
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 Fast I / O

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

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

Fast input of numbers

```
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;
}
```

1.1.4 Bits

- $x \ll y = x * 2^y$

- $x \gg y = \left\lfloor \frac{x}{2^y} \right\rfloor$

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;
}
```

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

    ... (use list)
}

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)};
```

Part II

Number Theory

Chapter 2

General

2.1 Binary Exponentiation

```
template <typename integer, typename unsignedInteger>
auto binaryExponentiation(integer base, unsignedInteger
    exponent) -> integer {
    auto solution = integer {1};

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

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

    return solution;
}
```

2.2 Modular Binary Exponentiation

```
template <typename integer, typename uinteger>
auto modularBinaryExponentiation(integer base, uinteger
    exponent, uinteger n)
    -> integer {
    integer solution {1};
    base = base % n;

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

        base = (base * base) % n;
        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

```
#include <iostream>
#include <queue>
#include <stack>
#include <vector>

#include "GraphRepresentations.cpp"

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

```
#include <iostream>
#include <queue>
#include <stack>
#include <vector>

#include "GraphRepresentations.cpp"

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

5.5.1 Simple UnionFind

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

class SimpleUnionFind {
private:
    std::vector<int> nodesInComponent, parent;

public:
    SimpleUnionFind(int n) : nodesInComponent(n, 1) {
        parent.resize(n);
        while (--n) parent[n] = n;
    }

    auto findParentNode(int u) -> int {
        if (parent[u] == u) return u;
        return parent[u] = findParentNode(parent[u]);
    }

    auto existPath(int u, int v) -> bool {
        return findParentNode(v) == findParentNode(u);
    }

    auto numberOfElementsInAComponent(int u) -> int {
        return nodesInComponent[findParentNode(u)];
    }

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

        parent[setU] = setV;
        nodesInComponent[setV] += nodesInComponent[setU];
    }
};
```

5.5.2 Real UnionFind

```
#include <map>
#include <unordered_map>

/**
 *
 * You have many nodes (with ID's as numbers) and the nodes
 * are connected (ie,
 * node 2 with node 4, 5, 8) Use UnionFind to find if 2
 * nodes are connected
 * or how many nodes are in a connected to a given node.
 */
template <typename parentContainer, typename ID = int,
          typename numCount = int,
          typename numRank = int>
class UnionFind {
private:
    parentContainer parent;
    std::vector<numCount> nodesInComponent;
    std::vector<numRank> rank;

    // Get the representant node ID from a component
    auto findParentNode(ID node) -> ID {
        ID& nodeParent = parent[node];
        if (node == nodeParent) return node;

        nodeParent = findParentNode(nodeParent);
        return nodeParent;
    }

public:
    UnionFind(ID numNodes) : nodesInComponent(numNodes, 1),
        rank(numNodes, 0) {
        parent.resize(numNodes); // Delete if parentContainer
        // is a map
        while (--numNodes) parent[numNodes] = numNodes;
    }

    auto existPath(ID nodeA, ID nodeB) -> bool {
        return findParentNode(nodeA) == findParentNode(nodeB);
    }

    auto numberOfElementsInAComponent(ID node) -> numCount {
        return nodesInComponent[findParentNode(node)];
    }
};
```

```
auto joinComponents(ID nodeA, ID nodeB) -> void {  
    ID setA {findParentNode(nodeA)}, setB  
    {findParentNode(nodeB)};  
  
    if (setA == setB) return;  
    if (rank[setA] < rank[setB]) std::swap(setA, setB);
```

```
    parent[setB] = setA;  
    nodesInComponent[setA] += nodesInComponent[setB];  
  
    if (rank[setA] == rank[setB]) ++rank[setA];  
}  
};
```