Compilando Conocimiento

Refence

Competitive Programming

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Part I

Things to Learn / To Do

Chapter 1

C++

1.1 Integrals

1.1.1 int vs long vs long long

```
int minValue {-2,147,483,648};
int maxValue {2,147,483,647};

long long minValue {-9,223,372,036,854,775,808};
long long maxValue {9,223,372,036,854,775,807};

unsigned int maxValueIntUnsigned {4,294,967,295};
unsigned long long maxValueLLUnsigned
    {18,446,744,073,709,551,615};
```

1.1.2 Fixed width (int32_t, uint64_t, ...)

```
#include <cstdint>

int8_t likeChar {};
int16_t likeShort {};
int32_t likeInt {};
int64_t likeLong {};

// And the unsigned versions:
uint8_t likeChar {};
uint16_t likeShort {};
uint32_t likeInt {};
uint64_t likeLong {};
```

1.1.3 Max & min

```
#include <limits>       // std::numeric_limits

int main () {
    const auto minVal = std::numeric_limits<int>::min();
    const auto maxVal = std::numeric_limits<int>::max();
    return 0;
}
```

1.1.4 Fast I / O

```
// No merge cin & cout with scanf & printf
ios::sync_with_stdio(false);

// No merge cin / cout
cin.tie(nullptr);
cout.tie(nullptr);
```

Fast input of numbers

```
#include <cstdio>

template <class number>
inline auto getNumberFast() -> number {
  auto result = number {};
  auto isNegative = false;
  auto currentDigit = char {getchar_unlocked()};

  while (currentDigit < '0' or currentDigit > '9') {
    currentDigit = getchar_unlocked();
    if (currentDigit == '-') isNegative = true;
  }

  while ('0' <= currentDigit and currentDigit <= '9') {
    result = (result << 3) + (result << 1);
    result += currentDigit - '0';
    currentDigit = getchar_unlocked();
```

```
  }

  return isNegative ? -result : result;
}
```

1.2 Input

1.2.1 Precision

```
#include <iomanip>
#include <iostream>

auto main() -> int {
    using namespace std:

    auto f = 301.14159;
    cout << std::fixed;

    cout << setprecision(5) << f << '\n';   // 301.14159
    cout << setprecision(8) << f << '\n';   //  301.14159000

    return 0;
}
```

1.2.2 Base

```
#include <iostream>     // std::cout, std::endl
#include <iomanip>      // std::setbase

int main () {
    using namespace std:
    cout << std::setbase(16) << 110 << endl;    //6e
    return 0;
}
```

1.2.3 Read list of unknow data

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

```
auto main() -> int {
    auto buffer = std::string {};
    while (getline(std::cin, buffer)) {
        auto bufferStream = std::istringstream
    {std::move(buffer)};

        auto list = std::vector<int> {};
        auto num = int {};
        while (bufferStream >> num) list.push_back(num);

        ... (use list)
    }

return 0;
}
```

Part II

Number Theory

Chapter 2

General

2.1 Binary Exponentiation

```
  while (exponent > 0) {
    if (exponent & 1) solution *= base;

    base = base * base;
    exponent = exponent >> 1;
  }

  return solution;
}

template <typename integer>
auto modularBinaryExponentation(integer base, integer
    exponent, integer mod)
    -> integer {
```

2.2 Modular Binary Exponentiation

```
  base = base % mod;

  while (exponent > 0) {
    if (exponent & 1) solution = (base * solution) % mod;

    base = (base * base) % mod;
    exponent = exponent >> 1;
  }

  return solution;
}
```

Chapter 3

Primes

3.1 Sieve of Eratosthenes

3.1.1 Get the Boolean Version

```
template<typename T>
auto getIsPrime(T maxValue) -> std::vector<bool> {
    std::vector<bool> isPrime (maxValue + 1, true);
    isPrime[0] = isPrime[1] = false;

    for (T i {4}; i <= maxValue; i += 2) isPrime[i] = false;

    for (T i {3}; i * i <= maxValue; i += 2) {
        if (not isPrime[i]) continue;

        T multiple {i * i}, step {2 * i};
        while (multiple <= maxValue) {
            isPrime[multiple] = false;
            multiple += step;
        }
    }

    return isPrime;
}
```

3.1.2 Get the Vector of Primes

```
template<typename T>
auto getPrimes(T maxValue) -> std::vector<T> {
    std::vector<bool> isPrime (maxValue + 1, true);
    std::vector<T> primes {2};

    // Just to do it if you need the bools too.
    // isPrime[0] = isPrime[1] = false;
    // for (T i = 4; i <= n; i += 2) isPrime[i] = false;

    for (T i {3}; i <= maxValue; i += 2) {
        if (not isPrime[i]) continue;
        primes.push_back(i);

        T multiple {i * i}, step {2 * i};
        while (multiple <= maxValue) {
            isPrime[multiple] = false;
            multiple += step;
        }
    }

    return primes;
}
```

Part III

Graphs

Chapter 4

Data Structures

4.1 Fenwick Tree

```
#include <functional>
#include <vector>

#include <iostream>

using std::cin;
using std::cout;
using std::endl;

/**
 *
 * You have an array (starting with 0 or you can use
    buildFromArray),
 * you can use FenwickTree to get the sum of all elements in
    a range
 * also, you can increase a position by a value
 *
 */
template <typename element = int, typename index = int>
class FenwickTree {
 private:
  const int MAX_SIZE;
  std::vector<element> bit {};

  static auto getNext(index i) -> index { return i | (i +
    1); }

public:
 FenwickTree(int MAX_SIZE = 100000) : MAX_SIZE {MAX_SIZE},
   bit(MAX_SIZE, 0) {}

 auto buildFromArray(const std::vector<element>& data) ->
   void {
   for (index i {}; i < MAX_SIZE; ++i) {
     bit[i] = bit[i] + data[i];
     const auto nextIndex {getNext(i)};
     if (nextIndex < MAX_SIZE) bit[nextIndex] = bit[i] +
   bit[nextIndex];
   }
 }

 // get the sum from [0, end]
 auto sum(int end) -> element const {
   element answer {};
   while (end >= 0) {
     answer = answer + bit[end];
     end = (end & (end + 1)) - 1;
   }
   return answer;
 }

 // get the sum from [start, end]
 auto sum(index start, index end) -> element const {
   return sum(end) - sum(start - 1);
 }

 // increase the position by a value
 auto increase(index position, element value) -> void {
   while (position < MAX_SIZE) {
     bit[position] = bit[position] + value;
     position = getNext(position);
   }
 }

 void showArray() {
   cout << "[";
   for (int i {}; i < MAX_SIZE; ++i) cout << sum(i, i) <<
   ", ";
   cout << "]" << endl;
 }

 void showPrefixArray() {
   cout << "[";
   for (int i {}; i < MAX_SIZE; ++i) cout << sum(i) << ", ";
```

```
    cout << "]" << endl;
  }
};

int main() {
  const int sizeOfRange {5};
  auto f = FenwickTree<> {sizeOfRange};
  f.increase(0, 4);
  f.showArray();
  f.showPrefixArray();

  cout << f.sum(0, 4) << endl;

  return 0;
}
```

Chapter 5

Simple Graphs

5.1 GraphRepresentations

5.1.1 PonderateGraph

```
#include <set>

template <typename nodeID, typename weight>
struct node {
  nodeID from, to;
  weight cost;
};

template <typename nodeID, typename weight>
class PonderateGraph {
 private:
  std::vector<node<nodeID, weight>> edges;

 public:
  auto addEdge(nodeID fromThisNode, nodeID toThisNode,
    weight cost) -> void {
     edges.emplace_back({fromThisNode, toThisNode, cost});
  }

  auto KruskalMinimumExpansionTree(nodeID nodesInGraph)
      -> std::pair<set<nodeID>, weight>;
};
```

5.1.2 GraphAdjacencyList

```
#include <vector>

using namespace std;

template <typename nodeID, typename fn>
class GraphAdjacencyList {
 private:
  std::vector<std::vector<nodeID>> adjacencyLists;

 public:
  const bool isBidirectional;

  GraphAdjacencyList(nodeID numOfNodes, bool isBidirectional
    = true)
       : isBidirectional(isBidirectional),
    adjacencyLists(numOfNodes) {}

  void addEdge(nodeID fromThisNode, nodeID toThisNode) {
    adjacencyLists[fromThisNode].push_back(toThisNode);
    if (not isBidirectional) return;
    adjacencyLists[toThisNode].push_back(fromThisNode);
  }

  void addConections(const vector<pair<nodeID, nodeID>>&
    conections) {
    for (const auto& edge : conections) addEdge(edge.first,
    edge.second);
  }

  void show() {
    nodeID node {};
    for (auto& adjacencyList : adjacencyLists) {
      cout << "Node ID = " << node++ << ": [";
      for (auto& node : adjacencyList) cout << node << " ";
      cout << "]" << '\n';
    }
  }

  auto BFS(nodeID initialNode, fn functionToCall) -> void;
  auto DFS(nodeID initialNode, fn functionToCall) -> void;
};
```

5.2 BFS

```
template <typename nodeID, typename fn>
auto GraphAdjacencyList<nodeID, fn>::BFS(nodeID initialNode,
    fn functionToCall) -> void {
  std::vector<bool> visited(adjacencyLists.size(), false);
  std::queue<int> nodesToProcess({initialNode});

  while (not nodesToProcess.empty()) {
    auto node {nodesToProcess.front()};
    nodesToProcess.pop();

    if (not visited[node]) {
      functionToCall(node, visited);
      visited[node] = true;
    }

    for (auto& adjacentNode : adjacencyLists[node])
      if (not visited[adjacentNode])
    nodesToProcess.push(adjacentNode);
  }
}
```

5.3 DFS

```
template <typename nodeID, typename fn>
auto GraphAdjacencyList<nodeID, fn>::DFS(nodeID initialNode,
    fn functionToCall) -> void {
  std::vector<bool> visited(adjacencyLists.size(), false);
  std::stack<int> nodesToProcess({initialNode});

  while (not nodesToProcess.empty()) {
    auto node {nodesToProcess.top()};
    nodesToProcess.pop();

    if (not visited[node]) {
      functionToCall(node, visited);
      visited[node] = true;
    }

    for (auto& adjacentNode : adjacencyLists[node])
      if (not visited[adjacentNode])
    nodesToProcess.push(adjacentNode);
  }
}
```

5.4 Kruskal: Minimum Spanning Tree

```
#include <algorithm>
#include <set>
#include "GraphRepresentations.cpp"
#include "UnionFind.cpp"

template <typename nodeID, typename weight>
auto PonderateGraph<nodeID,
    weight>::KruskalMinimumExpansionTree(
     nodeID nodesInGraph) -> std::pair<set<nodeID>, weight> {
  using node = const node<nodeID, weight>;

  auto minimumSpanningTreeWeight = weight {};
  auto nodesInTree = set<nodeID> {};
  auto graphInfo = UnionFind<std::vector<nodeID>, nodeID>
   {nodesInGraph};
  auto sortNode = [](node& n1, node& n2) { return n1.cost <
   n2.cost; };
  sort(edges.begin(), edges.end(), sortNode);

  for (node& edge : edges) {
    // check if edge is creating cycle
    if (graphInfo.existPath(edge.to, edge.from)) continue;

    nodesInTree.insert(edge.to);
    nodesInTree.insert(edge.from);

    minimumSpanningTreeWeight += edge.cost;
    graphInfo.joinComponents(edge.to, edge.from);
    if (graphInfo.numberOfElementsInAComponent(edge.to) ==
    nodesInGraph) break;
  }

  return {nodesInTree, minimumSpanningTreeWeight};
}
```

5.5 UnionFind - Disjoined set

```cpp
#include <utility>
#include <vector>

/**
 * You have many nodes connected (ie, node 2 with 4 and 8).
 * Use UnionFind to find if 2 nodes are connected or and
 * how many nodes can I go to from a given node.
 */
template <typename id = int>
class UnionFind {
 private:
  std::vector<id> connected_nodes, parent, rank;

 public:
  UnionFind(id n) : connected_nodes(n, 1), parent(n),
    rank(n, 0) {
    while (--n) parent[n] = n;
  }

  auto findComponentID(id u) -> id {
    if (parent[u] == u) return u;
    return parent[u] = findComponentID(parent[u]);
  }

  auto inSameComponent(id u, id v) -> bool {
    return findComponentID(v) == findComponentID(u);
  }

  auto numberOfElementsConnectedTo(id u) -> int {
    return connected_nodes[findComponentID(u)];
  }

  auto joinComponents(id u, id v) -> void {
    auto setU = findComponentID(u), setV =
    findComponentID(v);
    if (setU == setV) return;

    if (rank[setU] > rank[setV]) std::swap(setU, setV);

    parent[setU] = setV;
    connected_nodes[setV] += connected_nodes[setU];
```

Part IV

Bits

Chapter 6

Bit manipulation

6.1 Shifts

- $x << y = x * 2^y$
- $x >> y = \left\lfloor \frac{x}{2^y} \right\rfloor$

6.2 Count on bits

```
// int
__builtin_popcount(n);
// long long
__builtin_popcountll(n);
```

6.3 Know if k-th bit is on

```
bool is_on(int number, int place) {
    return (number bitand (1 << place));
}
```

6.4 Turn on k-th bit

```
int toogle_on_bit(int number, int place) {
  return (number bitor (1 << place));
}
```

6.5 Turn off k-th bit

```
int toogle_off_bit(int number, int place) {
  return (number bitand ~(1 << place));
}
```

6.6 Toggle k-th bit (from off to on and viceversa)

```
int toggle_on_bit(int number, int place) {
  return (number xor (1 << k));
}
```

6.7 Get the LSB

```
bool lowest_on_bit(int number) {
    return (number bitand (-number));
}
```

6.8 Turn on the first K bits

```
int set_first_K_bits(int place) {
  return ((1 << place) - 1);
}
```

Part V

Geometry

Chapter 7

Lines and points

7.1 Options

```
enum class result {
  no_points = 0,
  one_points = 1,
  infinity_points = -1,
};
```

7.2 Decimnal

```
#include <cmath>
#include <iostream>

template <typename number = long double>
struct decimal {
  static constexpr number epsilon = 1e-9;
  number x;
  decimal(number x = 0) : x(x) {}

  decimal operator+(const decimal &p) const { return {x +
    p.x}; }
  decimal operator-(const decimal &p) const { return {x -
    p.x}; }
  decimal operator*(const decimal &p) const { return {x *
    p.x}; }
  decimal operator/(const decimal &p) const { return {x /
    p.x}; }
  decimal operator+=(const decimal &p) { *this = *this + p;
    return *this; }
  decimal operator-=(const decimal &p) { *this = *this - p;
    return *this; }
  decimal operator*=(const decimal &p) { *this = *this * p;
    return *this; }
  decimal operator/=(const decimal &p) { *this = *this / p;
    return *this; }

  bool operator==(const decimal &p) const { return abs(x -
    p.x) <= epsilon; }
  bool operator!=(const decimal &p) const { return not(*this
    == p); }

  bool operator<(const decimal &p) const { return p.x - x >
    epsilon; }
  bool operator>(const decimal &p) const { return x - p.x >
    epsilon; }

  bool operator>=(const decimal &p) const { return x - p.x
    >= -epsilon; }
  bool operator<=(const decimal &p) const { return p.x - x
    >= -epsilon; }

  int sign() {
    if (x > 0) return 1;
    if (x < 0) return -1;
    return 0;
  }

  friend std::istream &operator>>(std::istream &is, const
    decimal &p) { return is >> p.x; }
  friend std::ostream &operator<<(std::ostream &os, const
    decimal &p) { return os << p.x; }
};
```

7.3 Points

```
template <typename number>
struct point {
  number x, y;

  point(number x = 0, number y = 0) : x(x), y(y) {}

  point operator+(const point& p) const { return {x + p.x, y
    + p.y}; }
  point operator-(const point& p) const { return {x - p.x, y
```

```
  - p.y}; }
point operator*(number k) const { return {x * k, y * k}; }
point operator/(number k) const { return {x / k, y / k}; }

point operator+=(const point& p)  { *this = *this + p;
  return *this; }
point operator-=(const point& p)  { *this = *this - p;
  return *this; }
point operator*=(const number& p) { *this = *this * p;
  return *this; }
point operator/=(const number& p) { *this = *this / p;
  return *this; }

bool operator==(const point& p) const { return x == p.x
  and y == p.y; }
bool operator!=(const point& p) const { return not(*this
  == p); }

bool operator<(const point& p) const { return x != p.x ? x
  < p.x : y < p.y; }
bool operator>(const point& p) const { return x != p.x ? x
  > p.x : y > p.y; }

bool operator<=(const point& p) const { return (*this ==
  p) or *this < p; }
bool operator>=(const point& p) const { return (*this ==
  p) or *this > p; }

friend std::istream& operator>>(std::istream& is, const
  point& p) {
   return is >> p.x >> p.y;
  }

  friend std::ostream& operator<<(std::ostream& os, const
    point& p) {
    return os << "(" << p.x << ", " << p.y << ")";
  }

  // Operations
  auto norm() -> number const { return { x * x + y * y }; }
  auto length() -> number const { return sqrtl(norm()); }

  auto perpendicular() -> point const { return {-y, x}; }
  auto unit() -> point const { return (*this) / length(); }

  auto rotate(number angle) -> point const {
    return {x * cos(angle) - y * sin(angle), x * sin(angle)
    + y * cos(angle)};
  }

};

template <typename T>
auto dot(const point<T>& p, const point<T>& q) -> point<T> {
  return { p.x* q.x + p.y* q.y };
}

template <typename T>
auto cross(const point<T>& p, const point<T>& q) -> point<T>
   {
  return { p.x* q.y - p.y* q.x };
}
```