

Chapter 1

Base

1.1 Base.h

1. void Sum(const VVReal &, VReal*);

1.2 random.h

1. void UniformSample(int t, VInt* v);
sample between 0 and size(v) uniformly t times.

1.3 StlUtil.h

1. void Multiply(const VReal &src, double m, VReal* des);
2. void Multiply(const VVReal &src, double m, VVReal* des);
3. int DiffNum(const VInt &lhs, const VInt &rhs);
the number of different value between lhs and rhs

1.4 Probability.h

1. int SumTopN(const VInt &src, int len);
2. bool NextMultiSeq(int num, VInt* des);
产生下一个多项式分布的序列

Contents

1	Base	1
1.1	Base.h	1
1.2	random.h	1
1.3	StlUtil.h	1
1.4	Probability.h	1
	Contents	3
	References	5

References