# **Basic**

### vimrc

### **Description**

vimrc.

- 1. Be careful of the version (currently gnu++20 for WF)
- 2. setxkbmap command should be executed in terminal or smt.

#### **Test Status**

No test needed

## **Debug Macro**

#### **Description**

Debug code for dumping information.

#### **Test Status**

No test needed.

#### **Increase Stack**

### **Description**

Increase the stack size

#### **Test Status**

Not even used

# **Pragma Optimization**

#### **Description**

Magic Pragmas. It depends to choose Ofast or O3. For target related stuff, adding arch=skylake should work (no need for others). Also, a <u>way</u> to avoid <u>denormal numbers</u>. 0x8000 for FTZ and 0x0040 for DAZ. <u>Intel Compiler Docs</u>. Only works for SSE/AVX stuff.

#### **Test Status**

Rarely used, no test

# **IO Optimization**

### **Description**

I/O bounded program needs this sweet optimization.

#### **Test Status**

Rarely used, no test.

### **SVG** Writer

## **Description**

A helper to generate SVG. Support Line, Circle, and Text. Should adjust sizes properly.

#### **Test Status**

No Test

## **Data Structure**

## **Dark Magic**

## **Description**

PBDS classes/functions. ordered set and mergable heap are the useful ones.

#### **Test Status**

No test.

### **Link-Cut Tree**

### **Description**

 $O(Q\log N)$  operations on path query. Supports link or cut edge.

Subtree queries are tricky.

#### **Test Status**

**CF 603E** 

# **LiChao Segment Tree**

### **Description**

Maintain the upper envelope of lines.

TODO: is extended version needed?

#### **Test Status**

Used in some contest.

## **Treap**

### **Description**

treap. For persistent, should not use pri.

Rarely used. Need test?

#### **Linear Basis**

### **Description**

Given a set of integers:

- query\_kth to find the k-th integer in the (sorted) set of XOR combination of the integers with v
- The second field is for range XOR basis query or smt, greedily maintained in insert function.

#### **Test Status**

- ABC223 H
- kth problem 1st Hunger Games S
- maybe need a combined problem?

## **Binary Search On Segtree**

#### **Description**

Binary search on ZKW segtree. sz should be power of 2 (be careful of other parts!).

#### **Test Status**

Passed Quick Sort

# Matching & Flow

## **HopcroftKarp**

#### **Description**

An  $O(|E|\sqrt{|V|})$  bipartite matching algorithm. Basically a low constant Dinic's algorithm.

Number of matching saved in ans , and the corresponding matching saved in 1 and r. Not sure about what a -and p -does. a and p are auxiliary array when doing BFS.

#### **Test Status**

Tested on Library Checker

## **Dijkstra Cost Flow**

#### **Description**

Successive Shortest Path Algorithm using Dijkstra's algorithm.

Tested on ARC122 F and LibreOJ 102

#### Dinic

### **Description**

 $O(V^2E)$  and  $\Theta(acceptable)$  in practice.

#### **Test Status**

Passed luogu P3376

#### Flow Models

### **Description**

Some models. Need check.

#### **Test Status**

TODO

## **General Graph Matching**

## **Description**

Matching in  $O(|V|^3)$ . ref-slide

#### **Test Status**

Tested on <u>Library Checker</u>

## **Global Min-Cut**

#### **Description**

Stoer-Wagner algorithm solves the minimum cut problem in undirected weighted graphs with non-negative weights.

Our code looks like an  ${\cal O}(N^3)$  implementation.

#### **Test Status**

TODO

## **GomoryHu Tree**

#### **Description**

For a given non-negative weighted tree, this algorithm returns a weighted tree (Gomory-Hu Tree). For any s, t, the minimum s-t cut in the original graph is equal to the minimum values among the path between s and t in the Gomory-Hu Tree.

Runs in  $(|V|-1) \times O(\text{maflow})$ .

Need to adapt current Dinic's algorithm.

Something I don't understand: In the Gomory-Hu tree, for any pair of vertices not just the size of the minimum cut between them is equal to the size of the minimum cut in the original graph (as Wikipedia claims), but also the minimum cut itself (as a partition of the vertex set into two). (Petr's blog)

Fun Fact: Gomory-Hu Tree can be computed in almost linear time. (see this)

#### **Test Status**

Passed CF 343E

#### **Kuhn Munkres**

#### **Description**

KM algo.

#### **Test Status**

Passed UOJ 80 and Library Checker.

### **Minimum Cost Circulation**

#### **Description**

Network simplex method. Exponential time complexity, but it runs not too slow in practice.

#### **Test Status**

Tested on <u>UOJ #487</u>, <u>UOJ #680</u>, and <u>LibreOJ 102</u>. **Cannot** pass <u>QOJ 7185</u>

#### **Minimum Cost Max Flow**

### **Description**

Successive Shortest Path Algorithm using SPFA (Bellman-Ford algorithm).

#### **Test Status**

Passed <u>LibreOJ 102</u>. Testdata in LOJ is not strong in general.

## **Weighted Matching**

### **Description**

Weighted matching in  $O(|V|^3)$ . ref-slide

#### **Test Status**

Tested on Library Checker

# Graph

## 2-SAT (SCC)

## **Description**

Kosaraju and 2-SAT construction. Don't forget we can do bitset optimization.

To use 2-SAT, 2i and 2i+1 represents x and  $\neg x$ .  $x \lor x$  or  $\neg x \lor \neg x$  is OK.

#### **Test Status**

Passed CSES Giant Pizza and CF Radio Stations.

### **BCC**

### **Description**

Gives AP and bridge and bcc\_id . bcc\_id[edge\_id] is the bcc of the edge.

#### **Test Status**

Passed yosupo library checker.

Need more tests.

## **Round Square Tree**

### **Description**

Or block-cut-tree. Useful tree for "simple path" queries. There will be at most 2N vertices in the new tree.

#### **Test Status**

Passed 2020 Shanghai K

# **Edge TCC**

## **Description**

Edge triconnected component.

#### **Test Status**

Passed yosupo library checker.

## **Centroid Decomposition**

### **Description**

Mark a vertex or query the sum of distance from a vertex to all marked vertices.

#### **Test Status**

Need rewrite or smt.

## **Lowbit Decomposition**

### **Description**

Some chain decomposition of tree.

#### **Test Status**

TODO

## **Tree Hashing**

#### **Description**

Some PRNG random hash.

#### **Test Status**

Passed UOJ 763.

### **Virtual Tree**

## **Description**

Dependency: 1ca. Gives the critical nodes of given subset. Always include the original root. The edges are given in rooted tree format.

#### **Test Status**

Used in contest. TODO.

# Mo's Algorithm on Tree

### **Description**

Pseudo code of mo's algo on tree. push means XOR the contribution.

#### **Test Status**

TODO

### **DMST**

#### Description

Directed Minimum Spanning Tree in  $O(E\log^2 E)$ . Use mergable heap instead of small-to-big for better complexity?

### **Test Status**

Passed yosupo library checker.

## **Dominator Tree**

## **Description**

Dominator tree in  $O(E \log V)$ . The ancestor relation on the tree is the "must-pass-from-source" relation in original graph.

#### **Test Status**

Passed yosupo library checker.

## **Edge Coloring**

### **Description**

TODO

#### **Test Status**

Passed a problem in template HW.

## **Count Cycles**

### **Description**

Count 3-cycle and 4-cycle in  $O(M\sqrt{M})$ .

#### **Test Status**

Passed CCPC Guangzhou.

## **MaximalClique**

#### **Description**

Enumerate maximal clique. Time complexity  $O(n3^(n/3))$  or O(nC) where C is the number of such cliques.

#### **Test Status**

Can run on n=80 on TIOJ.

## **Maximum Clique (Dyn)**

### **Description**

Get maximum clique with ?? time complexity.

#### **Test Status**

kactl says it can run on n=155. For n=100 on POJ, runs in 32ms. Passed <u>library checker</u>.

# **Minimum Mean Cycle**

### **Description**

O(V(V+E)) find min mean cycle. Too rare to use so needs shorten.

Passed a UVa problem with n=50.

## Math

## **Common bounds**

## **Description**

Partition function, divisor function and catalan number.

#### **Test Status**

No test.

# **Stirling Number**

### **Description**

Stirling number formula. Do we need this?

## **Test Status**

No test.

## ax + by = gcd

### **Description**

exgcd algorithm.

#### **Test Status**

See CRT section.

## **Chinese Remainder**

## **Description**

Solves  $x \equiv r_1 \pmod{m}_1$  and  $x \equiv r_2 \pmod{m}_2$ . If no solution, returns false

#### **Test Status**

Passed luogu P4777.

## **DiscreteLog**

### **Description**

BSGS algorithm.

### **Test Status**

## **Quadratic residue**

## **Description**

Square root under modulo prime.

### **Test Status**

Passed <u>yosupo judge</u>

## **Extended Euler**

## **Description**

A formula.

#### **Test Status**

No test.

## **Extended Floor Sum**

## **Description**

A recursion formula.

#### **Test Status**

No test.

### Floor Sum

### **Description**

Calculate  $sum_{i=0}^{n-1}floor((ai+b)/m)$ .

#### **Test Status**

Passed <u>yosupo judge</u> (negative coefficient not tested).

### **ModMin**

### **Description**

Return the minimum  $x \geq 0$  such that  $l \leq ax \mod m \leq r$ .

#### **Test Status**

Tested on SEERC'20 G

## **Packed FFT**

## **Description**

Make FFT precision better. reference:

- □□FFT
- <u>□□ P4245</u>

#### **Test Status**

Passed  $\underline{\text{convolution mod}}$  with long double. For N=524288,

- normal NTT (998244353): ~230ms
- three-mod-NTT: ~430ms
- convolution\_mod ~1000ms with long double (AC), 400ms with double (WA)
- convolution : ~800ms with long double (WA)

## **CRT for arbitrary mod**

#### **Description**

CRT for three-mod-NTT.

#### **Test Status**

Passed yosupo judge.

### NTT

### **Description**

NTT. Can be modified to FFT easily.

#### **Test Status**

Passed yosupo judge. See also "CRT for arbitrary mod".

### **FWT**

#### **Description**

Bitwise XOR/AND/OR convolution.

#### **Test Status**

Passed yosupo judge, XOR and AND version.

### **Partition Number**

### **Description**

Calculate first N partition number in  $O(N\sqrt{N})$ .

### **Test Status**

Passed <u>yosupo judge</u> N=500000 in 557ms.

## Pi Count (+Linear Sieve)

## **Description**

Count prime in sublinear time. TODO improve performance (or delete this?)

#### **Test Status**

Passed yosupo judge, but very slow.

## Miller Rabin

#### **Description**

Prime detect. Be careful about mpow and mmul.

#### **Test Status**

Passed yosupo judge.

## **Pollard Rho**

### **Description**

Factorization. Be careful about mpow and mmul.

#### **Test Status**

Passed yosupo judge.

## **Berlekamp Massey**

## **Description**

BM algo.

#### **Test Status**

Passed <u>yosupo judge</u>.

## **Charateristic Polynomial**

### **Description**

Calculate the charateristic polynomial of matrix in  $O(N^3)$ .

#### **Test Status**

Passed 2021 PTZ Korea and yosupo library checker.

# **Polynomial Operations**

### **Description**

TODO.

## **Simplex / Simplex Construction**

### **Description**

Linear programming.

#### **Test Status**

TODO.

# **Adaptive Simpson**

### **Description**

Simpson integration method. Unknown time complexity.

#### **Test Status**

Passed <u>Two Cylinders</u>

# **Geometry**

## **Basic Geometry**

#### **Description**

- sgn cross dot ori
- quad argCmp all-integer angle compare.
- area be careful of type.
- rot90 multiply by i (or left turn 90 degree)
- project projection onto a vector

#### **Test Status**

No test. Used extensively in other template. TODO Center of polygon needs test.

### **2D Convex Hull**

#### **Description**

Returns strict convex hull of given points. The result is counter-clockwise and the first point is the lexmin point. Be carefule about edge case (0/1/2/3) points on CV)

#### **Test Status**

Used in some contest.

#### 2D Farthest Pair

### **Description**

Rotating caliper algorithm. Requires the input hull be strictly convex.

#### **Test Status**

Passed AOJ CGL.

## MinMax Enclosing Rect

## **Description**

Rotating caliper, but with more pointers.

#### **Test Status**

Passed UVA 819

### Minkowski Sum

#### **Description**

Minkowski sum of two convex hulls.

#### **Test Status**

Used in some contest. TODO.

## **Segment Intersection**

### **Description**

Check whether the segment intersects. Touching at the ends counts. Be careful about edge case like parallel, does touching at ends count, ... Can be modified to Ray class or Line class.

To get the intersection point, check next part (HPI)

#### **Test Status**

Used in many contest. Passed AOJ CGL.

## **Half Plane Intersection**

#### **Description**

Calculate the area of half-plane-intersection. The result lines will be in q (this is why we need the reference). Result lines maybe wrong if the intersection area doesn't have positive area.

#### **Test Status**

Passed 2020 Nordic NCPC Big brother. Used in many contest.

## **SegmentDist**

## **Description**

Distance from point to segment and segment to segment. Can be used in checking sausage intersection.

#### **Test Status**

Passed QOJ 2444 and PTZ 19 summer D3.

## **Rotating Sweep Line**

### **Description**

A skeleton of rotating sweep line. Support colinear cases.

#### **Test Status**

Passed NAIPC 2016 G

## **Polygon Cut**

## **Description**

Cut simple polygon by a line.

#### **Test Status**

Copied from kactl. TODO.

## **Point in Simple Polygon**

### **Description**

Testing PIP.

#### **Test Status**

Used in some contest. TODO.

## **Point in Hull (Fast)**

### **Description**

Testing PIH in  $O(\log N)$ .

#### **Test Status**

**Enclosure** Used in some contest.

# **Tangent of Points To Hull**

## **Description**

Tangent of point to hull in  $O(\log N)$ . Requires the hull to be strictly convex. Can be modified to find extreme point on hull.

#### **Enclosure**

## **Circle Class & Intersection**

### **Description**

Definition of Cir and some intersection function.

#### **Test Status**

Passed AOJ CGL.

## **Circle Common Tangent**

### **Description**

Common tangent point of circle.

#### **Test Status**

Passed AOJ CGL and CF 128E.

## **Line-Circle Intersection**

## **Description**

The point of intersection of line and circle.

#### **Test Status**

TODO.

# **Poly-Circle Intersection**

### **Description**

The intersection area of a circle and a simple polygon.

#### **Test Status**

Passed AOJ CGL\_7\_H. Copied from 8BQube and they say it passed HDU2892.

# **Minimum Covering Circle**

## **Description**

Get minimum covering circle in  $\mathcal{O}(N)$  expected time. Also gives the circumcenter formula.

#### **Test Status**

Passed TIOJ 1093, luogu P1742

## **Circle Union**

#### **Description**

Calculate the area that covered by at least k circle for each k. Time complexity  $O(N^2 \log N)$ .

### **Test Status**

Passed SPOJ.

## **Polygon Union**

#### **Description**

Union area of simple polygon.

#### **Test Status**

TODO.

## **3D Point**

### **Description**

Basic 3d point.

- cross
- · triple product
- · rotate around an axis

#### **Test Status**

rotate\_around is copied from NaCl. Others are tested by 3d hull.

# 3D projection

#### **Description**

Get the 2d coordinate of the projection of a point p onto plane  $q^Tx=0$ .

#### **Test Status**

Passed stars in a can.

### **3D Convex Hull**

### **Description**

Return the face of 3d convex hull of N points. There will be O(N) faces and time complexity is  $O(N^2)$  . Be careful of degenerate cases.

#### **Test Status**

Passed SPOJ and stars in a can. Passed HDU 3662. (need to combine coplanar triangles to one face).

## **Delaunay**

## **Description**

Delaunay triangulation.

Usage TODO.

### **Test Status**

Passed Brazil subregional.

## kd Tree (Nearest Point)

### **Description**

KD Tree nearest point query.

#### **Test Status**

TODO

## kd Closest Pair (3D ver.)

## **Description**

3d closest pair

#### **Test Status**

Correct, but might be too slow. Can pass  $\underline{\text{TIO}}$  using fast hash table. Need more test.

# **Simulated Annealing**

## **Description**

A skeleton of simulated annealing

#### **Test Status**

TODO.

# **Triangle Centers**

### **Description**

Triangle centers formula.

#### **Test Status**

No test.

# **Stringology**

## Hash

## **Description**

Rolling-hash algorithm

## **Test Status**

Used in contest. No test.

## **Suffix Array**

## **Description**

SA-IS algorithm. Complexity: O(N+C)

### **Test Status**

Tested on <u>Library Checker</u>

## **Ex SAM**

### **Description**

Don't know how to use.

### **Test Status**

Copied from 8bq

## **Z** value

## **Description**

Z algorithm

### **Test Status**

Tested on <u>Library Checker</u>

## Manacher

### **Description**

Find maximal palindrome for each index.

## **Test Status**

Tested on <u>Library Checker</u>

## **Lyndon Factorization**

### **Description**

A string is called simple (or a Lyndon word), if it is strictly smaller than any of its own nontrivial suffixes. The Lyndon factorization of the string s is a factorization  $s=w_1w_2\dots w_k$ , where all strings  $w_i$  are simple, and they are in non-increasing order  $w_1\geq w_2\geq \dots \geq w_k$ .

Duval algorithm:  ${\cal O}(N)$ .

#### **Test Status**

Tested @ luogu 6114, 1368 & UVA 719. Passed Library Checker

#### **Main Lorentz**

#### **Description**

A repetition is two occurrences of a string in a row. The challenge is to find all repetitions in a given string s.

The algorithm described here was published in 1982 by Main and Lorentz.

Time complexity:  $O(N \log N)$ 

Every [l,r] in  $\operatorname{rep}[i]$  satisfies that if  $p \in [l,r]$  then s[p,p+i) = s[p+i,p+2i).

#### **Test Status**

Passed <u>CF 104508J</u>. This problem is prepared with this code, but some SA solutions also passes.

### **BWT**

### **Description**

Burrows-Wheeler transform is done by sorting all the circular shifts of a text in lexicographic order and by extracting the last column and the index of the original string in the set of sorted permutations of S.

Good for run-length encoding?

#### **Test Status**

Passed UVa 632 and UVa 741

### **Palindromic Tree**

### **Description**

Check Ol Wiki

Don't know how to use.

#### **Test Status**

TODO

## Misc

## **Theorems**

### **Description**

Theorems.

#### **Test Status**

No test.

## **Weight Matroid Intersection**

### **Description**

Almost an implementation.

#### **Test Status**

Copied from NaCl

## **Stable Marriage**

### **Description**

Stable Marriage algo.

#### **Test Status**

No test needed.

### **Bitset LCS**

## **Description**

 $O(n^2/w).$  need hand-written bitset (needs subtraction) TODO: Find a way to recove the answer.  ${\hbox{\fontfamily Prob}}$ 

#### **Test Status**

Passed LibreOJ #6564

## **Prefix Substring LCS**

### **Description**

Calculate the LCS of a prefix of S and a substring of T in  $O((|S||T|+Q)\log |T|)$ 

#### **Test Status**

Passed <u>yosupo library checker</u>. Copied from 8BQube.

## Convex 1D/1D DP

## **Description**

1D/1D optimization.

#### **Test Status**

TODO. Rarely used.

# **ConvexHull Optimization**

#### **Description**

Maintain upper envelope of lines.

#### **Test Status**

Passed yosupo library checker.

## De-Bruijn

### **Description**

De-Bruijn sequence construction

### **Test Status**

Passed CSES, <u>regional prob</u> and local test.

# **Josephus Problem**

## **Description**

Josephus problem O(N) and faster algo  $(O(M \log N))$ .

#### **Test Status**

Not even used or tested

## **N Queens Problem**

### **Description**

N Queens Problem construction

#### **Test Status**

Not even used or tested.

### **Manhattan MST**

### **Description**

Minimum Spanning Tree of manhattan distance.

Passed yosupo library checker.

# **Tree Knapsack**

## **Description**

TODO don't know its usage

#### **Test Status**

Not even used or tested.

# **Binary Search On Fraction**

## **Description**

Binary search on stern-borcot tree, binary search over p/q such that  $0 \leq p, q \leq N$ .

### **Test Status**

TODO. Copied from NaCl.

## **Barret Reduction**

## **Description**

Fast modulo operation of non-constexpr constant.

### **Test Status**

Copied from kactl. Guess it's ok to have no test.