Algorithm Library

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Contents

1 Graph Theory

1.1 Minimum Spanning Tree

1.1.1 Kruskal

```
/*
 * Args:
 *   edge: edges of graph, (u, v, w) = (edge[i].second.first,
↪  edge[i].second.first, edge[i].first)
 *   n: number of node, from 1 to n
 * Return:
 *   minimum spanning tree
 */
vector<pair<int, pair<int, int> > > edge;
int pre[N];
int find(int u)
{
  return u == pre[u] ? u : pre[u] = find(pre[u]);
}
int Union(int u, int v)
{
  pre[find(u)] = find(v);
}
int kruskal(int n)
{
  for (int i = 1; i <= n; i ++) pre[i] = i;
  sort(edge.begin(), edge.end());
  int ans = 0;
  for (auto x : edge) {
    int u = x.second.first, v = x.second.second, w = x.first;
    if (find(u) != find(v)) {
      Union(u, v);
      ans += w;
    }
  }
  return ans;
}
```

1.2 单源最短路

1.2.1 SPFA

```
/* 中文注释测试 */
/*
```

```cpp
 * Args:
 *   g[]: graph, (u, v, w) = (u, g[u][i].first,
↪  g[u][i].second)
 *   st: source vertex
 * Return:
 *   dis[]: distance from source vertex to each other vertex
 */
vector<pair<int, int> > g[N];
int dis[N], vis[N];
void spfa(int st)
{
  memset(dis, -1, sizeof(dis));
  memset(vis, 0, sizeof(vis));
  queue<int> q;
  q.push(st);
  dis[st] = 0;
  vis[st] = true;
  while (!q.empty()) {
    int u = q.front();
    q.pop();
    vis[u] = false;
    for (auto x : g[u]) {
      int v = x.first, w = x.second;
      if (dis[v] == -1 || dis[u] + w < dis[v]) {
        dis[v] = dis[u] + w;
        if (!vis[v]) {
          vis[v] = true;
          q.push(v);
        }
      }
    }
  }
}
```

2 String

2.1 KMP

```
/*
 * Args:
 *   s[]: string
 * Return:
 *   fail[]: failure function
 */
int fail[N];
void getfail(char s[])
{
  fail[0] = -1;
  int p = -1;
  for (int i = 0; s[i]; i ++)
  ↪  {
    while (p!=-1 &&
    ↪  s[i]!=s[p])  p =
    ↪  fail[p];
    fail[i+1] = ++p;
  }
}
```

2.2 Suffix Automaton

```
/*
 * 1 call init()
 * 2 call add(x) to add every
↪  character in order
 *
 * Args:
 * Return:
 *   an automaton
 *   link: link path pointer
 *    len: maximum length
 */
struct node{
  node* chd[26], *link;
  int len;
}a[3*N], *head, *last;
int top;
void init()
{
  memset(a, 0, sizeof(a));
  top = 0;
  head = last = &a[0];
}
void add(int x)
{
  node *p = &a[++top], *mid;
  p->len = last->len + 1;
  mid = last, last = p;
  for (; mid && !mid->chd[x];
  ↪  mid = mid->link)
  ↪  mid->chd[x] = p;
  if (!mid)  p->link = head;
  else{
    if (mid->len + 1 ==
    ↪  mid->chd[x]->len) {
      p->link = mid->chd[x];
    } else {
      node *q = mid->chd[x],
      ↪  *r = &a[++top];
      *r = *q, q->link =
      ↪  p->link = r;
      r->len = mid->len + 1;
      for (; mid &&
      ↪  mid->chd[x] == q;
      ↪  mid = mid->link)
      ↪  mid->chd[x] = r;
    }
  }
}
```