == inp[r])
19                 r++;
20             z[i] = r - l;
21             r--;
22         }
23     }
24 }

```

11.4 Trie

注意 count 的擺放位置，視題意可以擺在迴圈外

```

1 struct Node {
2     int cnt;
3     Node* nxt[2];
4     Node() {
5         cnt = 0;
6         fill(nxt, nxt + 2, nullptr);
7     }
8 };
9
10 const int MAX_Q = 200000;
11 int Q;
12
13 int NN = 0;
14 Node data[MAX_Q * 30];
15 Node* root = &data[NN++];
16
17 void insert(Node* u, int x) {
18     for (int i = 30; i >= 0; i--) {
19         int t = ((x >> i) & 1);
20         if (u->nxt[t] == nullptr) {
21             u->nxt[t] = &data[NN++];
22         }
23
24         u = u->nxt[t];
25         u->cnt++;
26     }

```

```

27 }
28
29 void remove(Node* u, int x) {
30     for (int i = 30; i >= 0; i--) {
31         int t = ((x >> i) & 1);
32         u = u->nxt[t];
33         u->cnt--;
34     }
35 }
36
37 int query(Node* u, int x) {
38     int res = 0;
39     for (int i = 30; i >= 0; i--) {
40         int t = ((x >> i) & 1);
41         // if it is possible to go the another branch
42         // then the result of this bit is 1
43         if (u->nxt[t ^ 1] != nullptr && u->nxt[t ^ 1]->cnt > 0) {
44             u = u->nxt[t ^ 1];
45             res |= (1 << i);
46         }
47         else {
48             u = u->nxt[t];
49         }
50     }
51     return res;
52 }

```

12 Matrix

12.1 Gauss Jordan

```

1  typedef long long ll;
2  typedef vector<ll> vec;
3  typedef vector<vec> mat;
4
5  vec gauss_jordan(mat A) {
6      int n = A.size(), m = A[0].size();
7      for (int i = 0; i < n; i++) {
8          // float: find j s.t. A[j][i] is max
9          // mod: find min j s.t. A[j][i] is not 0
10         int pivot = i;
11         for (int j = i; j < n; j++) {
12             // if (fabs(A[j][i]) > fabs(A[pivot])) {
13             //     pivot = j;
14             // }
15             if (A[pivot][i] != 0) {
16                 pivot = j;
17                 break;
18             }
19         }
20
21         swap(A[i], A[pivot]);
22         if (A[i][i] == 0) { // if (fabs(A[i][i]) < eps)
23             // 無解或無限多組解
24             // 可改成 continue, 全部做完後再判

```

```

25         return vec();
26     }
27
28     ll divi = inv(A[i][i]);
29     for (int j = i; j < m; j++) {
30         // A[i][j] /= A[i][i];
31         A[i][j] = (A[i][j] * divi) % MOD;
32     }
33
34     for (int j = 0; j < n; j++) {
35         if (j != i) {
36             for (int k = i + 1; k < m; k++) {
37                 // A[j][k] -= A[j][i] * A[i][k];
38                 ll p = (A[j][i] * A[i][k]) % MOD;
39                 A[j][k] = (A[j][k] - p + MOD) % MOD;
40             }
41         }
42     }
43
44     vec x(n);
45     for (int i = 0; i < n; i++)
46         x[i] = A[i][m - 1];
47     return x;
48 }
49

```

12.2 Determinant

```

1  typedef long long ll;
2  typedef vector<ll> vec;
3  typedef vector<vec> mat;
4
5  ll determinant(mat m) { // square matrix
6      const int n = m.size();
7      ll det = 1;
8      for (int i = 0; i < n; i++) {
9          for (int j = i + 1; j < n; j++) {
10             int a = i, b = j;
11             while (m[b][i]) {
12                 ll q = m[a][i] / m[b][i];
13                 for (int k = 0; k < n; k++)
14                     m[a][k] = m[a][k] - m[b][k] * q;
15                 swap(a, b);
16             }
17
18             if (a != i) {
19                 swap(m[i], m[j]);
20                 det = -det;
21             }
22         }
23
24         if (m[i][i] == 0)
25             return 0;
26         else
27             det *= m[i][i];
28     }

```

```

29     return det;
30 }

```

13 Geometry

1. Keep things in integers as much as possible!
2. Try not to divide
3. If you have decimals, if they are fixed precision, you can usually just multiply all the input and use integers instead

13.1 EPS

```

= 0: fabs ≤ eps
< 0: < -eps
> 0: > +eps

```

13.2 Template

```

1 // if the points are given in doubles form, change the code accordingly
2
3 typedef long long ll;
4
5 typedef pair<ll, ll> pt; // points are stored using long long
6 typedef pair<pt, pt> seg; // segments are a pair of points
7
8 #define x first
9 #define y second
10
11 #define EPS 1e-9
12
13 pt operator+(pt a, pt b)
14 {
15     return pt(a.x + b.x, a.y + b.y);
16 }
17
18 pt operator-(pt a, pt b)
19 {
20     return pt(a.x - b.x, a.y - b.y);
21 }
22
23 pt operator*(pt a, int d)
24 {
25     return pt(a.x * d, a.y * d);
26 }
27
28 ll cross(pt a, pt b)
29 {
30     return a.x * b.y - a.y * b.x;
31 }
32
33 int ccw(pt a, pt b, pt c)
34 {
35     ll res = cross(b - a, c - a);
36     if (res > 0) // left turn
37         return 1;
38     else if (res == 0) // straight

```

```

39     return 0;
40     else // right turn
41         return -1;
42 }
43
44 double dist(pt a, pt b)
45 {
46     double dx = a.x - b.x;
47     double dy = a.y - b.y;
48     return sqrt(dx * dx + dy * dy);
49 }
50
51 bool zero(double x)
52 {
53     return fabs(x) <= EPS;
54 }
55
56 bool overlap(seg a, seg b)
57 {
58     return ccw(a.x, a.y, b.x) == 0 && ccw(a.x, a.y, b.y) == 0;
59 }
60
61 bool intersect(seg a, seg b)
62 {
63     if (overlap(a, b) == true) { // non-proper intersection
64         double d = 0;
65         d = max(d, dist(a.x, a.y));
66         d = max(d, dist(a.x, b.x));
67         d = max(d, dist(a.x, b.y));
68         d = max(d, dist(a.y, b.x));
69         d = max(d, dist(a.y, b.y));
70         d = max(d, dist(b.x, b.y));
71
72         // d > dist(a.x, a.y) + dist(b.x, b.y)
73         if (d - (dist(a.x, a.y) + dist(b.x, b.y)) > EPS)
74             return false;
75         return true;
76     }
77     // Equal sign for -----| case
78     // non equal sign => proper intersection
79     if (ccw(a.x, a.y, b.x) * ccw(a.x, a.y, b.y) <= 0 &&
80         ccw(b.x, b.y, a.x) * ccw(b.x, b.y, a.y) <= 0)
81         return true;
82     return false;
83 }
84
85 double area(vector<pt> pts)
86 {
87     double res = 0;
88     int n = pts.size();
89     for (int i = 0; i < n; i++)
90         res += (pts[i].y + pts[(i + 1) % n].y) * (pts[(i + 1) % n].x -
91         ↪ pts[i].x);
92     return res / 2.0;

```



```

93 }
94
95 vector<pt> halfHull(vector<pt> &points)
96 {
97     vector<pt> res;
98
99     for (int i = 0; i < (int)points.size(); i++) {
100         while ((int)res.size() >= 2 &&
101             ccw(res[res.size() - 2], res[res.size() - 1], points[i]) <
102             0)
103             res.pop_back(); // res.size() - 2 can't be assign before
104             // check, bitch
105         res.push_back(points[i]);
106     }
107
108     return res;
109 }
110
111 vector<pt> convexHull(vector<pt> &points)
112 {
113     vector<pt> upper, lower;
114
115     // make upper hull
116     sort(points.begin(), points.end());
117
118     upper = halfHull(points);
119     // make lower hull
120     reverse(points.begin(), points.end());
121     lower = halfHull(points);
122
123     // merge hulls
124     if ((int)upper.size() > 0) // yes sir~
125         upper.pop_back();
126     if ((int)lower.size() > 0)
127         lower.pop_back();
128
129     vector<pt> res(upper.begin(), upper.end());
130     res.insert(res.end(), lower.begin(), lower.end());
131
132     return res;
133 }
134
135 bool completelyInside(vector<pt> &outer, vector<pt> &inner)
136 {
137     int even = 0, odd = 0;
138     for (int i = 0; i < (int)inner.size(); i++) {
139         // y = slope * x + offset
140         int cntIntersection = 0;
141         ll slope = rand() % INT_MAX + 1;
142         ll offset = inner[i].y - slope * inner[i].x;
143
144         ll farx = 111111 * (slope >= 0 ? 1 : -1);
145         ll fary = farx * slope + offset;
146         seg a = seg(pt(inner[i].x, inner[i].y), pt(farx, fary));

```

```

147         for (int j = 0; j < (int)outer.size(); j++) {
148             seg b = seg(outer[j], outer[(j + 1) % (int)outer.size()]);
149
150             if ((b.x.x * slope + offset == b.x.y) ||
151                 (b.y.x * slope + offset == b.y.y)) { // on-line
152                 i--;
153                 break;
154             }
155
156             if (intersect(a, b) == true)
157                 cntIntersection++;
158         }
159
160         if (cntIntersection % 2 == 0) // outside
161             even++;
162         else
163             odd++;
164     }
165
166     return odd == (int)inner.size();
167 }
168
169 // srand(time(NULL))
170 // rand()

```

14 Math

14.1 Euclid's formula (Pythagorean Triples)

$$\begin{aligned}
 a &= p^2 - q^2 \\
 b &= 2pq \text{ (always even)} \\
 c &= p^2 + q^2
 \end{aligned}$$

14.2 Difference between two consecutive numbers' square is odd

$$(k+1)^2 - k^2 = 2k + 1$$

14.3 Summation

$$\begin{aligned}
 \sum_{k=1}^n 1 &= n \\
 \sum_{k=1}^n k &= \frac{n(n+1)}{2} \\
 \sum_{k=1}^n k^2 &= \frac{n(n+1)(2n+1)}{6} \\
 \sum_{k=1}^n k^3 &= \frac{n^2(n+1)^2}{4}
 \end{aligned}$$

14.4 FFT

```

1 typedef unsigned int ui;
2 typedef long double ldb;
3 const ldb pi = atan2(0, -1);
4
5 struct Complex {

```

```

6   ldb real, imag;
7   Complex(): real(0.0), imag(0.0) {};
8   Complex(ldb a, ldb b) : real(a), imag(b) {};
9   Complex conj() const {
10      return Complex(real, -imag);
11   }
12   Complex operator + (const Complex& c) const {
13      return Complex(real + c.real, imag + c.imag);
14   }
15   Complex operator - (const Complex& c) const {
16      return Complex(real - c.real, imag - c.imag);
17   }
18   Complex operator * (const Complex& c) const {
19      return Complex(real*c.real - imag*c.imag, real*c.imag +
20 ↪      imag*c.real);
21   }
22   Complex operator / (ldb x) const {
23      return Complex(real / x, imag / x);
24   }
25   Complex operator / (const Complex& c) const {
26      return *this * c.conj() / (c.real * c.real + c.imag * c.imag);
27   }
28   };
29   inline ui rev_bit(ui x, int len){
30      x = ((x & 0x55555555u) << 1) | ((x & 0xAAAAAAAAu) >> 1);
31      x = ((x & 0x33333333u) << 2) | ((x & 0xCCCCCCCCu) >> 2);
32      x = ((x & 0x0F0F0F0Fu) << 4) | ((x & 0xF0F0F0Fu) >> 4);
33      x = ((x & 0x00FF00FFu) << 8) | ((x & 0xFF00FF00u) >> 8);
34      x = ((x & 0x0000FFFFu) << 16) | ((x & 0xFFFF0000u) >> 16);
35      return x >> (32 - len);
36   }
37
38   // flag = -1 if ifft else +1
39   void fft(vector<Complex>& a, int flag = +1) {
40      int n = a.size(); // n should be power of 2
41
42      int len = __builtin_ctz(n);
43      for (int i = 0; i < n; i++) {
44         int rev = rev_bit(i, len);
45
46         if (i < rev)
47            swap(a[i], a[rev]);
48      }
49
50      for (int m = 2; m <= n; m <= 1) { // width of each item
51         auto wm = Complex(cos(2 * pi / m), flag * sin(2 * pi / m));
52         for (int k = 0; k < n; k += m) { // start idx of each item
53            auto w = Complex(1, 0);
54            for (int j = 0; j < m / 2; j++) { // iterate half
55               Complex t = w * a[k + j + m / 2];
56               Complex u = a[k + j];
57               a[k + j] = u + t;
58               a[k + j + m / 2] = u - t;
59               w = w * wm;
60            }

```

```

61      }
62   }
63
64   if (flag == -1) { // if it's ifft
65      for (int i = 0; i < n; i++)
66         a[i].real /= n;
67   }
68   }
69
70   vector<int> mul(const vector<int>& a, const vector<int>& b) {
71      int n = int(a.size()) + int(b.size()) - 1;
72      int nn = 1;
73      while (nn < n)
74         nn <= 1;
75
76      vector<Complex> fa(nn, Complex(0, 0));
77      vector<Complex> fb(nn, Complex(0, 0));
78      for (int i = 0; i < int(a.size()); i++)
79         fa[i] = Complex(a[i], 0);
80      for (int i = 0; i < int(b.size()); i++)
81         fb[i] = Complex(b[i], 0);
82
83      fft(fa, +1);
84      fft(fb, +1);
85      for (int i = 0; i < nn; i++) {
86         fa[i] = fa[i] * fb[i];
87      }
88      fft(fa, -1);
89
90      vector<int> c;
91      for(int i = 0; i < nn; i++) {
92         int val = int(fa[i].real + 0.5);
93         if (val) {
94            while (int(c.size()) <= i)
95               c.push_back(0);
96            c[i] = 1;
97         }
98      }
99
100     return c;
101 }

```

14.5 Combination

14.5.1 Pascal triangle

```

#define N 210
ll C[N][N];

void Combination() {
   for(ll i=0; i<N; i++) {
      C[i][0] = 1;
      C[i][i] = 1;
   }

   for(ll i=2; i<N; i++) {
      for(ll j=1; j<=i; j++) {
         C[i][j] = (C[i-1][j] + C[i-1][j-1])%M; // if needed, mod it

```

```

    }
}

```

14.5.2 線性

```

ll binomialCoeff(ll n, ll k)
{
    ll res = 1;

    if ( k > n - k ) // Since C(n, k) = C(n, n-k)
        k = n - k;

    for (int i = 0; i < k; ++i) // n...n-k / 1...k
    {
        res *= (n - i);
        res /= (i + 1);
    }

    return res;
}

```

14.6 Chinese remainder theorem

```

1 typedef long long ll;
2
3 struct Item {
4     ll m, r;
5 };
6
7 ll extgcd(ll a, ll b, ll &x, ll &y)
8 {
9     if (b == 0) {
10         x = 1;
11         y = 0;
12         return a;
13     } else {
14         ll d = extgcd(b, a % b, y, x);
15         y -= (a / b) * x;
16         return d;
17     }
18 }
19
20 Item extcrt(const vector<Item> &v)
21 {
22     ll m1 = v[0].m, r1 = v[0].r, x, y;
23
24     for (int i = 1; i < int(v.size()); i++) {
25         ll m2 = v[i].m, r2 = v[i].r;
26         ll g = extgcd(m1, m2, x, y); // now x = (m/g)^(-1)
27
28         if ((r2 - r1) % g != 0)
29             return {-1, -1};
30
31         ll k = (r2 - r1) / g * x % (m2 / g);
32         k = (k + m2 / g) % (m2 / g); // for the case k is negative
33
34         ll m = m1 * m2 / g;
35         ll r = (m1 * k + r1) % m;

```

```

36
37         m1 = m;
38         r1 = (r + m) % m; // for the case r is negative
39     }
40
41     return (Item) {
42         m1, r1
43     };
44 }

```

14.7 2-Circle relations

d = 圓心距, R, r 為半徑 ($R \geq r$)

內切: $d = R - r$

外切: $d = R + r$

內離: $d < R - r$

外離: $d > R + r$

相交: $d < R + r$ 且 $d > R - r$

14.8 Fun Facts

1. 如果 $\frac{b}{a}$ 是最簡分數, 則 $1 - \frac{b}{a}$ 也是
- 2.

14.9 2^n table

```

1 : 2
2 : 4
3 : 8
4 : 16
5 : 32
6 : 64
7 : 128
8 : 256
9 : 512
10 : 1024
11 : 2048
12 : 4096
13 : 8192
14 : 16384
15 : 32768
16 : 65536
17 : 131072
18 : 262144
19 : 524288
20 : 1048576
21 : 2097152
22 : 4194304
23 : 8388608
24 : 16777216
25 : 33554432

```

15 Dynamic Programming - Problems collection

```

1 # 零一背包 (poj 1276)
2 fill(dp, dp + W + 1, 0);
3 for (int i = 0; i < N; i++)
4     for (int j = W; j >= items[i].w; j--)
5         dp[j] = max(dp[j], dp[j - w[i]] + v[i]);
6 return dp[W];
7
8 # 多重背包二進位拆解 (poj 1276)
9 for_each(ll v, w, num) {
10     for (ll k = 1; k <= num; k *= 2) {
11         items.push_back((Item) {k * v, k * w});
12         num -= k;
13     }
14     if (num > 0)
15         items.push_back((Item) {num * v, num * w});
16 }
17
18 # 完全背包
19 dp[i][j] = 前 i + 1 個物品, 在重量 j 下所能組出的最大價值
20 第 i 個物品, 不放或至少放一個
21 dp[i][j] = max(dp[i - 1][j], dp[i][j - w[i]] + v[i])
22 fill(dp, dp + W + 1, 0);
23 for (int i = 0; i < N; i++)
24     for (int j = w[i]; j <= W; j++)
25         dp[j] = max(dp[j], dp[j - w[i]] + v[i]);
26 return dp[W];
27
28 # Coin Change (2015 桂冠賽 E)
29 dp[i][j] = 前 i + 1 個物品, 組成 j 元的方法數
30 第 i 個物品, 不用或用至少一個
31 dp[i][j] = dp[i - 1][j] + dp[i][j - coin[i]]
32
33 # Cutting Sticks (2015 桂冠賽 F)
34 補上二個切點在最左與最右
35 dp[i][j] = 使 (i, j) 區間中的所有切點都被切的最小成本
36 dp[i][j] = min(dp[i][c] + dp[c][j] + (p[j] - p[i]) for i < c < j)
37 dp[i][i + 1] = 0
38 ans = dp[0][N + 1]
39
40 # Throwing a Party (itsa dp 06)
41 給定一棵有根樹, 代表公司職位層級圖, 每個人有其權重, 現從中選一個點集合出來,
42 且一個人不能與其上司一都在集合中, 並最大化集合的權重和, 輸出該總和。
43 dp[u][0/1] = u 在或不在集合中, 以 u 為根的子樹最大權重和
44 dp[u][0] = max(max(dp[c][0], dp[c][1]) for children c of u) + val[u]
45 dp[u][1] = max(dp[c][0] for children c of u)
46 bottom up dp
47
48 # LIS (O(N^2))
49 dp[i] = 以 i 為結尾的 LIS 的長度
50 dp[i] = max(dp[j] for 0 <= j < i) + 1
51 ans = max(dp)
52
53 # LIS (O(nlgn)), poj 1631

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54 dp[i] = 長度為 i + 1 的 LIS 的最後一項的最小值, 不存在時為 INF
55 fill(dp, dp + N, INF);
56 for (int i = 0; i < N; i++)
57     *lower_bound(dp, dp + N, A[i]) = A[i];
58 ans = lower_bound(dp, dp + N, INF) - dp;
59
60 # Maximum Subarray
61
62 # Not equal on a Segment (cf edu7 C)
63 給定長度為 n 的陣列 a[] 與 m 個詢問。
64 針對每個詢問 l, r, x 請輸出 a[l, r] 中不等於 x 的任一位置。
65 不存在時輸出 -1
66 dp[i] = max j such that j < i and a[j] != a[i]
67 dp[0] = -1
68 dp[i] = dp[i - 1] if a[i] == a[i - 1] else i - 1
69 針對每筆詢問 l, r, x
70 1. a[r] != x -> 輸出 r
71 2. a[r] = x && dp[r] >= l -> 輸出 dp[r]
72 3. a[r] = x && dp[r] < l -> 輸出 -1
73
74 # bitmask dp, poj 2686
75 給定一個無向帶權圖, 代表 M 個城市之間的路, 與 N 張車票,
76 每張車票有一個數值 t[i], 若欲使用車票 t[i] 從城市 u 經由路徑 d[u][v] 走到城市 v,
77 所花的時間為 d[u][v] / t[i]。請問, 從城市 A 走到城市 B 最快要多久?
78 dp[S][v] = 從城市 v 到城市 v 的最少時間, 其中 S 為用過的車票的集合
79 考慮前一個城市 u 是誰, 使用哪個車票 t[i] 而來, 可以得到轉移方程式:
80 dp[S][v] = min([
81     dp[S - {v}][u] + d[u][v] / t[i]
82     for all city u has edge to v, for all ticket in S
83 ])
84
85 # Tug of War
86 N 個人參加拔河比賽, 每個人有其重量
87 -> w[i], 欲使二隊的人數最多只差一, 雙方的重量和越接近越好
88 請問二隊的重量和分別是多少?
89 dp[i][j][k] = 只考慮前 i + 1 個人, 可不可以使左堆的重量為 j, 且左堆的人數為 k
90 dp[i][j][k] = dp[i - 1][j - w[i][k - 1] or dp[i - 1][j][k]
91 dp[i][j] = (dp[i - 1][j - w[i]] <= 1) | (dp[i - 1][j])
92
93 # Modulo Sum (cf 319 B)
94 給定長度為 N 的序列 A 與一正整數 M, 請問該序列中有無一個子序列, 子序列的總和是 M
95 -> 的倍數
96 若 N > M, 則根據鴿籠原理, 必有至少兩個前綴和的值 mod M 為相同值, 解必定存在
97 dp[i][j] = 前 i + 1 個數可否組成 mod m = j 的數
98 dp[i][j] = true if
99     dp[i - 1][(j - (a[i] mod m)) mod m] or
100     dp[i - 1][j] or
101     j = a[i] % m
102
103 # POJ 2229
104 給定正整數 N, 請問將 N 拆成一堆 2^x 之和的方法數
105 dp[i] = 拆解 N 的方法數
106 dp[i] = dp[i / 2] if i is odd
107 = dp[i - 1] + dp[i / 2] if i is even

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106 # P0J 3616
107 給定 N 個區間 [s, t], 每個區間有權重 w[i], 從中選出一些不相交的區間, 使權重和最大
108 dp[i] = 考慮前 i + 1 個區間, 且必選第 i 個區間的最大權重和
109 dp[i] = max(dp[j] | 0 <= j < i) + w[i]
110 ans = max(dp)
111
112 # P0J 2184
113 N 隻牛每隻牛有權重 <s, f>, 從中選出一些牛的集合,
114 使得 sum(s) + sum(f) 最大, 且 sum(s) > 0, sum(f) > 0。
115 枚舉 sum(s), 將 sum(s) 視為重量對 f 做零一背包。
116
117 # P0J 3666
118 給定長度為 N 的序列, 請問最少要加多少值, 使得序列單調遞增
119 dp[i][j] = 使序列前 i+1 項變為單調, 且將 A[i] 變為「第 j 小的數」的最小成本
120 dp[i][j] = min(dp[i - 1][k] | 0 <= k <= j) + abs(S[j] - A[i])
121 min(dp[i - 1][k] | 0 <= k <= j) 動態維護
122 for (int j = 0; j < N; j++)
123     dp[0][j] = abs(S[j] - A[0]);
124 for (int i = 1; i < N; i++) {
125     int pre_min_cost = dp[i][0];
126     for (int j = 0; j < N; j++) {
127         pre_min_cost = min(pre_min_cost, dp[i-1][j]);
128         dp[i][j] = pre_min_cost + abs(S[j] - A[i]);
129     }
130 }
131 ans = min(dp[N - 1])
132
133 # P0J 3734
134 N 個 blocks 上色, R, G, Y, B, 上完色後紅色的數量與綠色的數量都要是偶數。請問方法數。
135 dp[i][0/1/2/3] = 前 i 個 blocks 上完色, 紅色數量為奇數/偶數, 綠色數量為數/偶數
136 用遞推, 考慮第 i + 1 個 block 的顏色, 找出個狀態的轉移, 整理可發現
137 dp[i + 1][0] = dp[i][2] + dp[i][1] + 2 * dp[i][0]
138 dp[i + 1][1] = dp[i][3] + dp[i][0] + 2 * dp[i][1]
139 dp[i + 1][2] = dp[i][0] + dp[i][3] + 2 * dp[i][2]
140 dp[i + 1][3] = dp[i][1] + dp[i][2] + 2 * dp[i][3]
141 矩陣快速幂加速求 dp[N - 1][0][0]
142
143 # P0J 3171
144 數線上, 給定 N 個區間 [s[i], t[i]], 每個區間有其代價, 求覆蓋區間 [M, E]
145 的最小代價。
146 dp[i][j] = 最多使用前 i + 1 個區間, 使 [M, j] 被覆蓋的最小代價
147 考慮第 i 個區間用或不用, 可得:
148 dp[i][j] =
149     1. min(dp[i - 1][k] for k in [s[i] - 1, t[i]]) + cost[i] if j = t[i]
150     2. dp[i - 1][j] if j ≠ t[i]
151 壓空間, 使用線段樹加速。
152 dp[t[i]] = min(dp[t[i]],
153     min(dp[i - 1][k] for k in [s[i] - 1, t[i]]) + cost[i]
154 )
155 fill(dp, dp + E + 1, INF);
156 seg.init(E + 1, INF);
157 int idx = 0;
158 while (idx < N && A[idx].s == 0) {
159     dp[A[idx].t] = min(dp[A[idx].t], A[idx].cost);

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160     seg.update(A[idx].t, A[idx].cost);
161     idx++;
162 }
163 for (int i = idx; i < N; i++) {
164     ll v = min(dp[A[i].t], seg.query(A[i].s - 1, A[i].t + 1) +
165         A[i].cost);
166     dp[A[i].t] = v;
167     seg.update(A[i].t, v);
168 }

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16 隊伍表

Team number	Team name
Team 12	CCU_Earthrise
Team 37	CCU_KooChuLai
Team 51	CCU_ChiYuMi
Team 72	CCU_Explosion
Team 74	StandarD
Team 106	CCU_NOTE7

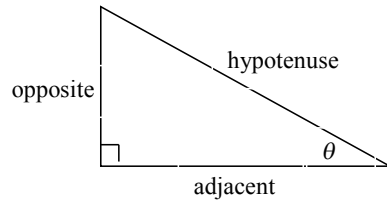
Trig Cheat Sheet

Definition of the Trig Functions

Right triangle definition

For this definition we assume that

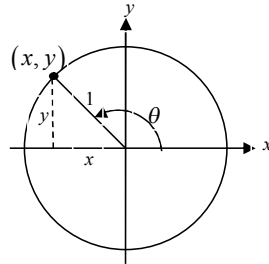
$$0 < \theta < \frac{\pi}{2} \text{ or } 0^\circ < \theta < 90^\circ.$$



$$\begin{aligned}\sin \theta &= \frac{\text{opposite}}{\text{hypotenuse}} & \csc \theta &= \frac{\text{hypotenuse}}{\text{opposite}} \\ \cos \theta &= \frac{\text{adjacent}}{\text{hypotenuse}} & \sec \theta &= \frac{\text{hypotenuse}}{\text{adjacent}} \\ \tan \theta &= \frac{\text{opposite}}{\text{adjacent}} & \cot \theta &= \frac{\text{adjacent}}{\text{opposite}}\end{aligned}$$

Unit circle definition

For this definition θ is any angle.



$$\begin{aligned}\sin \theta &= \frac{y}{1} = y & \csc \theta &= \frac{1}{y} \\ \cos \theta &= \frac{x}{1} = x & \sec \theta &= \frac{1}{x} \\ \tan \theta &= \frac{y}{x} & \cot \theta &= \frac{x}{y}\end{aligned}$$

Facts and Properties

Domain

The domain is all the values of θ that can be plugged into the function.

$$\begin{aligned}\sin \theta, \quad \theta &\text{ can be any angle} \\ \cos \theta, \quad \theta &\text{ can be any angle} \\ \tan \theta, \quad \theta &\neq \left(n + \frac{1}{2}\right)\pi, \quad n = 0, \pm 1, \pm 2, \dots \\ \csc \theta, \quad \theta &\neq n\pi, \quad n = 0, \pm 1, \pm 2, \dots \\ \sec \theta, \quad \theta &\neq \left(n + \frac{1}{2}\right)\pi, \quad n = 0, \pm 1, \pm 2, \dots \\ \cot \theta, \quad \theta &\neq n\pi, \quad n = 0, \pm 1, \pm 2, \dots\end{aligned}$$

Range

The range is all possible values to get out of the function.

$$\begin{aligned}-1 \leq \sin \theta \leq 1 & \quad \csc \theta \geq 1 \text{ and } \csc \theta \leq -1 \\ -1 \leq \cos \theta \leq 1 & \quad \sec \theta \geq 1 \text{ and } \sec \theta \leq -1 \\ -\infty < \tan \theta < \infty & \quad -\infty < \cot \theta < \infty\end{aligned}$$

Period

The period of a function is the number, T , such that $f(\theta + T) = f(\theta)$. So, if ω is a fixed number and θ is any angle we have the following periods.

$$\begin{aligned}\sin(\omega\theta) &\rightarrow T = \frac{2\pi}{\omega} \\ \cos(\omega\theta) &\rightarrow T = \frac{2\pi}{\omega} \\ \tan(\omega\theta) &\rightarrow T = \frac{\pi}{\omega} \\ \csc(\omega\theta) &\rightarrow T = \frac{2\pi}{\omega} \\ \sec(\omega\theta) &\rightarrow T = \frac{2\pi}{\omega} \\ \cot(\omega\theta) &\rightarrow T = \frac{\pi}{\omega}\end{aligned}$$

Formulas and Identities

Tangent and Cotangent Identities

$$\tan \theta = \frac{\sin \theta}{\cos \theta} \quad \cot \theta = \frac{\cos \theta}{\sin \theta}$$

Reciprocal Identities

$$\begin{aligned}\csc \theta &= \frac{1}{\sin \theta} & \sin \theta &= \frac{1}{\csc \theta} \\ \sec \theta &= \frac{1}{\cos \theta} & \cos \theta &= \frac{1}{\sec \theta} \\ \cot \theta &= \frac{1}{\tan \theta} & \tan \theta &= \frac{1}{\cot \theta}\end{aligned}$$

Pythagorean Identities

$$\sin^2 \theta + \cos^2 \theta = 1$$

$$\tan^2 \theta + 1 = \sec^2 \theta$$

$$1 + \cot^2 \theta = \csc^2 \theta$$

Even/Odd Formulas

$$\sin(-\theta) = -\sin \theta \quad \csc(-\theta) = -\csc \theta$$

$$\cos(-\theta) = \cos \theta \quad \sec(-\theta) = \sec \theta$$

$$\tan(-\theta) = -\tan \theta \quad \cot(-\theta) = -\cot \theta$$

Periodic Formulas

If n is an integer.

$$\sin(\theta + 2\pi n) = \sin \theta \quad \csc(\theta + 2\pi n) = \csc \theta$$

$$\cos(\theta + 2\pi n) = \cos \theta \quad \sec(\theta + 2\pi n) = \sec \theta$$

$$\tan(\theta + \pi n) = \tan \theta \quad \cot(\theta + \pi n) = \cot \theta$$

Double Angle Formulas

$$\sin(2\theta) = 2\sin \theta \cos \theta$$

$$\cos(2\theta) = \cos^2 \theta - \sin^2 \theta$$

$$= 2\cos^2 \theta - 1$$

$$= 1 - 2\sin^2 \theta$$

$$\tan(2\theta) = \frac{2\tan \theta}{1 - \tan^2 \theta}$$

Degrees to Radians Formulas

If x is an angle in degrees and t is an angle in radians then

$$\frac{\pi}{180} = \frac{t}{x} \quad \Rightarrow \quad t = \frac{\pi x}{180} \quad \text{and} \quad x = \frac{180t}{\pi}$$

Half Angle Formulas (alternate form)

$$\sin \frac{\theta}{2} = \pm \sqrt{\frac{1 - \cos \theta}{2}} \quad \sin^2 \theta = \frac{1}{2}(1 - \cos(2\theta))$$

$$\cos \frac{\theta}{2} = \pm \sqrt{\frac{1 + \cos \theta}{2}} \quad \cos^2 \theta = \frac{1}{2}(1 + \cos(2\theta))$$

$$\tan \frac{\theta}{2} = \pm \sqrt{\frac{1 - \cos \theta}{1 + \cos \theta}} \quad \tan^2 \theta = \frac{1 - \cos(2\theta)}{1 + \cos(2\theta)}$$

Sum and Difference Formulas

$$\sin(\alpha \pm \beta) = \sin \alpha \cos \beta \pm \cos \alpha \sin \beta$$

$$\cos(\alpha \pm \beta) = \cos \alpha \cos \beta \mp \sin \alpha \sin \beta$$

$$\tan(\alpha \pm \beta) = \frac{\tan \alpha \pm \tan \beta}{1 \mp \tan \alpha \tan \beta}$$

Product to Sum Formulas

$$\sin \alpha \sin \beta = \frac{1}{2}[\cos(\alpha - \beta) - \cos(\alpha + \beta)]$$

$$\cos \alpha \cos \beta = \frac{1}{2}[\cos(\alpha - \beta) + \cos(\alpha + \beta)]$$

$$\sin \alpha \cos \beta = \frac{1}{2}[\sin(\alpha + \beta) + \sin(\alpha - \beta)]$$

$$\cos \alpha \sin \beta = \frac{1}{2}[\sin(\alpha + \beta) - \sin(\alpha - \beta)]$$

Sum to Product Formulas

$$\sin \alpha + \sin \beta = 2\sin\left(\frac{\alpha + \beta}{2}\right)\cos\left(\frac{\alpha - \beta}{2}\right)$$

$$\sin \alpha - \sin \beta = 2\cos\left(\frac{\alpha + \beta}{2}\right)\sin\left(\frac{\alpha - \beta}{2}\right)$$

$$\cos \alpha + \cos \beta = 2\cos\left(\frac{\alpha + \beta}{2}\right)\cos\left(\frac{\alpha - \beta}{2}\right)$$

$$\cos \alpha - \cos \beta = -2\sin\left(\frac{\alpha + \beta}{2}\right)\sin\left(\frac{\alpha - \beta}{2}\right)$$

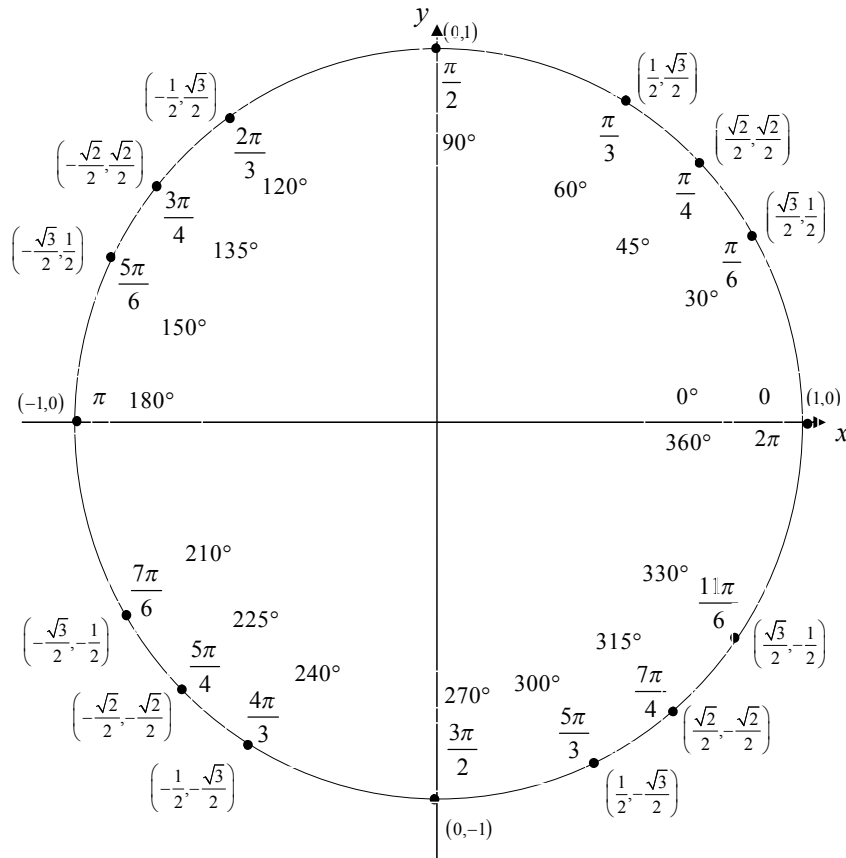
Cofunction Formulas

$$\sin\left(\frac{\pi}{2} - \theta\right) = \cos \theta \quad \cos\left(\frac{\pi}{2} - \theta\right) = \sin \theta$$

$$\csc\left(\frac{\pi}{2} - \theta\right) = \sec \theta \quad \sec\left(\frac{\pi}{2} - \theta\right) = \csc \theta$$

$$\tan\left(\frac{\pi}{2} - \theta\right) = \cot \theta \quad \cot\left(\frac{\pi}{2} - \theta\right) = \tan \theta$$

Unit Circle



For any ordered pair on the unit circle (x, y) : $\cos \theta = x$ and $\sin \theta = y$

Example

$$\cos\left(\frac{5\pi}{3}\right) = \frac{1}{2} \quad \sin\left(\frac{5\pi}{3}\right) = -\frac{\sqrt{3}}{2}$$

Inverse Trig Functions

Definition

$y = \sin^{-1} x$ is equivalent to $x = \sin y$

$y = \cos^{-1} x$ is equivalent to $x = \cos y$

$y = \tan^{-1} x$ is equivalent to $x = \tan y$

Inverse Properties

$$\cos(\cos^{-1}(x)) = x \quad \cos^{-1}(\cos(\theta)) = \theta$$

$$\sin(\sin^{-1}(x)) = x \quad \sin^{-1}(\sin(\theta)) = \theta$$

$$\tan(\tan^{-1}(x)) = x \quad \tan^{-1}(\tan(\theta)) = \theta$$

Domain and Range

Function	Domain	Range
$y = \sin^{-1} x$	$-1 \leq x \leq 1$	$-\frac{\pi}{2} \leq y \leq \frac{\pi}{2}$
$y = \cos^{-1} x$	$-1 \leq x \leq 1$	$0 \leq y \leq \pi$
$y = \tan^{-1} x$	$-\infty < x < \infty$	$-\frac{\pi}{2} < y < \frac{\pi}{2}$

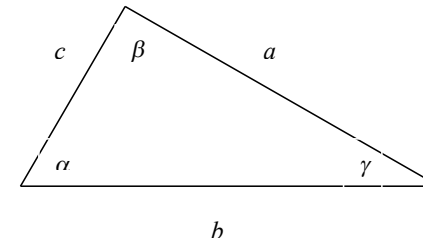
Alternate Notation

$$\sin^{-1} x = \arcsin x$$

$$\cos^{-1} x = \arccos x$$

$$\tan^{-1} x = \arctan x$$

Law of Sines, Cosines and Tangents



Law of Sines

$$\frac{\sin \alpha}{a} = \frac{\sin \beta}{b} = \frac{\sin \gamma}{c}$$

Law of Cosines

$$a^2 = b^2 + c^2 - 2bc \cos \alpha$$

$$b^2 = a^2 + c^2 - 2ac \cos \beta$$

$$c^2 = a^2 + b^2 - 2ab \cos \gamma$$

Mollweide's Formula

$$\frac{a+b}{c} = \frac{\cos \frac{1}{2}(\alpha - \beta)}{\sin \frac{1}{2} \gamma}$$

Law of Tangents

$$\frac{a-b}{a+b} = \frac{\tan \frac{1}{2}(\alpha - \beta)}{\tan \frac{1}{2}(\alpha + \beta)}$$

$$\frac{b-c}{b+c} = \frac{\tan \frac{1}{2}(\beta - \gamma)}{\tan \frac{1}{2}(\beta + \gamma)}$$

$$\frac{a-c}{a+c} = \frac{\tan \frac{1}{2}(\alpha - \gamma)}{\tan \frac{1}{2}(\alpha + \gamma)}$$