C++ Cheatsheet

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1 Initial Template

Uncomment line 5-9 if external library is needed.

```
1 #include <bits/stdc++.h>
2 using namespace std;
3 #define FASTio ios::sync_with_stdio(false);cin.tie(NULL);
4 #define DECI fixed<<setprecision(5)
5 // #include <ext/pb_ds/assoc_container.hpp>
6 // #include <ext/pb_ds/tree_policy.hpp>
7 // using namespace __gnu_pbds;
8 // typedef tree<int,null_type,less<int>,rb_tree_tag,tree_order_statistics_node_update> indexed_set;
9 // typedef tree<int,null_type,less_equal<int>,rb_tree_tag,tree_order_statistics_node_update> indexed_multiset;
10 typedef long long ll;
11 typedef unsigned long long ull;
12 typedef long double ld;
13 typedef vector<int> vi;
14 typedef vector<vector<int>> vvi;
15 typedef pair<int,int> pii;
16 typedef priority_queue<int> pqi;
17 typedef deque<int> di;
18 #define pb(k) push_back(k)
19 #define mp(a,b) make_pair(a,b)
20 #define B begin();
21 #define E end();
22 #define nl cout<<"\n"
23 #define DB(x) {static int testInt=1000;if((testInt--)>0)cout<<"(LINE "<<__LINE__<<": VALUE "<<x<<")\t";}
24 #define LB {static int testIntx=0;if(testIntx<1000)cout<<"(LINE "<<__LINE__<<","<<testIntx+1<<")\t";else break;testIntx++;}
25 #define TA(arr) {int* lLe=(int*)(&arr+1);for(int* xTe=arr;xTe!=lLe;xTe++) cout<<*xTe<<" ";nl;}
26 #define nax 1000000007
27 /********************************/
28
29 int main() {
30   FASTio
31   int t; cin >> t; while(t--) {
32     LB
33   }
34   return 0;
35 }
```

2 STL Library

2.1 Containers

vector

deque

list

forward_list

map

unordered_map

multimap

unordered_multimap

set

unordered_set

multiset

unordered_multiset

stack

queue

priority_queue

pair

tuple

tree

2.2 Algorithms

sort

reverse

max_element

min_element

accumulate

count

find

binary_search

lower_bound

upper_bound

next_permutation

prev_permutation

partition

stable_partition

rotate

min

max

swap

__gcd

__builtin_popcount

3 Algorithms

3.1 Fibonacci numbers

if F_n is the n'th Fibonacci number, where $F_0 = 0$ and $F_1 = 1$, then

$$F_{n+k} = F_k F_{n+1} + F_{k-1} F_n$$

for any $n, k \in \mathbb{N}$.

3.2 Geometric Transformation of points

Point (x, y, z) can be transformed by matrix multiplication

$$\begin{bmatrix} x & y & z & 1 \end{bmatrix} \times \begin{bmatrix} a_{11} & a_{12} & a_{13} & a_{14} \\ a_{21} & a_{22} & a_{23} & a_{24} \\ a_{31} & a_{32} & a_{33} & a_{34} \\ a_{41} & a_{42} & a_{43} & a_{44} \end{bmatrix} = \begin{bmatrix} x' & y' & z' & 1 \end{bmatrix}$$

Where (x', y', z') is our answer. If we call the 4×4 matrix as X, then for shifting x by a co-ordinate, y by b and z by c co-ordinate,

$$X = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ a & b & c & 1 \end{bmatrix}$$

Instead of shifting, for scaling

$$X = \begin{bmatrix} a & 0 & 0 & 0 \\ 0 & b & 0 & 0 \\ 0 & 0 & c & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

And finally, for rotating θ degrees around the x axis following the right-hand rule (counter-clockwise direction)

$$X = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & \cos\theta & -\sin\theta & 0 \\ 0 & \sin\theta & \cos\theta & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

For 2D rotation of (x, y) by θ degree counterclockwise,

$$\begin{bmatrix} x & y \end{bmatrix} \times \begin{bmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{bmatrix} = \begin{bmatrix} x' & y' \end{bmatrix}$$

Where (x', y') is our answer.

3.3 Extended Euclidean Algorithm

Returns the gcd of a and b with $ax + by = \gcd(a, b)$.

```
int gcd(int a,int b,int& x,int& y){
    if (b==0){
        x=1;
        y=0;
        return a;
    }
    int u,v;
    int d=gcd(b,a%b,u,v);
    x=v;
    y=u-v*(a/b);
    return d;
}
```

3.4 Binary Search

Returns the index of x in array a.

```
int bin_search(int a[],int n,int x) {
  int l=0,r=n-1;
  while(l<=r){
    int k=(l+r)/2;
    if(a[k]==x){
      return k;
    }
    if(a[k]>x) r=k-1;
    else l=k+1;
  }
  return -1;
}
```

3.5 Processing All Subset

Processes subset of array a. Initially $k = 0$ and s empty.

```
void all_subset(int a[],int n,int k,vector<int> s) {
  if(k==n){
    // process subset
  }
  else{
    all_subset(a,n,k+1,s);
    s.push_back(a[k]);
    all_subset(a,n,k+1,s);
    s.pop_back();
  }
}
```

3.6 Processing All Permutation

Processes all permutation of array a, all element should be distinct. bm is an boolean array with length n, initially all element is $false$.

```
void all_permutation(int a[],int n,vector<int> p,int
    bm[]) {
  if(p.size()==n) {
    // process permutation
  }
  else {
    for(int i=0;i<n;i++) {
      if(bm[i]) continue;
      bm[i] = true;
      p.push_back(a[i]);
      all_permutation(a,n,p,bm);
      bm[i] = false;
      p.pop_back();
    }
  }
}
```

4 Useful Results

4.1 matrix

The element val of this struct contains the value of the elements of the matrix, where $val[i][j]$ represents the value in i'th row and j'th column.

```
struct matrix {
  vector<vector<int>> val;
  matrix(int n) {
    vector<int> temp(n,0);
    for(int i=0;i<n;i++) val.push_back(temp);
  }
  matrix operator+(matrix x) {
    matrix t_matrix(val.size());
    for(int i=0;i<val.size();i++) for(int j=0;j<val.
    size();j++) {
      t_matrix.val[i][j]=val[i][j]+x.val[i][j];
    }
    return t_matrix;
  }
  matrix operator-(matrix x) {
    matrix t_matrix(val.size());
```

```
    for(int i=0;i<val.size();i++) for(int j=0;j<val.size();j++) {
      t_matrix.val[i][j]=val[i][j]-x.val[i][j];
    }
    return t_matrix;
  }
  matrix operator*(matrix x) {
    matrix t_matrix(val.size());
    for(int i=0;i<val.size();i++) for(int j=0;j<val.size();j++) {
      int temp=0;
      for(int k=0;k<val.size();k++) temp+=val[i][k]*(x.val[k][j]);
      t_matrix.val[i][j]=temp;
    }
    return t_matrix;
  }
};
```

4.2 Finding directed path with fixed length

Create the adjacency matrix and raise it's power to k, cell (u, v) will give the number of distinct path with length k connecting vertex u and v (direction from u to v).