Contents

1 Contest Setup

1.1 vimrc

```
set number      " Show line numbers
set mouse=a     " Enable inaction via mouse
set showmatch       " Highlight matching brace
set cursorline      " Show underline
set cursorcolumn    " highlight vertical column

filetype on "enable file detection
syntax on   "syntax highlight

set autoindent      " Auto-indent new lines
set shiftwidth=4    " Number of auto-indent spaces
set smartindent     " Enable smart-indent
set smarttab        " Enable smart-tabs
set tabstop=4   " Number of spaces per Tab

" ---------Optional----------

set undolevels=10000    " Number of undo levels
set scrolloff=5     " Auto scroll

set hlsearch    " Highlight all search results
set smartcase   " Enable smart-case search
set ignorecase  " Always case-insensitive
set incsearch   " Searches for strings incrementally

highlight Comment ctermfg=cyan
set showmode

set encoding=utf-8
set fileencoding=utf-8
scriptencoding=utf-8
```

1.2 bashrc

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

1.3 C++ template

```
#include <bits/stdc++.h>

using namespace std;

#define x first
#define y second

typedef long long int ll;
typedef pair<int, int> ii;

int main()
{
    return 0;
}
```

1.4 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;
        }
    }
}
```

1.4.1 Java Issues

1. Random Shuffle before sorting: $Random\ rnd = new\ Random();\ rnd.nextInt();$
2. Use StringBuilder for large output

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
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?
9. Two Pointer <–> Binary Search
10. Directed graph connectivity -> DFS. Undirected graph -> Union Find
11. Check connectivity of the graph if the problem statement doesn't say anything

3 Useful code

3.1 Grep Error and Warnings

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

3.2 Leap year

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

3.3 Fast Exponentiation $O(log(exp))$

```
ll fast_pow(ll base, ll exp, ll mod)
{
    if (exp == 0)
        return 1LL;
    ll res = 1;
    while (exp > 0) {
        if (exp & 1) {
            res = ((res % mod) * (base % mod)) % mod;
        }
        exp >>= 1;
        base = (base * base) % mod;
    }
    return res;
}
```

3.4 GCD $O(log(a+b))$

注意負數的 case!

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

3.5 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 $gcd(a, b)$.

```
ll ext_gcd(ll a, ll b, ll &x, ll &y)
{
    if (a == 0) {
        x = 0;
        y = 1;
        return b;
    }

    ll x1, y1;
    ll gcd = ext_gcd(b % a, a, x1, y1);

    x = y1 - (b / a) * x1;
    y = x1;

    return gcd;
}
```

3.6 Mod Inverse

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

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

3.7 Prime Generator

```
bool is_prime[N];
vector<ll> primes;
void init()
{
    fill(is_prime, is_prime + N, true);
    for (int i = 2; i < N; i++) {
        if (is_prime[i] == true) {
            primes.push_back(i);
            for (int j = i * i; j < N; j += i)
                is_prime[j] = false;
        }
    }
}
```

3.8 Binomial Coefficient

```
int binomialCoeff(int n, int k)
{
    int 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;
}
```

3.9 STL quick reference

3.9.1 Map

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

3.9.2 Set

```
set<T> s; // iterable
void clear();
size_t count(T val); // number of val in set
void erase(T val);
it find(T val); // = s.end() if not found
void insert(T val);
it lower_bound(T val); // = s.end() if not found, *it = <key, val>
it upper_bound(T val); // = s.end() if not found, *it = <key, val>
```

3.9.3 Algorithm

```
// return if i is smaller than j
comp = [&](const T &i, const T &j) -> bool;
vector<T> v;
bool any_of(v.begin(), v.end(), [&](const T &i) -> bool);
bool all_of(v.begin(), v.end(), [&](const T &i) -> bool);
void copy(inp.begin(), in.end(), out.begin());
int count(v.begin(), v.end(), int val); // number of val in v
it unique(v.begin(), v.end());          // it - v.begin() = size
// after calling, v[nth] will be n-th smallest elem in v
void nth_element(v.begin(), nth_it, bin_comp);
void merge(in1.begin(), in1.end(), in2.begin(), in2.end(), out.begin(),
     comp);
// include union, intersection, difference, symmetric_difference(xor)
void set_union(in1.begin(), in1.end(), in2.begin(), in2.end(), out.
    begin(), comp);
bool next_permutation(v.begin(), v.end());
// v1, v2 need sorted already, whether v1 includes v2
bool inclues(v1.begin(), v1.end(), v2.begin(), v2.end());
it find(v.begin(), v.end(), T val); // = v.end() if not found
it search(v1.begin(), v1.end(), v2.begin(), v2.end());
it lower_bound(v.begin(), v.end(), T val);
it upper_bound(v.begin(), v.end(), T val);
bool binary_search(v.begin(), v.end(), T val); // exist in v ?
void sort(v.begin(), v.end(), comp);
void stable_sort(v.begin(), v.end(), comp);
```

3.9.4 String

3.9.5 Priority Queue

```
bool cmp(ii a, ii b)
{
    if(a.first == b.first)
    return a.second > b.second;
    return b.first > a.first;
}

priority_queue< ii, vector<ii>, function<bool(ii, ii)> > pq(cmp);
```

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

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

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

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

5.2 2D BIT

```cpp
// 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) {
    // 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;
}
```

5.3 Union Find

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

    void init() {
        memset(par, -1, sizeof(par));
    }

    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;
        }
    }
}
```

5.4 Segment Tree

5.5 Sparse Table

```cpp
struct {
    int sp[MAX_LOG_N][MAX_N]; // MAX_LOG_N = ceil(lg(MAX_N))

    void build(int inp[], int n) {
        for (int j = 0; j < n; j++) {
            sp[0][j] = inp[j];
        }

        for (int i = 1; (1 << i) <= n; i++)
            for (int j = 0; j + (1 << i) <= n; j++)
                sp[i][j] =
                    min(sp[i - 1][j], sp[i - 1][j + (1 << (i - 1))]);
    }

    int query(int l, int r) { // [l, r)
        int k = floor(log2(r - l));

        return min(sp[k][l], sp[k][r - (1 << k)]);
    }
} sptb;
```

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 $0xdefaced$

```cpp
#define N 1000100
#define B 137
#define M 1000000007

typedef long long ll;

char inp[N];
int len;
ll p[N], h[N];

void init()
{ // build polynomial table and hash value
    p[0] = 1; // b to the ith power
    for (int i = 1; i <= len; i++) {
        h[i] = (h[i - 1] * B % M + inp[i - 1]) % M; // hash value
        p[i] = p[i - 1] * B % M;
    }
}

ll get_hash(int l, int r) // [l, r] of the inp string array
{
    return ((h[r + 1] - (h[l] * p[r - l + 1])) % M + M) % M;
}
```

9.2 KMP

```cpp
void fail()
{
    int len = strlen(pat);

    f[0] = 0;
    int j = 0;
    for (int i = 1; i < len; i++) {
        while (j != 0 && pat[i] != pat[j])
            j = f[j - 1];

        if (pat[i] == pat[j])
            j++;

        f[i] = j;
    }
}

int match()
{
    int res = 0;
    int j = 0, plen = strlen(pat), tlen = strlen(text);

    for (int i = 0; i < tlen; i++) {
        while (j != 0 && text[i] != pat[j])
            j = f[j - 1];

        if (text[i] == pat[j]) {
            if (j == plen - 1) { // find match
                res++;
                j = f[j];
            } else {
                j++;
            }
        }
    }

    return res;
}
```

9.3 Z Algorithm

9.4 Trie

```
#define N 600010
struct node {
    int child[26];
    bool ending;
} trie[N];

/*
root is 0
memset(trie, 0, sizeof(trie));
freeNode = 1;
*/
int freeNode;
void insert(string &str, int pos, int node)
{
    if (pos == (int)str.length()) {
        trie[node].ending = true;
    } else { // find which way to go
        int c = str[pos] - 'a';
        if (trie[node].child[c] == 0) // give a new node
            trie[node].child[c] = freeNode++;
        insert(str, pos + 1, trie[node].child[c]);
    }
}
```


9.5 Suffix Array

10 Geometry

10.1 Template

```
#define x first
#define y second
typedef pair <double , double > pt;
struct line {
double a, b, c;
// coefficients in general form, compare up to constant factor
}
pt operator-(pt u, pt v) { return pt(u.x-v.x, u.y-v.y); }
pt operator+(pt u, pt v) { return pt(u.x+v.x, u.y+v.y); }
pt operator*(pt u, double d) { return pt(u.x*d, u.y*d); }
double operator*(pt u, pt v) { return u.x*v.x + u.y*v.y); } // dot
    product double operator!(pt p) { return sqrt(p*p); } // norm
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