

Competitive Programming Library

Too bad to be Accepted

Contents

1	Dynamic Programming	1	6	Graph Theory	12
1.1	Some dp patterns	1	6.1	Shortest Path algorithms	12
2	Bit Manipulation	3	6.2	Dijkstra Algorithm	12
2.1	Subset Operations	3	6.3	Floyd Warshal Algorithm	12
3	Algorithms	5	6.4	Bellman Ford Algorithm	13
3.1	MO	5	6.5	Cycle Detection	13
4	Data Structures	6	6.5.1	DFS Implementation	13
4.1	Strings	6	6.5.2	Another way for undirected graphs	13
4.1.1	Trie (Prefix Tree)	6	6.5.3	General Way	14
4.2	Range Queries	6	6.5.4	DSU Implementation	14
4.2.1	Segment Tree	6	7	Techniques	15
4.2.2	Lazy Propegation	8	7.1	Coordinate Compression	15
4.2.3	Fenwick Tree	8	8	Templates	16
4.2.4	Fenwick UpdateRange	9	8.1	MOD Template	16
4.2.5	2D BIT	9	8.2	Macros	16
4.2.6	Sparse Table	10	9	Miscellaneous	17
4.3	Ordered Set	11	10	Faster implementations	17
5	Counting Principles	11	10.1	hashes	17
5.1	nCr	11	10.2	Binary Search the value	17
5.1.1	Fast nCr	11	11	Number Theory	18
			12	Divisors	18
			12.1	factorization	18
			12.2	divisors	18

1 Dynamic Programming

1.1 Some dp patterns

Maximumu/Minimum path cost

```
const int MAX = 21;
int grid[MAX][MAX];
int mem[MAX][MAX];
int n = 20;
bool valid(int r, int c){
    return r >= 0 && r < n && c >= 0 && c < n;
}

int maxPathSum(int r, int c){
    if(!valid(r,c)){
        return 0;
    }

    if(r == n-1 && c == n-1){
        return mem[r][c] = grid[r][c];
    }

    // available moves
    int path1 = maxPathSum(r+1,c);
    int path2 = maxPathSum(r,c+1);

    return grid[r][c] + max(path1,path2);
}
```

add operators between numbers to get max prod/sum

```
// put +, -, between sequence of numbers such that the sum is divisible by
// k, and maximum as possible
const int MAX = 21;
long long mem[MAX][MAX];
const int n = 20;
int k = 4; // example
int v[20];
int fix(int a){
    return (a % k + k) % k;
}
long long tryAll(int pos, int mod){
```

```
    long long &ret = mem[pos][mod];
    if(ret != -1){
        return ret;
    }
    if(pos == n){
        return ret = mod == 0;
    }
    if(tryAll(pos+1,fix(mod + v[pos])) || tryAll(pos+1,fix(mod-v[pos]))){
        return ret = 1;
    }
    return ret = 0;
}
```

pick choices with no two similar consecutive choices

```
// pick minimum of choinces costs with no two similar consecutive choices
const int choices = 4;
const int n = 20;
int MAX = n;
int mem[MAX][choices];
const int OO = 1e6+1;
int minCost(int pos, int lastChoice){
    if(pos == n){
        return 0; // invalid move
    }
    int &ret = mem[pos][lastChoice];

    if(ret != -1){
        return ret;
    }

    ret = OO; // want to minimize
    // let choices are 0, 1, 2
    if(lastChoice != 0){
        ret = min(ret, minCost(pos+1,0));
    }
    if(lastChoice != 1){
        ret = min(ret, minCost(pos+1,1));
    }
    if(lastChoice != 2){
        ret = min(ret, minCost(pos+1,2));
    }
}
```

```
    return ret;
}
```

sum S and max/min Product

```
int maxK;

ll mem[21][101]; // k, and s

// You are given an integer s and an integer k. Find k positive integers
// a1, a2, ..., ak
// such that their sum is equal to s and their product is the maximal
// possible. Return their product.

ll maxProd(int k, int rem)
{
    if(k == maxK){
        // base case
        if(rem == 0)
            return 1;
        return 0;
    }

    if(rem == 0) // invalid case
        return 0;

    ll &ret = mem[k][rem];

    if(ret != -1)
        return ret;

    ret = 0;

    for (int i = 1; i <= rem; ++i) {
        ll sol = maxProd(k+1, rem - i) * i;
        ret = max(ret, sol);
    }

    return ret;
}
```

2 Bit Manipulation

2.1 Subset Operations

count subsets with give sum

```
int countDistinctSubsetsWithSum(vector<int>& arr, int n, int k) {
    // Count distinct subsets of array arr that sum up to k
    vector<int> dp(k + 1, 0);
    dp[0] = 1;
    for (int i = 0; i < n; ++i) {
        for (int j = k; j >= arr[i]; --j) {
            dp[j] += dp[j - arr[i]];
        }
    }
    return dp[k]; // Number of distinct subsets with sum k
}
```

max xor of any subset of elements in the array

```
int maximalSubsetXOR(vector<int>& arr, int n) {
    // Find the maximum XOR of any subset of elements in array arr
    int maxXor = 0;
    for (int mask = 0; mask < (1 << n); ++mask) {
        int xorSum = 0;
        for (int i = 0; i < n; ++i) {
            if (mask & (1 << i)) {
                xorSum ^= arr[i];
            }
        }
        maxXor = max(maxXor, xorSum);
    }
    return maxXor;
}
```

min xor of any subset

```
int minimumSubsetXOR(vector<int>& arr, int n) {
    // Find the minimum XOR of any pair of elements in array arr
    int minSubsetXor = INT_MAX;
    for (int mask = 0; mask < (1 << n); ++mask) {
```

```
int xorSum = 0;
for (int i = 0; i < n; ++i) {
    if (mask & (1 << i)) {
        xorSum ^= arr[i];
    }
}
minSubsetXor = min(minSubsetXor, xorSum);
}
return minSubsetXor;
}
```

subset generation

```
void subsetGeneration(int x, int n) {
    // Generate all non-empty subsets of a set represented by an integer x
    for (int subset = x; subset > 0; subset = (subset - 1) & x) {
        // Process subset
        cout << subset << endl;
    }
}
```

check if subset of elements in the array sum up to k

```
void subsetSumCheck(vector<int>& arr, int n, int k) {
    // Check if a subset of elements in array arr sums up to k
    for (int subset = 0; subset < (1 << n); ++subset) {
        int sum = 0;
        for (int i = 0; i < n; ++i) {
            if (subset & (1 << i)) {
                sum += arr[i];
            }
        }
        if (sum == k) {
            // Found subset with sum k
            cout << "Subset with sum " << k << ": " << subset << endl;
        }
    }
}
```

max subset sum mod m

```
int subsetWithMaxSumModuloM(vector<int>& arr, int n, int m) {
    // Find the maximum subset sum modulo m
    vector<int> dp(m, -1);
    dp[0] = 0;
    int currentMod = 0;
    for (int i = 0; i < n; ++i) {
        currentMod = (currentMod + arr[i]) % m;
        for (int j = 0; j < m; ++j) {
            if (dp[j] != -1) {
                dp[(j + currentMod) % m] = max(dp[(j + currentMod) % m], dp[j] + arr[i]);
            }
        }
        dp[currentMod] = max(dp[currentMod], arr[i]);
    }
    return dp[0]; // Maximum subset sum modulo m
}
```

iterate over all supersets represented by x

```
void iterateOverSupersets(int x, int n) {
    // Iterate over all supersets of a set represented by x
    int subset = x;
    do {
        // Process subset
        cout << subset << endl;
        subset = (subset + 1) | x;
    } while (subset <= (1 << n) - 1);
}
```

3 Algorithms

3.1 MO

MO Algorithm

```
// MO      -> O(N+Q SQRT(N)) <= 10^5
```

```
const int N = 1e5+5, M = 1e5+5;
```

```
int n, m;
```

```
int nums[N], q_ans[M];
```

```
struct query {  
    int idx, block_idx, l, r;
```

```
    query() = default;
```

```
    query(int _l, int _r, int _idx) {
```

```
        idx = _idx;
```

```
        r = _r - 1;
```

```
        l = _l - 1;
```

```
        block_idx = _l / sqrt(n);
```

```
    }
```

```
    bool operator <(const query & y) const {
```

```
        if(y.block_idx == block_idx) return r < y.r;
```

```
        return block_idx < y.block_idx;
```

```
    }
```

```
};
```

```
int freq[N], ans;
```

```
void add(int idx) {
```

```
    freq[nums[idx]]++;
```

```
    if (freq[nums[idx]] == 2) ans++;
```

```
}
```

```
void remove(int idx) {
```

```
    freq[nums[idx]]--;
```

```
    if (freq[nums[idx]] == 1) ans--;
```

```
}
```

```
cin >> n >> m;
```

```
for (int i = 0; i < n; ++i) cin >> nums[i];
```

```
vector<query> Query(m);  
for (int i = 0; i < m; ++i) {  
    int l, r; cin >> l >> r;  
    Query[i] = query(l, r, i);  
}
```

```
sort(Query.begin(), Query.end());
```

```
int l0 = 1, r0 = 0;
```

```
for (int i = 0; i < m; ++i) {
```

```
    while (l0 < Query[i].l) remove(l0++);
```

```
    while (l0 > Query[i].l) add(--l0);
```

```
    while (r0 < Query[i].r) add(++r0);
```

```
    while (r0 > Query[i].r) remove(r0--);
```

```
    q_ans[Query[i].idx] = ans;
```

```
}
```

```
for (int i = 0; i < m; ++i) {
```

```
    cout << q_ans[i] << '\n';
```

```
}
```

4 Data Structures

4.1 Strings

4.1.1 Trie (Prefix Tree)

Basic Implementation

```
#define MAX_CHAR 26

struct TrieNode {
    TrieNode *pTrieNode[MAX_CHAR]{};
    bool isWord;

    TrieNode() {
        isWord = false;
        fill(pTrieNode, pTrieNode + 26, (TrieNode *) NULL);
    }

    virtual ~TrieNode() = default;
};

class Trie {
private:
    TrieNode *root;
public:
    Trie() {
        root = new TrieNode();
    }

    virtual ~Trie() = default;

    TrieNode *getTrieNode() {
        return this->root;
    }

    void insert(const string &word) {
        TrieNode *current = root;
        for (char c: word) {
            int i = c - 'a';
            if (current->pTrieNode[i] == nullptr)
                current->pTrieNode[i] = new TrieNode();
            current = current->pTrieNode[i];
        }
    }
};
```

```
        current->isWord = true;
    }

    bool search(const string &word) {
        TrieNode *current = root;
        int ch = 0;
        for (char c: word) {
            ch = c - 'a';
            if (current->pTrieNode[ch] == nullptr)
                return false;
            current = current->pTrieNode[ch];
        }
        return current->isWord;
    }

    bool startsWith(const string &prefix) {
        TrieNode *current = root;
        int ch = 0;
        for (char c: prefix) {
            ch = c - 'a';
            if (current->pTrieNode[ch] == nullptr)
                return false;
            current = current->pTrieNode[ch];
        }
        return true;
    }
};
```

4.2 Range Queries

4.2.1 Segment Tree

Basic Implementation

```
struct Node {
    long long val;
};

struct SegTree {
private:
    const Node NEUTRAL = {INT_MIN};
};
```

```

static Node merge(const Node& x1, const Node& x2) {
    return {x1.val + x2.val};
}

void set(const int& idx, const int& val, int x, int lx, int rx) {
    if (rx - lx == 1) return void(values[x].val = val);

    int mid = (rx + lx) / 2;

    if (idx < mid)
        set(idx, val, 2 * x + 1, lx, mid);
    else
        set(idx, val, 2 * x + 2, mid, rx);

    values[x] = merge(values[2 * x + 1], values[2 * x + 2]);
}

Node query(const int& l, const int& r, int x, int lx, int rx) {
    if (lx >= r || l >= rx) return NEUTRAL;
    if (lx >= l && rx <= r) return values[x];

    int mid = (rx + lx) / 2;

    return merge(query(l, r, 2 * x + 1, lx, mid), query(l, r, 2 * x + 2, mid, rx));
}

void build(vector<int> &a, int x, int lx, int rx) {
    if (rx - lx == 1) {
        if (lx < a.size()) {
            values[x].val = a[lx];
        }
        return;
    }
    int m = (lx + rx) / 2;
    build(a, 2 * x + 1, lx, m);
    build(a, 2 * x + 2, m, rx);
    values[x] = merge(values[2 * x + 1], values[2 * x + 2]);
}

void assign_range(int l, int r, int node, int lx, int rx, int time,
    int val) {
    if (lx > r || l > rx) return;
    if (lx >= l && rx <= r) {
        lazy[node] = {time, val};
    }
}

```

```

        return;
    }
    int mid = (lx+rx) / 2;

    assign_range(l, r, 2*node+1, lx, mid, time, val);
    assign_range(l, r, 2*node+2, mid+1, rx, time, val);
}

pair<int, int> point_query(int lx, int rx, int node, int idx) {
    if(rx == lx) return lazy[node];
    int mid = (lx+rx) / 2;

    if(idx <= mid) {
        auto x = point_query(lx, mid, 2*node+1, idx);
        if(x.first > lazy[node].first) return x;
        return lazy[node];
    }
    auto x = point_query(mid+1, rx, 2*node+2, idx);
    if(x.first > lazy[node].first) return x;
    return lazy[node];
}

public:
    int size{};
    vector<Node> values;

    void build(vector<int> &a) {
        build(a, 0, 0, size);
    }

    void init(int _size) {
        size = 1;
        while (size < _size) size *= 2;
        values.assign(2 * size, NEUTRAL);
    }

    void set(int idx, int val) {
        set(idx, val, 0, 0, size);
    }

    Node query(const int& l, const int& r) {
        return query(l, r, 0, 0, size);
    }
};

```

4.2.2 Lazy Propagation

Lazy Propagation

```
struct SegTree {
private:
    void propagate(int lx, int rx, int node) {
        if(!lazy[node]) return;

        if(lx != rx) {
            lazy[2*node+1] = lazy[node];
            lazy[2*node+2] = lazy[node];
        }
        values[node] = lazy[node];
        lazy[node] = 0;
    }

    void update_range(int l, int r, int node, int lx, int rx, int val,
        bool f) {
        propagate(lx, rx, node);
        if (lx > r || l > rx) return;
        if (lx >= l && rx <= r) {
            lazy[node] = val;
            propagate(lx, rx, node);
            return;
        }
        int mid = (lx+rx) / 2;

        update_range(l, r, 2*node+1, lx, mid, val, f);
        update_range(l, r, 2*node+2, mid+1, rx, val, f);
        values[node] = values[2*node+1] + values[2*node+2];
    }

    int range_query(int l, int r, int lx, int rx, int node) {
        propagate(lx, rx, node);
        if (lx > r || l > rx) return 0;
        if (lx >= l && rx <= r) return values[node];

        int mid = (lx+rx) / 2;
        return range_query(l, r, lx, mid, 2*node+1) + range_query(l, r, mid
            +1, rx, 2*node+2);
    }
}
```

```
public:
    int size{};
    vector<int> values, lazy;

    void init(int _size) {
        size = 1;
        while (size < _size) size *= 2;
        values.assign(2 * size, 0);
        lazy.assign(2 * size, 0);
    }

    void update_range(int l, int r, int v, bool f) {
        update_range(l, r, 0, 0, size-1, v, f);
    }

    int range_query(int l, int r) {
        return range_query(l, r, 0, size-1, 0);
    }
};
```

4.2.3 Fenwick Tree

Fenwick Tree

```
struct Fenwick {
    // One Based
    vector<int> tree;

    explicit Fenwick(int n) {tree.assign(n + 5, {});}

    // Computes the prefix sum from [1, i], 0(log(n))
    int query(int i) {
        int res = 0;
        while (i > 0) {
            res += tree[i];
            i &= ~(i & -i);
        }
        return res;
    }

    int query(int l, int r) {
        return query(r) - query(l-1);
    }
}
```



```

    }

    // Get the value at index i
    int get(int i) {
        return query(i, i);
    }

    // Add 'v' to index 'i', O(log(n))
    void update(int i, int v) {
        while (i < tree.size()) {
            tree[i] += v;
            i += (i & -i);
        }
    }

    // Update range, Point query
    // To get(k) do prefix sum [1, k] and in insert update_range(i, i, a[i])
    void update_range(int l, int r, int v) {
        update(l, v);
        update(r+1, -v);
    }
};

```

4.2.4 Fenwick UpdateRange

BIT UpdateRange

```

struct BITUpdateRange {
private:
    int n;
    vector<int> B1, B2;

    void add(vector<int> &b, int idx, int x) {
        while (idx <= n) {
            b[idx] += x;
            idx += idx & -idx;
        }
    }

    int sum(vector<int> &b, int idx) {
        int total = 0;
        while (idx > 0) {

```

```

            total += b[idx];
            idx &= ~(idx & -idx);
        }
        return total;
    }

    int prefix(int idx) {
        return sum(B1, idx) * idx - sum(B2, idx);
    }

public:
    explicit BITUpdateRange(int n) : n(n) {
        B1.assign(n + 1, {});
        B2.assign(n + 1, {});
    }

    void update(int l, int r, int x) {
        add(B1, l, x);
        add(B1, r + 1, -x);
        add(B2, l, x * (l - 1));
        add(B2, r + 1, -x * r);
    }

    int query(int i) {
        return prefix(i) - prefix(i - 1);
    }

    int query(int l, int r) {
        return prefix(r) - prefix(l - 1);
    }
};

```

4.2.5 2D BIT

2D BIT

```

struct BIT2D {
    int n, m;
    vector<vector<int>> bit;

    BIT2D(int n, int m) : n(n), m(m) {
        bit.assign(n + 2, vector<int>(m + 2));
    }

```

```

void update(int x, int y, int val) {
    for (; x <= n; x += x & -x) {
        for (int i = y; i <= m; i += i & -i) {
            bit[x][i] += val;
        }
    }
}

int prefix(int x, int y) {
    int res = 0;
    for (; x > 0; x &= ~(x & -x)) {
        for (int i = y; i > 0; i &= ~(i & -i)) {
            res += bit[x][i];
        }
    }
    return res;
}

int query(int sx, int sy, int ex, int ey) {
    int ans = 0;
    ans += prefix(ex, ey);
    ans -= prefix(ex, sy - 1);
    ans -= prefix(sx - 1, ey);
    ans += prefix(sx - 1, sy - 1);
    return ans;
}
};

```

4.2.6 Sparse Table

Impl with the index

```

// storing the index also
struct SNode {
    int val;
    int index;
};

class SparseTable {
private:
    vector<vector<SNode>> table;

```

```

function<SNode(const SNode&, const SNode&> merge;

static SNode StaticMerge(const SNode& a, const SNode& b) {
    return a.val < b.val ? a : b;
}

public:
    explicit SparseTable(const vector<int>& arr, const function<SNode(
        const SNode&, const SNode&>& mergeFunc = StaticMerge) {
        int n = static_cast<int>(arr.size());
        int log_n = static_cast<int>(log2(n)) + 1;
        this->merge = mergeFunc;

        table.resize(n, vector<SNode>(log_n));

        for (int i = 0; i < n; i++) {
            table[i][0] = {arr[i], i};
        }

        for (int j = 1; (1 << j) <= n; j++) {
            for (int i = 0; i + (1 << j) <= n; i++) {
                table[i][j] = mergeFunc(table[i][j - 1], table[i + (1 << (j
                    - 1))][j - 1]);
            }
        }

        SNode query(int left, int right) {
            int j = static_cast<int>(log2(right - left + 1));
            return merge(table[left][j], table[right - (1 << j) + 1][j]);
        }
    };

    int main(void) {
        int n;
        cin >> n;
        vector<int> arr(n);
        for (auto& element : arr) cin >> element;

        SparseTable minSt(arr, [] (const SNode& a, const SNode& b) -> SNode {
            return a.val < b.val ? a : b;
        });
    }
};

```

```
SparseTable maxSt(arr, [])(const SNode& a, const SNode& b) -> SNode {  
    return a.val > b.val ? a : b;  
});  
}
```

4.3 Ordered Set

```
#include <ext/pb_ds/assoc_container.hpp>  
#include <ext/pb_ds/tree_policy.hpp>  
  
using namespace __gnu_pbds;  
  
template<typename T>  
using ordered_set = tree<T, null_type, less<T>, rb_tree_tag,  
    tree_order_statistics_node_update>;  
  
void erase_set(ordered_set &os, int v) {  
    // Number of elements less than v  
    int rank = os.order_of_key(v);  
  
    auto it = os.find_by_order(rank);  
    os.erase(it);  
}
```

Ordered Set

5 Counting Principles

5.1 nCr

$$C(n, k) = \frac{n!}{(n - k)!k!} = \frac{n * (n - 1) * (n - 2) * \dots * (n - k + 1)}{k!}$$

5.1.1 Fast nCr

$$C(n, k) = \frac{n * (n - 1) * (n - 2) * \dots * (n - k + 1)}{1 * 2 * 3 * \dots * k} = \prod_{i=0}^{k-1} \frac{n - i}{i + 1} = \prod_{i=0}^{k-1} (n - i)(i + 1)^{-1}$$

Fast nCr

```
int nCr(const int& n, const int& r) {  
    double res = 1;  
    for (int i = 1; i <= r; ++i)  
        res = res * (n - r + i) / i;  
    return (int)(res + 0.01);  
}
```

6 Graph Theory

6.1 Shortest Path algorithms

6.2 Dijkstra Algorithm

Dijkstra Implementation

```
#define INF (1e18) // for int defined as ll

int n, m;
vector<vector<pair<int, int>>> adj;
vector<int> cost;
vector<int> parent;

void dijkstra(int startNode = 1) {
    priority_queue<pair<ll, int>, vector<pair<ll, int>>, greater<>> pq;

    cost[startNode] = 0;
    pq.emplace(0, startNode);

    while (!pq.empty()) {
        int u = pq.top().second;
        ll d = pq.top().first;
        pq.pop();

        if (d > cost[u]) continue;

        for (auto &p: adj[u]) {
            int v = p.first;
            int w = p.second;
            if (cost[v] > cost[u] + w) {
                cost[v] = cost[u] + w;
                parent[v] = u;
                pq.emplace(cost[v], v);
            }
        }
    }
}

void run_test_case(int testNum) {
    cin >> n >> m;

    adj.assign(n + 1, {});
```

```
cost.assign(n + 1, INF);
parent.assign(n + 1, -1);

while (m--) {
    // Read Edges
}

dijkstra();

if (cost[n] == INF) {
    cout << -1 << el; // not connected {Depends on you use case}
    return;
}

stack<int> ans;
for (int v = n; v != -1; v = parent[v]) ans.push(v);

while (!ans.empty()) { // printing the path
    cout << ans.top() << ' ';
    ans.pop();
}
cout << el;
}
```

6.3 Floyd Warshal Algorithm

Floyd Warshal Implementation

```
int main() {
    int n, m; cin >> n >> m;
    vector <vector <int>> adj(n + 1, vector <int> (n + 1, 2e9));
    for (int i = 0; i < n; i++) adj[i][i] = 0;

    while(m--) {
        int u, v, w;
        cin >> u >> v >> w;
        adj[u][v] = min(adj[u][v], w);
        adj[v][u] = min(adj[v][u], w);
    }

    for (int mid = 1; mid <= n; mid++) {
        for (int start = 1; start <= n; start++) {
```

```
        for (int end = 1; end <= n; end++) {
            adj[start][end] = min(adj[start][end], adj[start][mid] +
                                   adj[mid][end]);
        }
    }
}

return 0;
}
```

6.4 Bellman Ford Algorithm

BellmanFord Implementation

```
vector <vector <pair<int, int>>> &adj

vector <long long> BellmanFord(int src) {
    int n = (int)adj.size();
    vector <long long> dist(n, 2e18);

    dist[src] = 0;
    for (int it = 0; it < n-1; it++) {
        bool in = false;
        for (int i = 0; i < n; i++) { // iterate on the edges
            for (auto &[j, w] : adj[i]) {
                if (dist[j] > dist[i] + w) {
                    in = true;
                    dist[j] = dist[i] + w;
                }
            }
        }
        if (!in) return dist;
    }

    for (int i = 0; i < n; i++) {
        for (auto &[j, w] : adj[i]) {
            if (dist[j] > dist[i] + w) { //negative cycle
                return vector <long long> (n, -1); // or any flag
            }
        }
    }
}
```

```
    return dist;
}
```

6.5 Cycle Detection

6.5.1 DFS Implementation

DFS Implementation

```
// return true with number of nodes in the cycle, either odd cycle or even
bool cycle_detection(unordered_map<int, vector<int>>> &graph, int source,
                    int par, unordered_map<int, bool> vis, int c){
    if(vis[source]) return true;

    vis[source] = true;

    for(int v: graph[source]){
        if(v != par){
            c++;
            if(dfs(graph,v, source, vis, c)) return true;
        }
    }
    return false;
}
```

6.5.2 Another way for undirected graphs

Another way for undirected graphs

```
// this is true only for undirected graphs
bool dfs1(int cur, int par) {
    bool ret = false;
    vis[cur] = true;
    for (auto &i : adj[cur]) {
        if (!vis[i]) ret|=dfs1(i, cur);
        else if (par != i) ret = true;
    }
    return ret;
}
```

6.5.3 General Way

General Way

```
// general algorithm
vector<bool> cyc;
bool dfs(int cur, int par) {
    bool ret = false;
    vis[cur] = cyc[cur] = true;
    for (auto &i : adj[cur]) {
        if (par == i) continue;
        if (!vis[i]) ret |= dfs(i, cur);
        else if (cyc[i]) ret = true;
    }
    cyc[cur] = false;
    return ret;
}
```

6.5.4 DSU Implementation

DSU Implementation

```
#include <iostream>
#include <vector>

class UnionFind {
public:
    UnionFind(int n) {
        parent.resize(n);
        rank.resize(n, 0);
        for (int i = 0; i < n; ++i) {
            parent[i] = i;
        }
    }

    int find(int u) {
        if (parent[u] != u) {
            parent[u] = find(parent[u]);
        }
        return parent[u];
    }

    void unionSets(int u, int v) {
```

```
int rootU = find(u);
int rootV = find(v);

if (rootU != rootV) {
    if (rank[rootU] > rank[rootV]) {
        parent[rootV] = rootU;
    } else if (rank[rootU] < rank[rootV]) {
        parent[rootU] = rootV;
    } else {
        parent[rootV] = rootU;
        ++rank[rootU];
    }
}
```

```
private:
    std::vector<int> parent;
    std::vector<int> rank;
};
```

```
bool detectCycle(const std::vector<std::pair<int, int>>& edges, int n) {
    UnionFind uf(n);

    for (const auto& edge : edges) {
        int u = edge.first;
        int v = edge.second;

        if (uf.find(u) == uf.find(v)) {
            return true;
        }
        uf.unionSets(u, v);
    }

    return false;
}
```

```
int main() {
    std::vector<std::pair<int, int>> edges = { {0, 1}, {1, 2}, {2, 3}, {3, 0} };
    int n = 4; // Number of vertices

    if (detectCycle(edges, n)) {
        std::cout << "Cycle detected" << std::endl;
    } else {
```

```
        std::cout << "No cycle detected" << std::endl;
    }

    return 0;
}
```

7 Techniques

7.1 Coordinate Compression

```
void coordinate_compress(vector<int> &x, int start=0, int
    step=1) {
    set unique(x.begin(), x.end());
    map<int, int> valPos;

    int idx=0;
    for (auto i: unique) {
        valPos[i] = start + idx * step;
        ++idx;
    }
    for(auto &i: x) i = valPos[i];
}
```

Coordinate Compression

8 Templates

8.1 MOD Template

```
constexpr int MOD = 1e9+7; // must be a prime number

int add(int a, int b) {
    int res = a+b;
    if(res >= MOD) return res -= MOD;
}

int sub(int a, int b) {
    int res = a-b;
    if(res < 0) return res += MOD;
}

int power(int a, int e) {
    int res = 1;
    while(e) {if(e & 1) res = res * a % MOD; a = a * a % MOD;
    e >>= 1;}
    return res;
}

int inverse(int a) {
    return power(a, MOD-2);
}

int div(int a, int b) {
    return a * inverse(b) % MOD;
}
```

MOD Template

8.2 Macros

Macros

```
#define getBit(n, k) (n >> k)
#define ON(n, idx) (n | (1ll << idx))
#define OFF(n, idx) (n & ~(1ll << idx))
#define toggle(n, idx) ((n) ^ (1ll<<(idx)))
```

```
#define gray(n) (n ^ (n >> 1))
#define bitCount(x) (__builtin_popcountll(x))
#define uniq(x) x.resize(unique(x.begin(), x.end())-x.begin());

#define angle(a) (atan2((a).imag(), (a).real()))
// #define vec(a, b) ((b)-(a))
#define same(v1, v2) (dp(vec(v1,v2),vec(v1,v2)) < EPS)
#define dotProduct(a, b) ((conj(a)*(b)).real()) // a*b cos(T), if zero ->
    prep
#define crossProduct(a, b) ((conj(a)*(b)).imag()) // a*b sin(T), if zero
    -> parallel
// #define length(a) (hypot((a).imag(), (a).real()))
#define normalize(a) ((a)/length(a))
#define rotate0(v, ang) ((v)*exp(point(0,ang)))
#define rotateA(p, ang, about) (rotate0(vec(about,p),ang)+about)
#define reflect0(v, m) (conj((v)/(m))*(m))
#define ceil_i(a, b) (((1ll)(a)+(1ll)(b-1))/(1ll)(b))
#define floor_i(a, b) (a/b)
#define round_i(a, b) ((a+(b/2))/b) // if a>0
#define round_m(a, b) ((a-(b/2))/b) // if a<0
#define round_multiple(n, m) round_i(n,m)*m // round to multiple if
    specified element

const double PI = acos(-1.0);

int dx[4] = {1, -1, 0, 0};
int dy[4] = {0, 0, 1, -1};

int dx[8] = {1, 1, -1, -1, 2, 2, -2, -2};
int dy[8] = {2, -2, 2, -2, 1, -1, 1, -1};
```


9 Miscellaneous

10 Faster implementations

10.1 hashes

custom hash

```
#define safe hash unordered_map<type, type, custom_hash> // same for
gp_hash_table
struct custom_hash {
    static uint64_t splitmix64(uint64_t x) {
        // http://xorshift.di.unimi.it/splitmix64.c
        x += 0x9e3779b97f4a7c15;
        x = (x ^ (x >> 30)) * 0xbf58476d1ce4e5b9;
        x = (x ^ (x >> 27)) * 0x94d049bb133111eb;
        return x ^ (x >> 31);
    }

    size_t operator()(uint64_t x) const {
        static const uint64_t FIXED_RANDOM = chrono::steady_clock::now().
            time_since_epoch().count();
        return splitmix64(x + FIXED_RANDOM);
    }
};
```

gb hash table

```
//policy based ds (faster hash table)
#include <ext/pb_ds/assoc_container.hpp>
using namespace __gnu_pbds;
gp_hash_table<int, int> table;
```

10.2 Binary Search the value

nearest sqrt

```
long long my_sqrt(long long a)
{
    long long l=0,r=5000000001;
```

```
while(r-l>1)
{
    long long mid=(l+r)/2;
    if(1ll*mid*mid<=a)l=mid;
    else r=mid;
}
return l;
```

11 Number Theory

12 Divisors

12.1 factorization

prime factorization

```
unordered_map<int,int> pf(int n){
    unordered_map<int, int> factors;
    while(n%2 == 0){
        factors[2]++;
        n/=2;
    }

    for(int i = 3; SQ(i) <= n; i+=2){
        while(n%i == 0){
            factors[i]++;
            n/=i;
        }
    }
    if(n > 2) factors[n]++;
    return factors;
}
```

12.2 divisors

number of divisors

```
int d(int n){
    unordered_map<int, int> factors = pf(n);
    int c = 1;
    for(const auto& factor: factors){
        c *= (factor.second+1);
    }
    return c;
}
```

sum of divisors

```
int s(int n){
    unordered_map<int,int> factors = pf(n);
    int sum = 1;
    for(const auto& factor: factors){
        int p = factor.first;
        int exp = factor.second;
        sum *= (pow(p,exp+1)-1)/p-1;
    }
    return sum;
}
```
