



Notebook - Maratona de Programação

Cabo HDMI, VGA, USB

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1 String

1.1 String hash

Complexity: $O(n)$ preprocessing, $O(1)$ query

Computes the hash of arbitrary substrings of a given string s.

```
1 // TITLE: String hash
2 // COMPLEXITY:  $O(n)$  preprocessing,  $O(1)$  query
3 // DESCRIPTION: Computes the hash of arbitrary
  substrings of a given string s.
4
5 struct hashes
6 {
7     string s;
8     int m1, m2, n, p;
9     vector<int> p1, p2, sum1, sum2;
10
11     hashes(string s) : s(s), n(s.size()), p1(n + 1),
12                       p2(n + 1), sum1(n + 1), sum2(n + 1)
13     {
14         srand(time(0));
15         p = 31;
16         m1 = rand() / 10 + 1e9; // 1000253887;
17         m2 = rand() / 10 + 1e9; // 1000546873;
18
19         p1[0] = p2[0] = 1;
20         loop(i, 1, n + 1)
21         {
22             p1[i] = (p * p1[i - 1]) % m1;
23             p2[i] = (p * p2[i - 1]) % m2;
24         }
25
26         sum1[0] = sum2[0] = 0;
27         loop(i, 1, n + 1)
28         {
29             sum1[i] = (sum1[i - 1] * p) % m1 + s[i -
30 1];
31             sum2[i] = (sum2[i - 1] * p) % m2 + s[i -
32 1];
33             sum1[i] %= m1;
34             sum2[i] %= m2;
35         }
36
37         // hash do intervalo [l, r)
38         int gethash(int l, int r)
39         {
40             int c1 = m1 - (sum1[l] * p1[r - 1]) % m1;
41             int c2 = m2 - (sum2[l] * p2[r - 1]) % m2;
42             int h1 = (sum1[r] + c1) % m1;
43             int h2 = (sum2[r] + c2) % m2;
44             return (h1 << 30) ^ h2;
45         }
46     };
47 }
```

1.2 Z function

Complexity: Z function complexity

z function

```
1 // TITLE: Z function
2 // COMPLEXITY: Z function complexity
3 // DESCRIPTION: z function
4
5 void z_function(string& s)
6 {
7     return;
8 }
```

1.3 Suffix Array

Complexity: $O(n \log(n))$, big constant included (around 25)

Computes the hash of arbitrary substrings of a given string s.

```
1 // TITLE: Suffix Array
2 // COMPLEXITY:  $O(n \log(n))$ , big constant included (
  around 25)
3 // DESCRIPTION: Computes the hash of arbitrary
  substrings of a given string s.
4
5 void countingsort(vi& p, vi& c) {
6     int n=p.size();
7     vi count(n,0);
8     loop(i,0,n) count[c[i]]++;
9
10    vi psum(n); psum[0]=0;
11    loop(i,1,n) psum[i]=psum[i-1]+count[i-1];
12
13    vi ans(n);
14    loop(i,0,n)
15        ans[psum[c[p[i]]]]+=p[i];
16
17    p = ans;
18 }
19
20 vi sfa(string s) {
21     s += "$";
22
23     int n=s.size();
24     vi p(n);
25     vi c(n);
26     {
27         vector<pair<char, int>> a(n);
28         loop(i,0,n) a[i]={s[i],i};
29         sort(all(a));
30
31         loop(i,0,n) p[i]=a[i].second;
32
33         c[p[0]]=0;
34         loop(i,1,n) {
35             if(s[p[i]] == s[p[i-1]]) {
36                 c[p[i]]=c[p[i-1]];
37             }
38             else c[p[i]]=c[p[i-1]]+1;
39         }
40     }
41
42     for(int k=0; (1<<k) < n; k++) {
43         loop(i, 0, n)
44             p[i] = (p[i] - (1<<k) + n) % n;
45
46         countingsort(p,c);
47
48         vi nc(n);
49         nc[p[0]]=0;
50         loop(i,1,n) {
51             pii prev = {c[p[i-1]], c[(p[i-1]+(1<<k))%
52 n]};
53             pii cur = {c[p[i]], c[(p[i]+(1<<k))%n]};
54
55             if (prev == cur)
56                 nc[p[i]]=nc[p[i-1]];
57             else nc[p[i]]=nc[p[i-1]]+1;
58         }
59         c=nc;
60     }
61     return p;
62 }
```

2 Segtree

2.1 Standard SegTree

Complexity: $O(\log(n))$ query and update
Sum segment tree with point update.

```
1 // TITLE: Standard SegTree
2 // COMPLEXITY:  $O(\log(n))$  query and update
3 // DESCRIPTION: Sum segment tree with point update.
4
5 using type = int;
6
7 type iden = 0;
8 vector<type> seg;
9 int segsize;
10
11 type func(type a, type b)
12 {
13     return a + b;
14 }
15
16 // query do intervalo [l, r)
17 type query(int l, int r, int no = 0, int lx = 0, int
    rx = segsize)
18 {
19     // l lx rx r
20     if (r <= lx or rx <= l)
21         return iden;
22     if (l <= lx and rx <= r)
23         return seg[no];
24
25     int mid = lx + (rx - lx) / 2;
26     return func(query(l, r, 2 * no + 1, lx, mid),
27         query(l, r, 2 * no + 2, mid, rx));
28 }
29
30 void update(int dest, type val, int no = 0, int lx =
    0, int rx = segsize)
31 {
32     if (dest < lx or dest >= rx)
33         return;
34     if (rx - lx == 1)
35     {
36         seg[no] = val;
37         return;
38     }
39
40     int mid = lx + (rx - lx) / 2;
41     update(dest, val, 2 * no + 1, lx, mid);
42     update(dest, val, 2 * no + 2, mid, rx);
43     seg[no] = func(seg[2 * no + 1], seg[2 * no + 2]);
44 }
45
46 signed main()
47 {
48     ios_base::sync_with_stdio(0);
49     cin.tie(0);
50     cout.tie(0);
51     int n;
52     cin >> n;
53     segsize = n;
54     if (__builtin_popcount(n) != 1)
55     {
56         segsize = 1 + (int)log2(segsize);
57         segsize = 1 << segsize;
58     }
59     seg.assign(2 * segsize - 1, iden);
60
61     loop(i, 0, n)
62     {
63         int x;
64         cin >> x;
```

```
65         update(i, x);
66     }
67 }
```

2.2 Lazy SegTree

Complexity: $O(\log(n))$ query and update
Sum segment tree with range sum update.

```
1 // TITLE: Lazy SegTree
2 // COMPLEXITY:  $O(\log(n))$  query and update
3 // DESCRIPTION: Sum segment tree with range sum
    update.
4 vector<int> seg, lazy;
5 int segsize;
6
7 // change 0s to -1s if update is
8 // set instead of add. also,
9 // remove the +=s
10 void prop(int no, int lx, int rx) {
11     if (lazy[no] == 0) return;
12
13     seg[no] += (rx - lx) * lazy[no];
14     if (rx - lx > 1) {
15         lazy[2 * no + 1] += lazy[no];
16         lazy[2 * no + 2] += lazy[no];
17     }
18     lazy[no] = 0;
19 }
20
21 void update(int l, int r, int val, int no = 0, int lx = 0,
    int rx = segsize) {
22     // l r lx rx
23     prop(no, lx, rx);
24     if (r <= lx or rx <= l) return;
25     if (l <= lx and rx <= r) {
26         lazy[no] = val;
27         prop(no, lx, rx);
28         return;
29     }
30
31     int mid = lx + (rx - lx) / 2;
32     update(l, r, val, 2 * no + 1, lx, mid);
33     update(l, r, val, 2 * no + 2, mid, rx);
34     seg[no] = seg[2 * no + 1] + seg[2 * no + 2];
35 }
36
37 int query(int l, int r, int no = 0, int lx = 0, int rx =
    segsize) {
38     prop(no, lx, rx);
39     if (r <= lx or rx <= l) return 0;
40     if (l <= lx and rx <= r) return seg[no];
41
42     int mid = lx + (rx - lx) / 2;
43     return query(l, r, 2 * no + 1, lx, mid) +
44         query(l, r, 2 * no + 2, mid, rx);
45 }
46
47 signed main() {
48     ios_base::sync_with_stdio(0); cin.tie(0); cout.tie
    (0);
49
50     int n; cin >> n;
51     segsize = n;
52     if (__builtin_popcount(n) != 1) {
53         segsize = 1 + (int)log2(segsize);
54         segsize = 1 << segsize;
55     }
56
57     seg.assign(2 * segsize - 1, 0);
58     // use -1 instead of 0 if
```

```

60 // update is set instead of add
61 lazy.assign(2*segsz-1, 0);
62 }

```

3 Set

3.1 Ordered Set

Complexity: $O(\log(n))$

```

1 // TITLE: Ordered Set
2 // COMPLEXITY:  $O(\log(n))$ 
3 // DESCRIPTION: Set but you can look witch elements is
  in position (k)
4
5 #include <ext/pb_ds/assoc_container.hpp>
6 #include <ext/pb_ds/tree_policy.hpp>
7 using namespace __gnu_pbds;
8
9 #define ordered_set tree<int, null_type, less<int>,
  rb_tree_tag, tree_order_statistics_node_update>
10
11 int32_t main() {
12     ordered_set o_set;
13
14     o_set.insert(5);
15     o_set.insert(1);
16     o_set.insert(2);
17     // o_set = {1, 2, 5}
18     5 == *(o_set.find_by_order(2));
19     2 == o_set.order_of_key(4); // {1, 2}
20 }

```

3.2 Multiset

Complexity: $O(\log(n))$

Same as set but you can have multiple elements with same values

```

1 // TITLE: Multiset
2 // COMPLEXITY:  $O(\log(n))$ 
3 // DESCRIPTION: Same as set but you can have multiple
  elements with same values
4
5 int main() {
6     multiset<int> set1;
7 }

```

3.3 Set

Complexity: Insertion $\log(n)$

Keeps elements sorted, remove duplicates, upper_bound, lower_bound, find, count

```

1 // TITLE: Set
2 // COMPLEXITY: Insertion  $\log(n)$ 
3 // Description: Keeps elements sorted, remove
  duplicates, upper_bound, lower_bound, find, count
4
5 int main() {
6     set<int> set1;
7
8     set1.insert(1); //  $O(\log(n))$ 
9     set1.erase(1); //  $O(\log(n))$ 
10
11     set1.upper_bound(1); //  $O(\log(n))$ 

```

```

12 set1.lower_bound(1); //  $O(\log(n))$ 
13 set1.find(1); //  $O(\log(n))$ 
14 set1.count(1); //  $O(\log(n))$ 
15
16 set1.size(); //  $O(1)$ 
17 set1.empty(); //  $O(1)$ 
18
19 set1.clear() //  $O(1)$ 
20 return 0;
21 }

```

4 Graph

4.1 Topological Sort

Complexity: $O(N + M)$, N: Vertices, M: Arestas

Retorna no do grapho em ordem topologica, se a quantidade de nos retornada nao for igual a quantidade de nos e impossivel

```

1 // TITLE: Topological Sort
2 // COMPLEXITY:  $O(N + M)$ , N: Vertices, M: Arestas
3 // DESCRIPTION: Retorna no do grapho em ordem
  topologica, se a quantidade de nos retornada nao
  for igual a quantidade de nos e impossivel
4
5 typedef vector<vector<int>> Adj_List;
6 typedef vector<int> Indegree_List; // How many nodes
  depend on him
7 typedef vector<int> Order_List; // The order in
  which the nodes appears
8
9 Order_List kahn(Adj_List adj, Indegree_List indegree)
10 {
11     queue<int> q;
12     // priority_queue<int> q; // If you want in
  lexicografic order
13     for (int i = 0; i < indegree.size(); i++) {
14         if (indegree[i] == 0)
15             q.push(i);
16     }
17     vector<int> order;
18
19     while (not q.empty()) {
20         auto a = q.front();
21         q.pop();
22
23         order.push_back(a);
24         for (auto b: adj[a]) {
25             indegree[b]--;
26             if (indegree[b] == 0)
27                 q.push(b);
28         }
29     }
30     return order;
31 }
32
33 int32_t main()
34 {
35
36     Order_List = kahn(adj, indegree);
37     if (Order_List.size() != N) {
38         cout << "IMPOSSIBLE" << endl;
39     }
40     return 0;
41 }

```

4.2 Kth Ancestor

Complexity: $O(n * \log(n))$

Preprocess, then find in $\log n$

```
1 // TITLE: Kth Ancestor
2 // COMPLEXITY:  $O(n * \log(n))$ 
3 // DESCRIPTION: Preprocess, then find in  $\log n$ 
4
5 const int LOG_N = 30;
6 int get_kth_ancestor(vector<vector<int>> & up, int v,
7     int k)
8 {
9     for (int j = 0; j < LOG_N; j++) {
10         if (k & ((int)1 << j)) {
11             v = up[v][j];
12         }
13     }
14     return v;
15 }
16 void solve()
17 {
18     vector<vector<int>> up(n, vector<int>(LOG_N));
19
20     for (int i = 0; i < n; i++) {
21         up[i][0] = parents[i];
22         for (int j = 1; j < LOG_N; j++) {
23             up[i][j] = up[up[i][j-1]][j-1];
24         }
25     }
26     cout << get_kth_ancestor(up, x, k) << endl;
27 }
28 }
```

4.3 Dinic

Complexity: $O(V*V*E)$, Bipartite is $O(\sqrt{V} E)$

Dinic is a strongly polynomial maximum flow algorithm, doesn't depend on capacity values good for matching

```
1 // TITLE: Dinic
2 // COMPLEXITY:  $O(V*V*E)$ , Bipartite is  $O(\sqrt{V} E)$ 
3 // DESCRIPTION: Dinic is a strongly polynomial
4     maximum flow algorithm, doesn't depend on capacity
5     values good for matching
6
7 const int oo = 0x3f3f3f3f3f3f3f3f;
8 // Edge structure
9 struct Edge
10 {
11     int from, to;
12     int flow, capacity;
13
14     Edge(int from_, int to_, int flow_, int capacity_)
15         : from(from_), to(to_), flow(flow_), capacity_
16         (capacity_)
17     {}
18 };
19 struct Dinic
20 {
21     vector<vector<int>> graph;
22     vector<Edge> edges;
23     vector<int> level;
24     int size;
25
26     Dinic(int n)
27     {
28         graph.resize(n);
29         level.resize(n);
30         size = n;
31         edges.clear();
32     }
33
34     void add_edge(int from, int to, int capacity)
35     {
36         edges.emplace_back(from, to, 0, capacity);
37         graph[from].push_back(edges.size() - 1);
38
39         edges.emplace_back(to, from, 0, 0);
40         graph[to].push_back(edges.size() - 1);
41     }
42
43     int get_max_flow(int source, int sink)
44     {
45         int max_flow = 0;
46         vector<int> next(size);
47         while(bfs(source, sink)) {
48             next.assign(size, 0);
49             for (int f = dfs(source, sink, next, oo);
50                 f != 0; f = dfs(source, sink, next, oo)) {
51                 max_flow += f;
52             }
53         }
54         return max_flow;
55     }
56
57     bool bfs(int source, int sink)
58     {
59         level.assign(size, -1);
60         queue<int> q;
61         q.push(source);
62         level[source] = 0;
63
64         while(!q.empty()) {
65             int a = q.front();
66             q.pop();
67
68             for (int & b: graph[a]) {
69                 auto edge = edges[b];
70                 int cap = edge.capacity - edge.flow;
71                 if (cap > 0 && level[edge.to] == -1)
72                 {
73                     level[edge.to] = level[a] + 1;
74                     q.push(edge.to);
75                 }
76             }
77         }
78         return level[sink] != -1;
79     }
80
81     int dfs(int curr, int sink, vector<int> & next,
82         int flow)
83     {
84         if (curr == sink) return flow;
85         int num_edges = graph[curr].size();
86
87         for (; next[curr] < num_edges; next[curr]++)
88         {
89             int b = graph[curr][next[curr]];
90             auto & edge = edges[b];
91             auto & rev_edge = edges[b^1];
92
93             int cap = edge.capacity - edge.flow;
94             if (cap > 0 && (level[curr] + 1 == level[
95                 edge.to])) {
96                 int bottle_neck = dfs(edge.to, sink,
97                     next, min(flow, cap));
98                 if (bottle_neck > 0) {
99                     edge.flow += bottle_neck;
100                     rev_edge.flow -= bottle_neck;
101                     return bottle_neck;
102                 }
103             }
104         }
105         return 0;
106     }
107 }
```

```

94         }
95     }
96 }
97     return 0;
98 }
99 };
100
101 // Example on how to use
102 void solve()
103 {
104     int n, m;
105     cin >> n >> m;
106     int N = n + m + 2;
107
108     int source = N - 2;
109     int sink = N - 1;
110
111     Dinic flow(N);
112
113     for (int i = 0; i < n; i++) {
114         int q; cin >> q;
115         while(q--) {
116             int b; cin >> b;
117             flow.add_edge(i, n + b - 1, 1);
118         }
119     }
120     for (int i = 0; i < n; i++) {
121         flow.add_edge(source, i, 1);
122     }
123     for (int i = 0; i < m; i++) {
124         flow.add_edge(i + n, sink, 1);
125     }
126
127     cout << m - flow.get_max_flow(source, sink) << endl;
128
129     // Getting participant edges
130     for (auto & edge: flow.edges) {
131         if (edge.capacity == 0) continue; // This
means is a reverse edge
132         if (edge.from == source || edge.to == source)
continue;
133         if (edge.from == sink || edge.to == sink)
continue;
134         if (edge.flow == 0) continue; // Is not
participant
135
136         cout << edge.from + 1 << " " << edge.to - n +
1 << endl;
137     }
138 }

```

4.4 Bellman Ford

Complexity: $O(n * m)$ | $n = |\text{nodes}|$, $m = |\text{edges}|$
Finds shortest paths from a starting node to all nodes of the graph. The node can have negative cycle and belman-ford will detected

```

1 // TITLE: Bellman Ford
2 // COMPLEXITY:  $O(n * m)$  |  $n = |\text{nodes}|$ ,  $m = |\text{edges}|$ 
3 // DESCRIPTION: Finds shortest paths from a starting
node to all nodes of the graph. The node can have
negative cycle and belman-ford will detected
4
5 // a and b vertices, c cost
6 // [{a, b, c}, {a, b, c}]
7 vector<tuple<int, int, int>> edges;
8 int N;
9
10 void bellman_ford(int x){

```

```

11     for (int i = 0; i < N; i++){
12         dist[i] = oo;
13     }
14     dist[x] = 0;
15
16     for (int i = 0; i < N - 1; i++){
17         for (auto [a, b, c]: edges){
18             if (dist[a] == oo) continue;
19             dist[b] = min(dist[b], dist[a] + w);
20         }
21     }
22 }
23 // return true if has cycle
24 bool check_negative_cycle(int x){
25     for (int i = 0; i < N; i++){
26         dist[i] = oo;
27     }
28     dist[x] = 0;
29
30     for (int i = 0; i < N - 1; i++){
31         for (auto [a, b, c]: edges){
32             if (dist[a] == oo) continue;
33             dist[b] = min(dist[b], dist[a] + w);
34         }
35     }
36
37     for (auto [a, b, c]: edges){
38         if (dist[a] == oo) continue;
39         if (dist[a] + w < dist[b]){
40             return true;
41         };
42     }
43     return false;
44 }
45 '''

```

5 Parser

5.1 Parsing Functions

Complexity:

```

1 // TITLE: Parsing Functions
2
3 vector<string> split_string(const string & s, const
string & sep = " ") {
4     int w = sep.size();
5     vector<string> ans;
6     string curr;
7
8     auto add = [&](string a) {
9         if (a.size() > 0) {
10             ans.push_back(a);
11         }
12 };
13
14     for (int i = 0; i + w < s.size(); i++) {
15         if (s.substr(i, w) == sep) {
16             i += w - 1;
17             add(curr);
18             curr.clear();
19             continue;
20         }
21         curr.push_back(s[i]);
22     }
23     add(curr);
24     return ans;
25 }
26

```

```

27 vector<int> parse_vector_int(string & s)
28 {
29     vector<int> nums;
30     for (string x: split_string(s)) {
31         nums.push_back(stoi(x));
32     }
33     return nums;
34 }
35
36 vector<float> parse_vector_float(string & s)
37 {
38     vector<float> nums;
39     for (string x: split_string(s)) {
40         nums.push_back(stof(x));
41     }

```

```

42     return nums;
43 }
44
45 void solve()
46 {
47     cin.ignore();
48     string s;
49     getline(cin, s);
50
51     auto nums = parse_vector_float(s);
52     for (auto x: nums) {
53         cout << x << endl;
54     }
55 }

```