ICPC Team Notebook

typedef unsigned long long uwu

Sorbonne Université

SWERC 2025

A curated reference of algorithms and data structures

October 26, 2025

Contents

1 Data Structures **2**
1.1 union find 2

2 Graph Algorithms **2**
2.1 Max Flow Min Cut 2
2.2 Shortest Path 3

1 Data Structures

1.1 union find

Complexity: nearly O(1)

```
typedef struct union_find{
    vector<int> rank, parent;
    union_find(int n){
        rank.resize(n, 0); parent.resize(n);
        for (int i = 0; i < n; i++) parent[i] = i;
    }
    int find(int i){
        int root = parent[i];
        if (parent[root] != root) return parent[i] = find(root);
        return root;
    }
    void unite(int x, int y) {
        int xRoot = find(x);
        int yRoot = find(y);
        if (xRoot == yRoot) return;
        if (rank[xRoot] < rank[yRoot]) parent[xRoot] = yRoot;
        else if (rank[yRoot] < rank[xRoot]) parent[yRoot] = xRoot;
        else{
            parent[yRoot] = xRoot;
            rank[xRoot]++;
        }
    }
} union_find;
```

2 Graph Algorithms

2.1 Max Flow Min Cut

Dinic's max flow $O(EV^2)$ worst case, often $O(E\sqrt(V))$ in practice. Edges from reachable nodes after flow form a min cut.

```
struct FlowEdge {
    int v, u;
    long long cap, flow = 0;
    FlowEdge(int v, int u, long long cap) : v(v), u(u), cap(cap) {}
};
struct Dinic {
    const long long flow_inf = 1e18;
    vector<FlowEdge> edges;
    vector<vi> adj;
    int n, m = 0;
    int s, t;
    vi level, ptr;
    queue<int> q;
    Dinic(int n, int s, int t) : n(n), s(s), t(t) {
        adj.resize(n);level.resize(n);ptr.resize(n);
    }
    void add_edge(int v, int u, long long cap) {
        edges.emplace_back(v, u, cap);
        edges.emplace_back(u, v, 0);
        adj[v].push_back(m);
        adj[u].push_back(m + 1);
        m += 2;
    }
bool bfs() {
    while (!q.empty()) {
        int v = q.front();
        q.pop();
        for (int id : adj[v]) {
            if (edges[id].cap == edges[id].flow)
                continue;
            if (level[edges[id].u] != -1)
                continue;
            level[edges[id].u] = level[v] + 1;
            q.push(edges[id].u);
        }
    }
    return level[t] != -1;
}
long long dfs(int v, long long pushed) {
    if (pushed == 0)
        return 0;
    if (v == t)
        return pushed;
    for (int& cid = ptr[v]; cid < (int)adj[v].size(); cid++) {
        int id = adj[v][cid];
        int u = edges[id].u;
        if (level[v] + 1 != level[u])
            continue;
        long long tr = dfs(u, min(pushed, edges[id].cap - edges[id].flow));
        if (tr == 0)
            continue;
        edges[id].flow += tr;
        edges[id ^ 1].flow -= tr;
        return tr;
    }
    return 0;
}
long long flow() {
    long long f = 0;
    while (true) {
        fill(level.begin(), level.end(), -1);
        level[s] = 0;
        q.push(s);
        if (!bfs())
            break;
        fill(ptr.begin(), ptr.end(), 0);
        while (long long pushed = dfs(s, flow_inf)) {
            f += pushed;
        }
    }
    return f;
}
vector<pii> min_cut_edges() {
    vector<bool> vis(n, false);
    queue<int> q;
    q.push(s);
    vis[s] = true;
    while (!q.empty()) {
        int v = q.front(); q.pop();
        for (int id : adj[v]) {
            auto &e = edges[id];
            if (!vis[e.u] && e.cap > e.flow) {
                vis[e.u] = true;
                q.push(e.u);
            }
```

```
            }
        }
        vector<pii> cut;
        for (auto &e : edges) {
            if (vis[e.v] && !vis[e.u] && e.cap > 0) {
                cut.push_back({e.v, e.u});
            }
        }
        return cut;
    }
};
```

```
}
```

2.2 Shortest Path

Find shortest paths from src (no negative weights). O((V+E)logV)

```
vi dijkstra(const vector<vector<pii>>& adj, int src) {
    vi dist(adj.size(), INT_MAX);
    priority_queue<pii, vector<pii>, greater<pii>> q;
    dist[src] = 0; q.push({0, src});
    while (!q.empty()) {
        auto [d, u] = q.top(); q.pop();
        if (d != dist[u]) continue;
        for (auto [v, w] : adj[u]) {
            if (d+w < dist[v]) {
                dist[v] = d+w;
                q.push({d+w, v});
            }
        }
    }
    return dist;
}
```

Shortest paths from src (handles negative edges). Detects neg cycles. $O(VE)$

```
vector<int> bellmanFord(int n, vector<vector<int>>& edges, int src) {
  vector<int> dist(n, INT_MAX);
  dist[src] = 0;
  for (int i = 0; i < n; i++) {
    for (vector<int> edge : edges) {
      int u = edge[0];int v = edge[1];int wt = edge[2];
      if (dist[u] != INT_MAX && dist[u] + wt < dist[v]) {
                if(i == n - 1) return {-1};
                dist[v] = dist[u] + wt;
            }
    }
  }
    return dist;
}
```

All-pairs shortest paths (neg edges ok, no neg cycles) $O(V^3)$ $graph[i][i] = 0$, $graph[i][j] = w$ if edge $i->j$ else INT_MAX

```
vector<vi> floydWarshall(vector<vi> graph) {
    int V = graph.size();
    auto dist = graph;
    for (int k = 0; k < V; ++k)
        for (int i = 0; i < V; ++i)
            for (int j = 0; j < V; ++j)
                if (dist[i][k] < INT_MAX && dist[k][j] < INT_MAX)
                    dist[i][j] = min(dist[i][j], dist[i][k] + dist[k][j]);
    return dist;
```