

Indian Institute of Technology - Varanasi

# Not Qualified

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- 1 Contest
- 2 Mathematics
- 3 Data structures
- 4 Numerical
- 5 Number theory

6 Combinatorial

7 Graph

8 Geometry

9 Strings

10 Various

Contest (1)

RNG.cpp	1 lines
mtl19937_64 randll(chrono::steady_clock::now().time_since_epoch().count()); // remove _64 for 32-bit int (both unsigned)	
sublime-setup	6 lines
{ "cmd" : ["g++ -std=c++20 \$file_name -o \$file_base_name && timeout 10s ./ \$file_base_name<inputf.in>outputf.in"], "selector" : "source.c", "shell": true, "working_dir" : "\$file_path" }	

template.cpp	15 lines
#pragma GCC optimize ("Ofast") #pragma GCC target  ("sse,sse2,mmx") #pragma GCC optimize ("-ffloat-store") #include<bits/stdc++.h> #include <ext/pb_ds/assoc_container.hpp> #include <ext/pb_ds/tree_policy.hpp> using namespace std; using namespace __gnu_pbds;  typedef tree<int, null_type, less<int>, rb_tree_tag, tree_order_statistics_node_update> ordered_set;  signed main(){ ios_base::sync_with_stdio(0); cin.tie(0);cout.tie(0); }	

Mathematics (2)

2.1 Highly composite numbers

≤ 1000:  $d(840) = 32$

1	≤ 10 <sup>4</sup> : $d(9240) = 64$
	≤ 10 <sup>5</sup> : $d(83160) = 128$
1	≤ 10 <sup>6</sup> : $d(720720) = 240$
	≤ 10 <sup>7</sup> : $d(8648640) = 448$
1	≤ 10 <sup>8</sup> : $d(91891800) = 768$
	≤ 10 <sup>9</sup> : $d(931170240) = 1344$
3	≤ 10 <sup>11</sup> : $d(97772875200) = 4032$
	≤ 10 <sup>12</sup> : $d(963761198400) = 6720$
6	≤ 10 <sup>15</sup> : $d(866421317361600) = 26880$
	≤ 10 <sup>18</sup> : $d(897612484786617600) = 103680$

Data structures (3)

OrderStatisticTree.h	
<b>Description:</b> A set (not multiset!) with support for finding the n'th element, and finding the index of an element. To get a map, change null_type.	
<b>Time:</b> $\mathcal{O}(\log N)$	782797, 16 lines
<pre>#include &lt;bits/extc++.h&gt; using namespace __gnu_pbds;  template&lt;class T&gt; using Tree = tree&lt;T, null_type, less&lt;T&gt;, rb_tree_tag,     tree_order_statistics_node_update&gt;;  void example() {     Tree&lt;int&gt; t, t2; t.insert(8);     auto it = t.insert(10).first;     assert(it == t.lower_bound(9));     assert(t.order_of_key(10) == 1);     assert(t.order_of_key(11) == 2);     assert(*t.find_by_order(0) == 8);     t.join(t2); // assuming T &lt; T2 or T &gt; T2, merge t2 into t }</pre>	
CustomHash.h	
<b>Description:</b> CustomHash for umaps<pii,int>.	
<b>Time:</b> $\mathcal{O}(N)$	99f5e3, 12 lines
<pre>struct custom_hash {     static uint64_t splitmix64(uint64_t x) {         x += 0x9e3779b97f4a7c15;         x = (x ^ (x &gt;&gt; 30)) * 0xbf58476d1ce4e5b9;         x = (x ^ (x &gt;&gt; 27)) * 0x94d049bb133111eb;         return x ^ (x &gt;&gt; 31);     }     size_t operator()(pair&lt;uint64_t,uint64_t&gt; x) const {         static const uint64_t FIXED_RANDOM = chrono::             steady_clock::now().time_since_epoch().count();         return splitmix64(x.first + FIXED_RANDOM)^(splitmix64(x             .second + FIXED_RANDOM) &gt;&gt; 1);     } };</pre>	

SegmentTree.h

**Description:** Zero-indexed max-tree. Bounds are inclusive to the left and exclusive to the right. Can be changed by modifying T, f and unit.  
**Time:**  $\mathcal{O}(\log N)$

	0f4bdb, 19 lines
struct Tree { typedef int T; static constexpr T unit = INT_MIN; T f(T a, T b) { return max(a, b); } // (any associative fn) vector<T> s; int n; Tree(int n = 0, T def = unit) : s(2*n, def), n(n) {} void update(int pos, T val) {	

for (s[pos += n] = val; pos /= 2;) s[pos] = f(s[pos * 2], s[pos * 2 + 1]); } T query(int b, int e) { // query [b, e) T ra = unit, rb = unit; for (b += n, e += n; b < e; b /= 2, e /= 2) { if (b % 2) ra = f(ra, s[b++]); if (e % 2) rb = f(s[--e], rb); } return f(ra, rb); } };	

LazySegmentTree.h

**Description:** Segment tree with ability to add or set values of large intervals, and compute max of intervals. Can be changed to other things. Use with a bump allocator for better performance, and SmallPtr or implicit indices to save memory.  
**Usage:** Node\* tr = new Node(v, 0, sz(v));  
**Time:**  $\mathcal{O}(\log N)$ .

	34ecf5, 50 lines
const int inf = 1e9; struct Node { Node *l = 0, *r = 0; int lo, hi, mset = inf, madd = 0, val = -inf; Node(int lo,int hi):lo(lo),hi(hi){} // Large interval of -inf Node(vi& v, int lo, int hi) : lo(lo), hi(hi) { if (lo + 1 < hi) { int mid = lo + (hi - lo)/2; l = new Node(v, lo, mid); r = new Node(v, mid, hi); val = max(l->val, r->val); } else val = v[lo]; } int query(int L, int R) { if (R <= lo    hi <= L) return -inf; if (L <= lo && hi <= R) return val; push(); return max(l->query(L, R), r->query(L, R)); } void set(int L, int R, int x) { if (R <= lo    hi <= L) return; if (L <= lo && hi <= R) mset = val = x, madd = 0; else { push(), l->set(L, R, x), r->set(L, R, x); val = max(l->val, r->val); } } void add(int L, int R, int x) { if (R <= lo    hi <= L) return; if (L <= lo && hi <= R) { if (mset != inf) mset += x; else madd += x; val += x; } else { push(), l->add(L, R, x), r->add(L, R, x); val = max(l->val, r->val); } } void push() { if (!l) { int mid = lo + (hi - lo)/2; l = new Node(lo, mid); r = new Node(mid, hi); } if (mset != inf) l->set(lo,hi,mset), r->set(lo,hi,mset), mset = inf; else if (madd) l->add(lo,hi,madd), r->add(lo,hi,madd), madd = 0;	

## UnionFindRollback.h

**Description:** Disjoint-set data structure with undo. If undo is not needed, skip `st`, `time()` and `rollback()`.

**Usage:** `int t = uf.time(); ...; uf.rollback(t);`

**Time:**  $\mathcal{O}(\log(N))$

de4ad0, 21 lines

```

struct RollbackUF {
    vector<pii> st;
    RollbackUF(int n) : e(n, -1) {}
    int size(int x) { return -e[find(x)]; }
    int find(int x) { return e[x] < 0 ? x : find(e[x]); }
    int time() { return sz(st); }
    void rollback(int t) {
        for (int i = time(); i --> t;)
            e[st[i].first] = st[i].second;
        st.resize(t);
    }
    bool join(int a, int b) {
        a = find(a), b = find(b);
        if (a == b) return false;
        if (e[a] > e[b]) swap(a, b);
        st.push_back({a, e[a]});
        st.push_back({b, e[b]});
        e[a] += e[b]; e[b] = a;
        return true;
    }
};

```

## LineContainer.h

**Description:** Container where you can add lines of the form  $kx+m$ , and query maximum values at points  $x$ . Useful for dynamic programming (“convex hull trick”).

**Time:**  $\mathcal{O}(\log N)$

8ec1c7, 30 lines

```
struct Line {
    mutable ll k, m, p;
    bool operator<(const Line& o) const { return k < o.k; }
    bool operator<(ll x) const { return p < x; }
};
```

```

struct LineContainer : multiset<Line, less<>> {
    // (for doubles, use inf = 1/.0, div(a,b) = a/b)
    static const ll inf = LLONG_MAX;
    ll div(ll a, ll b) { // floored division
        return a / b - ((a ^ b) < 0 && a % b); }
    bool isect(iterator x, iterator y) {
        if (y == end()) return x->p = inf, 0;
        if (x->k == y->k) x->p = x->m > y->m ? inf : -inf;
        else x->p = div(y->m - x->m, x->k - y->k);
        return x->p >= y->p;
    }
    void add(ll k, ll m) {
        auto z = insert({k, m, 0}), y = z++, x = y;
        while (isect(y, z)) z = erase(z);
        if (x != begin() && isect(--x, y)) isect(x, y = erase(y));
        while ((y = x) != begin() && (--x->p >= y->p)
            isect(x, erase(y)));
    }
    ll query(ll x) {
        assert(!empty());
        auto l = *lower_bound(x);
        return l.k * x + l.m;
    }
};

```

## ImpTreap.h

**Description:** implicit treap

**Time:**  $\mathcal{O}(\log N)$  per operation

f4e7c0, 66 lines

```

ml19937 rng chrono::steady_clock::now().time_epoch().
    count());
using pt = struct tnode*;
pt root = NULL;
struct tnode {
    int pri, val; pt c[2]; // essential
    int sz, ll sum; // for range queries
    bool flip = 0; // lazy update
    tnode(int _val) {
        pri = rng(); sum = val = _val;
        sz = 1; c[0] = c[1] = nullptr;
    }
    ~tnode() { rep(i,0,2) delete c[i]; }
};

int getsz(pt x) { return x?x->sz:0; }
ll getsum(pt x) { return x?x->sum:0; }
void prop(pt x) { // lazy propagation
    if (!x || !x->flip) return;
    swap(x->c[0],x->c[1]);
    x->flip = 0; rep(i,0,2) if (x->c[i]) x->c[i]->flip ^= 1;
}

pt calc(pt x) {
    pt a = x->c[0], b = x->c[1];
    // assert(!x->flip);
    prop(a), prop(b);
    x->sz = 1+getsz(a)+getsz(b);
    x->sum = x->val+getsum(a)+getsum(b);
    return x;
}

void tour(pt x, vi& v) { // print values of nodes,
    if (!x) return; // inorder traversal
    prop(x); tour(x->c[0],v); v.pb(x->val); tour(x->c[1],v);
}

pair<pt,pt> splitsz(pt t, int sz) { // sz nodes go to left used
    for implicit
    if (!t) return {t,t};
    prop(t);
    if (getsz(t->c[0]) >= sz) {
        auto p = splitsz(t->c[0],sz); t->c[0] = p.ss;
        return {p.ff,calc(t)};
    } else {
        auto p=splitsz(t->c[1],sz-getsz(t->c[0])-1); t->c[1]=p.
            ff;
        return {calc(t),p.ss};
    }
}

pt merge(pt l, pt r) { // keys in l < keys in r
    if (!l || !r) return l?r;
    prop(l), prop(r); pt t;
    if (l->pri > r->pri) l->c[1] = merge(l->c[1],r), t = l;
    else r->c[0] = merge(l,r->c[0]), t = r;
    return calc(t);
}

pt ins(pt x, int v,int idx) { // insert v at idx(0 based
    indexing)
    auto a = splitsz(x,idx);
    return merge(a.ff,merge(new tnode(v),a.ss)); }
pt del(pt x, int idx) { // delete v at idx(0 based indexing)
    auto a = splitsz(x,idx), b = splitsz(a.ss,1);
    return merge(a.ff,b.ss); }
int find_kidx(pt t,int idx){//idx is 1 based
    assert(getsz(t) >= idx);
    prop(t);
    if(getsz(t->c[0]) == idx-1)return t->val;

```

```

    else if (getsz(t->c[0]) < idx) return find_kidx(t->c[1], idx -
        getsz(t->c[0]) - 1);
    else return find_kidx(t->c[0], idx);
}
//root = ins(root, a[i], i)
//auto a = splitsz(root, l); auto b = splitsz(a.ss, r-l); ll ans =
    b.ff->sum;
//root = merge(a.ff, merge(b.ff, b.ss)); sum l to r

```

## FenwickTree.h

**Description:** Computes partial sums  $a[0] + a[1] + \dots + a[\text{pos} - 1]$ , and updates single elements  $a[i]$ , taking the difference between the old and new value.

**Time:** Both operations are  $\mathcal{O}(\log N)$ .

e62fac, 22 lines

```

struct FT {
    vector<ll> s;
    FT(int n) : s(n) {}
    void update(int pos, ll dif) { // a[pos] += dif
        for (; pos < sz(s); pos += pos + 1) s[pos] += dif;
    }
    ll query(int pos) { // sum of values in [0, pos]
        ll res = 0;
        for (; pos > 0; pos &= pos - 1) res += s[pos-1];
        return res;
    }
    int lower_bound(ll sum) { // min pos st sum of [0, pos] >= sum
        // Returns n if no sum is >= sum, or -1 if empty sum is.
        if (sum <= 0) return -1;
        int pos = 0;
        for (int pw = 1 << 25; pw; pw >= 1) {
            if (pos + pw <= sz(s) && s[pos + pw-1] < sum)
                pos += pw, sum -= s[pos-1];
        }
        return pos;
    }
};

```

## FenwickTree2d.h

**Description:** Computes sums  $a[i,j]$  for all  $i < I$ ,  $j < J$ , and increases single elements  $a[i,j]$ . Requires that the elements to be updated are known in advance (call `fakeUpdate()` before `init()`).

**Time:**  $\mathcal{O}(\log^2 N)$ . (Use persistent segment trees for  $\mathcal{O}(\log N)$ .)

```
"FenwickTree.h" 157f07, 22 lines
```

```

struct FT2 {
    vector<vi> ys; vector<FT> ft;
    FT2(int limx) : ys(limx) {}
    void fakeUpdate(int x, int y) {
        for (; x < sz(ys); x |= x + 1) ys[x].push_back(y);
    }
    void init() {
        for (vi& v : ys) sort(all(v)), ft.emplace_back(sz(v));
    }
    int ind(int x, int y) {
        return (int)(lower_bound(all(ys[x]), y) - ys[x].begin());
    }
    void update(int x, int y, ll dif) {
        for (; x < sz(ys); x |= x + 1)
            ft[x].update(ind(x, y), dif);
    }
    ll query(int x, int y) {
        ll sum = 0;
        for (; x &= x - 1)
            sum += ft[x-1].query(ind(x-1, y));
        return sum;
    }
};

```

**RMQ.h**  
**Description:** Range Minimum Queries on an array. Returns min(V[a], V[a + 1], ... V[b - 1]) in constant time.  
**Usage:** RMQ rmq(values);  
rmq.query(inclusive, exclusive);  
**Time:**  $\mathcal{O}(|V|\log|V| + Q)$

510c32, 16 lines

```
template<class T>
struct RMQ {
    vector<vector<T>> jmp;
    RMQ(const vector<T>& V) : jmp(1, V) {
        for (int pw = 1, k = 1; pw * 2 <= sz(V); pw *= 2, ++k) {
            jmp.emplace_back(sz(V) - pw * 2 + 1);
            rep(j,0,sz(jmp[k]))
                jmp[k][j] = min(jmp[k - 1][j], jmp[k - 1][j + pw]);
        }
    }
    T query(int a, int b) {
        assert(a < b); // or return inf if a == b
        int dep = 31 - __builtin_clz(b - a);
        return min(jmp[dep][a], jmp[dep][b - (1 << dep)]);
    }
};
```

**MoQueries.h**  
**Description:** Answer interval or tree path queries by finding an approximate TSP through the queries, and moving from one query to the next by adding/removing points at the ends. If values are on tree edges, change step to add/remove the edge (a,c) and remove the initial add call (but keep in).  
**Time:**  $\mathcal{O}(N\sqrt{Q})$

a12ef4, 49 lines

```
void add(int ind, int end) { ... } // add a[ind] (end = 0 or 1)
void del(int ind, int end) { ... } // remove a[ind]
int calc() { ... } // compute current answer

vi mo(vector<pii> Q) {
    int L = 0, R = 0, blk = 350; // ~N/sqrt(Q)
    vi s(sz(Q)), res = s;
#define K(x) pii(x.first/blk, x.second ^ -(x.first/blk & 1))
    iota(all(s), 0);
    sort(all(s), [&](int s, int t){ return K(Q[s]) < K(Q[t]); });
    for (int qi : s) {
        pii q = Q[qi];
        while (L > q.first) add(--L, 0);
        while (R < q.second) add(R++, 1);
        while (L < q.first) del(L++, 0);
        while (R > q.second) del(--R, 1);
        res[qi] = calc();
    }
    return res;
}
```

```
vi moTree(vector<array<int, 2>> Q, vector<vi>& ed, int root=0){
    int N = sz(ed), pos[2] = {}, blk = 350; // ~N/sqrt(Q)
    vi s(sz(Q)), res = s, I(N), L(N), R(N), in(N), par(N);
    add(0, 0), in[0] = 1;
    auto dfs = [&](int x, int p, int dep, auto& f) -> void {
        par[x] = p;
        L[x] = N;
        if (dep) I[x] = N++;
        for (int y : ed[x]) if (y != p) f(y, x, !dep, f);
        if (!dep) I[x] = N++;
        R[x] = N;
    };
    dfs(root, -1, 0, dfs);
#define K(x) pii(I[x[0]] / blk, I[x[1]] ^ -(I[x[0]] / blk & 1))
    iota(all(s), 0);
    sort(all(s), [&](int s, int t){ return K(Q[s]) < K(Q[t]); });
    for (int qi : s) rep(end,0,2) {
        int &a = pos[end], b = Q[qi][end], i = 0;
```

```
#define step(c) { if (in[c]) { del(a, end); in[a] = 0; } \
                  else { add(c, end); in[c] = 1; } a = c; } \
while (!(L[b] <= L[a] && R[a] <= R[b]))
    I[i++] = b, b = par[b];
while (a != b) step(par[a]);
while (i-->) step(I[i]);
if (end) res[qi] = calc();
}
return res;
}
```

## Numerical (4)

### 4.1 Polynomials and recurrences

**Polynomial.h**

c9b7b0, 17 lines

```
struct Poly {
    vector<double> a;
    double operator() (double x) const {
        double val = 0;
        for (int i = sz(a); i-->) (val *= x) += a[i];
        return val;
    }
    void diff() {
        rep(i,1,sz(a)) a[i-1] = i*a[i];
        a.pop_back();
    }
    void divroot(double x0) {
        double b = a.back(), c; a.back() = 0;
        for(int i=sz(a)-1; i-->) c = a[i], a[i] = a[i+1]*x0+b, b=c;
        a.pop_back();
    }
};
```

**PolyRoots.h**  
**Description:** Finds the real roots to a polynomial.  
**Usage:** polyRoots({{2,-3,1}},-1e9,1e9) // solve x^2-3x+2 = 0  
**Time:**  $\mathcal{O}(n^2 \log(1/\epsilon))$

b00bfe, 23 lines

```
vector<double> polyRoots(Poly p, double xmin, double xmax) {
    if (sz(p.a) == 2) { return {p.a[0]/p.a[1]}; }
    vector<double> ret;
    Poly der = p;
    der.diff();
    auto dr = polyRoots(der, xmin, xmax);
    dr.push_back(xmin-1);
    dr.push_back(xmax+1);
    sort(all(dr));
    rep(i,0,sz(dr)-1) {
        double l = dr[i], h = dr[i+1];
        bool sign = p(l) > 0;
        if (sign ^ (p(h) > 0)) {
            rep(it,0,60) { // while (h - l > 1e-8)
                double m = (l + h) / 2, f = p(m);
                if ((f <= 0) ^ sign) l = m;
                else h = m;
            }
            ret.push_back((l + h) / 2);
        }
    }
    return ret;
}
```

PolyInterpolate.h

**Description:** Given  $n$  points  $(x[i], y[i])$ , computes an  $n-1$ -degree polynomial  $p$  that passes through them:  $p(x) = a[0] * x^0 + \dots + a[n-1] * x^{n-1}$ . For numerical precision, pick  $x[k] = c * \cos(k/(n-1) * \pi), k = 0 \dots n-1$ .  
**Time:**  $\mathcal{O}(n^2)$

08bf48, 13 lines

```
typedef vector<double> vd;
vd interpolate(vd x, vd y, int n) {
    vd res(n), temp(n);
    rep(k,0,n-1) rep(i,k+1,n)
        y[i] = (y[i] - y[k]) / (x[i] - x[k]);
    double last = 0; temp[0] = 1;
    rep(k,0,n) rep(i,0,n) {
        res[i] += y[k] * temp[i];
        swap(last, temp[i]);
        temp[i] -= last * x[k];
    }
    return res;
}
```

**BerlekampMassey.h**  
**Description:** Recovers any  $n$ -order linear recurrence relation from the first  $2n$  terms of the recurrence. Useful for guessing linear recurrences after brute-forcing the first terms. Should work on any field, but numerical stability for floats is not guaranteed. Output will have size  $\leq n$ .  
**Usage:** berlekampMassey({0, 1, 1, 3, 5, 11}) // {1, 2}  
**Time:**  $\mathcal{O}(N^2)$

96548b, 20 lines

```
vector<ll> berlekampMassey(vector<ll> s) {
    int n = sz(s), L = 0, m = 0;
    vector<ll> C(n), B(n), T;
    C[0] = B[0] = 1;

    ll b = 1;
    rep(i,0,n) { ++m;
        ll d = s[i] % mod;
        rep(j,1,L+1) d = (d + C[j] * s[i - j]) % mod;
        if (!d) continue;
        T = C; ll coef = d * modpow(b, mod-2) % mod;
        rep(j,m,n) C[j] = (C[j] - coef * B[j - m]) % mod;
        if (2 * L > i) continue;
        L = i + 1 - L; B = T; b = d; m = 0;
    }

    C.resize(L + 1); C.erase(C.begin());
    for (ll& x : C) x = (mod - x) % mod;
    return C;
}
```

**LinearRecurrence.h**  
**Description:** Generates the  $k$ 'th term of an  $n$ -order linear recurrence  $S[i] = \sum_j S[i-j-1]tr[j]$ , given  $S[0 \dots \geq n-1]$  and  $tr[0 \dots n-1]$ . Faster than matrix multiplication. Useful together with Berlekamp-Massey.  
**Usage:** linearRec({0, 1}, {1, 1}, k) //  $k$ 'th Fibonacci number  
**Time:**  $\mathcal{O}(n^2 \log k)$

f4e444, 26 lines

```
typedef vector<ll> Poly;
ll linearRec(Poly S, Poly tr, ll k) {
    int n = sz(tr);

    auto combine = [&](Poly a, Poly b) {
        Poly res(n * 2 + 1);
        rep(i,0,n+1) rep(j,0,n+1)
            res[i + j] = (res[i + j] + a[i] * b[j]) % mod;
        for (int i = 2 * n; i > n; --i) rep(j,0,n)
            res[i - 1 - j] = (res[i - 1 - j] + res[i] * tr[j]) % mod;
        res.resize(n + 1);
        return res;
    };
```

```
Poly pol(n + 1), e(pol);
pol[0] = e[1] = 1;

for (++k; k; k /= 2) {
    if (k % 2) pol = combine(pol, e);
    e = combine(e, e);
}

ll res = 0;
rep(i,0,n) res = (res + pol[i + 1] * S[i]) % mod;
return res;
}
```

## 4.2 Optimization

### GoldenSectionSearch.h

**Description:** Finds the argument minimizing the function  $f$  in the interval  $[a, b]$  assuming  $f$  is unimodal on the interval, i.e. has only one local minimum and no local maximum. The maximum error in the result is  $\epsilon$ . Works equally well for maximization with a small change in the code. See Ternary-Search.h in the Various chapter for a discrete version.

**Usage:** double func(double x) { return 4+x+.3\*x\*x; }

double xmin = gss(-1000,1000,func);

**Time:**  $\mathcal{O}(\log((b-a)/\epsilon))$

```
double gss(double a, double b, double (*f)(double)) {
    double r = (sqrt(5)-1)/2, eps = 1e-7;
    double x1 = b - r*(b-a), x2 = a + r*(b-a);
    double f1 = f(x1), f2 = f(x2);
    while (b-a > eps)
        if (f1 < f2) { //change to > to find maximum
            b = x2; x2 = x1; f2 = f1;
            x1 = b - r*(b-a); f1 = f(x1);
        } else {
            a = x1; x1 = x2; f1 = f2;
            x2 = a + r*(b-a); f2 = f(x2);
        }
    return a;
}
```

### HillClimbing.h

**Description:** Poor man's optimization for unimodal functions.

```
typedef array<double, 2> P;

template<class F> pair<double, P> hillClimb(P start, F f) {
    pair<double, P> cur(f(start), start);
    for (double jmp = 1e9; jmp > 1e-20; jmp /= 2) {
        rep(j,0,100) rep(dx,-1,2) rep(dy,-1,2) {
            P p = cur.second;
            p[0] += dx*jmp;
            p[1] += dy*jmp;
            cur = min(cur, make_pair(f(p), p));
        }
    }
    return cur;
}
```

### Integrate.h

**Description:** Simple integration of a function over an interval using Simpson's rule. The error should be proportional to  $h^4$ , although in practice you will want to verify that the result is stable to desired precision when epsilon changes.

```
template<class F>
double quad(double a, double b, F f, const int n = 1000) {
    double h = (b - a) / 2 / n, v = f(a) + f(b);
    rep(i,1,n*2)
        v += f(a + i*h) * (i&1 ? 4 : 2);
    return v * h / 3;
}
```

```
}

IntegrateAdaptive.h
Description: Fast integration using an adaptive Simpson's rule.
Usage: double sphereVolume = quad(-1, 1, [](double x) {
return quad(-1, 1, [&](double y) {
return quad(-1, 1, [&](double z) {
return x*x + y*y + z*z < 1; }]);});});
92dd79, 15 lines

typedef double d;
#define S(a,b) (f(a) + 4*f((a+b) / 2) + f(b)) * (b-a) / 6

template <class F>
d rec(F& f, d a, d b, d eps, d S) {
    d c = (a + b) / 2;
    d S1 = S(a, c), S2 = S(c, b), T = S1 + S2;
    if (abs(T - S) <= 15 * eps || b - a < 1e-10)
        return T + (T - S) / 15;
    return rec(f, a, c, eps / 2, S1) + rec(f, c, b, eps / 2, S2);
}

template<class F>
d quad(d a, d b, F f, d eps = 1e-8) {
    return rec(f, a, b, eps, S(a, b));
}
```

### Simplex.h

**Description:** Solves a general linear maximization problem: maximize  $c^T x$  subject to  $Ax \leq b, x \geq 0$ . Returns -inf if there is no solution, inf if there are arbitrarily good solutions, or the maximum value of  $c^T x$  otherwise. The input vector is set to an optimal  $x$  (or in the unbounded case, an arbitrary solution fulfilling the constraints). Numerical stability is not guaranteed. For better performance, define variables such that  $x = 0$  is viable.

**Usage:** vvd A = {{1,-1}, {-1,1}, {-1,-2}};

vd b = {1,1,-4}, c = {-1,-1}, x;

T val = LPSolver(A, b, c).solve(x);

**Time:**  $\mathcal{O}(NM * \#pivots)$ , where a pivot may be e.g. an edge relaxation.  $\mathcal{O}(2^n)$  in the general case.

```
aa8530, 68 lines

typedef double T; // long double, Rational, double + modP>...
typedef vector<T> vd;
typedef vector<vd> vvd;

const T eps = 1e-8, inf = 1/.0;
#define MP make_pair
#define ltj(X) if(s == -1 || MP(X[j],N[j]) < MP(X[s],N[s])) s=j

struct LPSolver {
    int m, n;
    vi N, B;
    vvd D;

    LPSolver(const vvd& A, const vd& b, const vd& c) :
        m(sz(b)), n(sz(c)), N(n+1), B(m), D(m+2, vd(n+2)) {
        rep(i,0,m) rep(j,0,n) D[i][j] = A[i][j];
        rep(i,0,m) { B[i] = n+i; D[i][n] = -1; D[i][n+1] = b[i];}
        rep(j,0,n) { N[j] = j; D[m][j] = -c[j]; }
        N[n] = -1; D[m+1][n] = 1;
    }

    void pivot(int r, int s) {
        T *a = D[r].data(), inv = 1 / a[s];
        rep(i,0,m+2) if (i != r && abs(D[i][s]) > eps) {
            T *b = D[i].data(), inv2 = b[s] * inv;
            rep(j,0,n+2) b[j] -= a[j] * inv2;
            b[s] = a[s] * inv2;
        }
        rep(j,0,n+2) if (j != s) D[r][j] *= inv;
        rep(i,0,m+2) if (i != r) D[i][s] *= -inv;
        D[r][s] = inv;
    }
}
```

```
swap(B[r], N[s]);
}

bool simplex(int phase) {
    int x = m + phase - 1;
    for (;;) {
        int s = -1;
        rep(j,0,n+1) if (N[j] != -phase) ltj(D[x]);
        if (D[x][s] >= -eps) return true;
        int r = -1;
        rep(i,0,m) {
            if (D[i][s] <= eps) continue;
            if (r == -1 || MP(D[i][n+1] / D[i][s], B[i])
                < MP(D[r][n+1] / D[r][s], B[r])) r = i;
        }
        if (r == -1) return false;
        pivot(r, s);
    }
}

T solve(vd &x) {
    int r = 0;
    rep(i,1,m) if (D[i][n+1] < D[r][n+1]) r = i;
    if (D[r][n+1] < -eps) {
        pivot(r, n);
        if (!simplex(2) || D[m+1][n+1] < -eps) return -inf;
        rep(i,0,m) if (B[i] == -1) {
            int s = 0;
            rep(j,1,n+1) ltj(D[i]);
            pivot(i, s);
        }
    }
    bool ok = simplex(1); x = vd(n);
    rep(i,0,m) if (B[i] < n) x[B[i]] = D[i][n+1];
    return ok ? D[m][n+1] : inf;
}
};
```

## 4.3 Matrices

### Determinant.h

**Description:** Calculates determinant of a matrix. Destroys the matrix.

**Time:**  $\mathcal{O}(N^3)$

```
bd5cec, 15 lines

double det(vector<vector<double>>& a) {
    int n = sz(a); double res = 1;
    rep(i,0,n) {
        int b = i;
        rep(j,i+1,n) if (fabs(a[j][i]) > fabs(a[b][i])) b = j;
        if (i != b) swap(a[i], a[b]), res *= -1;
        res *= a[i][i];
        if (res == 0) return 0;
        rep(j,i+1,n) {
            double v = a[j][i] / a[i][i];
            if (v != 0) rep(k,i+1,n) a[j][k] -= v * a[i][k];
        }
    }
    return res;
}
```

### IntDeterminant.h

**Description:** Calculates determinant using modular arithmetics. Modulos can also be removed to get a pure-integer version.

**Time:**  $\mathcal{O}(N^3)$

```
3313dc, 18 lines

const ll mod = 12345;
ll det(vector<vector<ll>>& a) {
    int n = sz(a); ll ans = 1;
    rep(i,0,n) {
        rep(j,i+1,n) {
```

```
while (a[j][i] != 0) { // gcd step
    ll t = a[i][i] / a[j][i];
    if (t) rep(k,i,n)
        a[i][k] = (a[i][k] - a[j][k] * t) % mod;
    swap(a[i], a[j]);
    ans *= -1;
}
ans = ans * a[i][i] % mod;
if (!ans) return 0;
}
return (ans + mod) % mod;
}
```

**SolveLinear.h**  
**Description:** Solves  $A * x = b$ . If there are multiple solutions, an arbitrary one is returned. Returns rank, or -1 if no solutions. Data in  $A$  and  $b$  is lost.  
**Time:**  $\mathcal{O}(n^2m)$

```
typedef vector<double> vd;
const double eps = 1e-12;
```

```
int solveLinear(vector<vd>& A, vd& b, vd& x) {
    int n = sz(A), m = sz(x), rank = 0, br, bc;
    if (n) assert(sz(A[0]) == m);
    vi col(m); iota(all(col), 0);

    rep(i,0,n) {
        double v, bv = 0;
        rep(r,i,n) rep(c,i,m)
            if ((v = fabs(A[r][c])) > bv)
                br = r, bc = c, bv = v;
        if (bv <= eps) {
            rep(j,i,n) if (fabs(b[j]) > eps) return -1;
            break;
        }
        swap(A[i], A[br]);
        swap(b[i], b[br]);
        swap(col[i], col[bc]);
        rep(j,0,n) swap(A[j][i], A[j][bc]);
        bv = 1/A[i][i];
        rep(j,i+1,n) {
            double fac = A[j][i] * bv;
            b[j] -= fac * b[i];
            rep(k,i+1,m) A[j][k] -= fac*A[i][k];
        }
        rank++;
    }

    x.assign(m, 0);
    for (int i = rank; i--;) {
        b[i] /= A[i][i];
        x[col[i]] = b[i];
        rep(j,0,i) b[j] -= A[j][i] * b[i];
    }
    return rank; // (multiple solutions if rank < m)
}
```

**SolveLinear2.h**  
**Description:** To get all uniquely determined values of  $x$  back from SolveLinear, make the following changes:

```
"SolveLinear.h"
rep(j,0,n) if (j != i) // instead of rep(j,i+1,n)
// ... then at the end:
x.assign(m, undefined);
rep(i,0,rank) {
    rep(j,rank,m) if (fabs(A[i][j]) > eps) goto fail;
    x[col[i]] = b[i] / A[i][i];
fail:; }
```

**SolveLinearBinary.h**  
**Description:** Solves  $Ax = b$  over  $\mathbb{F}_2$ . If there are multiple solutions, one is returned arbitrarily. Returns rank, or -1 if no solutions. Destroys  $A$  and  $b$ .  
**Time:**  $\mathcal{O}(n^2m)$

```
typedef bitset<1000> bs;

int solveLinear(vector<bs>& A, vi& b, bs& x, int m) {
    int n = sz(A), rank = 0, br;
    assert(m <= sz(x));
    vi col(m); iota(all(col), 0);
    rep(i,0,n) {
        for (br=i; br<n; ++br) if (A[br].any()) break;
        if (br == n) {
            rep(j,i,n) if(b[j]) return -1;
            break;
        }
        int bc = (int)A[br]._Find_next(i-1);
        swap(A[i], A[br]);
        swap(b[i], b[br]);
        swap(col[i], col[bc]);
        rep(j,0,n) if (A[j][i] != A[j][bc]) {
            A[j].flip(i); A[j].flip(bc);
        }
        rep(j,i+1,n) if (A[j][i]) {
            b[j] ^= b[i];
            A[j] ^= A[i];
        }
        rank++;
    }

    x = bs();
    for (int i = rank; i--;) {
        if (!b[i]) continue;
        x[col[i]] = 1;
        rep(j,0,i) b[j] ^= A[j][i];
    }
    return rank; // (multiple solutions if rank < m)
}
```

**MatrixInverse.h**  
**Description:** Invert matrix  $A$ . Returns rank; result is stored in  $A$  unless singular (rank < n). Can easily be extended to prime moduli; for prime powers, repeatedly set  $A^{-1} = A^{-1}(2I - AA^{-1}) \pmod{p^k}$  where  $A^{-1}$  starts as the inverse of  $A \pmod p$ , and  $k$  is doubled in each step.  
**Time:**  $\mathcal{O}(n^3)$

```
int matInv(vector<vector<double>>& A) {
    int n = sz(A); vi col(n);
    vector<vector<double>> tmp(n, vector<double>(n));
    rep(i,0,n) tmp[i][i] = 1, col[i] = i;

    rep(i,0,n) {
        int r = i, c = i;
        rep(j,i,n) rep(k,i,n)
            if (fabs(A[j][k]) > fabs(A[r][c]))
                r = j, c = k;
        if (fabs(A[r][c]) < 1e-12) return i;
        A[i].swap(A[r]); tmp[i].swap(tmp[r]);
        rep(j,0,n)
            swap(A[j][i], A[j][c]), swap(tmp[j][i], tmp[j][c]);
        swap(col[i], col[c]);
        double v = A[i][i];
        rep(j,i+1,n) {
            double f = A[j][i] / v;
            A[j][i] = 0;
            rep(k,i+1,n) A[j][k] -= f*A[i][k];
            rep(k,0,n) tmp[j][k] -= f*tmp[i][k];
        }
    }
```

```
rep(j,i+1,n) A[i][j] /= v;
rep(j,0,n) tmp[i][j] /= v;
A[i][i] = 1;
}

for (int i = n-1; i > 0; --i) rep(j,0,i) {
    double v = A[j][i];
    rep(k,0,n) tmp[j][k] -= v*tmp[i][k];
}

rep(i,0,n) rep(j,0,n) A[col[i]][col[j]] = tmp[i][j];
return n;
}
```

**Tridiagonal.h**  
**Description:**  $x = \text{tridiagonal}(d, p, q, b)$  solves the equation system

$$\begin{pmatrix} b_0 \\ b_1 \\ b_2 \\ b_3 \\ \vdots \\ b_{n-1} \end{pmatrix} = \begin{pmatrix} d_0 & p_0 & 0 & 0 & \cdots & 0 \\ q_0 & d_1 & p_1 & 0 & \cdots & 0 \\ 0 & q_1 & d_2 & p_2 & \cdots & 0 \\ \vdots & \vdots & \ddots & \ddots & \ddots & \vdots \\ 0 & 0 & \cdots & q_{n-3} & d_{n-2} & p_{n-2} \\ 0 & 0 & \cdots & 0 & q_{n-2} & d_{n-1} \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \\ \vdots \\ x_{n-1} \end{pmatrix}.$$

This is useful for solving problems on the type

$$a_i = b_i a_{i-1} + c_i a_{i+1} + d_i, 1 \leq i \leq n,$$

where  $a_0, a_{n+1}, b_i, c_i$  and  $d_i$  are known.  $a$  can then be obtained from

$$\{a_i\} = \text{tridiagonal}(\{1, -1, -1, \dots, -1, 1\}, \{0, c_1, c_2, \dots, c_n\}, \{b_1, b_2, \dots, b_n, 0\}, \{a_0, d_1, d_2, \dots, d_n, a_{n+1}\}).$$

Fails if the solution is not unique.  
If  $|d_i| > |p_i| + |q_{i-1}|$  for all  $i$ , or  $|d_i| > |p_{i-1}| + |q_i|$ , or the matrix is positive definite, the algorithm is numerically stable and neither tr nor the check for diag[i] == 0 is needed.  
**Time:**  $\mathcal{O}(N)$

```
typedef double T;
vector<T> tridiagonal(vector<T> diag, const vector<T>& super,
    const vector<T>& sub, vector<T> b) {
    int n = sz(b); vi tr(n);
    rep(i,0,n-1) {
        if (abs(diag[i]) < 1e-9 * abs(super[i])) { // diag[i] == 0
            b[i+1] -= b[i] * diag[i+1] / super[i];
            if (i+2 < n) b[i+2] -= b[i] * sub[i+1] / super[i];
            diag[i+1] = sub[i]; tr[++i] = 1;
        } else {
            diag[i+1] -= super[i]*sub[i]/diag[i];
            b[i+1] -= b[i]*sub[i]/diag[i];
        }
    }
    for (int i = n; i--;) {
        if (tr[i]) {
            swap(b[i], b[i-1]);
            diag[i-1] = diag[i];
            b[i] /= super[i-1];
        } else {
            b[i] /= diag[i];
            if (i) b[i-1] -= b[i]*super[i-1];
        }
    }
    return b;
}
```

## 4.4 Fourier transforms

FastFourierTransform.h

**Description:**  $\text{fft}(a)$  computes  $\hat{f}(k) = \sum_x a[x] \exp(2\pi i \cdot kx/N)$  for all  $k$ .  $N$  must be a power of 2. Useful for convolution:  $\text{conv}(a, b) = c$ , where  $c[x] = \sum a[i]b[x-i]$ . For convolution of complex numbers or more than two vectors: FFT, multiply pointwise, divide by  $n$ , reverse(start+1, end), FFT back. Rounding is safe if  $(\sum a_i^2 + \sum b_i^2) \log_2 N < 9 \cdot 10^{14}$  (in practice  $10^{16}$ ; higher for random inputs). Otherwise, use NTT/FFTMod. **Time:**  $\mathcal{O}(N \log N)$  with  $N = |A| + |B|$  ( $\sim 1s$  for  $N = 2^{22}$ )

00ced6, 35 lines
<pre>typedef complex&lt;double&gt; C; typedef vector&lt;double&gt; vd; void fft(vector&lt;C&gt;&amp; a) {     int n = sz(a), L = 31 - __builtin_clz(n);     static vector&lt;complex&lt;long double&gt;&gt; R(2, 1);     static vector&lt;C&gt; rt(2, 1); // (^ 10% faster if double)     for (static int k = 2; k &lt; n; k *= 2) {         R.resize(n); rt.resize(n);         auto x = polar(1.0L, acos(-1.0L) / k);         rep(i,k,2*k) rt[i] = R[i] = i&amp;1 ? R[i/2] * x : R[i/2];     }     vi rev(n);     rep(i,0,n) rev[i] = (rev[i / 2]   (i &amp; 1) &lt;&lt; L) / 2;     rep(i,0,n) if (i &lt; rev[i]) swap(a[i], a[rev[i]]);     for (int k = 1; k &lt; n; k *= 2)         for (int i = 0; i &lt; n; i += 2 * k) rep(j,0,k) {             C z = rt[j+k] * a[i+j+k]; // (25% faster if hand-rolled)             a[i + j + k] = a[i + j] - z;             a[i + j] += z;         } } vd conv(const vd&amp; a, const vd&amp; b) {     if (a.empty()    b.empty()) return {};     vd res(sz(a) + sz(b) - 1);     int L = 32 - __builtin_clz(sz(res)), n = 1 &lt;&lt; L;     vector&lt;C&gt; in(n), out(n);     copy(all(a), begin(in));     rep(i,0,sz(b)) in[i].imag(b[i]);     fft(in);     for (C&amp; x : in) x *= x;     rep(i,0,n) out[i] = in[-i &amp; (n - 1)] - conj(in[i]);     fft(out);     rep(i,0,sz(res)) res[i] = imag(out[i]) / (4 * n);     return res; }</pre>

### FastFourierTransformMod.h

**Description:** Higher precision FFT, can be used for convolutions modulo arbitrary integers as long as  $N \log_2 N \cdot \text{mod} < 8.6 \cdot 10^{14}$  (in practice  $10^{16}$  or higher). Inputs must be in  $[0, \text{mod})$ . **Time:**  $\mathcal{O}(N \log N)$ , where  $N = |A| + |B|$  (twice as slow as NTT or FFT)

b82773, 22 lines
<pre>typedef vector&lt;ll&gt; vl; template&lt;int M&gt; vl convMod(const vl &amp;a, const vl &amp;b) {     if (a.empty()    b.empty()) return {};     vl res(sz(a) + sz(b) - 1);     int B=32-__builtin_clz(sz(res)), n=1&lt;&lt;B, cut=int(sqrt(M));     vector&lt;C&gt; L(n), R(n), outs(n), outl(n);     rep(i,0,sz(a)) L[i] = C((int)a[i] / cut, (int)a[i] % cut);     rep(i,0,sz(b)) R[i] = C((int)b[i] / cut, (int)b[i] % cut);     fft(L), fft(R);     rep(i,0,n) {         int j = -i &amp; (n - 1);         outl[j] = (L[i] + conj(L[j])) * R[i] / (2.0 * n);         outs[j] = (L[i] - conj(L[j])) * R[i] / (2.0 * n) / 1i;     }     fft(outl), fft(outs);     rep(i,0,sz(res)) {         ll av = ll(real(outl[i])+.5), cv = ll(imag(outs[i])+.5);         ll bv = ll(imag(outl[i])+.5) + ll(real(outs[i])+.5);         res[i] = ((av % M * cut + bv) % M * cut + cv) % M;</pre>

}
return res;
}

### NumberTheoreticTransform.h

**Description:**  $\text{ntt}(a)$  computes  $\hat{f}(k) = \sum_x a[x]g^{xk}$  for all  $k$ , where  $g = \text{root}^{(\text{mod}-1)/N}$ .  $N$  must be a power of 2. Useful for convolution modulo specific nice primes of the form  $2^a b + 1$ , where the convolution result has size at most  $2^a$ . For arbitrary modulo, see FFTMod.  $\text{conv}(a, b) = c$ , where  $c[x] = \sum a[i]b[x-i]$ . For manual convolution: NTT the inputs, multiply pointwise, divide by  $n$ , reverse(start+1, end), NTT back. Inputs must be in  $[0, \text{mod})$ . **Time:**  $\mathcal{O}(N \log N)$

ced03d, 35 lines
<pre>const ll mod = (119 &lt;&lt; 23) + 1, root = 62; // = 998244353 // For p &lt; 2^30 there is also e.g. 5 &lt;&lt; 25, 7 &lt;&lt; 26, 479 &lt;&lt; 21 // and 483 &lt;&lt; 21 (same root). The last two are &gt; 10^9. typedef vector&lt;ll&gt; vl; void ntt(vl &amp;a) {     int n = sz(a), L = 31 - __builtin_clz(n);     static vl rt(2, 1);     for (static int k = 2, s = 2; k &lt; n; k *= 2, s++) {         rt.resize(n);         ll z[] = {1, modpow(root, mod &gt;&gt; s)};         rep(i,k,2*k) rt[i] = rt[i / 2] * z[i &amp; 1] % mod;     }     vi rev(n);     rep(i,0,n) rev[i] = (rev[i / 2]   (i &amp; 1) &lt;&lt; L) / 2;     rep(i,0,n) if (i &lt; rev[i]) swap(a[i], a[rev[i]]);     for (int k = 1; k &lt; n; k *= 2)         for (int i = 0; i &lt; n; i += 2 * k) rep(j,0,k) {             ll z = rt[j + k] * a[i + j + k] % mod, &amp;ai = a[i + j];             a[i + j + k] = ai - z + (z &gt; ai ? mod : 0);             ai += (ai + z &gt;= mod ? z - mod : z);         } } vl conv(const vl &amp;a, const vl &amp;b) {     if (a.empty()    b.empty()) return {};     int s = sz(a) + sz(b) - 1, B = 32 - __builtin_clz(s),         n = 1 &lt;&lt; B;     int inv = modpow(n, mod - 2);     vl L(a), R(b), out(n);     L.resize(n), R.resize(n);     ntt(L), ntt(R);     rep(i,0,n)         out[-i &amp; (n - 1)] = (ll)L[i] * R[i] % mod * inv % mod;     ntt(out);     return {out.begin(), out.begin() + s}; }</pre>

### FastSubsetTransform.h

**Description:** Transform to a basis with fast convolutions of the form  $c[z] = \sum_{z=x \oplus y} a[x] \cdot b[y]$ , where  $\oplus$  is one of AND, OR, XOR. The size of  $a$  must be a power of two. **Time:**  $\mathcal{O}(N \log N)$

464cf3, 16 lines
<pre>void FST(vi&amp; a, bool inv) {     for (int n = sz(a), step = 1; step &lt; n; step *= 2) {         for (int i = 0; i &lt; n; i += 2 * step) rep(j,i,i+step) {             int &amp;u = a[j], &amp;v = a[j + step]; tie(u, v) =                 inv ? pii(v - u, u) : pii(v, u + v); // AND                 inv ? pii(v, u - v) : pii(u + v, u); // OR                 pii(u + v, u - v); // XOR         }     }     if (inv) for (int&amp; x : a) x /= sz(a); // XOR only } vi conv(vi a, vi b) {</pre>

FST(a, 0); FST(b, 0);
rep(i,0,sz(a)) a[i] *= b[i];
FST(a, 1); return a;
}

## Number theory (5)

### 5.1 Modular arithmetic

#### ModularArithmetic.h

**Description:** Operators for modular arithmetic. You need to set mod to some number first and then you can use the structure.

euclid.h"	35bfea, 18 lines
<pre>const ll mod = 17; // change to something else struct Mod {     ll x;     Mod(ll xx) : x(xx) {}     Mod operator+(Mod b) { return Mod((x + b.x) % mod); }     Mod operator-(Mod b) { return Mod((x - b.x + mod) % mod); }     Mod operator*(Mod b) { return Mod((x * b.x) % mod); }     Mod operator/(Mod b) { return *this * invert(b); }     Mod invert(Mod a) {         ll x, y, g = euclid(a.x, mod, x, y);         assert(g == 1); return Mod((x + mod) % mod);     }     Mod operator^(ll e) {         if (!e) return Mod(1);         Mod r = *this ^ (e / 2); r = r * r;         return e&amp;1 ? *this * r : r;     } };</pre>	

#### ModInverse.h

**Description:** Pre-computation of modular inverses. Assumes  $\text{LIM} \leq \text{mod}$  and that mod is a prime.

6f684f, 3 lines
<pre>const ll mod = 1000000007, LIM = 200000; ll* inv = new ll[LIM] - 1; inv[1] = 1; rep(i,2,LIM) inv[i] = mod - (mod / i) * inv[mod % i] % mod;</pre>
b83e45, 8 lines
<pre>const ll mod = 1000000007; // faster if const</pre>

ll modpow(ll b, ll e) {
ll ans = 1;
for (; e; b = b * b % mod, e /= 2)
if (e & 1) ans = ans * b % mod;
return ans;
}

#### ModLog.h

**Description:** Returns the smallest  $x > 0$  s.t.  $a^x = b \pmod m$ , or  $-1$  if no such  $x$  exists.  $\text{modLog}(a,1,m)$  can be used to calculate the order of  $a$ . **Time:**  $\mathcal{O}(\sqrt{m})$

c040b8, 11 lines
<pre>ll modLog(ll a, ll b, ll m) {     ll n = (ll) sqrt(m) + 1, e = 1, f = 1, j = 1;     unordered_map&lt;ll, ll&gt; A;     while (j &lt;= n &amp;&amp; (e = f = e * a % m) != b % m)         A[e * b % m] = j++;     if (e == b % m) return j;     if (__gcd(m, e) == __gcd(m, b))         rep(i,2,n+2) if (A.count(e = e * f % m))             return n * i - A[e];     return -1; }</pre>

ModSum.h  
**Description:** Sums of mod'ed arithmetic progressions.  
modsum(to, c, k, m) =  $\sum_{i=0}^{to-1} (ki+c)\%m$ . divsum is similar but for floored division.  
**Time:**  $\log(m)$ , with a large constant.

```
5c5bc5, 16 lines
typedef unsigned long long ull;
ull sumsq(ull to) { return to / 2 * ((to-1) | 1); }

ull divsum(ull to, ull c, ull k, ull m) {
    ull res = k / m * sumsq(to) + c / m * to;
    k %= m; c %= m;
    if (!k) return res;
    ull to2 = (to * k + c) / m;
    return res + (to - 1) * to2 - divsum(to2, m-1 - c, m, k);
}

11 modsum(ull to, 11 c, 11 k, 11 m) {
    c = ((c % m) + m) % m;
    k = ((k % m) + m) % m;
    return to * c + k * sumsq(to) - m * divsum(to, c, k, m);
}
```

ModMulLL.h  
**Description:** Calculate  $a \cdot b \bmod c$  (or  $a^b \bmod c$ ) for  $0 \leq a, b \leq c \leq 7.2 \cdot 10^{18}$ .  
**Time:**  $\mathcal{O}(1)$  for modmul,  $\mathcal{O}(\log b)$  for modpow

```
bbbd8f, 11 lines
typedef unsigned long long ull;
ull modmul(ull a, ull b, ull M) {
    11 ret = a * b - M * ull(1.L / M * a * b);
    return ret + M * (ret < 0) - M * (ret >= (11)M);
}

ull modpow(ull b, ull e, ull mod) {
    ull ans = 1;
    for (; e; b = modmul(b, b, mod), e /= 2)
        if (e & 1) ans = modmul(ans, b, mod);
    return ans;
}
```

ModSqrt.h  
**Description:** Tonelli-Shanks algorithm for modular square roots. Finds  $x$  s.t.  $x^2 = a \pmod p$  ( $-x$  gives the other solution).  
**Time:**  $\mathcal{O}(\log^2 p)$  worst case,  $\mathcal{O}(\log p)$  for most  $p$

```
19a793, 24 lines
"ModPow.h"
11 sqrt(11 a, 11 p) {
    a %= p; if (a < 0) a += p;
    if (a == 0) return 0;
    assert(modpow(a, (p-1)/2, p) == 1); // else no solution
    if (p % 4 == 3) return modpow(a, (p+1)/4, p);
    // a^(n+3)/8 or 2^(n+3)/8 * 2^(n-1)/4 works if p % 8 == 5
    11 s = p - 1, n = 2;
    int r = 0, m;
    while (s % 2 == 0)
        ++r, s /= 2;
    while (modpow(n, (p - 1) / 2, p) != p - 1) ++n;
    11 x = modpow(a, (s + 1) / 2, p);
    11 b = modpow(a, s, p), g = modpow(n, s, p);
    for (; r = m) {
        11 t = b;
        for (m = 0; m < r && t != 1; ++m)
            t = t * t % p;
        if (m == 0) return x;
        11 gs = modpow(g, 1LL << (r - m - 1), p);
        g = gs * gs % p;
        x = x * gs % p;
        b = b * g % p;
    }
}
```

5.2 Primality  
FastEratosthenes.h  
**Description:** Prime sieve for generating all primes smaller than LIM.  
**Time:**  $\text{LIM} = 1e9 \approx 1.5s$

```
6b2912, 20 lines
const int LIM = 1e6;
bitset<LIM> isPrime;
vi eratosthenes() {
    const int S = (int)round(sqrt(LIM)), R = LIM / 2;
    vi pr = {2}, sieve(S+1); pr.reserve((int)(LIM/log(LIM)*1.1));
    vector<pii> cp;
    for (int i = 3; i <= S; i += 2) if (!sieve[i]) {
        cp.push_back({i, i * i / 2});
        for (int j = i * i; j <= S; j += 2 * i) sieve[j] = 1;
    }
    for (int L = 1; L <= R; L += S) {
        array<bool, S> block{};
        for (auto &[p, idx] : cp)
            for (int i=idx; i < S+L; idx = (i+=p)) block[i-L] = 1;
        rep(i,0,min(S, R - L))
            if (!block[i]) pr.push_back((L + i) * 2 + 1);
    }
    for (int i : pr) isPrime[i] = 1;
    return pr;
}
```

MillerRabin.h  
**Description:** Deterministic Miller-Rabin primality test. Guaranteed to work for numbers up to  $7 \cdot 10^{18}$ ; for larger numbers, use Python and extend A randomly.  
**Time:** 7 times the complexity of  $a^b \bmod c$ .

```
60dcd1, 12 lines
"ModMulLL.h"
bool isPrime(ull n) {
    if (n < 2 || n % 6 % 4 != 1) return (n | 1) == 3;
    ull A[] = {2, 325, 9375, 28178, 450775, 9780504, 1795265022},
        s = __builtin_ctzll(n-1), d = n >> s;
    for (ull a : A) { // ^ count trailing zeroes
        ull p = modpow(a%n, d, n), i = s;
        while (p != 1 && p != n - 1 && a % n && i--)
            p = modmul(p, p, n);
        if (p != n-1 && i != s) return 0;
    }
    return 1;
}
```

Factor.h  
**Description:** Pollard-rho randomized factorization algorithm. Returns prime factors of a number, in arbitrary order (e.g. 2299 -> {11, 19, 11}).  
**Time:**  $\mathcal{O}(n^{1/4})$ , less for numbers with small factors.

```
d8d98d, 18 lines
"ModMulLL.h", "MillerRabin.h"
ull pollard(ull n) {
    ull x = 0, y = 0, t = 30, prd = 2, i = 1, q;
    auto f = [&](ull x) { return modmul(x, x, n) + i; };
    while (t++ % 40 || __gcd(prd, n) == 1) {
        if (x == y) x = ++i, y = f(x);
        if ((q = modmul(prd, max(x,y) - min(x,y), n))) prd = q;
        x = f(x), y = f(f(y));
    }
    return __gcd(prd, n);
}
vector<ull> factor(ull n) {
    if (n == 1) return {};
    if (isPrime(n)) return {n};
    ull x = pollard(n);
    auto l = factor(x), r = factor(n / x);
    l.insert(l.end(), all(r));
    return l;
}
```

}  
5.3 Divisibility  
euclid.h  
**Description:** Finds two integers  $x$  and  $y$ , such that  $ax + by = \gcd(a, b)$ . If you just need gcd, use the built in `_gcd` instead. If  $a$  and  $b$  are coprime, then  $x$  is the inverse of  $a \pmod b$ .

```
33ba8f, 5 lines
11 euclid(11 a, 11 b, 11 &x, 11 &y) {
    if (!b) return x = 1, y = 0, a;
    11 d = euclid(b, a % b, y, x);
    return y -= a/b * x, d;
}
```

CRT.h  
**Description:** Chinese Remainder Theorem.  
`crt(a, m, b, n)` computes  $x$  such that  $x \equiv a \pmod m, x \equiv b \pmod n$ . If  $|a| < m$  and  $|b| < n$ ,  $x$  will obey  $0 \leq x < \text{lcm}(m, n)$ . Assumes  $mn < 2^{62}$ .  
**Time:**  $\log(n)$

```
04d93a, 7 lines
"euclid.h"
11 crt(11 a, 11 m, 11 b, 11 n) {
    if (n > m) swap(a, b), swap(m, n);
    11 x, y, g = euclid(m, n, x, y);
    assert((a - b) % g == 0); // else no solution
    x = (b - a) % n * x % n / g * m + a;
    return x < 0 ? x + m*n/g : x;
}
```

5.3.1 Bézout's identity  
For  $a \neq, b \neq 0$ , then  $d = \gcd(a, b)$  is the smallest positive integer for which there are integer solutions to

$$ax + by = d$$

If  $(x, y)$  is one solution, then all solutions are given by

$$\left(x + \frac{kb}{\gcd(a,b)}, y - \frac{ka}{\gcd(a,b)}\right), \quad k \in \mathbb{Z}$$

phiFunction.h  
**Description:** Euler's  $\phi$  function is defined as  $\phi(n) := \#$  of positive integers  $\leq n$  that are coprime with  $n$ .  $\phi(1) = 1, p$  prime  $\Rightarrow \phi(p^k) = (p - 1)p^{k-1}$ ,  $m, n$  coprime  $\Rightarrow \phi(mn) = \phi(m)\phi(n)$ . If  $n = p_1^{k_1}p_2^{k_2}...p_r^{k_r}$  then  $\phi(n) = (p_1 - 1)p_1^{k_1-1}...(p_r - 1)p_r^{k_r-1}$ .  $\phi(n) = n \cdot \prod_{p|n} (1 - 1/p)$ .  
 $\sum_{d|n} \phi(d) = n, \sum_{1 \leq k \leq n, \gcd(k, n) = 1} k = n\phi(n)/2, n > 1$   
**Euler's thm:**  $a, n$  coprime  $\Rightarrow a^{\phi(n)} \equiv 1 \pmod n$ .  
**Fermat's little thm:**  $p$  prime  $\Rightarrow a^{p-1} \equiv 1 \pmod p \forall a$ .

```
cf7d6d, 8 lines
const int LIM = 5000000;
int phi[LIM];

void calculatePhi() {
    rep(i,0,LIM) phi[i] = i&1 ? i : i/2;
    for (int i = 3; i < LIM; i += 2) if(phi[i] == i)
        for (int j = i; j < LIM; j += i) phi[j] -= phi[j] / i;
}
```

5.4 Fractions  
ContinuedFractions.h  
**Description:** Given  $N$  and a real number  $x \geq 0$ , finds the closest rational approximation  $p/q$  with  $p, q \leq N$ . It will obey  $|p/q - x| \leq 1/qN$ .  
For consecutive convergents,  $p_{k+1}q_k - q_{k+1}p_k = (-1)^k$ .  $(p_k/q_k)$  alternates between  $> x$  and  $< x$ .) If  $x$  is rational,  $y$  eventually becomes  $\infty$ ; if  $x$  is the root of a degree 2 polynomial the  $a$ 's eventually become cyclic.



```
Time: O(log N)
dd6c5e, 21 lines
typedef double d; // for N ~ 1e7; long double for N ~ 1e9
pair<ll, ll> approximate(d x, ll N) {
    ll LP = 0, LQ = 1, P = 1, Q = 0, inf = LLONG_MAX; d y = x;
    for (;;) {
        ll lim = min(P ? (N-LP) / P : inf, Q ? (N-LQ) / Q : inf),
            a = (ll)floor(y), b = min(a, lim),
            NP = b*P + LP, NQ = b*Q + LQ;
        if (a > b) {
            // If b > a/2, we have a semi-convergent that gives us a
            // better approximation; if b = a/2, we *may* have one.
            // Return {P, Q} here for a more canonical approximation.
            return (abs(x - (d)NP / (d)NQ) < abs(x - (d)P / (d)Q)) ?
                make_pair(NP, NQ) : make_pair(P, Q);
        }
        if (abs(y = 1/(y - (d)a)) > 3*N) {
            return {NP, NQ};
        }
        LP = P; P = NP;
        LQ = Q; Q = NQ;
    }
}
```

FracBinarySearch.h

**Description:** Given  $f$  and  $N$ , finds the smallest fraction  $p/q \in [0, 1]$  such that  $f(p/q)$  is true, and  $p, q \leq N$ . You may want to throw an exception from  $f$  if it finds an exact solution, in which case  $N$  can be removed.

**Usage:** `fracBS([](Frac f) { return f.p>=3*f.q; }, 10);` // {1,3}

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

27ab3e, 25 lines

```
struct Frac { ll p, q; };

template<class F>
Frac fracBS(F f, ll N) {
    bool dir = 1, A = 1, B = 1;
    Frac lo{0, 1}, hi{1, 1}; // Set hi to 1/0 to search (0, N]
    if (f(lo)) return lo;
    assert(f(hi));
    while (A || B) {
        ll adv = 0, step = 1; // move hi if dir, else lo
        for (int si = 0; step; (step *= 2) >= si) {
            adv += step;
            Frac mid{lo.p * adv + hi.p, lo.q * adv + hi.q};
            if (abs(mid.p) > N || mid.q > N || dir == !f(mid)) {
                adv -= step; si = 2;
            }
        }
        hi.p += lo.p * adv;
        hi.q += lo.q * adv;
        dir = !dir;
        swap(lo, hi);
        A = B; B = !adv;
    }
    return dir ? hi : lo;
}
```

```
template<class F>
Frac fracBS(F f, ll N) {
    bool dir = 1, A = 1, B = 1;
    Frac lo{0, 1}, hi{1, 1}; // Set hi to 1/0 to search (0, N]
    if (f(lo)) return lo;
    assert(f(hi));
    while (A || B) {
        ll adv = 0, step = 1; // move hi if dir, else lo
        for (int si = 0; step; (step *= 2) >= si) {
            adv += step;
            Frac mid{lo.p * adv + hi.p, lo.q * adv + hi.q};
            if (abs(mid.p) > N || mid.q > N || dir == !f(mid)) {
                adv -= step; si = 2;
            }
        }
        hi.p += lo.p * adv;
        hi.q += lo.q * adv;
        dir = !dir;
        swap(lo, hi);
        A = B; B = !adv;
    }
    return dir ? hi : lo;
}
```

## 5.5 Pythagorean Triples

The Pythagorean triples are uniquely generated by

$$a = k \cdot (m^2 - n^2), \quad b = k \cdot (2mn), \quad c = k \cdot (m^2 + n^2),$$

with  $m > n > 0$ ,  $k > 0$ ,  $m \perp n$ , and either  $m$  or  $n$  even.

## 5.6 Primes

$p = 962592769$  is such that  $2^{21} \mid p - 1$ , which may be useful. For hashing use 970592641 (31-bit number), 31443539979727 (45-bit), 3006703054056749 (52-bit). There are 78498 primes less than 1 000 000.

Primitive roots exist modulo any prime power  $p^a$ , except for  $p = 2, a > 2$ , and there are  $\phi(\phi(p^a))$  many. For  $p = 2, a > 2$ , the group  $\mathbb{Z}_{2^a}^\times$  is instead isomorphic to  $\mathbb{Z}_2 \times \mathbb{Z}_{2^{a-2}}$ .

## 5.7 Estimates

$$\sum_{d|n} d = O(n \log \log n).$$

The number of divisors of  $n$  is at most around 100 for  $n < 5e4$ , 500 for  $n < 1e7$ , 2000 for  $n < 1e10$ , 200 000 for  $n < 1e19$ .

## 5.8 Mobius Function

$$\mu(n) = \begin{cases} 0 & n \text{ is not square free} \\ 1 & n \text{ has even number of prime factors} \\ -1 & n \text{ has odd number of prime factors} \end{cases}$$

Mobius Inversion:

$$g(n) = \sum_{d|n} f(d) \Leftrightarrow f(n) = \sum_{d|n} \mu(d) g(n/d)$$

Other useful formulas/forms:

$$\sum_{d|n} \mu(d) = [n = 1] \text{ (very useful)}$$

$$g(n) = \sum_{n|d} f(d) \Leftrightarrow f(n) = \sum_{n|d} \mu(d/n) g(d)$$

$$g(n) = \sum_{1 \leq m \leq n} f(\lfloor \frac{n}{m} \rfloor) \Leftrightarrow f(n) = \sum_{1 \leq m \leq n} \mu(m) g(\lfloor \frac{n}{m} \rfloor)$$

# Combinatorial (6)

## 6.1 Permutations

### 6.1.1 Factorial

$n$	1	2	3	4	5	6	7	8	9	10
$n!$	1	2	6	24	120	720	5040	40320	362880	3628800
$n$	11	12	13	14	15	16	17			
$n!$	4.0e7	4.8e8	6.2e9	8.7e10	1.3e12	2.1e13	3.6e14			
$n$	20	25	30	40	50	100	150	171		
$n!$	2e18	2e25	3e32	8e47	3e64	9e157	6e262	>DBL_MAX		

```
IntPerm.h
Description: Permutation -> integer conversion. (Not order preserving.)
Integer -> permutation can use a lookup table.
Time: O(n)
044568, 6 lines
int permToInt(vi& v) {
    int use = 0, i = 0, r = 0;
    for(int x:v) r = r * ++i + __builtin_popcount(use & -(1<<x)),
        use |= 1 << x; // (note: minus, not ~!)
    return r;
}
```

### 6.1.2 Cycles

Let  $g_S(n)$  be the number of  $n$ -permutations whose cycle lengths all belong to the set  $S$ . Then

$$\sum_{n=0}^{\infty} g_S(n) \frac{x^n}{n!} = \exp \left( \sum_{n \in S} \frac{x^n}{n} \right)$$

### 6.1.3 Derangements

Permutations of a set such that none of the elements appear in their original position.

$$D(n) = (n-1)(D(n-1) + D(n-2)) = nD(n-1) + (-1)^n = \left\lfloor \frac{n!}{e} \right\rfloor$$

### 6.1.4 Burnside’s lemma

Given a group  $G$  of symmetries and a set  $X$ , the number of elements of  $X$  up to symmetry equals

$$\frac{1}{|G|} \sum_{g \in G} |X^g|,$$

where  $X^g$  are the elements fixed by  $g$  ( $g.x = x$ ).

If  $f(n)$  counts “configurations” (of some sort) of length  $n$ , we can ignore rotational symmetry using  $G = \mathbb{Z}_n$  to get

$$g(n) = \frac{1}{n} \sum_{k=0}^{n-1} f(\gcd(n, k)) = \frac{1}{n} \sum_{k|n} f(k) \phi(n/k).$$

## 6.2 Partitions and subsets

### 6.2.1 Partition function

Number of ways of writing  $n$  as a sum of positive integers, disregarding the order of the summands.

$$p(0) = 1, \quad p(n) = \sum_{k \in \mathbb{Z} \setminus \{0\}} (-1)^{k+1} p(n - k(3k - 1)/2)$$

$p(n) \sim 0.145/n \cdot \exp(2.56\sqrt{n})$													
$n$	0	1	2	3	4	5	6	7	8	9	20	50	100
$p(n)$	1	1	2	3	5	7	11	15	22	30	627	$\sim 2\text{e}5$	$\sim 2\text{e}8$

### 6.2.2 Lucas’ Theorem

Let  $n, m$  be non-negative integers and  $p$  a prime. Write  $n = n_k p^k + \dots + n_1 p + n_0$  and  $m = m_k p^k + \dots + m_1 p + m_0$ . Then  $\binom{n}{m} \equiv \prod_{i=0}^k \binom{n_i}{m_i} \pmod{p}$ .

### 6.2.3 Binomials

multinomial.h

```
Description: Computes (k_1 + ... + k_n) / (k_1! k_2! ... k_n!).
a0a312, 5 lines
ll multinomial(vi& v) {
    ll c = 1, m = v.empty() ? 1 : v[0];
    rep(i, 1, sz(v)) rep(j, 0, v[i]) c = c * ++m / (j+1);
    return c;
}
```

6.3 General purpose numbers

6.3.1 Bernoulli numbers

EGF of Bernoulli numbers is  $B(t) = \frac{t}{e^t-1}$  (FFT-able).  
 $B[0, \dots] = [1, -\frac{1}{2}, \frac{1}{6}, 0, -\frac{1}{30}, 0, \frac{1}{42}, \dots]$

Sums of powers:

$$\sum_{i=1}^n n^m = \frac{1}{m+1} \sum_{k=0}^m \binom{m+1}{k} B_k \cdot (n+1)^{m+1-k}$$

Euler-Maclaurin formula for infinite sums:

$$\begin{aligned} \sum_{i=m}^\infty f(i) &= \int_m^\infty f(x)dx - \sum_{k=1}^\infty \frac{B_k}{k!} f^{(k-1)}(m) \\ &\approx \int_m^\infty f(x)dx + \frac{f(m)}{2} - \frac{f'(m)}{12} + \frac{f'''(m)}{720} + O(f^{(5)}(m)) \end{aligned}$$

6.3.2 Stirling numbers of the first kind

Number of permutations on  $n$  items with  $k$  cycles.

$$\begin{aligned} c(n, k) &= c(n-1, k-1) + (n-1)c(n-1, k), \quad c(0, 0) = 1 \\ \sum_{k=0}^n c(n, k) x^k &= x(x+1) \dots (x+n-1) \end{aligned}$$

$$\begin{aligned} c(8, k) &= 8, 0, 5040, 13068, 13132, 6769, 1960, 322, 28, 1 \\ c(n, 2) &= 0, 0, 1, 3, 11, 50, 274, 1764, 13068, 109584, \dots \end{aligned}$$

6.3.3 Eulerian numbers

Number of permutations  $\pi \in S_n$  in which exactly  $k$  elements are greater than the previous element.  $k$   $j$ :s s.t.  $\pi(j) > \pi(j+1)$ ,  $k+1$   $j$ :s s.t.  $\pi(j) \geq j$ ,  $k$   $j$ :s s.t.  $\pi(j) > j$ .

$$E(n, k) = (n-k)E(n-1, k-1) + (k+1)E(n-1, k)$$

$$E(n, 0) = E(n, n-1) = 1$$

$$E(n, k) = \sum_{j=0}^k (-1)^j \binom{n+1}{j} (k+1-j)^n$$

6.3.4 Stirling numbers of the second kind

Partitions of  $n$  distinct elements into exactly  $k$  groups.

$$S(n, k) = S(n-1, k-1) + kS(n-1, k)$$

$$S(n, 1) = S(n, n) = 1$$

$$S(n, k) = \frac{1}{k!} \sum_{j=0}^k (-1)^{k-j} \binom{k}{j} j^n$$

6.3.5 Bell numbers

Total number of partitions of  $n$  distinct elements.  $B(n) = 1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, \dots$ . For  $p$  prime,

$$B(p^m + n) \equiv mB(n) + B(n+1) \pmod{p}$$

6.3.6 Labeled unrooted trees

# on  $n$  vertices:  $n^{n-2}$   
# on  $k$  existing trees of size  $n_i$ :  $n_1 n_2 \dots n_k n^{k-2}$   
# with degrees  $d_i$ :  $(n-2)! / ((d_1-1)! \dots (d_n-1)!)$

6.3.7 Catalan numbers

$$C_n = \frac{1}{n+1} \binom{2n}{n} = \binom{2n}{n} - \binom{2n}{n+1} = \frac{(2n)!}{(n+1)!n!}$$

$$C_0 = 1, \quad C_{n+1} = \frac{2(2n+1)}{n+2} C_n, \quad C_{n+1} = \sum C_i C_{n-i}$$

$$C_n = 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, \dots$$

- sub-diagonal monotone paths in an  $n \times n$  grid.
- strings with  $n$  pairs of parenthesis, correctly nested.
- binary trees with with  $n+1$  leaves (0 or 2 children).
- ordered trees with  $n+1$  vertices.
- ways a convex polygon with  $n+2$  sides can be cut into triangles by connecting vertices with straight lines.
- permutations of  $[n]$  with no 3-term increasing subseq.

Graph (7)

7.1 Fundamentals

BellmanFord.h

**Description:** Calculates shortest paths from  $s$  in a graph that might have negative edge weights. Unreachable nodes get dist = inf; nodes reachable through negative-weight cycles get dist = -inf. Assumes  $V^2 \max|w_i| < \sim 2^{63}$ .  
**Time:**  $\mathcal{O}(VE)$

```
const ll inf = LLONG_MAX;
struct Ed { int a, b, w, s() { return a < b ? a : -a; } };
struct Node { ll dist = inf; int prev = -1; };

void bellmanFord(vector<Node>& nodes, vector<Ed>& eds, int s) {
    nodes[s].dist = 0;
    sort(all(eds), [](Ed a, Ed b) { return a.s() < b.s(); });

    int lim = sz(nodes) / 2 + 2; // /3+100 with shuffled vertices
    rep(i,0,lim) for (Ed ed : eds) {
        Node cur = nodes[ed.a], &dest = nodes[ed.b];
        if (abs(cur.dist) == inf) continue;
        ll d = cur.dist + ed.w;
        if (d < dest.dist) {
            dest.prev = ed.a;
            dest.dist = (i < lim-1 ? d : -inf);
        }
    }
    rep(i,0,lim) for (Ed e : eds) {
        if (nodes[e.a].dist == -inf)
            nodes[e.b].dist = -inf;
    }
}
```

FloydWarshall.h

**Description:** Calculates all-pairs shortest path in a directed graph that might have negative edge weights. Input is an distance matrix  $m$ , where  $m[i][j] = \text{inf}$  if  $i$  and  $j$  are not adjacent. As output,  $m[i][j]$  is set to the shortest distance between  $i$  and  $j$ , inf if no path, or -inf if the path goes through a negative-weight cycle.

```
Time:  $\mathcal{O}(N^3)$  531245, 12 lines

const ll inf = 1LL << 62;
void floydWarshall(vector<vector<ll>>& m) {
    int n = sz(m);
    rep(i,0,n) m[i][i] = min(m[i][i], 0LL);
    rep(k,0,n) rep(i,0,n) rep(j,0,n)
        if (m[i][k] != inf && m[k][j] != inf) {
            auto newDist = max(m[i][k] + m[k][j], -inf);
            m[i][j] = min(m[i][j], newDist);
        }
    rep(k,0,n) if (m[k][k] < 0) rep(i,0,n) rep(j,0,n)
        if (m[i][k] != inf && m[k][j] != inf) m[i][j] = -inf;
}
```

7.2 Network flow

PushRelabel.h

**Description:** Push-relabel using the highest label selection rule and the gap heuristic. Quite fast in practice. To obtain the actual flow, look at positive values only.

```
Time:  $\mathcal{O}(V^2\sqrt{E})$  0ae1d4, 48 lines

struct PushRelabel {
    struct Edge {
        int dest, back;
        ll f, c;
    };
    vector<vector<Edge>> g;
    vector<ll> ec;
    vector<Edge> cur;
    vector<vi> hs; vi H;
    PushRelabel(int n) : g(n), ec(n), cur(n), hs(2*n), H(n) {}

    void addEdge(int s, int t, ll cap, ll rcap=0) {
        if (s == t) return;
        g[s].push_back({t, sz(g[t]), 0, cap});
        g[t].push_back({s, sz(g[s])-1, 0, rcap});
    }

    void addFlow(Edge& e, ll f) {
        Edge &back = g[e.dest][e.back];
        if (!ec[e.dest] && f) hs[H[e.dest]].push_back(e.dest);
        e.f += f; e.c -= f; ec[e.dest] += f;
        back.f -= f; back.c += f; ec[back.dest] -= f;
    }

    ll calc(int s, int t) {
        int v = sz(g); H[s] = v; ec[t] = 1;
        vi co(2*v); co[0] = v-1;
        rep(i,0,v) cur[i] = g[i].data();
        for (Edge& e : g[s]) addFlow(e, e.c);

        for (int hi = 0;;) {
            while (hs[hi].empty()) if (!hi--) return -ec[s];
            int u = hs[hi].back(); hs[hi].pop_back();
            while (ec[u] > 0) // discharge u
                if (cur[u] == g[u].data() + sz(g[u])) {
                    H[u] = 1e9;
                    for (Edge& e : g[u]) if (e.c && H[u] > H[e.dest]+1)
                        H[u] = H[e.dest]+1, cur[u] = &e;
                    if (++co[H[u]], !--co[hi] && hi < v)
                        rep(i,0,v) if (hi < H[i] && H[i] < v)
                            --co[H[i]], H[i] = v + 1;
                    hi = H[u];
                } else if (cur[u]->c && H[u] == H[cur[u]->dest]+1)
                    addFlow(*cur[u], min(ec[u], cur[u]->c));
                else ++cur[u];
        }
    }
    bool leftOfMinCut(int a) { return H[a] >= sz(g); }
```

```
};
```

MinCostMaxFlow.h

**Description:** Min-cost max-flow. If costs can be negative, call setpi before maxflow, but note that negative cost cycles are not supported. To obtain the actual flow, look at positive values only.

**Time:**  $\mathcal{O}(FE \log(V))$  where F is max flow.  $\mathcal{O}(VE)$  for setpi.

```
#include <bits/extc++.h>
const ll INF = numeric_limits<ll>::max() / 4;
struct MCMF {
    struct edge {
        int from, to, rev;
        ll cap, cost, flow;
    };int N;
    vector<vector<edge>> ed;vi seen;
    vector<ll> dist, pi;vector<edge*> par;
    MCMF(int N) : N(N), ed(N), seen(N), dist(N), pi(N), par(N) {}
    void addEdge(int from, int to, ll cap, ll cost) {
        if (from == to) return;
        ed[from].push_back(edge{ from,to,sz(ed[to]),cap,cost,0 });
        ed[to].push_back(edge{ to,from,sz(ed[from])-1,0,-cost,0 });
    }
    void path(int s) {
        fill(all(seen), 0);fill(all(dist), INF);
        dist[s] = 0; ll di;
        __gnu_pbds::priority_queue<pair<ll, int>> q;
        vector<decltype(q)::point_iterator> its(N);
        q.push({ 0, s });
        while (!q.empty()) {
            s = q.top().second; q.pop();
            seen[s] = 1; di = dist[s] + pi[s];
            for (edge& e : ed[s]) if (!seen[e.to]) {
                ll val = di - pi[e.to] + e.cost;
                if (e.cap - e.flow > 0 && val < dist[e.to]){
                    dist[e.to] = val;par[e.to] = &e;
                    if (its[e.to] == q.end())
                        its[e.to]=q.push({-dist[e.to],e.to});
                    else
                        q.modify(its[e.to],{-dist[e.to],e.to});
                }
            }
        }
        rep(i,0,N) pi[i] = min(pi[i] + dist[i], INF);
    }
    pair<ll, ll> maxflow(int s, int t) {
        ll totflow = 0, totcost = 0;
        while (path(s), seen[t]) {
            ll fl = INF;
            for (edge* x = par[t]; x; x = par[x->from])
                fl = min(fl, x->cap - x->flow);
            totflow += fl;
            for (edge* x = par[t]; x; x = par[x->from]) {
                x->flow += fl;
                ed[x->to][x->rev].flow -= fl;
            }
        }
        rep(i,0,N) for(edge& e : ed[i]) totcost += e.cost * e.flow;
        return {totflow, totcost/2};
    }
};
// If some costs -ve, call this b4 maxflow:
void setpi(int s) {/(otherwise,leave this)
    fill(all(pi), INF); pi[s] = 0;
    int it = N, ch = 1; ll lv;
    while (ch-- && it--)
        rep(i,0,N) if (pi[i] != INF)
            for (edge& e : ed[i]) if (e.cap)
                if ((v = pi[i] + e.cost) < pi[e.to])
                    pi[e.to] = v, ch = 1;
```

```
    assert(it >= 0); // negative cost cycle
}
};
482fe0, 36 lines
template<class T> T edmondsKarp(vector<unordered_map<int, T>>&
    graph, int source, int sink) {
    assert(source != sink);
    T flow = 0;
    vi par(sz(graph)), q = par;

    for (;;) {
        fill(all(par), -1);
        par[source] = 0;
        int ptr = 1;
        q[0] = source;

        rep(i,0,ptr) {
            int x = q[i];
            for (auto e : graph[x]) {
                if (par[e.first] == -1 && e.second > 0) {
                    par[e.first] = x;
                    q[ptr++] = e.first;
                    if (e.first == sink) goto out;
                }
            }
        }
        return flow;
    }
out:
    T inc = numeric_limits<T>::max();
    for (int y = sink; y != source; y = par[y])
        inc = min(inc, graph[par[y]][y]);

    flow += inc;
    for (int y = sink; y != source; y = par[y]) {
        int p = par[y];
        if ((graph[p][y] -= inc) <= 0) graph[p].erase(y);
        graph[y][p] += inc;
    }
}
```

MinCut.h

**Description:** After running max-flow, the left side of a min-cut from  $s$  to  $t$  is given by all vertices reachable from  $s$ , only traversing edges with positive residual capacity.

GlobalMinCut.h

**Description:** Find a global minimum cut in an undirected graph, as represented by an adjacency matrix.

```
Time:  $\mathcal{O}(V^3)$ 
8b0e19, 21 lines
pair<int, vi> globalMinCut(vector<vi> mat) {
    pair<int, vi> best = {INT_MAX, {}};
    int n = sz(mat);
    vector<vi> co(n);
    rep(i,0,n) co[i] = {i};
    rep(ph,1,n) {
        vi w = mat[0];
        size_t s = 0, t = 0;
        rep(it,0,n-ph) { //  $\mathcal{O}(V^2) \rightarrow \mathcal{O}(E \log V)$  with prio. queue
            w[t] = INT_MIN;
            s = t, t = max_element(all(w)) - w.begin();
            rep(i,0,n) w[i] += mat[t][i];
```

```
        }
        best = min(best, {w[t] - mat[t][t], co[t]});
        co[s].insert(co[s].end(), all(co[t]));
        rep(i,0,n) mat[s][i] += mat[t][i];
        rep(i,0,n) mat[i][s] = mat[s][i];
        mat[0][t] = INT_MIN;
    }
    return best;
}
```

GomoryHu.h

**Description:** Given a list of edges representing an undirected flow graph, returns edges of the Gomory-Hu tree. The max flow between any pair of vertices is given by minimum edge weight along the Gomory-Hu tree path.

**Time:**  $\mathcal{O}(V)$  Flow Computations

```
"PushRelabel.h"
0418b3, 13 lines
typedef array<ll, 3> Edge;
vector<Edge> gomoryHu(int N, vector<Edge> ed) {
    vector<Edge> tree;
    vi par(N);
    rep(i,1,N) {
        PushRelabel D(N); // Dinic also works
        for (Edge t : ed) D.addEdge(t[0], t[1], t[2], t[2]);
        tree.push_back({i, par[i], D.calc(i, par[i])});
        rep(j,i+1,N)
            if (par[j] == par[i] && D.leftOfMinCut(j)) par[j] = i;
    }
    return tree;
}
```

7.3 Matching

hopcroftKarp.h

**Description:** Fast bipartite matching algorithm. Graph  $g$  should be a list of neighbors of the left partition, and  $btoa$  should be a vector full of -1's of the same size as the right partition. Returns the size of the matching.  $btoa[i]$  will be the match for vertex  $i$  on the right side, or -1 if it's not matched.

**Usage:** vi btoa(m, -1); hopcroftKarp(g, btoa);

**Time:**  $\mathcal{O}(\sqrt{VE})$

```
f612e4, 42 lines
bool dfs(int a, int L, vector<vi>& g, vi& btoa, vi& A, vi& B) {
    if (A[a] != L) return 0;
    A[a] = -1;
    for (int b : g[a]) if (B[b] == L + 1) {
        B[b] = 0;
        if (btoa[b] == -1 || dfs(btoa[b], L + 1, g, btoa, A, B))
            return btoa[b] = a, 1;
    }
    return 0;
}
```

```
int hopcroftKarp(vector<vi>& g, vi& btoa) {
    int res = 0;
    vi A(g.size()), B(btoa.size()), cur, next;
    for (;;) {
        fill(all(A), 0);
        fill(all(B), 0);
        cur.clear();
        for (int a : btoa) if(a != -1) A[a] = -1;
        rep(a,0,sz(g)) if(A[a] == 0) cur.push_back(a);
        for (int lay = 1;; lay++) {
            bool islast = 0;
            next.clear();
            for (int a : cur) for (int b : g[a]) {
                if (btoa[b] == -1) {
                    B[b] = lay;
                    islast = 1;
                }
            }
            else if (btoa[b] != a && !B[b]) {
```

```
        B[b] = lay;
        next.push_back(btoa[b]);
    }
}
if (islast) break;
if (next.empty()) return res;
for (int a : next) A[a] = lay;
cur.swap(next);
}
rep(a,0,sz(g))
    res += dfs(a, 0, g, btoa, A, B);
}
}
```

DFSMatching.h

**Description:** Simple bipartite matching algorithm. Graph  $g$  should be a list of neighbors of the left partition, and  $btoa$  should be a vector full of -1's of the same size as the right partition. Returns the size of the matching.  $btoa[i]$  will be the match for vertex  $i$  on the right side, or  $-1$  if it's not matched.

**Usage:** `vi btoa(m, -1); dfsMatching(g, btoa);`

**Time:**  $\mathcal{O}(VE)$

522b98, 22 lines

```
bool find(int j, vector<vi>& g, vi& btoa, vi& vis) {
    if (btoa[j] == -1) return 1;
    vis[j] = 1; int di = btoa[j];
    for (int e : g[di])
        if (!vis[e] && find(e, g, btoa, vis)) {
            btoa[e] = di;
            return 1;
        }
    return 0;
}
int dfsMatching(vector<vi>& g, vi& btoa) {
    vi vis;
    rep(i,0,sz(g)) {
        vis.assign(sz(btoa), 0);
        for (int j : g[i])
            if (find(j, g, btoa, vis)) {
                btoa[j] = i;
                break;
            }
    }
    return sz(btoa) - (int)count(all(btoa), -1);
}
```

MinimumVertexCover.h

**Description:** Finds a minimum vertex cover in a bipartite graph. The size is the same as the size of a maximum matching, and the complement is a maximum independent set.

"DFSMatching.h"da4196, 20 lines

```
vi cover(vector<vi>& g, int n, int m) {
    vi match(m, -1);
    int res = dfsMatching(g, match);
    vector<bool> lfound(n, true), seen(m);
    for (int it : match) if (it != -1) lfound[it] = false;
    vi q, cover;
    rep(i,0,n) if (lfound[i]) q.push_back(i);
    while (!q.empty()) {
        int i = q.back(); q.pop_back();
        lfound[i] = 1;
        for (int e : g[i]) if (!seen[e] && match[e] != -1) {
            seen[e] = true;
            q.push_back(match[e]);
        }
    }
    rep(i,0,n) if (!lfound[i]) cover.push_back(i);
    rep(i,0,m) if (seen[i]) cover.push_back(n+i);
    assert(sz(cover) == res);
    return cover;
}
```

WeightedMatching.h

**Description:** Given a weighted bipartite graph, matches every node on the left with a node on the right such that no nodes are in two matchings and the sum of the edge weights is minimal. Takes  $cost[N][M]$ , where  $cost[i][j]$  = cost for  $L[i]$  to be matched with  $R[j]$  and returns (min cost, match), where  $L[i]$  is matched with  $R[match[i]]$ . Negate costs for max cost. Requires  $N \leq M$ .

**Time:**  $\mathcal{O}(N^2M)$

1e0fe9, 31 lines

```
pair<int, vi> hungarian(const vector<vi>& a) {
    if (a.empty()) return {0, {}};
    int n = sz(a) + 1, m = sz(a[0]) + 1;
    vi u(n), v(m), p(m), ans(n - 1);
    rep(i,1,n) {
        p[0] = i;
        int j0 = 0; // add "dummy" worker 0
        vi dist(m, INT_MAX), pre(m, -1);
        vector<bool> done(m + 1);
        do { // dijkstra
            done[j0] = true;
            int i0 = p[j0], j1, delta = INT_MAX;
            rep(j,1,m) if (!done[j]) {
                auto cur = a[i0 - 1][j - 1] - u[i0] - v[j];
                if (cur < dist[j]) dist[j] = cur, pre[j] = j0;
                if (dist[j] < delta) delta = dist[j], j1 = j;
            }
            rep(j,0,m) {
                if (done[j]) u[p[j]] += delta, v[j] -= delta;
                else dist[j] -= delta;
            }
            j0 = j1;
        } while (p[j0]);
        while (j0) { // update alternating path
            int j1 = pre[j0];
            p[j0] = p[j1], j0 = j1;
        }
    }
    rep(j,1,m) if (p[j]) ans[p[j] - 1] = j - 1;
    return {-v[0], ans}; // min cost
}
```

BlossomGeneral.h

**Description:** Blossom matching for general graph,  $match[i]$  for  $i$

**Time:**  $\mathcal{O}(N^3)$

1b2a6f, 50 lines

```
vector<int> Blossom(vector<vector<int>>& graph) {
    int n = graph.size(), timer = -1;
    vector<int> mate(n, -1), label(n), parent(n),
        orig(n), aux(n, -1), q;
    auto lca = [&](int x, int y) {
        for (timer++; ; swap(x, y)) {
            if (x == -1) continue;
            if (aux[x] == timer) return x;
            aux[x] = timer;
            x = (mate[x] == -1 ? -1 : orig[parent[mate[x]]]);
        }
    };
    auto blossom = [&](int v, int w, int a) {
        while (orig[v] != a) {
            parent[v] = w; w = mate[v];
            if (label[w] == 1) label[w] = 0, q.push_back(w);
            orig[v] = orig[w] = a; v = parent[w];
        }
    };
    auto augment = [&](int v) {
        while (v != -1) {
            int pv = parent[v], nv = mate[pv];
            mate[v] = pv; mate[pv] = v; v = nv;
        }
    };
}
```

```
    }
};
auto bfs = [&](int root) {
    fill(label.begin(), label.end(), -1);
    iota(orig.begin(), orig.end(), 0);
    q.clear();
    label[root] = 0; q.push_back(root);
    for (int i = 0; i < (int)q.size(); ++i) {
        int v = q[i];
        for (auto x : graph[v]) {
            if (label[x] == -1) {
                label[x] = 1; parent[x] = v;
                if (mate[x] == -1)
                    return augment(x), 1;
                label[mate[x]] = 0; q.push_back(mate[x]);
            } else if (label[x] == 0 && orig[v] != orig[x]) {
                int a = lca(orig[v], orig[x]);
                blossom(x, v, a); blossom(v, x, a);
            }
        }
    }
    return 0;
};
for (int i = 0; i < n; i++)
    if (mate[i] == -1) bfs(i);
return mate;
}
```

7.4 DFS algorithms

bridgecuts.h

**Description:** Articulation points and bridges

**Time:**  $\mathcal{O}(N + M)$

0808df, 25 lines

```
int n, timer;
vector<vector<int>> adj;
vector<bool> vis;vector<int> tin, low;
void dfs(int v, int p = -1) { // Bridges
    vis[v] = true, tin[v] = low[v] = timer++;
    int chs = 0;
    for (int to : adj[v]) {
        if (to == p) continue;
        if (vis[to]) {
            low[v] = min(low[v], tin[to]);
        } else {
            dfs(to, v);
            low[v] = min(low[v], low[to]);
            if (low[to] > tin[v]) IS_BRIDGE(v, to);
            if (low[to] >= tin[v] && p != -1) IS_CUTPOINT(v);
            ++chs;
        }
    }
    if (p == -1 && chs > 1) IS_CUTPOINT(v);
}
void find_bridges_or_cutpoints() {
    timer = 0, vis = vector(n, false);
    tin = low = vector(n, -1);
    for (int i = 0; i < n; ++i)if(!vis[i])dfs(i);
}
```

2sat.h

**Description:** Calculates a valid assignment to boolean variables  $a, b, c, \dots$  to a 2-SAT problem, so that an expression of the type  $(a||b)&&(!a||c)&&(d||!b)&&\dots$  becomes true, or reports that it is unsatisfiable. Negated variables are represented by bit-inversions ( $\sim x$ ).

**Usage:** TwoSat ts(number of boolean variables);  
ts.either(0, ~3); // Var 0 is T or var 3 is F  
ts.setValue(2); // Var 2 is true  
ts.atMostOne({0,~1,2}); // <= 1 of vars 0, ~1 and 2 are true  
ts.solve(); // Returns true iff it is solvable  
ts.values[0..N-1] holds the assigned values to the vars  
**Time:**  $\mathcal{O}(N + E)$ , where N is the number of boolean variables, and E is the number of clauses.

5f9706, 46 lines

```
struct TwoSat {
    int N;vector<vi> gr;
    vi values; // 0 = false, 1 = true
    TwoSat(int n = 0) : N(n), gr(2*n) {}
    int addVar() { // (optional)
        gr.emplace_back();gr.emplace_back();
        return N++;
    }
    void either(int f, int j) {
        f = max(2*f, -1-2*f);
        j = max(2*j, -1-2*j);
        gr[f].push_back(j^1);
        gr[j].push_back(f^1);
    }
    void setValue(int x) { either(x, x); }
    void atMostOne(const vi& li) { // (optional)
        if (sz(li) <= 1) return;
        int cur = ~li[0];
        rep(i,2,sz(li)) {
            int next = addVar();
            either(cur, ~li[i]);either(cur, next);
            either(~li[i], next);cur = ~next;
        }
        either(cur, ~li[1]);
    }
    vi val, comp, z; int time = 0;
    int dfs(int i) {
        int low = val[i] = ++time, x; z.push_back(i);
        for(int e : gr[i]) if (!comp[e])
            low = min(low, val[e] ?: dfs(e));
        if (low == val[i]) do {
            x = z.back(); z.pop_back();
            comp[x] = low;
            if (values[x]>>1) == -1)
                values[x]>>1 = x^1;
        } while (x != i);
        return val[i] = low;
    }
    bool solve() {
        values.assign(N, -1);
        val.assign(2*N, 0); comp = val;
        rep(i,0,2*N) if (!comp[i]) dfs(i);
        rep(i,0,N) if (comp[2*i] == comp[2*i+1]) return 0;
        return 1;
    }
};
```

**EulerWalk.h**  
**Description:** Eulerian undirected/directed path/cycle algorithm. Input should be a vector of (dest, global edge index), where for undirected graphs, forward/backward edges have the same index. Returns a list of nodes in the Eulerian path/cycle with src at both start and end, or empty list if no cycle/path exists. To get edge indices back, add .second to s and ret.  
**Time:**  $\mathcal{O}(V + E)$

780b64, 15 lines

```
vi eulerWalk(vector<vector<pii>>& gr, int nedges, int src=0) {
    int n = sz(gr);
    vi D(n), its(n), eu(nedges), ret, s = {src};
    D[src]++; // to allow Euler paths, not just cycles
    while (!s.empty()) {
        int x = s.back(), y, e, &it = its[x], end = sz(gr[x]);
```

```
        if (it == end){ ret.push_back(x); s.pop_back(); continue; }
        tie(y, e) = gr[x][it++];
        if (!eu[e]) {
            D[x]--, D[y]++;
            eu[e] = 1; s.push_back(y);
        }
    }
    for (int x : D) if (x < 0 || sz(ret) != nedges+1) return {};
    return {ret.rbegin(), ret.rend()};
}
```

**CompCon.h**  
**Description:** complementary graph connected comp  
**Time:**  $\mathcal{O}(N \log N)$

44168b, 15 lines

```
set<int> adj[N];set<int> unused;
void dfs(int current){
    unused.erase(current);if(unused.size()==0)return;
    auto it = unused.begin();
    while(it != unused.end()){
        int W = *(it);
        if(!adj[current].count(W)){
            union_sets(current,W);dfs(W);
        }if(unused.size()==0)return;
        it = unused.upper_bound(W);
    }
}
//Usage:
repin make_set(i),unused.insert(i);
repin if(unused.count(i))dfs(i);
```

**dominator.h**  
**Description:** check reachability separately  
**Time:**  $\mathcal{O}(M \log N)$

3f2126, 41 lines

```
template<int SZ> struct Dominator {
    vi adj[SZ], ans[SZ]; // input edges, edges of dominator tree
    vi radj[SZ], child[SZ], sdomChild[SZ];
    int label[SZ], rlabel[SZ], sdom[SZ], dom[SZ], co = 0;
    int par[SZ], bes[SZ];
    void ae(int a, int b) { adj[a].pb(b); }
    int get(int x) { // DSU with path compression
        // get vertex with smallest sdom on path to root
        if (par[x] != x) {
            int t = get(par[x]); par[x] = par[par[x]];
            if (sdom[t] < sdom[bes[x]]) bes[x] = t;
        }
        return bes[x];
    }
    void dfs(int x) { // create DFS tree
        label[x] = ++co; rlabel[co] = x;
        sdom[co] = par[co] = bes[co] = co;
        for(auto &y : adj[x]) {
            if (!label[y]) {
                dfs(y); child[label[x]].pb(label[y]); }
            radj[label[y]].pb(label[x]);
        }
    }
    void init(int root) {
        dfs(root);
        rrep(i,co,1) {
            for(auto &j : radj[i]) sdom[i] = min(sdom[i],sdom[
                get(j)]);
            if (i > 1) sdomChild[sdom[i]].pb(i);
            for(auto &j : sdomChild[i]) {
                int k = get(j);
                if (sdom[j] == sdom[k]) dom[j] = sdom[j];
                else dom[j] = k;
            }
        }
    }
};
```

```
        for(auto &j : child[i]) par[j] = i;
    }
    for(int i = 2;i < co+1;i++) {
        if (dom[i] != sdom[i]) dom[i] = dom[dom[i]];
        ans[rlabel[dom[i]]].pb(rlabel[i]);
    }
}
};
```

**7.5 Coloring**  
**EdgeColoring.h**  
**Description:** Given a simple, undirected graph with max degree  $D$ , computes a  $(D + 1)$ -coloring of the edges such that no neighboring edges share a color. ( $D$ -coloring is NP-hard, but can be done for bipartite graphs by repeated matchings of max-degree nodes.)  
**Time:**  $\mathcal{O}(NM)$

e210e2, 31 lines

```
vi edgeColoring(int N, vector<pii> eds) {
    vi cc(N + 1), ret(sz(eds)), fan(N), free(N), loc;
    for (pii e : eds) ++cc[e.first], ++cc[e.second];
    int u, v, ncols = *max_element(all(cc)) + 1;
    vector<vi> adj(N, vi(ncols, -1));
    for (pii e : eds) {
        tie(u, v) = e;
        fan[0] = v;
        loc.assign(ncols, 0);
        int at = u, end = u, d, c = free[u], ind = 0, i = 0;
        while (d = free[v], !loc[d] && (v = adj[u][d]) != -1)
            loc[d] = ++ind, cc[ind] = d, fan[ind] = v;
        cc[loc[d]] = c;
        for (int cd = d; at != -1; cd ^= c ^ d, at = adj[at][cd])
            swap(adj[at][cd], adj[end = at][cd ^ c ^ d]);
        while (adj[fan[i]][d] != -1) {
            int left = fan[i], right = fan[++i], e = cc[i];
            adj[u][e] = left;
            adj[left][e] = u;
            adj[right][e] = -1;
            free[right] = e;
        }
        adj[u][d] = fan[i];
        adj[fan[i]][d] = u;
        for (int y : {fan[0], u, end})
            for (int& z = free[y] = 0; adj[y][z] != -1; z++);
    }
    rep(i,0,sz(eds))
        for (tie(u, v) = eds[i]; adj[u][ret[i]] != v;) ++ret[i];
    return ret;
}
```

**7.6 Heuristics**  
**MaxClique.h**  
**Description:** maximal clique, MIS = complement maxClique  
**Time:** works for n < 120

09ac4a, 47 lines

```
template <int N, class E> struct MaxClique {
    using B = bitset<N>;int n;
    vector<B> g, col_buf;
    vector<int> clique, now;
    struct P { int id, col, deg;};
    vector<vector<P>> rems;
    void dfs(int dps = 0) {
        if (clique.size() < now.size()) clique = now;
        auto& rem = rems[dps];
        stable_sort(rem.begin(), rem.end(), [&](P a, P b) {
            return a.deg > b.deg; });
        int max_c = 1;
        for (auto& p : rem) {
            p.col = 0;
```

```

    while ((g[p.id] & col_buf[p.col]).any()) p.col++;
    max_c = max(max_c, p.id + 1);
    col_buf[p.col].set(p.id);
}
for (int i = 0; i < max_c; i++) col_buf[i].reset();
stable_sort(rem.begin(), rem.end(), [&](P a, P b) {
    return a.col < b.col; });

while (!rem.empty()) {
    auto p = rem.back();
    if (now.size() + p.col + 1 <= clique.size()) break;
    auto& nrem = rems[dps + 1]; nrem.clear();
    B bs = B();
    for (auto q : rem) {
        if (g[p.id][q.id]) {
            nrem.push_back({q.id, -1, 0});
            bs.set(q.id);
        }
    }
    for (auto& q : nrem) {
        q.deg = (bs & g[q.id]).count();
    }
    now.push_back(p.id);
    dfs(dps + 1);
    now.pop_back(); rem.pop_back();
}

MaxClique(vector<vector<E>> _g) : n(int(_g.size())), g(n),
    col_buf(n), rems(n + 1) {
    for (int i = 0; i < n; i++) {
        rems[0].push_back({i, -1, int(_g[i].size())});
        for (auto e : _g[i]) g[i][e.to] = 1;
    }
    dfs();
}

}; struct E { int to; };

```

## 7.7 Trees

### CentroidDecomposition.h

**Description:** CentoridDecomposition

**Time:**  $\mathcal{O}(N \log N)$

fb2c77, 35 lines

```

const int MX = 2e5+1;
template<int SZ> struct Centroid {
    int N; vi adj[SZ]; void ae(int a, int b) { adj[a].pb(b),
        adj[b].pb(a); }
    bool done[SZ]; int sub[SZ], par[SZ];
    void dfs(int x) {
        sub[x] = 1;
        for(auto y : adj[x]) if (!done[y] && y != par[x]) {
            par[y] = x; dfs(y); sub[x] += sub[y]; }
    }
    int centroid(int x) {
        par[x] = -1; dfs(x);
        for (int sz = sub[x];) {
            pii mx = {0,0};
            for(auto y : adj[x]) if (!done[y] && y != par[x])
                mx=max(mx,{sub[y],y});
            if (mx.ff*2 <= sz) return x;
            x = mx.ss;
        }
    }
    int cen[SZ], lev[SZ]; //cen[x] : par, lev[x] : depth
    vector<vi> dist; // dists[i][x] gives distance to ith
        ancestor in centroid tree
    void genDist(int x, int p, int lev) {
        dist[lev][x] = dist[lev][p]+1;
        for(auto y : adj[x]) if (!done[y] && y != p) genDist(y,
            x, lev);
    }
}

```

```

} // CEN = {centroid above x, label of centroid subtree}
void gen(int CEN, int x) {
    done[x = centroid(x)] = 1; cen[x] = CEN;
    lev[x] = (CEN == -1 ? 0 : lev[CEN]+1);
    if (lev[x] >= dist.size()) dist.emplace_back(N+1,-1);
    dist[lev[x]][x] = 0;
    for(auto y : adj[x]) if (!done[y]) genDist(y,x,lev[x]);
    for(auto y : adj[x]) if (!done[y]) gen(x,y);
}
void init(int _N) { N = _N; gen(-1,1); } // start with
    vertex 1
}; Centroid<MX> ct;

```

### CompressTree.h

**Description:** Given a rooted tree and a subset S of nodes, compute the minimal subtree that contains all the nodes by adding all (at most  $|S| - 1$ ) pairwise LCA's and compressing edges. Returns a list of (par, orig\_index) representing a tree rooted at 0. The root points to itself.

**Time:**  $\mathcal{O}(|S| \log |S|)$

"LCA.h" 9775a0, 21 lines

```

typedef vector<pair<int, int>> vpi;
vpi compressTree(LCA& lca, const vi& subset) {
    static vi rev; rev.resize(sz(lca.time));
    vi li = subset, &T = lca.time;
    auto cmp = [&](int a, int b) { return T[a] < T[b]; };
    sort(all(li), cmp);
    int m = sz(li)-1;
    rep(i,0,m) {
        int a = li[i], b = li[i+1];
        li.push_back(lca.lca(a, b));
    }
    sort(all(li), cmp);
    li.erase(unique(all(li), li.end()));
    rep(i,0,sz(li)) rev[li[i]] = i;
    vpi ret = {pii(0, li[0])};
    rep(i,0,sz(li)-1) {
        int a = li[i], b = li[i+1];
        ret.emplace_back(rev[lca.lca(a, b)], b);
    }
    return ret;
}

```

### HLD.h

**Description:** Ascend gives euler pos for paths from [u,v] Descend gives euler pos for paths from (u,v]

**Time:**  $\mathcal{O}(\log N)$  per query

34e886, 59 lines

```

const int MX = 2e5+5;
template<int SZ> struct HLD {
    int N; vi adj[SZ];
    int par[SZ], root[SZ], depth[SZ], sz[SZ], ti;
    int pos[SZ]; vi rpos; // rpos not used but could be useful
    void ae(int x, int y) { adj[x].pb(y), adj[y].pb(x); }
    void dfsSz(int x) {
        sz[x] = 1;
        for(auto& y : adj[x]) {
            par[y] = x; depth[y] = depth[x]+1;
            adj[y].erase(find(be(adj[y]),x));
            dfsSz(y); sz[x] += sz[y];
            if (sz[y] > sz[adj[x][0]]) swap(y,adj[x][0]);
        }
    }
    void dfsHld(int x) {
        pos[x] = ti++; rpos.pb(x);
        for(auto y : adj[x]) {
            root[y] = (y == adj[x][0] ? root[x] : y);
            dfsHld(y); }
    }
    void init(int _N, int R = 0) { N = _N;

```

```

        par[R] = depth[R] = ti = 0; dfsSz(R);
        root[R] = R; dfsHld(R);
    }
    void clear() {
        rep(i,0,N+1) {
            par[i]=0, root[i]=0, depth[i]=0, sz[i]=0, pos[i]=0;
            adj[i].clear();
        }
        ti=0; rpos.clear();
    }
    int lca(int x, int y) {
        for (; root[x] != root[y]; y = par[root[y]])
            if (depth[root[x]] > depth[root[y]]) swap(x,y);
        return depth[x] < depth[y] ? x : y;
    }
    int dist(int x, int y) {
        return depth[x]+depth[y]-2*depth[lca(x,y)]; }
    // [u, v)
    vector<pair<int, int>> ascend(int u, int v) const {
        vector<pair<int, int>> res;
        while (root[u] != root[v]) {
            res.emplace_back(pos[u], pos[root[u]]);
            u = par[root[u]];
        }
        if (u != v) res.emplace_back(pos[u], pos[v] + 1);
        return res;
    }
    // (u, v]
    vector<pair<int, int>> descend(int u, int v) const {
        if (u == v) return {};
        if (root[u] == root[v]) return {{pos[u] + 1, pos[v]}};
        auto res = descend(u, par[root[v]]);
        res.emplace_back(pos[root[v]], pos[v]);
        return res;
    }
};
HLD<MX> hl;

```

### LinkCut.h

**Description:** link cut tree

**Time:**  $\mathcal{O}(\log N)$  per operation

5c875f, 102 lines

```

const int MX = 2e5+5;
typedef struct snode* sn;
struct snode {
    sn p, c[2]; // parent, children
    bool flip = 0; // subtree flipped or not
    int val, sz, v, sum; // value in node, # nodes in current
        splay tree
    int sub, vsub = 0; // vsub stores sum of virtual children
    snode(int _val) : val(_val) {
        p = c[0] = c[1] = NULL; calc(); }
    friend int getSz(sn x) { return x?x->sz:0; }
    friend int getSub(sn x) { return x?x->sub:0; }
    friend int getSum(sn x) { return x?x->sum:0; }
    void prop() { // lazy prop
        if (!flip) return;
        swap(c[0],c[1]); flip = 0;
        rep(i,0,2) if (c[i]) c[i]->flip ^= 1;
    }
    void calc() { // recalc vals
        rep(i,0,2) if (c[i]) c[i]->prop();
        sz = 1+getSz(c[0])+getSz(c[1]);
        sub = 1+getSub(c[0])+getSub(c[1])+vsub;
        sum = getSum(c[0])+getSum(c[1])+v;
    }
    int dir() {
        if (!p) return -2;
        rep(i,0,2) if (p->c[i] == this) return i;
    }
}

```

```

    return -1; // p is path-parent pointer
} // -> not in current splay tree
// test if root of current splay tree
bool isRoot() { return dir() < 0; }
friend void setLink(sn x, sn y, int d) {
    if (y) y->p = x;
    if (d >= 0) x->c[d] = y; }
void rot() { // assume p and p->p propagated
    assert(!isRoot()); int x = dir(); sn pa = p;
    setLink(pa->p, this, pa->dir());
    setLink(pa, c[x^1], x); setLink(this, pa, x^1);
    pa->calc();
}
void splay() {
    while (!isRoot() && !p->isRoot()) {
        p->p->prop(), p->prop(), prop();
        dir() == p->dir() ? p->rot() : rot();
        rot();
    }
    if (!isRoot()) p->prop(), prop(), rot();
    prop(); calc();
}
sn fbo(int b) { // find by order
    prop(); int z = getSz(c[0]); // of splay tree
    if (b == z) { splay(); return this; }
    return b < z ? c[0]->fbo(b) : c[1] -> fbo(b-z-1);
}
void access() { // bring this to top of tree, propagate
    for (sn v = this, pre = NULL; v; v = v->p) {
        v->splay(); // now switch virtual children
        if (pre) v->vsub -= pre->sub;
        if (v->c[1]) v->vsub += v->c[1]->sub;
        v->c[1] = pre; v->calc(); pre = v;
    }
    splay(); assert(!c[1]); // right subtree is empty
}
void makeRoot() {
    access(); flip ^= 1; access(); assert(!c[0] && !c[1]);
}
friend sn lca(sn x, sn y) {
    if (x == y) return x;
    x->access(), y->access(); if (!x->p) return NULL;
    x->splay(); return x->p?:x; // y was below x in latter case
} // access at y did not affect x -> not connected
friend bool connected(sn x, sn y) { return lca(x,y); }
// # nodes above
int distRoot() { access(); return getSz(c[0]); }
int sumRoot() { access(); return getSum(this); }
sn getRoot() { // get root of LCT component
    access(); sn a = this;
    while (a->c[0]) a = a->c[0], a->prop();
    a->access(); return a;
}
sn getPar(int b) { // get b-th parent on path to root
    access(); b = getSz(c[0])-b; assert(b >= 0);
    return fbo(b);
} // can also get min, max on path to root, etc
void set(int v) { access(); val = v; calc(); }
friend void link(sn x, sn y, bool force = 0) {
    assert(!connected(x,y));
    if (force) y->makeRoot(); // make x par of y
    else { y->access(); assert(!y->c[0]); }
    x->access(); setLink(y,x,0); y->calc();
}
friend void cut(sn y) { // cut y from its parent
    y->access(); assert(y->c[0]);
    y->c[0]->p = NULL; y->c[0] = NULL; y->calc(); }
friend void cut(sn x, sn y) { // if x, y adj in tree

```

```

    x->makeRoot(); y->access();
    assert(y->c[0] == x && !x->c[0] && !x->c[1]); cut(y); }
};
//Usage: FOR(i,1,N+1)LCT[i]=new snode(i); link(LCT[1],LCT[2],1)
;
//LCT[p]->access();LCT[p]->v += x;LCT[p]->calc(); update : a[p]
+= x;
//LCT[v]->makeRoot();LCT[u]->access();int ans = LCT[u]->vsub +
LCT[u]->v; //subtree sum of u(par v)
//LCT[u]->sumRoot() + LCT[v]->sumRoot() - 2*l->sumRoot() + l->v
; // u to v path sum

```

```
sn LCT[MX];
```

## DirectedMST.h

**Description:** Finds a minimum spanning tree/arborescence of a directed graph, given a root node. If no MST exists, returns -1.

**Time:**  $\mathcal{O}(E \log V)$

```

"../data-structures/UnionFindRollback.h"
39e620, 60 lines
struct Edge { int a, b; ll w; };
struct Node {
    Edge key;
    Node *l, *r;
    ll delta;
    void prop() {
        key.w += delta;
        if (l) l->delta += delta;
        if (r) r->delta += delta;
        delta = 0;
    }
    Edge top() { prop(); return key; }
};
Node *merge(Node *a, Node *b) {
    if (!a || !b) return a ?: b;
    a->prop(), b->prop();
    if (a->key.w > b->key.w) swap(a, b);
    swap(a->l, (a->r = merge(b, a->r)));
    return a;
}
void pop(Node*& a) { a->prop(); a = merge(a->l, a->r); }

pair<ll, vi> dmst(int n, int r, vector<Edge>& g) {
    RollbackUF uf(n);
    vector<Node*> heap(n);
    for (Edge e : g) heap[e.b] = merge(heap[e.b], new Node{e});
    ll res = 0;
    vi seen(n, -1), path(n, par(n));
    seen[r] = r;
    vector<Edge> Q(n), in(n, {-1,-1}), comp;
    deque<tuple<int, int, vector<Edge>>> cyps;
    rep(s,0,n) {
        int u = s, qi = 0, w;
        while (seen[u] < 0) {
            if (!heap[u]) return {-1,{};};
            Edge e = heap[u]->top();
            heap[u]->delta -= e.w, pop(heap[u]);
            Q[qi] = e, path[qi++] = u, seen[u] = s;
            res += e.w, u = uf.find(e.a);
            if (seen[u] == s) {
                Node* cyc = 0;
                int end = qi, time = uf.time();
                do cyc = merge(cyc, heap[w = path[--qi]]);
                while (uf.join(u, w));
                u = uf.find(u), heap[u] = cyc, seen[u] = -1;
                cyps.push_front({u, time, {Q[qi], &Q[end]}});
            }
        }
        rep(i,0,qi) in[uf.find(Q[i].b)] = Q[i];
    }
}

```

```

for (auto& [u,t,comp] : cyps) { // restore sol (optional)
    uf.rollback(t);
    Edge inEdge = in[u];
    for (auto& e : comp) in[uf.find(e.b)] = e;
    in[uf.find(inEdge.b)] = inEdge;
}
rep(i,0,n) par[i] = in[i].a;
return {res, par};
}

```

## 7.8 Math

### 7.8.1 Number of Spanning Trees

Create an  $N \times N$  matrix  $\text{mat}$ , and for each edge  $a \rightarrow b \in G$ , do  $\text{mat}[a][b]--$ ,  $\text{mat}[b][b]++$  (and  $\text{mat}[b][a]--$ ,  $\text{mat}[a][a]++$  if  $G$  is undirected). Remove the  $i$ th row and column and take the determinant; this yields the number of directed spanning trees rooted at  $i$  (if  $G$  is undirected, remove any row/column).

### 7.8.2 Erdős–Gallai theorem

A simple graph with node degrees  $d_1 \geq \dots \geq d_n$  exists iff  $d_1 + \dots + d_n$  is even and for every  $k = 1 \dots n$ ,

$$\sum_{i=1}^k d_i \leq k(k-1) + \sum_{i=k+1}^n \min(d_i, k).$$

## Geometry (8)

### 8.1 Geometric primitives

#### Point.h

**Description:** Class to handle points in the plane. T can be e.g. double or long long. (Avoid int.)

<pre>template &lt;class T&gt; int sgn(T x) { return (x &gt; 0) - (x &lt; 0); } template&lt;class T&gt; struct Point {     typedef Point P;     T x, y;     explicit Point(T x=0, T y=0) : x(x), y(y) {}     bool operator&lt;(P p) const { return tie(x,y) &lt; tie(p.x,p.y); }     bool operator==(P p) const { return tie(x,y)==tie(p.x,p.y); }     P operator+(P p) const { return P(x+p.x, y+p.y); }     P operator-(P p) const { return P(x-p.x, y-p.y); }     P operator*(T d) const { return P(x*d, y*d); }     P operator/(T d) const { return P(x/d, y/d); }     T dot(P p) const { return x*p.x + y*p.y; }     T cross(P p) const { return x*p.y - y*p.x; }     T cross(P a, P b) const { return (a-*this).cross(b-*this); }     T dist2() const { return x*x + y*y; }     double dist() const { return sqrt((double)dist2()); }     // angle to x-axis in interval [-pi, pi]     double angle() const { return atan2(y, x); }     P unit() const { return *this/dist(); } // makes dist()==1     P perp() const { return P(-y, x); } // rotates +90 degrees     P normal() const { return perp().unit(); }     // returns point rotated 'a' radians ccw around the origin     P rotate(double a) const {         return P(x*cos(a)-y*sin(a),x*sin(a)+y*cos(a)); }     friend ostream&amp; operator&lt;&lt;(ostream&amp; os, P p) {         return os &lt;&lt; "(" &lt;&lt; p.x &lt;&lt; ", " &lt;&lt; p.y &lt;&lt; ")"; } };</pre>	47ec0a, 28 lines
---	------------------

#### lineDistance.h

##### Description:

Returns the signed distance between point p and the line containing points a and b. Positive value on left side and negative on right as seen from a towards b. a==b gives nan. P is supposed to be Point<T> or Point3D<T> where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long. Using Point3D will always give a non-negative distance. For Point3D, call .dist on the result of the cross product.

<pre>"Point.h" template&lt;class P&gt; double lineDist(const P&amp; a, const P&amp; b, const P&amp; p) {     return (double) (b-a).cross(p-a)/(b-a).dist(); }</pre>	f6bf6b, 4 lines
---	-----------------

#### SegmentDistance.h

##### Description:

Returns the shortest distance between point p and the line segment from point s to e.

**Usage:** Point<double> a, b(2,2), p(1,1);  
bool onSegment = segDist(a,b,p) < 1e-10;

<pre>"Point.h" typedef Point&lt;double&gt; P; double segDist(P&amp; s, P&amp; e, P&amp; p) {     if (s==e) return (p-s).dist();     auto d = (e-s).dist2(), t = min(d,max(.0, (p-s).dot(e-s)));     return ((p-s)*d-(e-s)*t).dist()/d; }</pre>	5c88f4, 6 lines
--	-----------------

#### SegmentIntersection.h

##### Description:

If a unique intersection point between the line segments going from s1 to e1 and from s2 to e2 exists then it is returned. If no intersection point exists an empty vector is returned. If infinitely many exist a vector with 2 elements is returned, containing the endpoints of the common line segment. The wrong position will be returned if P is Point<ll> and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long.

**Usage:** vector<P> inter = segInter(s1,e1,s2,e2);

<pre>if (sz(inter)==1) cout &lt;&lt; "segments intersect at " &lt;&lt; inter[0] &lt;&lt; endl; "Point.h", "OnSegment.h" template&lt;class P&gt; vector&lt;P&gt; segInter(P a, P b, P c, P d) {     auto oa = c.cross(d, a), ob = c.cross(d, b),         oc = a.cross(b, c), od = a.cross(b, d);     // Checks if intersection is single non-endpoint point.     if (sgn(oa) * sgn(ob) &lt; 0 &amp;&amp; sgn(oc) * sgn(od) &lt; 0)         return {(a * ob - b * oa) / (ob - oa)};     set&lt;P&gt; s;     if (onSegment(c, d, a)) s.insert(a);     if (onSegment(c, d, b)) s.insert(b);     if (onSegment(a, b, c)) s.insert(c);     if (onSegment(a, b, d)) s.insert(d);     return {all(s)}; }</pre>	9d57f2, 13 lines
--	------------------

#### lineIntersection.h

##### Description:

If a unique intersection point of the lines going through s1,e1 and s2,e2 exists {1, point} is returned. If no intersection point exists {0, (0,0)} is returned and if infinitely many exists {-1, (0,0)} is returned. The wrong position will be returned if P is Point<ll> and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or ll.

**Usage:** auto res = lineInter(s1,e1,s2,e2);

<pre>if (res.first == 1) cout &lt;&lt; "intersection point at " &lt;&lt; res.second &lt;&lt; endl; "Point.h" template&lt;class P&gt; pair&lt;int, P&gt; lineInter(P s1, P e1, P s2, P e2) {     auto d = (e1 - s1).cross(e2 - s2);     if (d == 0) // if parallel         return {(s1.cross(e1, s2) == 0), P(0, 0)};     auto p = s2.cross(e1, e2), q = s2.cross(e2, s1);     return {1, (s1 * p + e1 * q) / d}; }</pre>	a01f81, 8 lines
--	-----------------

#### sideOf.h

**Description:** Returns where p is as seen from s towards e. 1/0/-1 ⇔ left/on line/right. If the optional argument eps is given 0 is returned if p is within distance eps from the line. P is supposed to be Point<T> where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long.

**Usage:** bool left = sideOf(p1,p2,q)==1;

<pre>"Point.h" template&lt;class P&gt; int sideOf(P s, P e, P p) { return sgn(s.cross(e, p)); }  template&lt;class P&gt; int sideOf(const P&amp; s, const P&amp; e, const P&amp; p, double eps) {     auto a = (e-s).cross(p-s);     double l = (e-s).dist()*eps;     return (a &gt; l) - (a &lt; -l); }</pre>	3af81c, 9 lines
--	-----------------

#### OnSegment.h

**Description:** Returns true iff p lies on the line segment from s to e. Use (segDist(s,e,p) <=epsilon) instead when using Point<double>.

<pre>"Point.h" c597e8, 3 lines template&lt;class P&gt; bool onSegment(P s, P e, P p) {     return p.cross(s, e) == 0 &amp;&amp; (s - p).dot(e - p) &lt;= 0; }</pre>	
---	--

#### linearTransformation.h

##### Description:

Apply the linear transformation (translation, rotation and scaling) which takes line p0-p1 to line q0-q1 to point r.

<pre>"Point.h" o3a306, 6 lines typedef Point&lt;double&gt; P; P linearTransformation(const P&amp; p0, const P&amp; p1,     const P&amp; q0, const P&amp; q1, const P&amp; r) {     P dp = p1-p0, dq = q1-q0, num(dp.cross(dq), dp.dot(dq));     return q0 + P((r-p0).cross(num), (r-p0).dot(num))/dp.dist2(); }</pre>	
---	--

#### Angle.h

**Description:** A class for ordering angles (as represented by int points and a number of rotations around the origin). Useful for rotational sweeping. Sometimes also represents points or vectors.

**Usage:** vector<Angle> v = {w[0], w[0].t360() ...}; // sorted  
int j = 0; rep(i,0,n) { while (v[j] < v[i].t180()) ++j; }  
// sweeps j such that (j-i) represents the number of positively oriented triangles with vertices at 0 and i

<pre>struct Angle {     int x, y;     int t;     Angle(int x, int y, int t=0) : x(x), y(y), t(t) {}     Angle operator-(Angle b) const { return {x-b.x, y-b.y, t}; }     int half() const {         assert(x    y);         return y &lt; 0    (y == 0 &amp;&amp; x &lt; 0);     }     Angle t90() const { return {-y, x, t + (half() &amp;&amp; x &gt;= 0)}; }     Angle t180() const { return {-x, -y, t + half()}; }     Angle t360() const { return {x, y, t + 1}; } }; bool operator&lt;(Angle a, Angle b) {     // add a.dist2() and b.dist2() to also compare distances     return make_tuple(a.t, a.half(), a.y * (ll)b.x) &lt;         make_tuple(b.t, b.half(), a.x * (ll)b.y); }</pre>	
---	--

// Given two points, this calculates the smallest angle between them, i.e., the angle that covers the defined line segment.

<pre>pair&lt;Angle, Angle&gt; segmentAngles(Angle a, Angle b) {     if (b &lt; a) swap(a, b);     return (b &lt; a.t180() ?         make_pair(a, b) : make_pair(b, a.t360())); } Angle operator+(Angle a, Angle b) { // point a + vector b     Angle r(a.x + b.x, a.y + b.y, a.t);     if (a.t180() &lt; r) r.t--;     return r.t180() &lt; a ? r.t360() : r; } Angle angleDiff(Angle a, Angle b) { // angle b - angle a     int tu = b.t - a.t; a.t = b.t;     return {a.x*b.x + a.y*b.y, a.x*b.y - a.y*b.x, tu - (b &lt; a)}; }</pre>	
---	--



## 8.2 Circles

### CircleIntersection.h

**Description:** Computes the pair of points at which two circles intersect. Returns false in case of no intersection.

"Point.h"	84d6d3, 11 lines
<pre>typedef Point&lt;double&gt; P; bool circleInter(P a,P b,double r1,double r2,pair&lt;P, P&gt;* out) {     if (a == b) { assert(r1 != r2); return false; }     P vec = b - a;     double d2 = vec.dist2(), sum = r1+r2, dif = r1-r2,         p = (d2 + r1*r1 - r2*r2)/(d2*2), h2 = r1*r1 - p*p*d2;     if (sum*sum &lt; d2    dif*dif &gt; d2) return false;     P mid = a + vec*p, per = vec.perp() * sqrt(fmax(0, h2) / d2);     *out = {mid + per, mid - per};     return true; }</pre>	

### CircleTangents.h

**Description:** Finds the external tangents of two circles, or internal if r2 is negated. Can return 0, 1, or 2 tangents – 0 if one circle contains the other (or overlaps it, in the internal case, or if the circles are the same); 1 if the circles are tangent to each other (in which case .first = .second and the tangent line is perpendicular to the line between the centers). .first and .second give the tangency points at circle 1 and 2 respectively. To find the tangents of a circle with a point set r2 to 0.

"Point.h"	b0153d, 13 lines
<pre>template&lt;class P&gt; vector&lt;pair&lt;P, P&gt;&gt; tangents(P c1, double r1, P c2, double r2) {     P d = c2 - c1;     double dr = r1 - r2, d2 = d.dist2(), h2 = d2 - dr * dr;     if (d2 == 0    h2 &lt; 0) return {};     vector&lt;pair&lt;P, P&gt;&gt; out;     for (double sign : {-1, 1}) {         P v = (d * dr + d.perp() * sqrt(h2) * sign) / d2;         out.push_back({c1 + v * r1, c2 + v * r2});     }     if (h2 == 0) out.pop_back();     return out; }</pre>	

### CirclePolygonIntersection.h

**Description:** Returns the area of the intersection of a circle with a ccw polygon.  
**Time:**  $\mathcal{O}(n)$

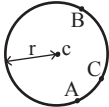
"../content/geometry/Point.h"	19add1, 19 lines
<pre>typedef Point&lt;double&gt; P; #define arg(p, q) atan2(p.cross(q), p.dot(q)) double circlePoly(P c, double r, vector&lt;P&gt; ps) {     auto tri = [&amp;](P p, P q) {         auto r2 = r * r / 2;         P d = q - p;         auto a = d.dot(p)/d.dist2(), b = (p.dist2()-r*r)/d.dist2();         auto det = a * a - b;         if (det &lt;= 0) return arg(p, q) * r2;         auto s = max(0., -a-sqrt(det)), t = min(1., -a+sqrt(det));         if (t &lt; 0    1 &lt;= s) return arg(p, q) * r2;         P u = p + d * s, v = q + d * (t-1);         return arg(p,u) * r2 + u.cross(v)/2 + arg(v,q) * r2;     };     auto sum = 0.0;     rep(i,0,sz(ps))         sum += tri(ps[i] - c, ps[(i + 1) % sz(ps)] - c);     return sum; }</pre>	

### circumcircle.h

**Description:**

The circumcirle of a triangle is the circle intersecting all three vertices. ccRadius returns the radius of the circle going through points A, B and C and ccCenter returns the center of the same circle.

"Point.h"	1caa3a, 9 lines
<pre>typedef Point&lt;double&gt; P; double ccRadius(const P&amp; A, const P&amp; B, const P&amp; C) {     return (B-A).dist()*(C-B).dist()*(A-C).dist()/         abs((B-A).cross(C-A))/2; } P ccCenter(const P&amp; A, const P&amp; B, const P&amp; C) {     P b = C-A, c = B-A;     return A + (b*c.dist2()-c*b.dist2()).perp()/b.cross(c)/2; }</pre>	



### MinimumEnclosingCircle.h

**Description:** Computes the minimum circle that encloses a set of points.

**Time:** expected  $\mathcal{O}(n)$

"circumcircle.h"	09dd0a, 17 lines
<pre>pair&lt;P, double&gt; mec(vector&lt;P&gt; ps) {     shuffle(all(ps), mt19937(time(0)));     P o = ps[0];     double r = 0, EPS = 1 + 1e-8;     rep(i,0,sz(ps)) if ((o - ps[i]).dist() &gt; r * EPS) {         o = ps[i], r = 0;         rep(j,0,i) if ((o - ps[j]).dist() &gt; r * EPS) {             o = (ps[i] + ps[j]) / 2;             r = (o - ps[i]).dist();             rep(k,0,j) if ((o - ps[k]).dist() &gt; r * EPS) {                 o = ccCenter(ps[i], ps[j], ps[k]);                 r = (o - ps[i]).dist();             }         }     }     return {o, r}; }</pre>	

## 8.3 Polygons

### InsidePolygon.h

**Description:** Returns true if p lies within the polygon. If strict is true, it returns false for points on the boundary. The algorithm uses products in intermediate steps so watch out for overflow.

**Usage:** vector<P> v = {P{4,4}, P{1,2}, P{2,1}};  
bool in = inPolygon(v, P{3, 3}, false);

**Time:**  $\mathcal{O}(n)$

"Point.h", "OnSegment.h", "SegmentDistance.h"	2bf504, 11 lines
<pre>template&lt;class P&gt; bool inPolygon(vector&lt;P&gt; &amp;p, P a, bool strict = true) {     int cnt = 0, n = sz(p);     rep(i,0,n) {         P q = p[(i + 1) % n];         if (onSegment(p[i], q, a)) return !strict;         //or: if (segDist(p[i], q, a) &lt;= eps) return !strict;         cnt ^= ((a.y&lt;p[i].y) - (a.y&lt;q.y)) * a.cross(p[i], q) &gt; 0;     }     return cnt; }</pre>	

### PolygonArea.h

**Description:** Returns twice the signed area of a polygon. Clockwise enumeration gives negative area. Watch out for overflow if using int as T!

"Point.h"	f12300, 6 lines
<pre>template&lt;class T&gt; T polygonArea2(vector&lt;Point&lt;T&gt;&gt;&amp; v) {</pre>	

```
T a = v.back().cross(v[0]);
rep(i,0,sz(v)-1) a += v[i].cross(v[i+1]);
return a;
}
```

### PolygonCenter.h

**Description:** Returns the center of mass for a polygon.

**Time:**  $\mathcal{O}(n)$

"Point.h"	9706dc, 9 lines
<pre>typedef Point&lt;double&gt; P; P polygonCenter(const vector&lt;P&gt;&amp; v) {     P res(0, 0); double A = 0;     for (int i = 0, j = sz(v) - 1; i &lt; sz(v); j = i++) {         res = res + (v[i] + v[j]) * v[j].cross(v[i]);         A += v[j].cross(v[i]);     }     return res / A / 3; }</pre>	

### PolygonCut.h

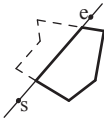
**Description:**

Returns a vector with the vertices of a polygon with everything to the left of the line going from s to e cut away.

**Usage:** vector<P> p = ...;

p = polygonCut(p, P(0,0), P(1,0));

"Point.h"	d07181, 13 lines
<pre>typedef Point&lt;double&gt; P; vector&lt;P&gt; polygonCut(const vector&lt;P&gt;&amp; poly, P s, P e) {     vector&lt;P&gt; res;     rep(i,0,sz(poly)) {         P cur = poly[i], prev = i ? poly[i-1] : poly.back();         auto a = s.cross(e, cur), b = s.cross(e, prev);         if ((a &lt; 0) != (b &lt; 0))             res.push_back(cur + (prev - cur) * (a / (a - b)));         if (a &lt; 0)             res.push_back(cur);     }     return res; }</pre>	



### ConvexHull.h

**Description:**

Returns a vector of the points of the convex hull in counter-clockwise order. Points on the edge of the hull between two other points are not considered part of the hull.

**Time:**  $\mathcal{O}(n \log n)$

"Point.h"	310954, 13 lines
<pre>typedef Point&lt;ll&gt; P; vector&lt;P&gt; convexHull(vector&lt;P&gt; pts) {     if (sz(pts) &lt;= 1) return pts;     sort(all(pts));     vector&lt;P&gt; h(sz(pts)+1);     int s = 0, t = 0;     for (int it = 2; it--; s = --t, reverse(all(pts)))         for (P p : pts) {             while (t &gt;= s + 2 &amp;&amp; h[t-2].cross(h[t-1], p) &lt;= 0) t--;             h[t++] = p;         }     return {h.begin(), h.begin() + t - (t == 2 &amp;&amp; h[0] == h[1])}; }</pre>	



### HullDiameter.h

**Description:** Returns the two points with max distance on a convex hull (ccw, no duplicate/collinear points).

**Time:**  $\mathcal{O}(n)$

"Point.h"	c571b8, 12 lines
<pre>typedef Point&lt;ll&gt; P;</pre>	

```
array<P, 2> hullDiameter(vector<P> S) {
    int n = sz(S), j = n < 2 ? 0 : 1;
    pair<ll, array<P, 2>> res({0, {S[0], S[0]}});
    rep(i, 0, j)
        for (; j = (j + 1) % n) {
            res = max(res, {{S[i] - S[j]}.dist2(), {S[i], S[j]}});
            if ((S[(j + 1) % n] - S[j]).cross(S[i + 1] - S[i]) >= 0)
                break;
        }
    return res.second;
}
```

PointInsideHull.h

**Description:** Determine whether a point t lies inside a convex hull (CCW order, with no collinear points). Returns true if point lies within the hull. If strict is true, points on the boundary aren't included.

**Time:**  $\mathcal{O}(\log N)$

"Point.h", "sideOf.h", "OnSegment.h"	71446b, 14 lines
--------------------------------------	------------------

```
typedef Point<ll> P;

bool inHull(const vector<P>& l, P p, bool strict = true) {
    int a = 1, b = sz(l) - 1, r = !strict;
    if (sz(l) < 3) return r && onSegment(l[0], l.back(), p);
    if (sideOf(l[0], l[a], l[b]) > 0) swap(a, b);
    if (sideOf(l[0], l[a], p) >= r || sideOf(l[0], l[b], p) <= -r)
        return false;
    while (abs(a - b) > 1) {
        int c = (a + b) / 2;
        (sideOf(l[0], l[c], p) > 0 ? b : a) = c;
    }
    return sgn(l[a].cross(l[b], p)) < r;
}
```

LineHullIntersection.h

**Description:** Line-convex polygon intersection. The polygon must be ccw and have no collinear points. lineHull(line, poly) returns a pair describing the intersection of a line with the polygon:  $\bullet(-1, -1)$  if no collision,  $\bullet(i, -1)$  if touching the corner  $i$ ,  $\bullet(i, i)$  if along side  $(i, i + 1)$ ,  $\bullet(i, j)$  if crossing sides  $(i, i + 1)$  and  $(j, j + 1)$ . In the last case, if a corner  $i$  is crossed, this is treated as happening on side  $(i, i + 1)$ . The points are returned in the same order as the line hits the polygon. extrVertex returns the point of a hull with the max projection onto a line.

**Time:**  $\mathcal{O}(\log n)$

```
"Point.h" 7cf45b, 39 lines

#define cmp(i, j) sgn(dir.perp().cross(poly[i] % n - poly[j] % n))
#define extr(i) cmp(i + 1, i) >= 0 && cmp(i, i - 1 + n) < 0
template <class P> int extrVertex(vector<P>& poly, P dir) {
    int n = sz(poly), lo = 0, hi = n;
    while (lo + 1 < hi) {
        int m = (lo + hi) / 2;
        if (extr(m)) return m;
        int ls = cmp(lo + 1, lo), ms = cmp(m + 1, m);
        (ls < ms || (ls == ms && ls == cmp(lo, m)) ? hi : lo) = m;
    }
    return lo;
}
```

```
#define cmpL(i) sgn(a.cross(poly[i], b))
template <class P>
array<int, 2> lineHull(P a, P b, vector<P>& poly) {
    int endA = extrVertex(poly, (a - b).perp());
    int endB = extrVertex(poly, (b - a).perp());
    if (cmpL(endA) < 0 || cmpL(endB) > 0)
        return {-1, -1};
    array<int, 2> res;
    rep(i, 0, 2) {
        int lo = endB, hi = endA, n = sz(poly);
```

```
        while ((lo + 1) % n != hi) {
            int m = ((lo + hi + (lo < hi ? 0 : n)) / 2) % n;
            (cmpL(m) == cmpL(endB) ? lo : hi) = m;
        }
        res[i] = (lo + !cmpL(hi)) % n;
        swap(endA, endB);
    }
    if (res[0] == res[1]) return {res[0], -1};
    if (!cmpL(res[0]) && !cmpL(res[1]))
        switch ((res[0] - res[1] + sz(poly) + 1) % sz(poly)) {
            case 0: return {res[0], res[0]};
            case 2: return {res[1], res[1]};
        }
    return res;
}
```

8.4 Misc. Point Set Problems

ClosestPair.h

**Description:** Finds the closest pair of points.

**Time:**  $\mathcal{O}(n \log n)$

```
"Point.h" ac41a6, 17 lines

typedef Point<ll> P;
pair<P, P> closest(vector<P> v) {
    assert(sz(v) > 1);
    set<P> S;
    sort(all(v), [](P a, P b) { return a.y < b.y; });
    pair<ll, pair<P, P>> ret{LLONG_MAX, {P(), P()}};
    int j = 0;
    for (P p : v) {
        P d{1 + (ll)sqrt(ret.first), 0};
        while (v[j].y <= p.y - d.x) S.erase(v[j++]);
        auto lo = S.lower_bound(p - d), hi = S.upper_bound(p + d);
        for (; lo != hi; ++lo)
            ret = min(ret, {( *lo - p).dist2(), { *lo, p } });
        S.insert(p);
    }
    return ret.second;
}
```

kdTree.h

**Description:** KD-tree (2d, can be extended to 3d)

```
"Point.h" bac5b0, 63 lines

typedef long long T;
typedef Point<T> P;
const T INF = numeric_limits<T>::max();

bool on_x(const P& a, const P& b) { return a.x < b.x; }
bool on_y(const P& a, const P& b) { return a.y < b.y; }

struct Node {
    P pt; // if this is a leaf, the single point in it
    T x0 = INF, x1 = -INF, y0 = INF, y1 = -INF; // bounds
    Node *first = 0, *second = 0;

    T distance(const P& p) { // min squared distance to a point
        T x = (p.x < x0 ? x0 : p.x > x1 ? x1 : p.x);
        T y = (p.y < y0 ? y0 : p.y > y1 ? y1 : p.y);
        return (P(x, y) - p).dist2();
    }

    Node(vector<P>&& vp) : pt(vp[0]) {
        for (P p : vp) {
            x0 = min(x0, p.x); x1 = max(x1, p.x);
            y0 = min(y0, p.y); y1 = max(y1, p.y);
        }
        if (vp.size() > 1) {
            // split on x if width >= height (not ideal...)
            sort(all(vp), x1 - x0 >= y1 - y0 ? on_x : on_y);
```

```
            // divide by taking half the array for each child (not
            // best performance with many duplicates in the middle)
            int half = sz(vp)/2;
            first = new Node({vp.begin(), vp.begin() + half});
            second = new Node({vp.begin() + half, vp.end()});
        }
    };

    struct KDTree {
        Node* root;
        KDTree(const vector<P>& vp) : root(new Node({all(vp)})) {}

        pair<T, P> search(Node *node, const P& p) {
            if (!node->first) {
                // uncomment if we should not find the point itself:
                // if (p == node->pt) return {INF, P()};
                return make_pair((p - node->pt).dist2(), node->pt);
            }

            Node *f = node->first, *s = node->second;
            T bfirst = f->distance(p), bsec = s->distance(p);
            if (bfirst > bsec) swap(bsec, bfirst), swap(f, s);

            // search closest side first, other side if needed
            auto best = search(f, p);
            if (bsec < best.first)
                best = min(best, search(s, p));
            return best;
        }

        // find nearest point to a point, and its squared distance
        // (requires an arbitrary operator< for Point)
        pair<T, P> nearest(const P& p) {
            return search(root, p);
        }
    };
};
```

FastDelaunay.h

**Description:** Fast Delaunay triangulation. Each circumcircle contains none of the input points. There must be no duplicate points. If all points are on a line, no triangles will be returned. Should work for doubles as well, though there may be precision issues in 'circ'. Returns triangles in order  $\{t[0][0], t[0][1], t[0][2], t[1][0], \dots\}$ , all counter-clockwise.

**Time:**  $\mathcal{O}(n \log n)$

```
"Point.h" eefdf5, 88 lines

typedef Point<ll> P;
typedef struct Quad* Q;
typedef __int128_t ll1; // (can be ll if coords are < 2e4)
P arb(LLONG_MAX, LLONG_MAX); // not equal to any other point

struct Quad {
    Q rot, o; P p = arb; bool mark;
    P& F() { return r()->p; }
    Q& r() { return rot->rot; }
    Q prev() { return rot->o->rot; }
    Q next() { return r()->prev(); }
} *H;

bool circ(P p, P a, P b, P c) { // is p in the circumcircle?
    ll1 p2 = p.dist2(), A = a.dist2()-p2,
        B = b.dist2()-p2, C = c.dist2()-p2;
    return p.cross(a,b)*C + p.cross(b,c)*A + p.cross(c,a)*B > 0;
}

Q makeEdge(P orig, P dest) {
    Q r = H ? H : new Quad{new Quad{new Quad{new Quad{0}}}};
    H = r->o; r->r()->r() = r;
    rep(i, 0, 4) r = r->rot, r->p = arb, r->o = i & 1 ? r : r->r();
    r->p = orig; r->F() = dest;
```

```
    return r;
}

void splice(Q a, Q b) {
    swap(a->o->rot->o, b->o->rot->o); swap(a->o, b->o);
}
Q connect(Q a, Q b) {
    Q q = makeEdge(a->F(), b->p);
    splice(q, a->next());
    splice(q->r(), b);
    return q;
}

pair<Q,Q> rec(const vector<P>& s) {
    if (sz(s) <= 3) {
        Q a = makeEdge(s[0], s[1]), b = makeEdge(s[1], s.back());
        if (sz(s) == 2) return { a, a->r() };
        splice(a->r(), b);
        auto side = s[0].cross(s[1], s[2]);
        Q c = side ? connect(b, a) : 0;
        return {side < 0 ? c->r() : a, side < 0 ? c : b->r() };
    }

#define H(e) e->F(), e->p
#define valid(e) (e->F().cross(H(base)) > 0)
    Q A, B, ra, rb;
    int half = sz(s) / 2;
    tie(ra, A) = rec({all(s) - half});
    tie(B, rb) = rec({sz(s) - half + all(s)});
    while ((B->p.cross(H(A)) < 0 && (A = A->next())) ||
        (A->p.cross(H(B)) > 0 && (B = B->r()->o)));
    Q base = connect(B->r(), A);
    if (A->p == ra->p) ra = base->r();
    if (B->p == rb->p) rb = base;

#define DEL(e, init, dir) Q e = init->dir; if (valid(e)) \
    while (circ(e->dir->F(), H(base), e->F())) { \
        Q t = e->dir; \
        splice(e, e->prev()); \
        splice(e->r(), e->r()->prev()); \
        e->o = H; H = e; e = t; \
    }
    for (;;) {
        DEL(LC, base->r(), o); DEL(RC, base, prev());
        if (!valid(LC) && !valid(RC)) break;
        if (!valid(LC) || (valid(RC) && circ(H(RC), H(LC))))
            base = connect(RC, base->r());
        else
            base = connect(base->r(), LC->r());
    }
    return { ra, rb };
}

vector<P> triangulate(vector<P> pts) {
    sort(all(pts)); assert(unique(all(pts)) == pts.end());
    if (sz(pts) < 2) return {};
    Q e = rec(pts).first;
    vector<Q> q = {e};
    int qi = 0;
    while (e->o->F().cross(e->F(), e->p) < 0) e = e->o;
#define ADD { Q c = e; do { c->mark = 1; pts.push_back(c->p); \
    q.push_back(c->r()); c = c->next(); } while (c != e); }
    ADD; pts.clear();
    while (qi < sz(q)) if (!(e = q[qi++])->mark) ADD;
    return pts;
}
```

### 8.5 3D

#### PolyhedronVolume.h

**Description:** Magic formula for the volume of a polyhedron. Faces should point outwards.

```
template<class V, class L>
double signedPolyVolume(const V& p, const L& trilst) {
    double v = 0;
    for (auto i : trilst) v += p[i.a].cross(p[i.b]).dot(p[i.c]);
    return v / 6;
}
```

#### Point3D.h

**Description:** Class to handle points in 3D space. T can be e.g. double or long long.

```
template<class T> struct Point3D {
    typedef Point3D P;
    typedef const P& R;
    T x, y, z;
    explicit Point3D(T x=0, T y=0, T z=0) : x(x), y(y), z(z) {}
    bool operator<(R p) const {
        return tie(x, y, z) < tie(p.x, p.y, p.z); }
    bool operator==(R p) const {
        return tie(x, y, z) == tie(p.x, p.y, p.z); }
    P operator+(R p) const { return P(x+p.x, y+p.y, z+p.z); }
    P operator-(R p) const { return P(x-p.x, y-p.y, z-p.z); }
    P operator*(T d) const { return P(x*d, y*d, z*d); }
    P operator/(T d) const { return P(x/d, y/d, z/d); }
    T dot(R p) const { return x*p.x + y*p.y + z*p.z; }
    P cross(R p) const {
        return P(y*p.z - z*p.y, z*p.x - x*p.z, x*p.y - y*p.x);
    }
    T dist2() const { return x*x + y*y + z*z; }
    double dist() const { return sqrt((double)dist2()); }
    //Azimuthal angle (longitude) to x-axis in interval [-pi, pi]
    double phi() const { return atan2(y, x); }
    //Zenith angle (latitude) to the z-axis in interval [0, pi]
    double theta() const { return atan2(sqrt(x*x+y*y), z); }
    P unit() const { return *this/(T)dist(); } //makes dist()==1
    //returns unit vector normal to *this and p
    P normal(P p) const { return cross(p).unit(); }
    //returns point rotated 'angle' radians ccw around axis
    P rotate(double angle, P axis) const {
        double s = sin(angle), c = cos(angle); P u = axis.unit();
        return u*dot(u)*(1-c) + (*this)*c - cross(u)*s;
    }
};
```

#### 3dHull.h

**Description:** Computes all faces of the 3-dimension hull of a point set. \*No four points must be coplanar\*, or else random results will be returned. All faces will point outwards.

```
Time:  $\mathcal{O}(n^2)$ 
"Point3D.h"
5b45fc, 49 lines

typedef Point3D<double> P3;

struct PR {
    void ins(int x) { (a == -1 ? a : b) = x; }
    void rem(int x) { (a == x ? a : b) = -1; }
    int cnt() { return (a != -1) + (b != -1); }
    int a, b;
};

struct F { P3 q; int a, b, c; };

vector<F> hull3d(const vector<P3>& A) {
    assert(sz(A) >= 4);
```

```
vector<vector<PR>> E(sz(A), vector<PR>(sz(A), {-1, -1}));
#define E(x,y) E[f.x][f.y]
vector<F> FS;
auto mf = [&](int i, int j, int k, int l) {
    P3 q = (A[j] - A[i]).cross((A[k] - A[i]));
    if (q.dot(A[l]) > q.dot(A[i]))
        q = q * -1;
    F f{q, i, j, k};
    E(a,b).ins(k); E(a,c).ins(j); E(b,c).ins(i);
    FS.push_back(f);
};
rep(i,0,4) rep(j,i+1,4) rep(k,j+1,4)
    mf(i, j, k, 6 - i - j - k);

rep(i,4,sz(A)) {
    rep(j,0,sz(FS)) {
        F f = FS[j];
        if (f.q.dot(A[i]) > f.q.dot(A[f.a])) {
            E(a,b).rem(f.c);
            E(a,c).rem(f.b);
            E(b,c).rem(f.a);
            swap(FS[j-], FS.back());
            FS.pop_back();
        }
        int nw = sz(FS);
        rep(j,0,nw) {
            F f = FS[j];
#define C(a, b, c) if (E(a,b).cnt() != 2) mf(f.a, f.b, i, f.c);
            C(a, b, c); C(a, c, b); C(b, c, a);
        }
        for (F& it : FS) if ((A[it.b] - A[it.a]).cross(
            A[it.c] - A[it.a]).dot(it.q) <= 0) swap(it.c, it.b);
        return FS;
    };
};
```

#### sphericalDistance.h

**Description:** Returns the shortest distance on the sphere with radius *radius* between the points with azimuthal angles (longitude) *f1* ( $\phi_1$ ) and *f2* ( $\phi_2$ ) from *x* axis and zenith angles (latitude) *t1* ( $\theta_1$ ) and *t2* ( $\theta_2$ ) from *z* axis (0 = north pole). All angles measured in radians. The algorithm starts by converting the spherical coordinates to cartesian coordinates so if that is what you have you can use only the two last rows. *dx\*radius* is then the difference between the two points in the *x* direction and *d\*radius* is the total distance between the points.

```
611f07, 8 lines

double sphericalDistance(double f1, double t1,
    double f2, double t2, double radius) {
    double dx = sin(t2)*cos(f2) - sin(t1)*cos(f1);
    double dy = sin(t2)*sin(f2) - sin(t1)*sin(f1);
    double dz = cos(t2) - cos(t1);
    double d = sqrt(dx*dx + dy*dy + dz*dz);
    return radius*2*asin(d/2);
}
```

## Strings (9)

#### trie.h

**Description:** trie data structure for strings

```
Time:  $\mathcal{O}(N * bits)$ 
8736d9, 23 lines

template<int SZ, int MXBIT> struct Trie {
    int nex[SZ][2], sz[SZ], num = 0; // num is last node
    // change 2 to 26 for lowercase letters
    Trie() { memset(nex,0,sizeof nex); memset(sz,0,sizeof sz); }
    void ins(ll x, int a = 1) { // insert or delete
        int cur = 0; sz[cur] += a;
```

```

    rrep(i,MXBIT,0) {
        int t = (x>>i)&1;
        if (!nex[cur][t]) nex[cur][t] = ++num;
        sz[cur = nex[cur][t]] += a;
    }
}
ll test(ll x) { // compute max xor
    if (!sz[0]) return -INF; // no elements in trie
    int cur = 0;
    rrep(i,MXBIT,0) {
        int t = ((x>>i)&1)^1;
        if (!nex[cur][t] || !sz[nex[cur][t]]) t ^= 1;
        cur = nex[cur][t]; if (t) x ^= 1LL<<i;
    }
    return x;
}
};
```

KMP.h

Description: pi[x] computes the length of the longest prefix of s that ends at x, other than s[0..x] itself (abacaba -> 0010123). Can be used to find all occurrences of a string.

Time:  $\mathcal{O}(n)$

d4375c, 16 lines

```

vi pi(const string& s) {
    vi p(sz(s));
    rep(i,1,sz(s)) {
        int g = p[i-1];
        while (g && s[i] != s[g]) g = p[g-1];
        p[i] = g + (s[i] == s[g]);
    }
    return p;
}

vi match(const string& s, const string& pat) {
    vi p = pi(pat + '0' + s), res;
    rep(i,sz(p)-sz(s),sz(p))
        if (p[i] == sz(pat)) res.push_back(i - 2 * sz(pat));
    return res;
}
```

Zfunc.h

Description: z[i] computes the length of the longest common prefix of s[i:] and s, except z[0] = 0. (abacaba -> 0010301)

Time:  $\mathcal{O}(n)$

ee09e2, 12 lines

```

vi Z(const string& S) {
    vi z(sz(S));
    int l = -1, r = -1;
    rep(i,1,sz(S)) {
        z[i] = i >= r ? 0 : min(r - i, z[i - l]);
        while (i + z[i] < sz(S) && S[i + z[i]] == S[z[i]])
            z[i]++;
        if (i + z[i] > r)
            l = i, r = i + z[i];
    }
    return z;
}

};
```

Manacher.h

Description: For each position in a string, computes p[0][i] = half length of longest even palindrome around pos i, p[1][i] = longest odd (half rounded down).

Time:  $\mathcal{O}(N)$

e7ad79, 13 lines

```

array<vi, 2> manacher(const string& s) {
    int n = sz(s);
    array<vi,2> p = {vi(n+1), vi(n)};
    rep(z,0,2) for (int i=0,l=0,r=0; i < n; i++) {
```

```

        int t = r-i+!z;
        if (i<r) p[z][i] = min(t, p[z][l+t]);
        int L = i-p[z][i], R = i+p[z][i]-!z;
        while (L>=1 && R+1<n && s[L-1] == s[R+1])
            p[z][i]++, L--, R++;
        if (R>r) l=L, r=R;
    }
    return p;
}
```

MinRotation.h

Description: Finds the lexicographically smallest rotation of a string.

Usage: rotate(v.begin(), v.begin()+minRotation(v), v.end());

Time:  $\mathcal{O}(N)$

d07a42, 8 lines

```

int minRotation(string s) {
    int a=0, N=sz(s); s += s;
    rep(b,0,N) rep(k,0,N) {
        if (a+k == b || s[a+k] < s[b+k]) {b += max(0, k-1); break;}
        if (s[a+k] > s[b+k]) {a = b; break;}
    }
    return a;
}
```

SuffixArray.h

Description: Builds suffix array for a string. sa[i] is the starting index of the suffix which is i'th in the sorted suffix array. The returned vector is of size n + 1, and sa[0] = n. The lcp array contains longest common prefixes for neighbouring strings in the suffix array: lcp[i] = lcp(sa[i], sa[i-1]), lcp[0] = 0. The input string must not contain any nul chars.

Time:  $\mathcal{O}(n \log n)$

635552, 22 lines

```

struct SuffixArray {
    vi sa, lcp;
    SuffixArray(string s, int lim=256) { // or vector<int>
        s.push_back(0); int n = sz(s), k = 0, a, b;
        vi x(all(s)), y(n), ws(max(n, lim));
        sa = lcp = y, iota(all(sa), 0);
        for (int j = 0, p = 0; p < n; j = max(1, j * 2), lim = p) {
            p = j, iota(all(y), n - j);
            rep(i,0,n) if (sa[i] >= j) y[p++] = sa[i] - j;
            fill(all(ws), 0);
            rep(i,0,n) ws[x[i]]++;
            rep(i,1,lim) ws[i] += ws[i - 1];
            for (int i = n; i--;) sa[--ws[x[y[i]]]] = y[i];
            swap(x, y), p = 1, x[sa[0]] = 0;
            rep(i,1,n) a = sa[i - 1], b = sa[i], x[b] =
                (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1 : p++;
        }
        for (int i = 0, j; i < n - 1; lcp[x[i++]] = k)
            for (k && k--, j = sa[x[i] - 1];
                s[i + k] == s[j + k]; k++);
    }
};
```

SuffixTree.h

Description: Ukkonen's algorithm for online suffix tree construction. Each node contains indices [l, r] into the string, and a list of child nodes. Suffixes are given by traversals of this tree, joining [l, r] substrings. The root is 0 (has l = -1, r = 0), non-existent children are -1. To get a complete tree, append a dummy symbol – otherwise it may contain an incomplete path (still useful for substring matching, though).

Time:  $\mathcal{O}(26N)$

aae0b8, 50 lines

```

struct SuffixTree {
    enum { N = 200010, ALPHA = 26 }; // N ~ 2*mazlen+10
    int toi(char c) { return c - 'a'; }
    string a; // v = cur node, q = cur position
    int t[N][ALPHA],l[N],r[N],p[N],s[N],v=0,q=0,m=2;
```

```

void ukkadd(int i, int c) { suff:
    if (r[v]<=q) {
        if (t[v][c]==-1) { t[v][c]=m; l[m]=i;
            p[m++]=v; v=s[v]; q=r[v]; goto suff; }
        v=t[v][c]; q=l[v];
    }
    if (q==-1 || c==toi(a[q])) q++; else {
        l[m+1]=i; p[m+1]=m; l[m]=l[v]; r[m]=q;
        p[m]=p[v]; t[m][c]=m+1; t[m][toi(a[q])]=v;
        l[v]=q; p[v]=m; t[p[m]][toi(a[l[m])]]=m;
        v=s[p[m]]; q=l[m];
        while (q<r[m]) { v=t[v][toi(a[q])]; q+=r[v]-l[v]; }
        if (q==r[m]) s[m]=v; else s[m]=m+2;
        q=r[v]-(q-r[m]); m+=2; goto suff;
    }
}

SuffixTree(string a) : a(a) {
    fill(r,r+N,sz(a));
    memset(s, 0, sizeof s);
    memset(t, -1, sizeof t);
    fill(t[1],t[1]+ALPHA,0);
    s[0] = 1; l[0] = l[1] = -1; r[0] = r[1] = p[0] = p[1] = 0;
    rep(i,0,sz(a)) ukkadd(i, toi(a[i]));
}
```

```

// example: find longest common substring (uses ALPHA = 28)
pii best;
int lcs(int node, int i1, int i2, int olen) {
    if (l[node] <= i1 && i1 < r[node]) return 1;
    if (l[node] <= i2 && i2 < r[node]) return 2;
    int mask = 0, len = node ? olen + (r[node] - l[node]) : 0;
    rep(c,0,ALPHA) if (t[node][c] != -1)
        mask |= lcs(t[node][c], i1, i2, len);
    if (mask == 3)
        best = max(best, {len, r[node] - len});
    return mask;
}

static pii LCS(string s, string t) {
    SuffixTree st(s + (char)('z' + 1) + t + (char)('z' + 2));
    st.lcs(0, sz(s), sz(s) + 1 + sz(t), 0);
    return st.best;
}

};
```

AhoCorasick.h

Description: Aho-Corasick automaton, used for multiple pattern matching. Initialize with AhoCorasick ac(patterns); the automaton start node will be at index 0. find(word) returns for each position the index of the longest word that ends there, or -1 if none. findAll(–, word) finds all words (up to  $N\sqrt{N}$  many if no duplicate patterns) that start at each position (shortest first). Duplicate patterns are allowed; empty patterns are not. To find the longest words that start at each position, reverse all input. For large alphabets, split each symbol into chunks, with sentinel bits for symbol boundaries.

Time: construction takes  $\mathcal{O}(26N)$ , where N = sum of length of patterns. find(x) is  $\mathcal{O}(N)$ , where N = length of x. findAll is  $\mathcal{O}(NM)$ .

f35677, 66 lines

```

struct AhoCorasick {
    enum {alpha = 26, first = 'A'}; // change this!
    struct Node {
        // (nmatches is optional)
        int back, next[alpha], start = -1, end = -1, nmatches = 0;
        Node(int v) { memset(next, v, sizeof(next)); }
    };
    vector<Node> N;
    vi backp;
    void insert(string& s, int j) {
        assert(!s.empty());
```

```
int n = 0;
for (char c : s) {
    int& m = N[n].next[c - first];
    if (m == -1) { n = m = sz(N); N.emplace_back(-1); }
    else n = m;
}
if (N[n].end == -1) N[n].start = j;
backp.push_back(N[n].end);
N[n].end = j;
N[n].nmatches++;
}
AhoCorasick(vector<string>& pat) : N(1, -1) {
    rep(i,0,sz(pat)) insert(pat[i], i);
    N[0].back = sz(N);
    N.emplace_back(0);

    queue<int> q;
    for (q.push(0); !q.empty(); q.pop()) {
        int n = q.front(), prev = N[n].back;
        rep(i,0,alpha) {
            int &ed = N[n].next[i], y = N[prev].next[i];
            if (ed == -1) ed = y;
            else {
                N[ed].back = y;
                (N[ed].end == -1 ? N[ed].end : backp[N[ed].start])
                    = N[y].end;
                N[ed].nmatches += N[y].nmatches;
                q.push(ed);
            }
        }
    }
}
vi find(string word) {
    int n = 0;
    vi res; // ll count = 0;
    for (char c : word) {
        n = N[n].next[c - first];
        res.push_back(N[n].end);
        // count += N[n].nmatches;
    }
    return res;
}
vector<vi> findAll(vector<string>& pat, string word) {
    vi r = find(word);
    vector<vi> res(sz(word));
    rep(i,0,sz(word)) {
        int ind = r[i];
        while (ind != -1) {
            res[i - sz(pat[ind]) + 1].push_back(ind);
            ind = backp[ind];
        }
    }
    return res;
}
};
```

## Various (10)

### 10.1 Intervals

#### IntervalContainer.h

**Description:** Add and remove intervals from a set of disjoint intervals. Will merge the added interval with any overlapping intervals in the set when adding. Intervals are [inclusive, exclusive).

**Time:**  $\mathcal{O}(\log N)$

```
set<pii>::iterator addInterval(set<pii>& is, int L, int R) {
    if (L == R) return is.end();
```

```
auto it = is.lower_bound({L, R}), before = it;
while (it != is.end() && it->first <= R) {
    R = max(R, it->second);
    before = it = is.erase(it);
}
if (it != is.begin() && (--it)->second >= L) {
    L = min(L, it->first);
    R = max(R, it->second);
    is.erase(it);
}
return is.insert(before, {L,R});
}
```

```
void removeInterval(set<pii>& is, int L, int R) {
    if (L == R) return;
    auto it = addInterval(is, L, R);
    auto r2 = it->second;
    if (it->first == L) is.erase(it);
    else (int&)it->second = L;
    if (R != r2) is.emplace(R, r2);
}
```

### 10.2 Misc. algorithms

#### TernarySearch.h

**Description:** Find the smallest  $i$  in  $[a, b]$  that maximizes  $f(i)$ , assuming that  $f(a) < \dots < f(i) \geq \dots \geq f(b)$ . To reverse which of the sides allows non-strict inequalities, change the  $<$  marked with (A) to  $<=$ , and reverse the loop at (B). To minimize  $f$ , change it to  $>$ , also at (B).

**Usage:** `int ind = ternSearch(0,n-1,[&](int i){return a[i];});`  
**Time:**  $\mathcal{O}(\log(b-a))$

```
template<class F>
int ternSearch(int a, int b, F f) {
    assert(a <= b);
    while (b - a >= 5) {
        int mid = (a + b) / 2;
        if (f(mid) < f(mid+1)) a = mid; // (A)
        else b = mid+1;
    }
    rep(i,a+1,b+1) if (f(a) < f(i)) a = i; // (B)
    return a;
}
```

#### LIS.h

**Description:** Compute indices for the longest increasing subsequence.

**Time:**  $\mathcal{O}(N \log N)$

```
template<class I> vi lis(const vector<I>& S) {
    if (S.empty()) return {};
    vi prev(sz(S));
    typedef pair<I, int> p;
    vector<p> res;
    rep(i,0,sz(S)) {
        // change 0 → i for longest non-decreasing subsequence
        auto it = lower_bound(all(res), p{S[i], 0});
        if (it == res.end()) res.emplace_back(), it = res.end()-1;
        *it = {S[i], i};
        prev[i] = it == res.begin() ? 0 : (it-1)->second;
    }
    int L = sz(res), cur = res.back().second;
    vi ans(L);
    while (L--) ans[L] = cur, cur = prev[cur];
    return ans;
}
```

#### FastKnapsack.h

**Description:** Given  $N$  non-negative integer weights  $w$  and a non-negative target  $t$ , computes the maximum  $S \leq t$  such that  $S$  is the sum of some subset of the weights.

**Time:**  $\mathcal{O}(N \max(w_i))$

```
int knapsack(vi w, int t) {
    int a = 0, b = 0, x;
    while (b < sz(w) && a + w[b] <= t) a += w[b++];
    if (b == sz(w)) return a;
    int m = *max_element(all(w));
    vi u, v(2*m, -1);
    v[a+m-t] = b;
    rep(i,b,sz(w)) {
        u = v;
        rep(x,0,m) v[x+w[i]] = max(v[x+w[i]], u[x]);
        for (x = 2*m; --x > m;) rep(j, max(0,u[x]), v[x])
            v[x-w[j]] = max(v[x-w[j]], j);
    }
    for (a = t; v[a+m-t] < 0; a--);
    return a;
}
```

### 10.3 Dynamic programming

#### KnuthDP.h

**Description:** When doing DP on intervals:  $a[i][j] = \min_{i < k < j} (a[i][k] + a[k][j]) + f(i, j)$ , where the (minimal) optimal  $k$  increases with both  $i$  and  $j$ , one can solve intervals in increasing order of length, and search  $k = p[i][j]$  for  $a[i][j]$  only between  $p[i][j-1]$  and  $p[i+1][j]$ . This is known as Knuth DP. Sufficient criteria for this are if  $f(b, c) \leq f(a, d)$  and  $f(a, c) + f(b, d) \leq f(a, d) + f(b, c)$  for all  $a \leq b \leq c \leq d$ . Consider also: LineContainer (ch. Data structures), monotone queues, ternary search.

**Time:**  $\mathcal{O}(N^2)$

#### DivideAndConquerDP.h

**Description:** Given  $a[i] = \min_{lo(i) \leq k < hi(i)} (f(i, k))$  where the (minimal) optimal  $k$  increases with  $i$ , computes  $a[i]$  for  $i = L..R-1$ .

**Time:**  $\mathcal{O}((N + (hi - lo)) \log N)$

```
struct DP { // Modify at will:
    int lo(int ind) { return 0; }
    int hi(int ind) { return ind; }
    ll f(int ind, int k) { return dp[ind][k]; }
    void store(int ind, int k, ll v) { res[ind] = pii(k, v); }

    void rec(int L, int R, int LO, int HI) {
        if (L >= R) return;
        int mid = (L + R) >> 1;
        pair<ll, int> best(LLONG_MAX, LO);
        rep(k, max(LO, lo(mid)), min(HI, hi(mid)))
            best = min(best, make_pair(f(mid, k), k));
        store(mid, best.second, best.first);
        rec(L, mid, LO, best.second+1);
        rec(mid+1, R, best.second, HI);
    }
    void solve(int L, int R) { rec(L, R, INT_MIN, INT_MAX); }
};
```

#### slopeTrick.h

**Description:** slopeTrick

**Time:**  $\mathcal{O}(N \log N)$

```
const int MAXN = 100005;
int Z = 1;int ls, rs, lv, zp;map<int, int> MP;
void fix_left(ll s) {
    if (ls >= s) return;
    auto it = MP.begin();
    while (ls + it->second <= s) {
        ls += it->second;
        lv += ls * (next(it)->first - it->first);
        MP.erase(it++);
    }
```

```

    it->second -= s - ls; ls = s;
}
void fix_right(ll s) {
    if (rs <= s) return;
    auto it = --MP.end();
    while (rs - it->second >= s) {
        rs -= it->second;
        MP.erase(it--);
    }
    it->second += s - rs; rs = s;
}
void advance() {
    ll lo = MP.begin()->first;
    if (zp < lo) lv += ls * (zp - lo);
    else lv += Z * (zp - lo);
    ls -= Z, rs += Z;
    MP[zp] += 2 * Z;
}

```

## 10.4 Optimization tricks

### 10.4.1 Bit hacks

- $x \& -x$  is the least bit in  $x$ .
- `for (int x = m; x; ) { --x &= m; ... }` loops over all subset masks of  $m$  (except  $m$  itself).
- `c = x & -x, r = x + c; ((r ^ x) >> 2) / c` |  $r$  is the next number after  $x$  with the same number of bits set.
- `rep(b, 0, K) rep(i, 0, (1 << K))`  
`if (i & 1 << b) D[i] += D[i ^ (1 << b)];`  
 computes all sums of subsets.