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1. Teoría de números

1.1. Funciones básicas

1.1.1. Función piso y techo

```
lli piso(lli a, lli b){
    if((a >= 0 && b > 0) || (a < 0 && b < 0)){
        return a / b;
    }else{
        if(a % b == 0) return a / b;
        else return a / b - 1;
    }
}

lli techo(lli a, lli b){
    if((a >= 0 && b > 0) || (a < 0 && b < 0)){
        if(a % b == 0) return a / b;
        else return a / b + 1;
    }else{
        return a / b;
    }
}
```

1.1.2. Exponenciación y multiplicación binaria

```
lli pow(lli b, lli e){
    lli ans = 1;
    while(e){
        if(e & 1) ans *= b;
        e >>= 1;
        b *= b;
    }
    return ans;
}

lli multMod(lli a, lli b, lli n){
    lli ans = 0;
    a %= n, b %= n;
    if(abs(b) > abs(a)) swap(a, b);
```

```
    if(b < 0){
        a *= -1, b *= -1;
    }
    while(b){
        if(b & 1) ans = (ans + a) % n;
        b >>= 1;
        a = (a + a) % n;
    }
    return ans;
}
```

1.1.3. Mínimo común múltiplo y máximo común divisor

```
lli gcd(lli a, lli b){
    lli r;
    while(b != 0) r = a % b, a = b, b = r;
    return a;
}

lli lcm(lli a, lli b){
    return b * (a / gcd(a, b));
}

lli gcd(vector<lli> & nums){
    lli ans = 0;
    for(lli & num : nums) ans = gcd(ans, num);
    return ans;
}

lli lcm(vector<lli> & nums){
    lli ans = 1;
    for(lli & num : nums) ans = lcm(ans, num);
    return ans;
}
```

1.1.4. Euclides extendido e inverso modular

```
lli extendedGcd(lli a, lli b, lli & s, lli & t){
    lli q, r0 = a, r1 = b, ri, s0 = 1, s1 = 0, si, t0 = 0, t1 =
    ↪ 1, ti;
```

```

while(r1){
    q = r0 / r1;
    ri = r0 % r1, r0 = r1, r1 = ri;
    si = s0 - s1 * q, s0 = s1, s1 = si;
    ti = t0 - t1 * q, t0 = t1, t1 = ti;
}
s = s0, t = t0;
return r0;
}

lli modularInverse(lli a, lli m){
    lli r0 = a, r1 = m, ri, s0 = 1, s1 = 0, si;
    while(r1){
        si = s0 - s1 * (r0 / r1), s0 = s1, s1 = si;
        ri = r0 % r1, r0 = r1, r1 = ri;
    }
    if(r0 < 0) s0 *= -1;
    if(s0 < 0) s0 += m;
    return s0;
}

```

1.1.5. Todos los inversos módulo p

```

//find all inverses (from 1 to p-1) modulo p
vector<lli> allInverses(lli p){
    vector<lli> ans(p);
    ans[1] = 1;
    for(lli i = 2; i < p; ++i)
        ans[i] = p - (p / i) * ans[p % i] % p;
    return ans;
}

```

1.1.6. Exponenciación binaria modular

```

lli powMod(lli b, lli e, lli m){
    lli ans = 1;
    b %= m;
    if(e < 0){
        b = modularInverse(b, m);

```

```

        e *= -1;
    }
    while(e){
        if(e & 1) ans = (ans * b) % m;
        e >>= 1;
        b = (b * b) % m;
    }
    return ans;
}

```

1.1.7. Teorema chino del residuo

```

pair<lli, lli> chinese(vector<lli> & a, vector<lli> & n){
    lli prod = 1, p, ans = 0;
    for(lli & ni : n) prod *= ni;
    for(int i = 0; i < a.size(); ++i){
        p = prod / n[i];
        ans = (ans + (a[i] % n[i]) * modularInverse(p, n[i]) % prod
            ↪ * p) % prod;
    }
    if(ans < 0) ans += prod;
    return make_pair(ans, prod);
}

```

1.1.8. Coeficiente binomial

```

lli ncr(lli n, lli r){
    if(r < 0 || r > n) return 0;
    r = min(r, n - r);
    lli ans = 1;
    for(lli den = 1, num = n; den <= r; den++, num--){
        ans = ans * num / den;
    }
    return ans;
}

```

1.1.9. Fibonacci

```

//very fast fibonacci
inline void modula(lli & n){

```

```

    while(n >= mod) n -= mod;
}

lli fibo(lli n){
    array<lli, 2> F = {1, 0};
    lli p = 1;
    for(lli v = n; v >= 1; p <= 1);
    array<lli, 4> C;
    do{
        int d = (n & p) != 0;
        C[0] = C[3] = 0;
        C[d] = F[0] * F[0] % mod;
        C[d+1] = (F[0] * F[1] << 1) % mod;
        C[d+2] = F[1] * F[1] % mod;
        F[0] = C[0] + C[2] + C[3];
        F[1] = C[1] + C[2] + (C[3] << 1);
        modula(F[0]), modula(F[1]);
    }while(p >= 1);
    return F[1];
}

```

1.2. Cribas

1.2.1. Criba de divisores

```

vector<lli> divisorsSum;
vector<vector<int>> divisors;
void divisorsSieve(int n){
    divisorsSum.resize(n + 1, 0);
    divisors.resize(n + 1);
    for(int i = 1; i <= n; ++i){
        for(int j = i; j <= n; j += i){
            divisorsSum[j] += i;
            divisors[j].push_back(i);
        }
    }
}

```

1.2.2. Criba de primos

```

vector<int> primes;
vector<bool> isPrime;
void primesSieve(int n){
    isPrime.resize(n + 1, true);
    isPrime[0] = isPrime[1] = false;
    primes.push_back(2);
    for(int i = 4; i <= n; i += 2) isPrime[i] = false;
    int limit = sqrt(n);
    for(int i = 3; i <= n; i += 2){
        if(isPrime[i]){
            primes.push_back(i);
            if(i <= limit)
                for(int j = i * i; j <= n; j += 2 * i)
                    isPrime[j] = false;
        }
    }
}

```

1.2.3. Criba de factor primo más pequeño

```

vector<int> lowestPrime;
void lowestPrimeSieve(int n){
    lowestPrime.resize(n + 1, 1);
    lowestPrime[0] = lowestPrime[1] = 0;
    for(int i = 2; i <= n; ++i) lowestPrime[i] = (i & 1 ? i : 2);
    int limit = sqrt(n);
    for(int i = 3; i <= limit; i += 2)
        if(lowestPrime[i] == i)
            for(int j = i * i; j <= n; j += 2 * i)
                if(lowestPrime[j] == j) lowestPrime[j] = i;
}

```

1.2.4. Criba de factores primos

```

vector<vector<int>> primeFactors;
void primeFactorsSieve(lli n){
    primeFactors.resize(n + 1);
}

```

```

for(int i = 0; i < primes.size(); ++i){
    int p = primes[i];
    for(int j = p; j <= n; j += p)
        primeFactors[j].push_back(p);
}
}

```

1.2.5. Criba de la función φ de Euler

```

vector<int> Phi;
void phiSieve(int n){
    Phi.resize(n + 1);
    for(int i = 1; i <= n; ++i) Phi[i] = i;
    for(int i = 2; i <= n; ++i)
        if(Phi[i] == i)
            for(int j = i; j <= n; j += i)
                Phi[j] -= Phi[j] / i;
}

```

1.2.6. Criba de la función μ

```

vector<int> Mu;
void muSieve(int n){
    Mu.resize(n + 1, -1);
    Mu[0] = 0, Mu[1] = 1;
    for(int i = 2; i <= n; ++i)
        if(Mu[i])
            for(int j = 2*i; j <= n; j += i)
                Mu[j] -= Mu[i];
}

```

1.2.7. Triángulo de Pascal

```

vector<vector<lli>> Ncr;
void ncrSieve(lli n){
    Ncr.resize(n + 1);
    Ncr[0] = {1};
    for(lli i = 1; i <= n; ++i){
        Ncr[i].resize(i + 1);

```

```

        Ncr[i][0] = Ncr[i][i] = 1;
        for(lli j = 1; j <= i / 2; j++){
            Ncr[i][i - j] = Ncr[i][j] = Ncr[i - 1][j - 1] + Ncr[i - 1][j];
        }
    }
}

```

1.2.8. Segmented sieve

```

vector<int> segmented_sieve(int limit){
    const int L1D_CACHE_SIZE = 32768;
    int raiz = sqrt(limit);
    int segment_size = max(raiz, L1D_CACHE_SIZE);
    int s = 3, n = 3;
    vector<int> primes(1, 2), tmp, next;
    vector<char> sieve(segment_size);
    vector<bool> is_prime(raiz + 1, 1);
    for(int i = 2; i * i <= raiz; i++){
        if(is_prime[i])
            for(int j = i * i; j <= raiz; j += i)
                is_prime[j] = 0;
    }
    for(int low = 0; low <= limit; low += segment_size){
        fill(sieve.begin(), sieve.end(), 1);
        int high = min(low + segment_size - 1, limit);
        for(; s * s <= high; s += 2){
            if(is_prime[s]){
                tmp.push_back(s);
                next.push_back(s * s - low);
            }
        }
        for(size_t i = 0; i < tmp.size(); i++){
            int j = next[i];
            for(int k = tmp[i] * 2; j < segment_size; j += k)
                sieve[j] = 0;
            next[i] = j - segment_size;
        }
        for(; n <= high; n += 2)
            if(sieve[n - low])
                primes.push_back(n);
    }
}

```



```
    return primes;
}
```

1.2.9. Criba de primos lineal

```
vector<int> linearPrimeSieve(int n){
    vector<int> primes;
    vector<bool> isPrime(n+1, true);
    for(int i = 2; i <= n; ++i){
        if(isPrime[i])
            primes.push_back(i);
        for(int p : primes){
            int d = i * p;
            if(d > n) break;
            isPrime[d] = false;
            if(i % p == 0) break;
        }
    }
    return primes;
}
```

1.2.10. Criba lineal para funciones multiplicativas

```
//suppose f(n) is a multiplicative function and
//we want to find f(1), f(2), ..., f(n)
//we have f(pq) = f(p)f(q) if gcd(p, q) = 1
//and f(p^a) = g(p, a), where p is prime and a>0
vector<int> generalSieve(int n, function<int(int, int)> g){
    vector<int> f(n+1, 1), cnt(n+1), acum(n+1), primes;
    vector<bool> isPrime(n+1, true);
    for(int i = 2; i <= n; ++i){
        if(isPrime[i]){ //case base: f(p)
            primes.push_back(i);
            f[i] = g(i, 1);
            cnt[i] = 1;
            acum[i] = i;
        }
        for(int p : primes){
            int d = i * p;
```

```
            if(d > n) break;
            isPrime[d] = false;
            if(i % p == 0){ //gcd(i, p) != 1
                f[d] = f[i / acum[i]] * g(p, cnt[i] + 1);
                cnt[d] = cnt[i] + 1;
                acum[d] = acum[i] * p;
                break;
            }else{ //gcd(i, p) = 1
                f[d] = f[i] * g(p, 1);
                cnt[d] = 1;
                acum[d] = p;
            }
        }
    }
    return f;
}
```

1.3. Factorización

1.3.1. Factorización de un número

```
vector<pair<lli, int>> factorize(lli n){
    vector<pair<lli, int>> f;
    for(lli p : primes){
        if(p * p > n) break;
        int pot = 0;
        while(n % p == 0){
            pot++;
            n /= p;
        }
        if(pot) f.emplace_back(p, pot);
    }
    if(n > 1) f.emplace_back(n, 1);
    return f;
}
```

1.3.2. Potencia de un primo que divide a un factorial

```
lli potInFactorial(lli n, lli p){
    lli ans = 0, div = n;
    while(div /= p) ans += div;
    return ans;
}
```

1.3.3. Factorización de un factorial

```
vector<pair<lli, lli>> factorizeFactorial(lli n){
    vector<pair<lli, lli>> f;
    for(lli p : primes){
        if(p > n) break;
        f.emplace_back(p, potInFactorial(n, p));
    }
    return f;
}
```

1.3.4. Factorización usando Pollard-Rho

```
bool isPrimeMillerRabin(lli n){
    if(n < 2) return false;
    if(n == 2) return true;
    lli d = n - 1, s = 0;
    for(; !(d & 1); d >>= 1, ++s);
    for(int i = 0; i < 16; ++i){
        lli a = 1 + rand() % (n - 1);
        lli m = powMod(a, d, n);
        if(m == 1 || m == n - 1) goto exit;
        for(int k = 0; k < s; ++k){
            m = m * m % n;
            if(m == n - 1) goto exit;
        }
        return false;
    }
    exit::;
    return true;
}
```

```
lli getFactor(lli n){
    lli a = 1 + rand() % (n - 1);
    lli b = 1 + rand() % (n - 1);
    lli x = 2, y = 2, d = 1;
    while(d == 1){
        x = x * (x + b) % n + a;
        y = y * (y + b) % n + a;
        y = y * (y + b) % n + a;
        d = gcd(abs(x - y), n);
    }
    return d;
}
```

```
map<lli, int> fact;
void factorizePollardRho(lli n, bool clean = true){
    if(clean) fact.clear();
    while(n > 1 && !isPrimeMillerRabin(n)){
        lli f = n;
        for(; f == n; f = getFactor(n));
        n /= f;
        factorizePollardRho(f, false);
        for(auto & it : fact){
            while(n % it.first == 0){
                n /= it.first;
                ++it.second;
            }
        }
        if(n > 1) ++fact[n];
    }
}
```

1.4. Funciones aritméticas famosas

1.4.1. Función σ

```
//divisor power sum of n
//if pot=0 we get the number of divisors
//if pot=1 we get the sum of divisors
lli sigma(lli n, lli pot){
```

```

lli ans = 1;
auto f = factorize(n);
for(auto & factor : f){
    lli p = factor.first;
    int a = factor.second;
    if(pot){
        lli p_pot = pow(p, pot);
        ans *= (pow(p_pot, a + 1) - 1) / (p_pot - 1);
    }else{
        ans *= a + 1;
    }
}
return ans;
}

```

1.4.2. Función Ω

```

//number of total primes with multiplicity dividing n
int Omega(lli n){
    int ans = 0;
    auto f = factorize(n);
    for(auto & factor : f)
        ans += factor.second;
    return ans;
}

```

1.4.3. Función ω

```

//number of distinct primes dividing n
int omega(lli n){
    int ans = 0;
    auto f = factorize(n);
    for(auto & factor : f)
        ++ans;
    return ans;
}

```

1.4.4. Función φ de Euler

```

//number of coprimes with n less than n
lli phi(lli n){
    lli ans = n;
    auto f = factorize(n);
    for(auto & factor : f)
        ans -= ans / factor.first;
    return ans;
}

```

1.4.5. Función μ

```

//1 if n is square-free with an even number of prime factors
//-1 if n is square-free with an odd number of prime factors
//0 is n has a square prime factor
int mu(lli n){
    int ans = 1;
    auto f = factorize(n);
    for(auto & factor : f){
        if(factor.second > 1) return 0;
        ans *= -1;
    }
    return ans;
}

```

1.5. Orden multiplicativo, raíces primitivas y raíces de la unidad

1.5.1. Función λ de Carmichael

```

//the smallest positive integer k such that for
//every coprime x with n, x^k=1 mod n
lli carmichaelLambda(lli n){
    lli ans = 1;
    auto f = factorize(n);
    for(auto & factor : f){
        lli p = factor.first;
        int a = factor.second;

```

```

    lli tmp = pow(p, a);
    tmp -= tmp / p;
    if(a <= 2 || p >= 3) ans = lcm(ans, tmp);
    else ans = lcm(ans, tmp >> 1);
}
return ans;
}

```

1.5.2. Orden multiplicativo módulo m

```

// the smallest positive integer k such that x^k = 1 mod m
lli multiplicativeOrder(lli x, lli m){
    if(gcd(x, m) != 1) return -1;
    lli order = phi(m);
    auto f = factorize(order);
    for(auto & factor : f){
        lli p = factor.first;
        int a = factor.second;
        order /= pow(p, a);
        lli tmp = powMod(x, order, m);
        while(tmp != 1){
            tmp = powMod(tmp, p, m);
            order *= p;
        }
    }
    return order;
}

```

1.5.3. Número de raíces primitivas (generadores) módulo m

```

//number of generators modulo m
lli numberOfGenerators(lli m){
    lli phi_m = phi(m);
    lli lambda_m = carmichaelLambda(m);
    if(phi_m == lambda_m) return phi(phi_m);
    else return 0;
}

```

1.5.4. Test individual de raíz primitiva módulo m

```

//test if order(x, m) = phi(m), i.e., x is a generator for Z/mZ
bool testPrimitiveRoot(lli x, lli m){
    if(gcd(x, m) != 1) return false;
    lli order = phi(m);
    auto f = factorize(order);
    for(auto & factor : f){
        lli p = factor.first;
        if(powMod(x, order / p, m) == 1) return false;
    }
    return true;
}

```

1.5.5. Test individual de raíz k -ésima de la unidad módulo m

```

//test if x^k = 1 mod m and k is the smallest for such x, i.e.,
↪ x^(k/p) != 1 for every prime divisor of k
bool testPrimitiveKthRootUnity(lli x, lli k, lli m){
    if(powMod(x, k, m) != 1) return false;
    auto f = factorize(k);
    for(auto & factor : f){
        lli p = factor.first;
        if(powMod(x, k / p, m) == 1) return false;
    }
    return true;
}

```

1.5.6. Encontrar la primera raíz primitiva módulo m

```

lli findFirstGenerator(lli m){
    lli order = phi(m);
    if(order != carmichaelLambda(m)) return -1; //just an
    ↪ optimization, not required
    auto f = factorize(order);
    for(lli x = 1; x < m; x++){
        if(gcd(x, m) != 1) continue;
        bool test = true;

```

```

    for(auto & factor : f){
        lli p = factor.first;
        if(powMod(x, order / p, m) == 1){
            test = false;
            break;
        }
    }
    if(test) return x;
}
return -1;
}

```

1.5.7. Encontrar la primera raíz k -ésima de la unidad módulo m

```

lli findFirstPrimitiveKthRootUnity(lli k, lli m){
    if(carmichaelLambda(m) % k != 0) return -1; //just an
    ↪ optimization, not required
    auto f = factorize(k);
    for(lli x = 1; x < m; x++){
        if(powMod(x, k, m) != 1) continue;
        bool test = true;
        for(auto & factor : f){
            lli p = factor.first;
            if(powMod(x, k / p, m) == 1){
                test = false;
                break;
            }
        }
        if(test) return x;
    }
    return -1;
}

```

1.5.8. Logaritmo discreto

```

// a^x = b mod m, a and m coprime
pair<lli, lli> discreteLogarithm(lli a, lli b, lli m){
    if(gcd(a, m) != 1) return make_pair(-1, 0);
}

```

```

lli order = multiplicativeOrder(a, m);
lli n = sqrt(order) + 1;
lli a_n = powMod(a, n, m);
lli ans = 0;
unordered_map<lli, lli> firstHalf;
lli current = a_n;
for(lli p = 1; p <= n; p++){
    firstHalf[current] = p;
    current = (current * a_n) % m;
}
current = b % m;
for(lli q = 0; q <= n; q++){
    if(firstHalf.count(current)){
        lli p = firstHalf[current];
        lli x = n * p - q;
        return make_pair(x % order, order);
    }
    current = (current * a) % m;
}
return make_pair(-1, 0);
}

```

1.5.9. Raíz k -ésima discreta

```

// x^k = b mod m, m has at least one generator
vector<lli> discreteRoot(lli k, lli b, lli m){
    if(b % m == 0) return {0};
    lli g = findFirstGenerator(m);
    lli power = powMod(g, k, m);
    auto y0 = discreteLogarithm(power, b, m);
    if(y0.first == -1) return {};
    lli phi_m = phi(m);
    lli d = gcd(k, phi_m);
    vector<lli> x(d);
    x[0] = powMod(g, y0.first, m);
    lli inc = powMod(g, phi_m / d, m);
    for(lli i = 1; i < d; i++){
        x[i] = x[i - 1] * inc % m;
    }
    sort(x.begin(), x.end());
    return x;
}

```

```
}
```

1.6. Particiones

1.6.1. Función P (particiones de un entero positivo)

```
lli mod = 1e9 + 7;

vector<lli> P;

//number of ways to write n as a sum of positive integers
lli partitionsP(int n){
    if(n < 0) return 0;
    if(P[n]) return P[n];
    int pos1 = 1, pos2 = 2, inc1 = 4, inc2 = 5;
    lli ans = 0;
    for(int k = 1; k <= n; k++){
        lli tmp = (n >= pos1 ? P[n - pos1] : 0) + (n >= pos2 ? P[n
        ↪ - pos2] : 0);
        if(k & 1) ans += tmp;
        else ans -= tmp;
        if(n < pos2) break;
        pos1 += inc1, pos2 += inc2;
        inc1 += 3, inc2 += 3;
    }
    ans %= mod;
    if(ans < 0) ans += mod;
    return ans;
}

void calculateFunctionP(int n){
    P.resize(n + 1);
    P[0] = 1;
    for(int i = 1; i <= n; i++)
        P[i] = partitionsP(i);
}
```

1.6.2. Función Q (particiones de un entero positivo en distintos sumandos)

```
vector<lli> Q;

bool isPerfectSquare(int n){
    int r = sqrt(n);
    return r * r == n;
}

int s(int n){
    int r = 1 + 24 * n;
    if(isPerfectSquare(r)){
        int j;
        r = sqrt(r);
        if((r + 1) % 6 == 0) j = (r + 1) / 6;
        else j = (r - 1) / 6;
        if(j & 1) return -1;
        else return 1;
    }else{
        return 0;
    }
}

//number of ways to write n as a sum of distinct positive
↪ integers
//number of ways to write n as a sum of odd positive integers
lli partitionsQ(int n){
    if(n < 0) return 0;
    if(Q[n]) return Q[n];
    int pos = 1, inc = 3;
    lli ans = 0;
    int limit = sqrt(n);
    for(int k = 1; k <= limit; k++){
        if(k & 1) ans += Q[n - pos];
        else ans -= Q[n - pos];
        pos += inc;
        inc += 2;
    }
    ans <<= 1;
    ans += s(n);
}
```

```

    ans %= mod;
    if(ans < 0) ans += mod;
    return ans;
}

```

```

void calculateFunctionQ(int n){
    Q.resize(n + 1);
    Q[0] = 1;
    for(int i = 1; i <= n; i++){
        Q[i] = partitionsQ(i);
    }
}

```

1.6.3. Número de factorizaciones ordenadas

```

//number of ordered factorizations of n
lli orderedFactorizations(lli n){
    //skip the factorization if you already know the powers
    auto fact = factorize(n);
    int k = 0, q = 0;
    vector<int> powers(fact.size() + 1);
    for(auto & f : fact){
        powers[k + 1] = f.second;
        q += f.second;
        ++k;
    }
    vector<lli> prod(q + 1, 1);
    //we need Ncr until the max_power+Omega(n) row
    //module if needed
    for(int i = 0; i <= q; i++){
        for(int j = 1; j <= k; j++){
            prod[i] = prod[i] * Ncr[powers[j] + i][powers[j]];
        }
    }
    lli ans = 0;
    for(int j = 1; j <= q; j++){
        int alt = 1;
        for(int i = 0; i < j; i++){
            ans = ans + alt * Ncr[j][i] * prod[j - i - 1];
            alt *= -1;
        }
    }
}

```

```

    }
    return ans;
}

```

1.6.4. Número de factorizaciones no ordenadas

```

//Number of unordered factorizations of n with
//largest part at most m
//Call unorderedFactorizations(n, n) to get all of them
//Add this to the main to speed up the map:
//mem.reserve(1024); mem.max_load_factor(0.25);
struct HASH{
    size_t operator()(const pair<int,int>&x)const{
        return hash<long long>()(((long long)x.first)^(((long
        ↪ long)x.second)<<32));
    }
};
unordered_map<pair<int, int>, lli, HASH> mem;
lli unorderedFactorizations(int m, int n){
    if(m == 1 && n == 1) return 1;
    if(m == 1) return 0;
    if(n == 1) return 1;
    if(mem.count({m, n})) return mem[{m, n}];
    lli ans = 0;
    int l = sqrt(n);
    for(int i = 1; i <= l; ++i){
        if(n % i == 0){
            int a = i, b = n / i;
            if(a <= m) ans += unorderedFactorizations(a, b);
            if(a != b && b <= m) ans += unorderedFactorizations(b,
            ↪ a);
        }
    }
    return mem[{m, n}] = ans;
}

```

1.7. Otros

1.7.1. Cambio de base

```
string decimalToBaseB(lli n, lli b){
    string ans = "";
    lli d;
    do{
        d = n % b;
        if(0 <= d && d <= 9) ans = (char)(48 + d) + ans;
        else if(10 <= d && d <= 35) ans = (char)(55 + d) + ans;
        n /= b;
    }while(n != 0);
    return ans;
}

lli baseBtoDecimal(const string & n, lli b){
    lli ans = 0;
    for(const char & d : n){
        if(48 <= d && d <= 57) ans = ans * b + (d - 48);
        else if(65 <= d && d <= 90) ans = ans * b + (d - 55);
        else if(97 <= d && d <= 122) ans = ans * b + (d - 87);
    }
    return ans;
}
```

1.7.2. Fracciones continuas

```
//continued fraction of (p+sqrt(n))/q, where p,n,q are positive
↪ integers
//returns a vector of terms and the length of the period,
//the periodic part is taken from the right of the array
pair<vector<lli>, int> ContinuedFraction(lli p, lli n, lli q){
    vector<lli> coef;
    lli r = sqrt(n);
    //Skip this if you know that n is not a perfect square
    if(r * r == n){
        lli num = p + r;
        lli den = q;
        lli residue;
```

```
        while(den){
            residue = num % den;
            coef.push_back(num / den);
            num = den;
            den = residue;
        }
        return make_pair(coef, 0);
    }
    if((n - p * p) % q != 0){
        n *= q * q;
        p *= q;
        q *= q;
        r = sqrt(n);
    }
    lli a = (r + p) / q;
    coef.push_back(a);
    int period = 0;
    map<pair<lli, lli>, int> pairs;
    while(true){
        p = a * q - p;
        q = (n - p * p) / q;
        a = (r + p) / q;
        //if p=0 and q=1, we can just ask if q==1 after inserting a
        if(pairs.count(make_pair(p, q))){
            period -= pairs[make_pair(p, q)];
            break;
        }
        coef.push_back(a);
        pairs[make_pair(p, q)] = period++;
    }
    return make_pair(coef, period);
}
```

1.7.3. Ecuación de Pell

```
//first solution (x, y) to the equation x^2-ny^2=1, n IS NOT a
↪ perfect square
pair<lli, lli> PellEquation(lli n){
    vector<lli> cf = ContinuedFraction(0, n, 1).first;
    lli num = 0, den = 1;
```



```

int k = cf.size() - 1;
for(int i = ((k & 1) ? (2 * k - 1) : (k - 1)); i >= 0; i--){
    lli tmp = den;
    int pos = i % k;
    if(pos == 0 && i != 0) pos = k;
    den = num + cf[pos] * den;
    num = tmp;
}
return make_pair(den, num);
}

```

1.7.4. Números de Bell

```

//number of ways to partition a set of n elements
//the nth bell number is at Bell[n][0]
vector<vector<int>> Bell;
void bellSieve(int n){
    Bell.resize(n + 1);
    Bell[0] = {1};
    for(int i = 1; i <= n; ++i){
        Bell[i].resize(i + 1);
        Bell[i][0] = Bell[i - 1][i - 1];
        for(int j = 1; j <= i; ++j)
            Bell[i][j] = Bell[i][j - 1] + Bell[i - 1][j - 1];
    }
}

```

2. Números racionales

2.1. Estructura fraccion

```

struct fraccion{
    ll num, den;
    fraccion(){
        num = 0, den = 1;
    }
    fraccion(ll x, ll y){
        if(y < 0)
            x *= -1, y *= -1;
        ll d = __gcd(abs(x), abs(y));
        num = x/d, den = y/d;
    }
    fraccion(ll v){
        num = v;
        den = 1;
    }
    fraccion operator+(const fraccion& f) const{
        ll d = __gcd(den, f.den);
        return fraccion(num*(f.den/d) + f.num*(den/d),
            ↪ den*(f.den/d));
    }
    fraccion operator-() const{
        return fraccion(-num, den);
    }
    fraccion operator-(const fraccion& f) const{
        return *this + (-f);
    }
    fraccion operator*(const fraccion& f) const{
        return fraccion(num*f.num, den*f.den);
    }
    fraccion operator/(const fraccion& f) const{
        return fraccion(num*f.den, den*f.num);
    }
    fraccion operator+=(const fraccion& f){
        *this = *this + f;
        return *this;
    }
    fraccion operator-=(const fraccion& f){

```

```

    *this = *this - f;
    return *this;
}
fraccion operator++(int xd){
    *this = *this + 1;
    return *this;
}
fraccion operator--(int xd){
    *this = *this - 1;
    return *this;
}
fraccion operator*=(const fraccion& f){
    *this = *this * f;
    return *this;
}
fraccion operator/=(const fraccion& f){
    *this = *this / f;
    return *this;
}
bool operator==(const fraccion& f) const{
    ll d = __gcd(den, f.den);
    return (num*(f.den/d) == (den/d)*f.num);
}
bool operator!=(const fraccion& f) const{
    ll d = __gcd(den, f.den);
    return (num*(f.den/d) != (den/d)*f.num);
}
bool operator >(const fraccion& f) const{
    ll d = __gcd(den, f.den);
    return (num*(f.den/d) > (den/d)*f.num);
}
bool operator <(const fraccion& f) const{
    ll d = __gcd(den, f.den);
    return (num*(f.den/d) < (den/d)*f.num);
}
bool operator >=(const fraccion& f) const{
    ll d = __gcd(den, f.den);
    return (num*(f.den/d) >= (den/d)*f.num);
}
bool operator <=(const fraccion& f) const{
    ll d = __gcd(den, f.den);

```

```

        return (num*(f.den/d) <= (den/d)*f.num);
    }
    fraccion inverso() const{
        return fraccion(den, num);
    }
    fraccion fabs() const{
        fraccion nueva;
        nueva.num = abs(num);
        nueva.den = den;
        return nueva;
    }
    double value() const{
        return (double)num / (double)den;
    }
    string str() const{
        stringstream ss;
        ss << num;
        if(den != 1) ss << "/" << den;
        return ss.str();
    }
};

ostream &operator<<(ostream &os, const fraccion &f) {
    return os << f.str();
}

istream &operator>>(istream &is, fraccion &f){
    ll num = 0, den = 1;
    string str;
    is >> str;
    size_t pos = str.find("/");
    if(pos == string::npos){
        istringstream(str) >> num;
    }else{
        istringstream(str.substr(0, pos)) >> num;
        istringstream(str.substr(pos + 1)) >> den;
    }
    f = fraccion(num, den);
    return is;
}

```

3. Álgebra lineal

3.1. Estructura matrix

```
template <typename entrada>
struct matrix{
    vector< vector<entrada> > A;
    int m, n;

    matrix(int _m, int _n){
        m = _m, n = _n;
        A.resize(m, vector<entrada>(n, 0));
    }

    vector<entrada> & operator[] (int i){
        return A[i];
    }

    void multiplicarFilaPorEscalar(int k, entrada c){
        for(int j = 0; j < n; j++) A[k][j] *= c;
    }

    void intercambiarFilas(int k, int l){
        swap(A[k], A[l]);
    }

    void sumaMultiploFilaAOtra(int k, int l, entrada c){
        for(int j = 0; j < n; j++) A[k][j] += c * A[l][j];
    }

    matrix operator+(const matrix & B) const{
        if(m == B.m && n == B.n){
            matrix<entrada> C(m, n);
            for(int i = 0; i < m; i++){
                for(int j = 0; j < n; j++){
                    C[i][j] = A[i][j] + B.A[i][j];
                }
            }
            return C;
        }else{
```

```
            return *this;
        }
    }

    matrix operator+=(const matrix & M){
        *this = *this + M;
        return *this;
    }

    matrix operator-() const{
        matrix<entrada> C(m, n);
        for(int i = 0; i < m; i++){
            for(int j = 0; j < n; j++){
                C[i][j] = -A[i][j];
            }
        }
        return C;
    }

    matrix operator-(const matrix & B) const{
        return *this + (-B);
    }

    matrix operator-=(const matrix & M){
        *this = *this + (-M);
        return *this;
    }

    matrix operator*(const matrix & B) const{
        if(n == B.m){
            matrix<entrada> C(m, B.n);
            for(int i = 0; i < m; i++){
                for(int j = 0; j < B.n; j++){
                    for(int k = 0; k < n; k++){
                        C[i][j] += A[i][k] * B.A[k][j];
                    }
                }
            }
            return C;
        }else{
            return *this;
        }
    }
}
```

```

    }
}

matrix operator*(const entrada & c) const{
    matrix<entrada> C(m, n);
    for(int i = 0; i < m; i++){
        for(int j = 0; j < n; j++){
            C[i][j] = A[i][j] * c;
        }
    }
    return C;
}

matrix operator*=(const matrix & M){
    *this = *this * M;
    return *this;
}

matrix operator*=(const entrada & c){
    *this = *this * c;
    return *this;
}

matrix operator^(lli b) const{
    matrix<entrada> ans = matrix<entrada>::identidad(n);
    matrix<entrada> A = *this;
    while(b){
        if(b & 1) ans *= A;
        b >>= 1;
        if(b) A *= A;
    }
    return ans;
}

matrix operator^(lli n){
    *this = *this ^ n;
    return *this;
}

bool operator==(const matrix & B) const{
    if(m == B.m && n == B.n){

```

```

        for(int i = 0; i < m; i++){
            for(int j = 0; j < n; j++){
                if(A[i][j] != B.A[i][j]) return false;
            }
        }
        return true;
    }else{
        return false;
    }
}

bool operator!=(const matrix & B) const{
    return !(*this == B);
}

```

3.2. Gauss Jordan

```

//For every elemental operation that we apply to the matrix,
//we will call to callback(operation, source row, dest row,
↪ value).
//It returns the rank of the matrix, and modifies it
int gauss_jordan(bool full = true, bool makeOnes = true,
↪ function<void(int, int, int, entrada)>callback = NULL){
    int i = 0, j = 0;
    while(i < m && j < n){
        if(A[i][j] == 0){
            for(int f = i + 1; f < m; f++){
                if(A[f][j] != 0){
                    intercambiarFilas(i, f);
                    if(callback) callback(2, i, f, 0);
                    break;
                }
            }
        }
        if(A[i][j] != 0){
            entrada inv_mult = A[i][j].inverso();
            if(makeOnes && A[i][j] != 1){
                multiplicarFilaPorEscalar(i, inv_mult);
                if(callback) callback(1, i, 0, inv_mult);
            }

```

```

    for(int f = (full ? 0 : (i + 1)); f < m; f++){
        if(f != i && A[f][j] != 0){
            entrada inv_adit = -A[f][j];
            if(!makeOnes) inv_adit *= inv_mult;
            sumaMultiploFilaA0tra(f, i, inv_adit);
            if(callback) callback(3, f, i, inv_adit);
        }
    }
    i++;
}
j++;
}
return i;
}

void eliminacion_gaussiana(){
    gauss_jordan(false);
}

```

3.3. Matriz inversa

```

static matrix identidad(int n){
    matrix<entrada> id(n, n);
    for(int i = 0; i < n; i++){
        id[i][i] = 1;
    }
    return id;
}

matrix<entrada> inversa(){
    if(m == n){
        matrix<entrada> tmp = *this;
        matrix<entrada> inv = matrix<entrada>::identidad(n);
        auto callback = [&](int op, int a, int b, entrada e){
            if(op == 1){
                inv.multiplicarFilaPorEscalar(a, e);
            }else if(op == 2){
                inv.intercambiarFilas(a, b);
            }else if(op == 3){
                inv.sumaMultiploFilaA0tra(a, b, e);
            }
        };
        tmp.invertir(inv, callback);
    }
}

```

```

    }
};
if(tmp.gauss_jordan(true, true, callback) == n){
    return inv;
}else{
    return *this;
}
}else{
    return *this;
}
}
}

```

3.4. Transpuesta

```

matrix<entrada> transpuesta(){
    matrix<entrada> T(n, m);
    for(int i = 0; i < m; i++){
        for(int j = 0; j < n; j++){
            T[j][i] = A[i][j];
        }
    }
    return T;
}

```

3.5. Traza

```

entrada traza(){
    entrada sum = 0;
    for(int i = 0; i < min(m, n); i++){
        sum += A[i][i];
    }
    return sum;
}

```

3.6. Determinante

```

entrada determinante(){
    if(m == n){

```

```

matrix<entrada> tmp = *this;
entrada det = 1;
auto callback = [&](int op, int a, int b, entrada e){
    if(op == 1){
        det /= e;
    }else if(op == 2){
        det *= -1;
    }
};
if(tmp.gauss_jordan(false, true, callback) != n) det = 0;
return det;
}else{
    return 0;
}
}

```

3.7. Matriz de cofactores y adjunta

```

matrix<entrada> menor(int x, int y){
    matrix<entrada> M(0, 0);
    for(int i = 0; i < m; i++){
        if(i != x){
            M.A.push_back(vector<entrada>());
            for(int j = 0; j < n; j++){
                if(j != y){
                    M.A.back().push_back(A[i][j]);
                }
            }
        }
    }
    M.m = m - 1;
    M.n = n - 1;
    return M;
}

entrada cofactor(int x, int y){
    entrada ans = menor(x, y).determinante();
    if((x + y) % 2 == 1) ans *= -1;
    return ans;
}

```

```

matrix<entrada> cofactores(){
    matrix<entrada> C(m, n);
    for(int i = 0; i < m; i++){
        for(int j = 0; j < n; j++){
            C[i][j] = cofactor(i, j);
        }
    }
    return C;
}

matrix<entrada> adjunta(){
    return cofactores().transpuesta();
}

```

3.8. Factorización $PA = LU$

```

vector< matrix<entrada> > PA_LU(){
    matrix<entrada> U = *this;
    matrix<entrada> L = matrix<entrada>::identidad(n);
    matrix<entrada> P = matrix<entrada>::identidad(n);
    auto callback = [&](int op, int a, int b, entrada e){
        if(op == 2){
            L.intercambiarFilas(a, b);
            P.intercambiarFilas(a, b);
            L.A[a][a] = L.A[b][b] = 1;
            L.A[a][a + 1] = L.A[b][b - 1] = 0;
        }else if(op == 3){
            L.A[a][b] = -e;
        }
    };
    U.gauss_jordan(false, false, callback);
    return {P, L, U};
}

```

3.9. Polinomio característico

```

vector<entrada> polinomio(){
    matrix<entrada> M(n, n);
}

```

```

vector<entrada> coef(n + 1);
matrix<entrada> I = matrix<entrada>::identidad(n);
coef[n] = 1;
for(int i = 1; i <= n; i++){
    M = (*this) * M + I * coef[n - i + 1];
    coef[n - i] = -((*this) * M).traza() / i;
}
return coef;
}

```

3.10. Gram-Schmidt

```

matrix<entrada> gram_schmidt(){ //los vectores son las filas
↳ de la matriz
    matrix<entrada> B = (*this) * (*this).transpuesta();
    matrix<entrada> ans = *this;
    auto callback = [&](int op, int a, int b, entrada e){
        if(op == 1){
            ans.multiplicarFilaPorEscalar(a, e);
        }else if(op == 2){
            ans.intercambiarFilas(a, b);
        }else if(op == 3){
            ans.sumaMultiploFilaAotra(a, b, e);
        }
    };
    B.gauss_jordan(false, false, callback);
    return ans;
}

```

3.11. Recurrencias lineales

```

//Solves a linear recurrence relation of degree d of the form
//F(n) = a(d-1)*F(n-1) + a(d-2)*F(n-2) + ... + a(1)*F(n-(d-1))
↳ + a(0)*F(n-d)
//with initial values F(0), F(1), ..., F(d-1)
//It finds the nth term of the recurrence, F(n)
//The values of a[0,...,d) are in the array P[]
lli solveRecurrence(lli *P, lli *init, int deg, lli n){
    lli *ans = new lli[deg]();
}

```

```

lli *R = new lli[2*deg]();
ans[0] = 1;
lli p = 1;
for(lli v = n; v >= 1; p <= 1);
do{
    int d = (n & p) != 0;
    fill(R, R + 2*deg, 0);
    //if deg(mod-1)^2 overflows, just do mod in the
    ↳ multiplications
    for(int i = 0; i < deg; i++){
        for(int j = 0; j < deg; j++){
            R[i + j + d] += ans[i] * ans[j];
        }
    }
    for(int i = 0; i < 2*deg; ++i) R[i] %= mod;
    for(int i = deg-1; i >= 0; i--){
        R[i + deg] %= mod;
        for(int j = 0; j < deg; j++){
            R[i + j] += R[i + deg] * P[j];
        }
    }
    for(int i = 0; i < deg; i++) R[i] %= mod;
    copy(R, R + deg, ans);
}while(p >= 1);
lli nValue = 0;
for(int i = 0; i < deg; i++){
    nValue += ans[i] * init[i];
}
return nValue % mod;
}

```

3.12. Simplex

```

/*
Parametric Self-Dual Simplex method
Solve a canonical LP:
    min or max. c x
    s.t. A x <= b
        x >= 0
*/
#include <bits/stdc++.h>
using namespace std;
const double eps = 1e-9, oo =
↳ numeric_limits<double>::infinity();

```

```

typedef vector<double> vec;
typedef vector<vec> mat;

pair<vec, double> simplexMethodPD(mat &A, vec &b, vec &c, bool
↳ mini = true){
    int n = c.size(), m = b.size();
    mat T(m + 1, vec(n + m + 1));
    vector<int> base(n + m), row(m);

    for(int j = 0; j < m; ++j){
        for(int i = 0; i < n; ++i)
            T[j][i] = A[j][i];
        row[j] = n + j;
        T[j][n + j] = 1;
        base[n + j] = 1;
        T[j][n + m] = b[j];
    }

    for(int i = 0; i < n; ++i)
        T[m][i] = c[i] * (mini ? 1 : -1);

    while(true){
        int p = 0, q = 0;
        for(int i = 0; i < n + m; ++i)
            if(T[m][i] <= T[m][p])
                p = i;

        for(int j = 0; j < m; ++j)
            if(T[j][n + m] <= T[q][n + m])
                q = j;

        double t = min(T[m][p], T[q][n + m]);

        if(t >= -eps){
            vec x(n);
            for(int i = 0; i < m; ++i)
                if(row[i] < n) x[row[i]] = T[i][n + m];
            return {x, T[m][n + m] * (mini ? -1 : 1)}; // optimal
        }

        if(t < T[q][n + m]){
            // tight on c -> primal update
            for(int j = 0; j < m; ++j)
                if(T[j][p] >= eps)
                    if(T[j][p] * (T[q][n + m] - t) >= T[q][p] * (T[j][n +
↳ m] - t))
                        q = j;

            if(T[q][p] <= eps)
                return {vec(n), oo * (mini ? 1 : -1)}; // primal
↳ infeasible
        }else{
            // tight on b -> dual update
            for(int i = 0; i < n + m + 1; ++i)
                T[q][i] = -T[q][i];

            for(int i = 0; i < n + m; ++i)
                if(T[q][i] >= eps)
                    if(T[q][i] * (T[m][p] - t) >= T[q][p] * (T[m][i] -
↳ t))
                        p = i;

            if(T[q][p] <= eps)
                return {vec(n), oo * (mini ? -1 : 1)}; // dual
↳ infeasible
        }

        for(int i = 0; i < m + n + 1; ++i)
            if(i != p) T[q][i] /= T[q][p];

        T[q][p] = 1; // pivot(q, p)
        base[p] = 1;
        base[row[q]] = 0;
        row[q] = p;

        for(int j = 0; j < m + 1; ++j){
            if(j != q){
                double alpha = T[j][p];
                for(int i = 0; i < n + m + 1; ++i)
                    T[j][i] -= T[q][i] * alpha;
            }
        }
    }
}

```



```

    }
}

return {vec(n), oo};
}

int main(){
    int m, n;
    bool mini = true;
    cout << "Numero de restricciones: ";
    cin >> m;
    cout << "Numero de incognitas: ";
    cin >> n;
    mat A(m, vec(n));
    vec b(m), c(n);
    for(int i = 0; i < m; ++i){
        cout << "Restriccion #" << (i + 1) << ": ";
        for(int j = 0; j < n; ++j){
            cin >> A[i][j];
        }
        cin >> b[i];
    }
    cout << "[0]Max o [1]Min?: ";
    cin >> mini;
    cout << "Coeficientes de " << (mini ? "min" : "max") << " z: ";
    cin >> c;
    for(int i = 0; i < n; ++i){
        cin >> c[i];
    }
    cout.precision(6);
    auto ans = simplexMethodPD(A, b, c, mini);
    cout << (mini ? "Min" : "Max") << " z = " << ans.second << ", ";
    cout << "cuando: \n";
    for(int i = 0; i < ans.first.size(); ++i){
        cout << "x_" << (i + 1) << " = " << ans.first[i] << "\n";
    }
    return 0;
}

```

4. FFT

4.1. Funciones previas

```

typedef complex<double> comp;
typedef long long int lli;
double PI = acos(-1.0);

int nearestPowerOfTwo(int n){
    int ans = 1;
    while(ans < n) ans <= 1;
    return ans;
}

```

4.2. FFT con raíces de la unidad complejas

```

void fft(vector<comp> & X, int inv){
    int n = X.size();
    int len, len2, i, j, k;
    for(i = 1, j = 0; i < n - 1; ++i){
        for (k = n >> 1; (j ^= k) < k; k >>= 1);
        if (i < j) swap(X[i], X[j]);
    }
    double ang;
    comp t, u, v;
    vector<comp> wlen_pw(n >> 1);
    wlen_pw[0] = 1;
    for(len = 2; len <= n; len <= 1){
        ang = inv == -1 ? -2 * PI / len : 2 * PI / len;
        len2 = len >> 1;
        comp wlen(cos(ang), sin(ang));
        for(i = 1; i < len2; ++i){
            wlen_pw[i] = wlen_pw[i - 1] * wlen;
        }
        for(i = 0; i < n; i += len){
            for(j = 0; j < len2; ++j){
                t = X[i + j + len2] * wlen_pw[j];
                X[i + j + len2] = X[i + j] - t;
                X[i + j] += t;
            }
        }
    }
}

```

```

    }
}
if(inv == -1){
    for(i = 0; i < n; ++i){
        X[i] /= n;
    }
}
}
}

```

4.3. FFT con raíces de la unidad discretas (NTT)

```

int inverse(int a, int n){
    int r0 = a, r1 = n, ri, s0 = 1, s1 = 0, si;
    while(r1){
        si = s0 - s1 * (r0 / r1), s0 = s1, s1 = si;
        ri = r0 % r1, r0 = r1, r1 = ri;
    }
    if(s0 < 0) s0 += n;
    return s0;
}

```

```

const int p = 7340033;
const int root = 5;
const int root_1 = inverse(root, p);
const int root_pw = 1 << 20;

void ntt(vector<int> & X, int inv){
    int n = X.size();
    int len, len2, wlen, i, j, k, u, v, w;
    for(i = 1, j = 0; i < n - 1; ++i){
        for(k = n >> 1; (j ^= k) < k; k >>= 1);
        if(i < j) swap(X[i], X[j]);
    }
    for(len = 2; len <= n; len <= 1){
        len2 = len >> 1;
        wlen = (inv == -1) ? root_1 : root;
        for(i = len; i < root_pw; i <= 1){
            wlen = (lli)wlen * wlen % p;
        }
        for(i = 0; i < n; i += len){

```

```

            w = 1;
            for(j = 0; j < len2; ++j){
                u = X[i + j], v = (lli)X[i + j + len2] * w % p;
                X[i + j] = u + v < p ? u + v : u + v - p;
                X[i + j + len2] = u - v < 0 ? u - v + p : u - v;
                w = (lli)w * wlen % p;
            }
        }
    }
    if(inv == -1){
        int nrev = inverse(n, p);
        for(i = 0; i < n; ++i){
            X[i] = (lli)X[i] * nrev % p;
        }
    }
}

```

4.3.1. Otros valores para escoger la raíz y el módulo

Raíz n -ésima de la unidad (ω)	ω^{-1}	Tamaño máximo del arreglo (n)	Módulo p
15	30584	2^{14}	$4 \times 2^{14} + 1 = 65537$
9	7282	2^{15}	$2 \times 2^{15} + 1 = 65537$
3	21846	2^{16}	$1 \times 2^{16} + 1 = 65537$
8	688129	2^{17}	$6 \times 2^{17} + 1 = 786433$
5	471860	2^{18}	$3 \times 2^{18} + 1 = 786433$
12	3364182	2^{19}	$11 \times 2^{19} + 1 = 5767169$
5	4404020	2^{20}	$7 \times 2^{20} + 1 = 7340033$
38	21247462	2^{21}	$11 \times 2^{21} + 1 = 23068673$
21	49932191	2^{22}	$25 \times 2^{22} + 1 = 104857601$
4	125829121	2^{23}	$20 \times 2^{23} + 1 = 167772161$
31	128805723	2^{23}	$119 \times 2^{23} + 1 = 998244353$
2	83886081	2^{24}	$10 \times 2^{24} + 1 = 167772161$
17	29606852	2^{25}	$5 \times 2^{25} + 1 = 167772161$
30	15658735	2^{26}	$7 \times 2^{26} + 1 = 469762049$
137	749463956	2^{27}	$15 \times 2^{27} + 1 = 2013265921$

4.4. Aplicaciones

4.4.1. Multiplicación de polinomios

```
void multiplyPolynomials(vector<comp> & A, vector<comp> & B){
    int degree = A.size() + B.size() - 2;
    int size = nearestPowerOfTwo(degree + 1);
    A.resize(size);
    B.resize(size);
    fft(A, 1);
    fft(B, 1);
    for(int i = 0; i < size; i++){
        A[i] *= B[i];
    }
    fft(A, -1);
    A.resize(degree + 1);
}

void multiplyPolynomials(vector<int> & A, vector<int> & B){
    int degree = A.size() + B.size() - 2;
    int size = nearestPowerOfTwo(degree + 1);
    A.resize(size);
    B.resize(size);
    ntt(A, 1);
    ntt(B, 1);
    for(int i = 0; i < size; i++){
        A[i] = (1ll)iA[i] * B[i] % p;
    }
    ntt(A, -1);
    A.resize(degree + 1);
}
```

4.4.2. Multiplicación de números enteros grandes

```
string multiplyNumbers(const string & a, const string & b){
    int sgn = 1;
    int pos1 = 0, pos2 = 0;
    while(pos1 < a.size() && (a[pos1] < '1' || a[pos1] > '9')){
        if(a[pos1] == '-') sgn *= -1;
        ++pos1;
    }
```

```
    }
    while(pos2 < b.size() && (b[pos2] < '1' || b[pos2] > '9')){
        if(b[pos2] == '-') sgn *= -1;
        ++pos2;
    }
    vector<int> X(a.size() - pos1, Y(b.size() - pos2);
    if(X.empty() || Y.empty()) return "0";
    for(int i = pos1, j = X.size() - 1; i < a.size(); ++i){
        X[j--] = a[i] - '0';
    }
    for(int i = pos2, j = Y.size() - 1; i < b.size(); ++i){
        Y[j--] = b[i] - '0';
    }
    multiplyPolynomials(X, Y);
    stringstream ss;
    if(sgn == -1) ss << "-";
    int carry = 0;
    for(int i = 0; i < X.size(); ++i){
        X[i] += carry;
        carry = X[i] / 10;
        X[i] %= 10;
    }
    while(carry){
        X.push_back(carry % 10);
        carry /= 10;
    }
    for(int i = X.size() - 1; i >= 0; --i){
        ss << X[i];
    }
    return ss.str();
}
```

4.4.3. Inverso de un polinomio

```
vector<int> inversePolynomial(vector<int> & A){
    vector<int> R(1, inverse(A[0], p));
    while(R.size() < A.size()){
        int c = 2 * R.size();
        R.resize(c);
        vector<int> TR = R;
```

```

    TR.resize(nearestPowerOfTwo(2 * c));
    vector<int> TF(TR.size());
    for(int i = 0; i < c; ++i){
        TF[i] = A[i];
    }
    ntt(TR, 1);
    ntt(TF, 1);
    for(int i = 0; i < TR.size(); ++i){
        TR[i] = (lli)TR[i] * TR[i] % p * TF[i] % p;
    }
    ntt(TR, -1);
    TR.resize(2 * c);
    for(int i = 0; i < c; ++i){
        R[i] = R[i] + R[i] - TR[i];
        while(R[i] < 0) R[i] += p;
        while(R[i] >= p) R[i] -= p;
    }
}
R.resize(A.size());
return R;
}

        if(R[i] >= p) R[i] -= p;
        R[i] = (lli)R[i] * inv2 % p;
    }
}
R.resize(A.size());
return R;
}

```

4.4.4. Raíz cuadrada de un polinomio

```

const int inv2 = inverse(2, p);

vector<int> sqrtPolynomial(vector<int> & A){
    int r0 = 1; //r0^2 = A[0] mod p
    vector<int> R(1, r0);
    while(R.size() < A.size()){
        int c = 2 * R.size();
        R.resize(c);
        vector<int> TF(c);
        for(int i = 0; i < c; ++i){
            TF[i] = A[i];
        }
        vector<int> IR = inversePolynomial(R);
        multiplyPolynomials(TF, IR);
        for(int i = 0; i < c; ++i){
            R[i] = R[i] + TF[i];
        }
    }
}

```

5. Geometría

5.1. Estructura point

```
ld eps = 1e-9, inf = numeric_limits<ld>::max();

bool geq(ld a, ld b){return a-b >= -eps;}    //a >= b
bool leq(ld a, ld b){return b-a >= -eps;}    //a <= b
bool ge(ld a, ld b){return a-b > eps;}       //a > b
bool le(ld a, ld b){return b-a > eps;}       //a < b
bool eq(ld a, ld b){return abs(a-b) <= eps;} //a == b
bool neq(ld a, ld b){return abs(a-b) > eps;} //a != b

struct point{
    ld x, y;
    point(): x(0), y(0){}
    point(ld x, ld y): x(x), y(y){}

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

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

    point operator*(const ld & k) const{return point(x * k, y *
        ↪ k);}

    point operator/(const ld & k) const{return point(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 ld & p){*this = *this * p; return
        ↪ *this;}

    point operator/=(const ld & p){*this = *this / p; return
        ↪ *this;}
```

```
point rotate(const ld angle) const{
    return point(x * cos(angle) - y * sin(angle), x *
        ↪ sin(angle) + y * cos(angle));
}

point rotate(const ld angle, const point & p){
    return p + ((*this) - p).rotate(angle);
}

point perpendicular() const{
    return point(-y, x);
}

ld dot(const point & p) const{
    return x * p.x + y * p.y;
}

ld cross(const point & p) const{
    return x * p.y - y * p.x;
}

ld norm() const{
    return x * x + y * y;
}

ld length() const{
    return hypot(x, y);
}

point normalize() const{
    return (*this) / length();
}

point projection(const point & p) const{
    return (*this) * p.dot(*this) / dot(*this);
}

point normal(const point & p) const{
    return p - projection(p);
}

bool operator==(const point & p) const{
    return eq(x, p.x) && eq(y, p.y);
}

bool operator!=(const point & p) const{
    return !(*this == p);
}
```

```

}
bool operator<(const point & p) const{
    if(eq(x, p.x)) return le(y, p.y);
    return le(x, p.x);
}
bool operator>(const point & p) const{
    if(eq(x, p.x)) return ge(y, p.y);
    return ge(x, p.x);
}
};

istream &operator>>(istream &is, point & P){
    is >> P.x >> P.y;
    return is;
}

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

int sgn(ld x){
    if(ge(x, 0)) return 1;
    if(le(x, 0)) return -1;
    return 0;
}

```

5.2. Líneas y segmentos

5.2.1. Verificar si un punto pertenece a una línea o segmento

```

bool pointInLine(const point & a, const point & v, const point
↪ & p){
    //line a+tv, point p
    return eq((p - a).cross(v), 0);
}

bool pointInSegment(point a, point b, const point & p){
    //segment ab, point p
    if(a > b) swap(a, b);
    return pointInLine(a, b - a, p) && !(p < a || p > b);
}

```

```

}

```

5.2.2. Intersección de líneas

```

int intersectLinesInfo(const point & a1, const point & v1,
↪ const point & a2, const point & v2){
    //line a1+tv1
    //line a2+tv2
    ld det = v1.cross(v2);
    if(eq(det, 0)){
        if(eq((a2 - a1).cross(v1), 0)){
            return -1; //infinity points
        }else{
            return 0; //no points
        }
    }else{
        return 1; //single point
    }
}

point intersectLines(const point & a1, const point & v1, const
↪ point & a2, const point & v2){
    //lines a1+tv1, a2+tv2
    //assuming that they intersect
    ld det = v1.cross(v2);
    return a1 + v1 * ((a2 - a1).cross(v2) / det);
}

```

5.2.3. Intersección línea-segmento

```

int intersectLineSegmentInfo(const point & a, const point & v,
↪ const point & c, const point & d){
    //line a+tv, segment cd
    point v2 = d - c;
    ld det = v.cross(v2);
    if(eq(det, 0)){
        if(eq((c - a).cross(v), 0)){
            return -1; //infinity points
        }else{

```

```

    return 0; //no point
}
}else{
    return sgn(v.cross(c - a)) != sgn(v.cross(d - a)); //1:
    ↪ single point, 0: no point
}
}
}

```

5.2.4. Intersección de segmentos

```

int intersectSegmentsInfo(const point & a, const point & b,
    ↪ const point & c, const point & d){
    //segment ab, segment cd
    point v1 = b - a, v2 = d - c;
    int t = sgn(v1.cross(c - a)), u = sgn(v1.cross(d - a));
    if(t == u){
        if(t == 0){
            if(pointInSegment(a, b, c) || pointInSegment(a, b, d) ||
                ↪ pointInSegment(c, d, a) || pointInSegment(c, d, b)){
                return -1; //infinity points
            }else{
                return 0; //no point
            }
        }else{
            return 0; //no point
        }
    }else{
        return sgn(v2.cross(a - c)) != sgn(v2.cross(b - c)); //1:
        ↪ single point, 0: no point
    }
}
}

```

5.2.5. Distancia punto-recta

```

ld distancePointLine(const point & a, const point & v, const
    ↪ point & p){
    //line: a + tv, point p
    return abs(v.cross(p - a)) / v.length();
}

```

5.3. Círculos

5.3.1. Distancia punto-círculo

```

ld distancePointCircle(const point & p, const point & c, ld r){
    //point p, center c, radius r
    return max((ld)0, (p - c).length() - r);
}

```

5.3.2. Proyección punto exterior a círculo

```

point projectionPointCircle(const point & p, const point & c,
    ↪ ld r){
    //point p (outside the circle), center c, radius r
    return c + (p - c) / (p - c).length() * r;
}

```

5.3.3. Puntos de tangencia de punto exterior

```

pair<point, point> pointsOfTangency(const point & p, const
    ↪ point & c, ld r){
    //point p (outside the circle), center c, radius r
    point v = (p - c).normalize() * r;
    ld theta = acos(r / (p - c).length());
    return {c + v.rotate(-theta), c + v.rotate(theta)};
}

```

5.3.4. Intersección línea-círculo

```

vector<point> intersectLineCircle(const point & a, const point
    ↪ & v, const point & c, ld r){
    //line a+tv, center c, radius r
    ld A = v.dot(v);
    ld B = (a - c).dot(v);
    ld C = (a - c).dot(a - c) - r * r;
    ld D = B*B - A*C;
    if(eq(D, 0)) return {a + v * (-B/A)}; //line tangent to
    ↪ circle
}

```

```

else if(D < 0) return {}; //no intersection
else{ //two points of intersection (chord)
    D = sqrt(D);
    ld t1 = (-B + D) / A;
    ld t2 = (-B - D) / A;
    return {a + v * t1, a + v * t2};
}
}

```

5.3.5. Centro y radio a través de tres puntos

```

pair<point, ld> getCircle(const point & m, const point & n,
    ↪ const point & p){
    //find circle that passes through points p, q, r
    point c = intersectLines((n + m) / 2, (n -
    ↪ m).perpendicular(), (p + n) / 2, (p -
    ↪ n).perpendicular());
    ld r = (c - m).length();
    return {c, r};
}

```

5.3.6. Intersección de círculos

```

vector<point> intersectionCircles(const point & c1, ld r1,
    ↪ const point & c2, ld r2){
    //circle 1 with center c1 and radius r1
    //circle 2 with center c2 and radius r2
    ld A = 2*r1*(c2.y - c1.y);
    ld B = 2*r1*(c2.x - c1.x);
    ld C = (c1 - c2).dot(c1 - c2) + r1*r1 - r2*r2;
    ld D = A*A + B*B - C*C;
    if(eq(D, 0)) return {c1 + point(B, A) * r1 / C};
    else if(1e(D, 0)) return {};
    else{
        D = sqrt(D);
        ld cos1 = (B*C + A*D) / (A*A + B*B);
        ld sin1 = (A*C - B*D) / (A*A + B*B);
        ld cos2 = (B*C - A*D) / (A*A + B*B);
        ld sin2 = (A*C + B*D) / (A*A + B*B);

```

```

        return {c1 + point(cos1, sin1) * r1, c1 + point(cos2, sin2)
            ↪ * r1};
    }
}

```

5.3.7. Contención de círculos

```

int circleInsideCircle(const point & c1, ld r1, const point &
    ↪ c2, ld r2){
    //test if circle 2 is inside circle 1
    //returns "-1" if 2 touches internally 1, "1" if 2 is inside
    ↪ 1, "0" if they overlap
    ld l = r1 - r2 - (c1 - c2).length();
    return (ge(l, 0) ? 1 : (eq(l, 0) ? -1 : 0));
}

```

```

int circleOutsideCircle(const point & c1, ld r1, const point &
    ↪ c2, ld r2){
    //test if circle 2 is outside circle 1
    //returns "-1" if they touch externally, "1" if 2 is outside
    ↪ 1, "0" if they overlap
    ld l = (c1 - c2).length() - (r1 + r2);
    return (ge(l, 0) ? 1 : (eq(l, 0) ? -1 : 0));
}

```

```

int pointInCircle(const point & c, ld r, const point & p){
    //test if point p is inside the circle with center c and
    ↪ radius r
    //returns "0" if it's outside, "-1" if it's in the perimeter,
    ↪ "1" if it's inside
    ld l = (p - c).length() - r;
    return (le(l, 0) ? 1 : (eq(l, 0) ? -1 : 0));
}

```

5.3.8. Tangentes

```

vector<vector<point>> commonExteriorTangents(const point & c1,
    ↪ ld r1, const point & c2, ld r2){
    //returns a vector of segments or a single point

```



```

if(r1 < r2) return commonExteriorTangents(c2, r2, c1, r1);
if(c1 == c2 && abs(r1-r2) < 0) return {};
int in = circleInsideCircle(c1, r1, c2, r2);
if(in == 1) return {};
else if(in == -1) return {{c1 + (c2 - c1).normalize() * r1}};
else{
    pair<point, point> t;
    if(eq(r1, r2))
        t = {c1 - (c2 - c1).perpendicular(), c1 + (c2 -
        ↪ c1).perpendicular()};
    else
        t = pointsOfTangency(c2, c1, r1 - r2);
    t.first = (t.first - c1).normalize();
    t.second = (t.second - c1).normalize();
    return {{c1 + t.first * r1, c2 + t.first * r2}, {c1 +
    ↪ t.second * r1, c2 + t.second * r2}};
}
}

vector<vector<point>> commonInteriorTangents(const point & c1,
↪ ld r1, const point & c2, ld r2){
    if(c1 == c2 && abs(r1-r2) < 0) return {};
    int out = circleOutsideCircle(c1, r1, c2, r2);
    if(out == 0) return {};
    else if(out == -1) return {{c1 + (c2 - c1).normalize() *
    ↪ r1}};
    else{
        auto t = pointsOfTangency(c2, c1, r1 + r2);
        t.first = (t.first - c1).normalize();
        t.second = (t.second - c1).normalize();
        return {{c1 + t.first * r1, c2 - t.first * r2}, {c1 +
        ↪ t.second * r1, c2 - t.second * r2}};
    }
}
}

```

5.4. Polígonos

5.4.1. Perímetro y área de un polígono

```

ld perimeter(vector<point> & P){
    int n = P.size();
    ld ans = 0;
    for(int i = 0; i < n; i++){
        ans += (P[i] - P[(i + 1) % n]).length();
    }
    return ans;
}

ld area(vector<point> & P){
    int n = P.size();
    ld ans = 0;
    for(int i = 0; i < n; i++){
        ans += P[i].cross(P[(i + 1) % n]);
    }
    return abs(ans / 2);
}

```

5.4.2. Envoltente convexa (convex hull) de un polígono

```

vector<point> convexHull(vector<point> P){
    sort(P.begin(), P.end());
    vector<point> L, U;
    for(int i = 0; i < P.size(); i++){
        while(L.size() >= 2 && leq((L[L.size() - 2] -
        ↪ P[i]).cross(L[L.size() - 1] - P[i]), 0)){
            L.pop_back();
        }
        L.push_back(P[i]);
    }
    for(int i = P.size() - 1; i >= 0; i--){
        while(U.size() >= 2 && leq((U[U.size() - 2] -
        ↪ P[i]).cross(U[U.size() - 1] - P[i]), 0)){
            U.pop_back();
        }
        U.push_back(P[i]);
    }
}

```

```

}
L.pop_back();
U.pop_back();
L.insert(L.end(), U.begin(), U.end());
return L;
}

```

5.4.3. Verificar si un punto pertenece al perímetro de un polígono

```

bool pointInPerimeter(vector<point> & P, const point & p){
    int n = P.size();
    for(int i = 0; i < n; i++){
        if(pointInSegment(P[i], P[(i + 1) % n], p)){
            return true;
        }
    }
    return false;
}

```

5.4.4. Verificar si un punto pertenece a un polígono

```

int pointInPolygon(vector<point> & P, const point & p){
    if(pointInPerimeter(P, p)){
        return -1; //point in the perimeter
    }
    point bottomLeft = (*min_element(P.begin(), P.end())) -
        ↪ point(M_E, M_PI);
    int n = P.size();
    int rays = 0;
    for(int i = 0; i < n; i++){
        rays += (intersectSegmentsInfo(p, bottomLeft, P[i], P[(i +
            ↪ 1) % n]) == 1 ? 1 : 0);
    }
    return rays & 1; //0: point outside, 1: point inside
}

```

5.4.5. Verificar si un punto pertenece a un polígono convexo $O(\log n)$

```

//point in convex polygon in log(n)
//first do preprocess: seg=process(P),
//then for each query call pointInConvexPolygon(seg, p - P[0])
vector<point> process(vector<point> & P){
    int n = P.size();
    rotate(P.begin(), min_element(P.begin(), P.end()), P.end());
    vector<point> seg(n - 1);
    for(int i = 0; i < n - 1; ++i)
        seg[i] = P[i + 1] - P[0];
    return seg;
}

```

```

bool pointInConvexPolygon(vector<point> & seg, const point &
    ↪ p){
    int n = seg.size();
    if(neq(seg[0].cross(p), 0) && sgn(seg[0].cross(p)) !=
        ↪ sgn(seg[n - 1].cross(seg[0])))
        return false;
    if(neq(seg[n - 1].cross(p), 0) && sgn(seg[n - 1].cross(p)) !=
        ↪ sgn(seg[n - 1].cross(seg[0])))
        return false;
    if(eq(seg[0].cross(p), 0))
        return geq(seg[0].length(), p.length());
    int l = 0, r = n - 1;
    while(r - l > 1){
        int m = l + ((r - l) >> 1);
        if(geq(seg[m].cross(p), 0)) l = m;
        else r = m;
    }
    return eq(abs(seg[l].cross(seg[l + 1])), abs((p -
        ↪ seg[l]).cross(p - seg[l + 1])) + abs(p.cross(seg[l])) +
        ↪ abs(p.cross(seg[l + 1])));
}

```

5.4.6. Cortar un polígono con una recta

```
bool lineCutsPolygon(vector<point> & P, const point & a, const
↪ point & v){
    //line a+tv, polygon P
    int n = P.size();
    for(int i = 0, first = 0; i <= n; ++i){
        int side = sgn(v.cross(P[i%n]-a));
        if(!side) continue;
        if(!first) first = side;
        else if(side != first) return true;
    }
    return false;
}
```

```
vector<vector<point>> cutPolygon(vector<point> & P, const point
↪ & a, const point & v){
    //line a+tv, polygon P
    int n = P.size();
    if(!lineCutsPolygon(P, a, v)) return {P};
    int idx = 0;
    vector<vector<point>> ans(2);
    for(int i = 0; i < n; ++i){
        if(intersectLineSegmentInfo(a, v, P[i], P[(i+1)%n])){
            point p = intersectLines(a, v, P[i], P[(i+1)%n] - P[i]);
            if(P[i] == p) continue;
            ans[idx].push_back(P[i]);
            ans[1-idx].push_back(p);
            ans[idx].push_back(p);
            idx = 1-idx;
        }else{
            ans[idx].push_back(P[i]);
        }
    }
    return ans;
}
```

5.4.7. Centroide de un polígono

```
point centroid(vector<point> & P){
    point num;
    ld den = 0;
    int n = P.size();
    for(int i = 0; i < n; ++i){
        ld cross = P[i].cross(P[(i + 1) % n]);
        num += (P[i] + P[(i + 1) % n]) * cross;
        den += cross;
    }
    return num / (3 * den);
}
```

5.4.8. Pares de puntos antipodales

```
vector<pair<int, int>> antipodalPairs(vector<point> & P){
    vector<pair<int, int>> ans;
    int n = P.size(), k = 1;
    auto f = [&](int u, int v, int w){return
↪ abs((P[v%n]-P[u%n]).cross(P[w%n]-P[u%n]));};
    while(ge(f(n-1, 0, k+1), f(n-1, 0, k))) ++k;
    for(int i = 0, j = k; i <= k && j < n; ++i){
        ans.emplace_back(i, j);
        while(j < n-1 && ge(f(i, i+1, j+1), f(i, i+1, j)))
            ans.emplace_back(i, ++j);
    }
    return ans;
}
```

5.4.9. Diámetro y ancho

```
pair<ld, ld> diameterAndWidth(vector<point> & P){
    int n = P.size(), k = 0;
    auto dot = [&](int a, int b){return
↪ (P[(a+1)%n]-P[a]).dot(P[(b+1)%n]-P[b]);};
    auto cross = [&](int a, int b){return
↪ (P[(a+1)%n]-P[a]).cross(P[(b+1)%n]-P[b]);};
    ld diameter = 0;
```

```

ld width = inf;
while(ge(dot(0, k), 0)) k = (k+1) % n;
for(int i = 0; i < n; ++i){
    while(ge(cross(i, k), 0)) k = (k+1) % n;
    //pair: (i, k)
    diameter = max(diameter, (P[k] - P[i]).length());
    width = min(width, distancePointLine(P[i], P[(i+1)%n] -
    ↪ P[i], P[k]));
}
return make_pair(diameter, width);
}

```

5.4.10. Smallest enclosing rectangle

```

pair<ld, ld> smallestEnclosingRectangle(vector<point> & P){
    int n = P.size();
    auto dot = [&](int a, int b){return
    ↪ (P[(a+1)%n]-P[a]).dot(P[(b+1)%n]-P[b]);};
    auto cross = [&](int a, int b){return
    ↪ (P[(a+1)%n]-P[a]).cross(P[(b+1)%n]-P[b]);};
    ld perimeter = inf, area = inf;
    for(int i = 0, j = 0, k = 0, m = 0; i < n; ++i){
        while(ge(dot(i, j), 0)) j = (j+1) % n;
        if(!i) k = j;
        while(ge(cross(i, k), 0)) k = (k+1) % n;
        if(!i) m = k;
        while(le(dot(i, m), 0)) m = (m+1) % n;
        //pairs: (i, k) , (j, m)
        point v = P[(i+1)%n] - P[i];
        ld h = distancePointLine(P[i], v, P[k]);
        ld w = distancePointLine(P[j], v.perpendicular(), P[m]);
        perimeter = min(perimeter, 2 * (h + w));
        area = min(area, h * w);
    }
    return make_pair(area, perimeter);
}

```

5.5. Par de puntos más cercanos

```

bool comp1(const point & a, const point & b){
    return a.y < b.y;
}
pair<point, point> closestPairOfPoints(vector<point> P){
    sort(P.begin(), P.end(), comp1);
    set<point> S;
    ld ans = inf;
    point p, q;
    int pos = 0;
    for(int i = 0; i < P.size(); ++i){
        while(pos < i && abs(P[i].y - P[pos].y) >= ans){
            S.erase(P[pos++]);
        }
        auto lower = S.lower_bound({P[i].x - ans - eps, -inf});
        auto upper = S.upper_bound({P[i].x + ans + eps, -inf});
        for(auto it = lower; it != upper; ++it){
            ld d = (P[i] - *it).length();
            if(d < ans){
                ans = d;
                p = P[i];
                q = *it;
            }
        }
        S.insert(P[i]);
    }
    return {p, q};
}

```

5.6. Vantage Point Tree (puntos más cercanos a cada punto)

```

struct vantage_point_tree{
    struct node
    {
        point p;
        ld th;
        node *l, *r;
    }*root;
}

```

```

vector<pair<ld, point>> aux;

vantage_point_tree(vector<point> &ps){
    for(int i = 0; i < ps.size(); ++i)
        aux.push_back({ 0, ps[i] });
    root = build(0, ps.size());
}

node *build(int l, int r){
    if(l == r)
        return 0;
    swap(aux[l], aux[l + rand() % (r - l)]);
    point p = aux[l++].second;
    if(l == r)
        return new node({ p });
    for(int i = l; i < r; ++i)
        aux[i].first = (p - aux[i].second).dot(p -
            ↪ aux[i].second);
    int m = (l + r) / 2;
    nth_element(aux.begin() + l, aux.begin() + m, aux.begin() +
        ↪ r);
    return new node({ p, sqrt(aux[m].first), build(l, m),
        ↪ build(m, r) });
}

priority_queue<pair<ld, node*>> que;

void k_nn(node *t, point p, int k){
    if(!t)
        return;
    ld d = (p - t->p).length();
    if(que.size() < k)
        que.push({ d, t });
    else if(ge(que.top().first, d)){
        que.pop();
        que.push({ d, t });
    }
    if(!t->l && !t->r)
        return;
    if(le(d, t->th)){

```

```

        k_nn(t->l, p, k);
        if(leq(t->th - d, que.top().first))
            k_nn(t->r, p, k);
    }else{
        k_nn(t->r, p, k);
        if(leq(d - t->th, que.top().first))
            k_nn(t->l, p, k);
    }
}

vector<point> k_nn(point p, int k){
    k_nn(root, p, k);
    vector<point> ans;
    for(; !que.empty(); que.pop())
        ans.push_back(que.top().second->p);
    reverse(ans.begin(), ans.end());
    return ans;
}
};

```

5.7. Suma Minkowski

```

vector<point> minkowskiSum(vector<point> A, vector<point> B){
    int na = (int)A.size(), nb = (int)B.size();
    if(A.empty() || B.empty()) return {};

    rotate(A.begin(), min_element(A.begin(), A.end()), A.end());
    rotate(B.begin(), min_element(B.begin(), B.end()), B.end());

    int pa = 0, pb = 0;
    vector<point> M;

    while(pa < na && pb < nb){
        M.push_back(A[pa] + B[pb]);
        ld x = (A[(pa + 1) % na] - A[pa]).cross(B[(pb + 1) % nb] -
            ↪ B[pb]);
        if(leq(x, 0)) pb++;
        if(geq(x, 0)) pa++;
    }
}

```

```

while(pa < na) M.push_back(A[pa++] + B[0]);
while(pb < nb) M.push_back(B[pb++] + A[0]);

return M;
}

```

5.8. Triangulación de Delaunay

//Delaunay triangulation in $O(n \log n)$

```
const point inf_pt(inf, inf);
```

```

struct QuadEdge{
    point origin;
    QuadEdge* rot = nullptr;
    QuadEdge* onext = nullptr;
    bool used = false;
    QuadEdge* rev() const{return rot->rot;}
    QuadEdge* lnext() const{return rot->rev()->onext->rot;}
    QuadEdge* oprev() const{return rot->onext->rot;}
    point dest() const{return rev()->origin;}
};

```

```

QuadEdge* make_edge(const point & from, const point & to){
    QuadEdge* e1 = new QuadEdge;
    QuadEdge* e2 = new QuadEdge;
    QuadEdge* e3 = new QuadEdge;
    QuadEdge* e4 = new QuadEdge;
    e1->origin = from;
    e2->origin = to;
    e3->origin = e4->origin = inf_pt;
    e1->rot = e3;
    e2->rot = e4;
    e3->rot = e2;
    e4->rot = e1;
    e1->onext = e1;
    e2->onext = e2;
    e3->onext = e4;
    e4->onext = e3;
    return e1;
}

```

```

void splice(QuadEdge* a, QuadEdge* b){
    swap(a->onext->rot->onext, b->onext->rot->onext);
    swap(a->onext, b->onext);
}

```

```

void delete_edge(QuadEdge* e){
    splice(e, e->oprev());
    splice(e->rev(), e->rev()->oprev());
    delete e->rot;
    delete e->rev()->rot;
    delete e;
    delete e->rev();
}

```

```

QuadEdge* connect(QuadEdge* a, QuadEdge* b){
    QuadEdge* e = make_edge(a->dest(), b->origin);
    splice(e, a->lnext());
    splice(e->rev(), b);
    return e;
}

```

```

bool left_of(const point & p, QuadEdge* e){
    return ge((e->origin - p).cross(e->dest() - p), 0);
}

```

```

bool right_of(const point & p, QuadEdge* e){
    return le((e->origin - p).cross(e->dest() - p), 0);
}

```

```

ld det3(ld a1, ld a2, ld a3, ld b1, ld b2, ld b3, ld c1, ld c2,
    ↪ ld c3) {
    return a1 * (b2 * c3 - c2 * b3) - a2 * (b1 * c3 - c1 * b3) +
    ↪ a3 * (b1 * c2 - c1 * b2);
}

```

```

bool in_circle(const point & a, const point & b, const point &
    ↪ c, const point & d) {
    ld det = -det3(b.x, b.y, b.norm(), c.x, c.y, c.norm(), d.x,
    ↪ d.y, d.norm());
}

```

```

    det += det3(a.x, a.y, a.norm(), c.x, c.y, c.norm(), d.x, d.y,
        ↪ d.norm());
    det -= det3(a.x, a.y, a.norm(), b.x, b.y, b.norm(), d.x, d.y,
        ↪ d.norm());
    det += det3(a.x, a.y, a.norm(), b.x, b.y, b.norm(), c.x, c.y,
        ↪ c.norm());
    return ge(det, 0);
}

pair<QuadEdge*, QuadEdge*> build_tr(int l, int r, vector<point>
    ↪ & P){
    if(r - l + 1 == 2){
        QuadEdge* res = make_edge(P[l], P[r]);
        return make_pair(res, res->rev());
    }
    if(r - l + 1 == 3){
        QuadEdge *a = make_edge(P[l], P[l + 1]), *b = make_edge(P[l
            ↪ + 1], P[r]);
        splice(a->rev(), b);
        int sg = sgn((P[l + 1] - P[l]).cross(P[r] - P[l]));
        if(sg == 0)
            return make_pair(a, b->rev());
        QuadEdge* c = connect(b, a);
        if(sg == 1)
            return make_pair(a, b->rev());
        else
            return make_pair(c->rev(), c);
    }
    int mid = (l + r) / 2;
    QuadEdge *ldo, *ldi, *rdo, *rdi;
    tie(ldo, ldi) = build_tr(l, mid, P);
    tie(rdi, rdo) = build_tr(mid + 1, r, P);
    while(true){
        if(left_of(rdi->origin, ldi)){
            ldi = ldi->lnext();
            continue;
        }
        if(right_of(ldi->origin, rdi)){
            rdi = rdi->rev()->onext;
            continue;
        }
        break;
    }
    QuadEdge* basel = connect(rdi->rev(), ldi);
    auto valid = [&basel](QuadEdge* e){return right_of(e->dest(),
        ↪ basel);};
    if(ldi->origin == ldo->origin)
        ldo = basel->rev();
    if(rdi->origin == rdo->origin)
        rdo = basel;
    while(true){
        QuadEdge* lcand = basel->rev()->onext;
        if(valid(lcand)){
            while(in_circle(basel->dest(), basel->origin,
                ↪ lcand->dest(), lcand->onext->dest())){
                QuadEdge* t = lcand->onext;
                delete_edge(lcand);
                lcand = t;
            }
        }
        QuadEdge* rcand = basel->oprev();
        if(valid(rcand)){
            while(in_circle(basel->dest(), basel->origin,
                ↪ rcand->dest(), rcand->oprev()->dest())){
                QuadEdge* t = rcand->oprev();
                delete_edge(rcand);
                rcand = t;
            }
        }
        if(!valid(lcand) && !valid(rcand))
            break;
        if(!valid(lcand) || (valid(rcand) &&
            ↪ in_circle(lcand->dest(), lcand->origin, rcand->origin,
            ↪ rcand->dest()))
            basel = connect(rcand, basel->rev());
        else
            basel = connect(basel->rev(), lcand->rev());
    }
    return make_pair(ldo, rdo);
}

vector<tuple<point, point, point>> delaunay(vector<point> & P){

```

```

sort(P.begin(), P.end());
auto res = build_tr(0, (int)P.size() - 1, P);
QuadEdge* e = res.first;
vector<QuadEdge*> edges = {e};
while(!e->dest() - e->onext->dest()).cross(e->origin -
    ↪ e->onext->dest()), 0))
    e = e->onext;
auto add = [&P, &e, &edges]() {
    QuadEdge* curr = e;
    do {
        curr->used = true;
        P.push_back(curr->origin);
        edges.push_back(curr->rev());
        curr = curr->lnext();
    } while (curr != e);
};
add();
P.clear();
int kek = 0;
while(kek < (int)edges.size())
    if(!(e = edges[kek++])->used)
        add();
vector<tuple<point, point, point>> ans;
for(int i = 0; i < (int)P.size(); i += 3){
    ans.push_back(make_tuple(P[i], P[i + 1], P[i + 2]));
}
return ans;
}

```

6. Grafos

6.1. Estructura disjointSet

```

struct disjointSet{
    int N;
    vector<short int> rank;
    vi parent, count;

    disjointSet(int N): N(N), parent(N), count(N), rank(N){}

    void makeSet(int v){
        count[v] = 1;
        parent[v] = v;
    }

    int findSet(int v){
        if(v == parent[v]) return v;
        return parent[v] = findSet(parent[v]);
    }

    void unionSet(int a, int b){
        a = findSet(a), b = findSet(b);
        if(a == b) return;
        if(rank[a] < rank[b]){
            parent[a] = b;
            count[b] += count[a];
        } else {
            parent[b] = a;
            count[a] += count[b];
            if(rank[a] == rank[b]) ++rank[a];
        }
    }
};

```

6.2. Estructura edge

```

struct edge{
    int source, dest, cost;
};

```



```

edge(): source(0), dest(0), cost(0){}

edge(int dest, int cost): dest(dest), cost(cost){}

edge(int source, int dest, int cost): source(source),
    ↪ dest(dest), cost(cost){}

bool operator==(const edge & b) const{
    return source == b.source && dest == b.dest && cost ==
    ↪ b.cost;
}
bool operator<(const edge & b) const{
    return cost < b.cost;
}
bool operator>(const edge & b) const{
    return cost > b.cost;
}
};

```

6.3. Estructura path

```

struct path{
    int cost = inf;
    vi vertices;
    int size = 1;
    int previous = -1;
};

```

6.4. Estructura graph

```

struct graph{
    vector<vector<edge>> adjList;
    vector<vb> adjMatrix;
    vector<vi> costMatrix;
    vector<edge> edges;
    int V = 0;
    bool dir = false;

    graph(int n, bool dir): V(n), dir(dir), adjList(n), edges(n),
    ↪ adjMatrix(n, vb(n)), costMatrix(n, vi(n)){

```

```

        for(int i = 0; i < n; ++i)
            for(int j = 0; j < n; ++j)
                costMatrix[i][j] = (i == j ? 0 : inf);
    }

    void add(int source, int dest, int cost){
        adjList[source].emplace_back(source, dest, cost);
        edges.emplace_back(source, dest, cost);
        adjMatrix[source][dest] = true;
        costMatrix[source][dest] = cost;
        if(!dir){
            adjList[dest].emplace_back(dest, source, cost);
            adjMatrix[dest][source] = true;
            costMatrix[dest][source] = cost;
        }
    }

    void buildPaths(vector<path> & paths){
        for(int i = 0; i < V; i++){
            int actual = i;
            for(int j = 0; j < paths[i].size; j++){
                paths[i].vertices.push_back(actual);
                actual = paths[actual].previous;
            }
            reverse(paths[i].vertices.begin(),
    ↪ paths[i].vertices.end());
        }
    }
}

```

6.5. DFS genérica

```

void dfs(int u, vi & status, vi & parent){
    status[u] = 1;
    for(edge & current : adjList[u]){
        int v = current.dest;
        if(status[v] == 0){ //not visited
            parent[v] = u;
            dfs(v, status, parent);
        }else if(status[v] == 1){ //explored
            if(v == parent[u]){

```

```

        //bidirectional node u<-->v
    }else{
        //back edge u-v
    }
}
}else if(status[v] == 2){ //visited
    //forward edge u-v
}
}
status[u] = 2;
}

```

6.6. Dijkstra con reconstrucción del camino más corto con menos vértices

```

vector<path> dijkstra(int start){
    priority_queue<edge, vector<edge>, greater<edge>> cola;
    vector<path> paths(V, path());
    vb relaxed(V);
    cola.push(edge(start, 0));
    paths[start].cost = 0;
    while(!cola.empty()){
        int u = cola.top().dest; cola.pop();
        relaxed[u] = true;
        for(edge & current : adjList[u]){
            int v = current.dest;
            if(relaxed[v]) continue;
            int nuevo = paths[u].cost + current.cost;
            if(nuevo == paths[v].cost && paths[u].size + 1 <
               ↪ paths[v].size){
                paths[v].previous = u;
                paths[v].size = paths[u].size + 1;
            }else if(nuevo < paths[v].cost){
                paths[v].previous = u;
                paths[v].size = paths[u].size + 1;
                cola.push(edge(v, nuevo));
                paths[v].cost = nuevo;
            }
        }
    }
    buildPaths(paths);
}

```

```

    return paths;
}

```

6.7. Bellman Ford con reconstrucción del camino más corto con menos vértices

```

vector<path> bellmanFord(int start){
    vector<path> paths(V, path());
    vi processed(V);
    vb inQueue(V);
    queue<int> Q;
    paths[start].cost = 0;
    Q.push(start);
    while(!Q.empty()){
        int u = Q.front(); Q.pop(); inQueue[u] = false;
        if(paths[u].cost == inf) continue;
        ++processed[u];
        if(processed[u] == V){
            cout << "Negative cycle\n";
            return {};
        }
        for(edge & current : adjList[u]){
            int v = current.dest;
            int nuevo = paths[u].cost + current.cost;
            if(nuevo == paths[v].cost && paths[u].size + 1 <
               ↪ paths[v].size){
                paths[v].previous = u;
                paths[v].size = paths[u].size + 1;
            }else if(nuevo < paths[v].cost){
                if(!inQueue[v]){
                    Q.push(v);
                    inQueue[v] = true;
                }
                paths[v].previous = u;
                paths[v].size = paths[u].size + 1;
                paths[v].cost = nuevo;
            }
        }
    }
    buildPaths(paths);
}

```

```

    return paths;
}

```

6.8. Floyd

```

vector<vi> floyd(){
    vector<vi> tmp = costMatrix;
    for(int k = 0; k < V; ++k)
        for(int i = 0; i < V; ++i)
            for(int j = 0; j < V; ++j)
                if(tmp[i][k] != inf && tmp[k][j] != inf)
                    tmp[i][j] = min(tmp[i][j], tmp[i][k] + tmp[k][j]);
    return tmp;
}

```

6.9. Cerradura transitiva $O(V^3)$

```

vector<vb> transitiveClosure(){
    vector<vb> tmp = adjMatrix;
    for(int k = 0; k < V; ++k)
        for(int i = 0; i < V; ++i)
            for(int j = 0; j < V; ++j)
                tmp[i][j] = tmp[i][j] || (tmp[i][k] && tmp[k][j]);
    return tmp;
}

```

6.10. Cerradura transitiva $O(V^2)$

```

vector<vb> transitiveClosureDFS(){
    vector<vb> tmp(V, vb(V));
    function<void(int, int)> dfs = [&](int start, int u){
        for(edge & current : adjList[u]){
            int v = current.dest;
            if(!tmp[start][v]){
                tmp[start][v] = true;
                dfs(start, v);
            }
        }
    };
}

```

```

};
for(int u = 0; u < V; u++)
    dfs(u, u);
return tmp;
}

```

6.11. Verificar si el grafo es bipartito

```

bool isBipartite(){
    vi side(V, -1);
    queue<int> q;
    for (int st = 0; st < V; ++st){
        if(side[st] != -1) continue;
        q.push(st);
        side[st] = 0;
        while(!q.empty()){
            int u = q.front();
            q.pop();
            for (edge & current : adjList[u]){
                int v = current.dest;
                if(side[v] == -1) {
                    side[v] = side[u] ^ 1;
                    q.push(v);
                }else{
                    if(side[v] == side[u]) return false;
                }
            }
        }
    }
    return true;
}

```

6.12. Orden topológico

```

vi topologicalSort(){
    int visited = 0;
    vi order, indegree(V);
    for(auto & node : adjList){
        for(edge & current : node){

```

```

    int v = current.dest;
    ++indegree[v];
}
}
queue<int> Q;
for(int i = 0; i < V; ++i){
    if(indegree[i] == 0) Q.push(i);
}
while(!Q.empty()){
    int source = Q.front();
    Q.pop();
    order.push_back(source);
    ++visited;
    for(edge & current : adjList[source]){
        int v = current.dest;
        --indegree[v];
        if(indegree[v] == 0) Q.push(v);
    }
}
if(visited == V) return order;
else return {};
}

```

6.13. Detectar ciclos

```

bool hasCycle(){
    vi color(V);
    function<bool(int, int)> dfs = [&](int u, int parent){
        color[u] = 1;
        bool ans = false;
        int ret = 0;
        for(edge & current : adjList[u]){
            int v = current.dest;
            if(color[v] == 0)
                ans |= dfs(v, u);
            else if(color[v] == 1 && (dir || v != parent || ret++))
                ans = true;
        }
        color[u] = 2;
        return ans;
    }
}

```

```

};
for(int u = 0; u < V; ++u)
    if(color[u] == 0 && dfs(u, -1))
        return true;
return false;
}

```

6.14. Puentes y puntos de articulación

```

pair<vb, vector<edge>> articulationBridges(){
    vi low(V), label(V);
    vb points(V);
    vector<edge> bridges;
    int time = 0;
    function<int(int, int)> dfs = [&](int u, int p){
        label[u] = low[u] = ++time;
        int hijos = 0, ret = 0;
        for(edge & current : adjList[u]){
            int v = current.dest;
            if(v == p && !ret++) continue;
            if(!label[v]){
                ++hijos;
                dfs(v, u);
                if(label[u] <= low[v])
                    points[u] = true;
                if(label[u] < low[v])
                    bridges.push_back(current);
                low[u] = min(low[u], low[v]);
            }
            low[u] = min(low[u], label[v]);
        }
        return hijos;
    };
    for(int u = 0; u < V; ++u)
        if(!label[u])
            points[u] = dfs(u, -1) > 1;
    return make_pair(points, bridges);
}

```

6.15. Componentes fuertemente conexas

```
vector<vi> scc(){
    vi low(V), label(V);
    int time = 0;
    vector<vi> ans;
    stack<int> S;
    function<void(int)> dfs = [&](int u){
        label[u] = low[u] = ++time;
        S.push(u);
        for(edge & current : adjList[u]){
            int v = current.dest;
            if(!label[v]) dfs(v);
            low[u] = min(low[u], low[v]);
        }
        if(label[u] == low[u]){
            vi comp;
            while(S.top() != u){
                comp.push_back(S.top());
                low[S.top()] = V + 1;
                S.pop();
            }
            comp.push_back(S.top());
            S.pop();
            ans.push_back(comp);
            low[u] = V + 1;
        }
    };
    for(int u = 0; u < V; ++u)
        if(!label[u]) dfs(u);
    return ans;
}
```

6.16. Árbol mínimo de expansión (Kruskal)

```
vector<edge> kruskal(){
    sort(edges.begin(), edges.end());
    vector<edge> MST;
    disjointSet DS(V);
    for(int u = 0; u < V; ++u)
```

```
        DS.makeSet(u);
    int i = 0;
    while(i < edges.size() && MST.size() < V - 1){
        edge current = edges[i++];
        int u = current.source, v = current.dest;
        if(DS.findSet(u) != DS.findSet(v)){
            MST.push_back(current);
            DS.unionSet(u, v);
        }
    }
    return MST;
}
```

6.17. Máximo emparejamiento bipartito

```
bool tryKuhn(int u, vb & used, vi & left, vi & right){
    if(used[u]) return false;
    used[u] = true;
    for(edge & current : adjList[u]){
        int v = current.dest;
        if(right[v] == -1 || tryKuhn(right[v], used, left,
            ↪ right)){
            right[v] = u;
            left[u] = v;
            return true;
        }
    }
    return false;
}

bool augmentingPath(int u, vb & used, vi & left, vi & right){
    used[u] = true;
    for(edge & current : adjList[u]){
        int v = current.dest;
        if(right[v] == -1){
            right[v] = u;
            left[u] = v;
            return true;
        }
    }
}
```

```

for(edge & current : adjList[u]){
    int v = current.dest;
    if(!used[right[v]] && augmentingPath(right[v], used,
    ↪ left, right)){
        right[v] = u;
        left[u] = v;
        return true;
    }
}
return false;
}

//vertices from the left side numbered from 0 to l-1
//vertices from the right side numbered from 0 to r-1
//graph[u] represents the left side
//graph[u][v] represents the right side
//we can use tryKuhn() or augmentingPath()
vector<pair<int, int>> maxMatching(int l, int r){
    vi left(l, -1), right(r, -1);
    vb used(l);
    for(int u = 0; u < l; ++u){
        tryKuhn(u, used, left, right);
        fill(used.begin(), used.end(), false);
    }
    vector<pair<int, int>> ans;
    for(int u = 0; u < r; ++u){
        if(right[u] != -1){
            ans.emplace_back(right[u], u);
        }
    }
    return ans;
}

```

6.18. Circuito euleriano

7. Árboles

7.1. Estructura tree

```

struct tree{
    vi parent, level, weight;
    vector<vi> dists, DP;
    int n, root;

    void dfs(int u, graph & G){
        for(edge & curr : G.adjList[u]){
            int v = curr.dest;
            int w = curr.cost;
            if(v != parent[u]){
                parent[v] = u;
                weight[v] = w;
                level[v] = level[u] + 1;
                dfs(v, G);
            }
        }
    }

    tree(int n, int root): n(n), root(root), parent(n), level(n),
    ↪ weight(n), dists(n, vi(20)), DP(n, vi(20)){
        parent[root] = root;
    }

    tree(graph & G, int root): n(G.V), root(root), parent(G.V),
    ↪ level(G.V), weight(G.V), dists(G.V, vi(20)), DP(G.V,
    ↪ vi(20)){
        parent[root] = root;
        dfs(root, G);
    }

    void pre(){
        for(int u = 0; u < n; u++){
            DP[u][0] = parent[u];
            dists[u][0] = weight[u];
        }
        for(int i = 1; (1 << i) <= n; ++i){

```

```

for(int u = 0; u < n; ++u){
    DP[u][i] = DP[DP[u][i - 1]][i - 1];
    dists[u][i] = dists[u][i - 1] + dists[DP[u][i - 1]][i - 1];
}
}
}

```

7.2. k -ésimo ancestro

```

int ancestor(int p, int k){
    int h = level[p] - k;
    if(h < 0) return -1;
    int lg;
    for(lg = 1; (1 << lg) <= level[p]; ++lg);
    lg--;
    for(int i = lg; i >= 0; --i){
        if(level[p] - (1 << i) >= h){
            p = DP[p][i];
        }
    }
    return p;
}

```

7.3. LCA

```

int lca(int p, int q){
    if(level[p] < level[q]) swap(p, q);
    int lg;
    for(lg = 1; (1 << lg) <= level[p]; ++lg);
    lg--;
    for(int i = lg; i >= 0; --i){
        if(level[p] - (1 << i) >= level[q]){
            p = DP[p][i];
        }
    }
    if(p == q) return p;

    for(int i = lg; i >= 0; --i){

```

```

        if(DP[p][i] != -1 && DP[p][i] != DP[q][i]){
            p = DP[p][i];
            q = DP[q][i];
        }
    }
    return parent[p];
}

```

7.4. Distancia entre dos nodos

```

int dist(int p, int q){
    if(level[p] < level[q]) swap(p, q);
    int lg;
    for(lg = 1; (1 << lg) <= level[p]; ++lg);
    lg--;
    int sum = 0;
    for(int i = lg; i >= 0; --i){
        if(level[p] - (1 << i) >= level[q]){
            sum += dists[p][i];
            p = DP[p][i];
        }
    }
    if(p == q) return sum;

    for(int i = lg; i >= 0; --i){
        if(DP[p][i] != -1 && DP[p][i] != DP[q][i]){
            sum += dists[p][i] + dists[q][i];
            p = DP[p][i];
            q = DP[q][i];
        }
    }
    sum += dists[p][0] + dists[q][0];
    return sum;
}

```

7.5. HLD

7.6. Link Cut

8. Flujos

8.1. Estructura flowEdge

```
template<typename T>
struct flowEdge{
    int dest;
    T flow, capacity, cost;
    flowEdge *res;

    flowEdge(): dest(0), flow(0), capacity(0), cost(0),
        ↪ res(NULL){}
    flowEdge(int dest, T flow, T capacity, T cost = 0):
        ↪ dest(dest), flow(flow), capacity(capacity), cost(cost),
        ↪ res(NULL){}

    void addFlow(T flow){
        this->flow += flow;
        this->res->flow -= flow;
    }
};
```

8.2. Estructura flowGraph

```
template<typename T>
struct flowGraph{
    T inf = numeric_limits<T>::max();
    vector<vector<flowEdge<T>*>> adjList;
    vector<int> dist, pos;
    int V;
    flowGraph(int V): V(V), adjList(V), dist(V), pos(V){}
    ~flowGraph(){
        for(int i = 0; i < V; ++i)
            for(int j = 0; j < adjList[i].size(); ++j)
                delete adjList[i][j];
    }
    void addEdge(int u, int v, T capacity, T cost = 0){
        flowEdge<T> *uv = new flowEdge<T>(v, 0, capacity, cost);
        flowEdge<T> *vu = new flowEdge<T>(u, capacity, capacity,
            ↪ -cost);
```

```
        uv->res = vu;
        vu->res = uv;
        adjList[u].push_back(uv);
        adjList[v].push_back(vu);
    }
};
```

8.3. Algoritmo de Edmonds-Karp $O(VE^2)$

```
//Maximun Flow using Edmonds-Karp Algorithm  $O(VE^2)$ 
T edmondsKarp(int s, int t){
    T maxFlow = 0;
    vector<flowEdge<T>*> parent(V);
    while(true){
        fill(parent.begin(), parent.end(), nullptr);
        queue<int> Q;
        Q.push(s);
        while(!Q.empty() && !parent[t]){
            int u = Q.front(); Q.pop();
            for(flowEdge<T> *v : adjList[u]){
                if(!parent[v->dest] && v->capacity > v->flow){
                    parent[v->dest] = v;
                    Q.push(v->dest);
                }
            }
        }
        if(!parent[t]) break;
        T f = inf;
        for(int u = t; u != s; u = parent[u]->res->dest)
            f = min(f, parent[u]->capacity - parent[u]->flow);
        for(int u = t; u != s; u = parent[u]->res->dest)
            parent[u]->addFlow(f);
        maxFlow += f;
    }
    return maxFlow;
}
```


8.4. Algoritmo de Dinic $O(V^2E)$

```
//Maximun Flow using Dinic Algorithm  $O(EV^2)$ 
T blockingFlow(int u, int t, T flow){
    if(u == t) return flow;
    for(int &i = pos[u]; i < adjList[u].size(); ++i){
        flowEdge<T> *v = adjList[u][i];
        if(v->capacity > v->flow && dist[u] + 1 ==
            ↪ dist[v->dest]){
            T fv = blockingFlow(v->dest, t, min(flow, v->capacity -
                ↪ v->flow));
            if(fv > 0){
                v->addFlow(fv);
                return fv;
            }
        }
    }
    return 0;
}

T dinic(int s, int t){
    T maxFlow = 0;
    dist[t] = 0;
    while(dist[t] != -1){
        fill(dist.begin(), dist.end(), -1);
        queue<int> Q;
        Q.push(s);
        dist[s] = 0;
        while(!Q.empty()){
            int u = Q.front(); Q.pop();
            for(flowEdge<T> *v : adjList[u]){
                if(dist[v->dest] == -1 && v->flow != v->capacity){
                    dist[v->dest] = dist[u] + 1;
                    Q.push(v->dest);
                }
            }
        }
    }
    if(dist[t] != -1){
        T f;
        fill(pos.begin(), pos.end(), 0);
        while(f = blockingFlow(s, t, inf))
            maxFlow += f;
    }
}
```

```
    }
}
return maxFlow;
}
```

8.5. Flujo máximo de costo mínimo

```
//Max Flow Min Cost
pair<T, T> maxFlowMinCost(int s, int t){
    vector<bool> inQueue(V);
    vector<T> distance(V), cap(V);
    vector<flowEdge<T>*> parent(V);
    T maxFlow = 0, minCost = 0;
    while(true){
        fill(distance.begin(), distance.end(), inf);
        fill(parent.begin(), parent.end(), nullptr);
        fill(cap.begin(), cap.end(), 0);
        distance[s] = 0;
        cap[s] = inf;
        queue<int> Q;
        Q.push(s);
        while(!Q.empty()){
            int u = Q.front(); Q.pop(); inQueue[u] = 0;
            for(flowEdge<T> *v : adjList[u]){
                if(v->capacity > v->flow && distance[v->dest] >
                    ↪ distance[u] + v->cost){
                    distance[v->dest] = distance[u] + v->cost;
                    parent[v->dest] = v;
                    cap[v->dest] = min(cap[u], v->capacity - v->flow);
                    if(!inQueue[v->dest]){
                        Q.push(v->dest);
                        inQueue[v->dest] = true;
                    }
                }
            }
        }
    }
    if(!parent[t]) break;
    maxFlow += cap[t];
    minCost += cap[t] * distance[t];
    for(int u = t; u != s; u = parent[u]->res->dest)
```

```

    parent[u] -> addFlow(cap[t]);
}
return {maxFlow, minCost};
}

```

9. Estructuras de datos

9.1. Segment Tree

9.1.1. Point updates, range queries

```

template<typename T>
struct SegmentTree{
    int N;
    vector<T> ST;

    SegmentTree(int N): N(N){
        ST.assign(N << 1, 0);
    }

    //build from an array in O(n)
    void build(vector<T> & arr){
        for(int i = 0; i < N; ++i)
            ST[N + i] = arr[i];
        for(int i = N - 1; i > 0; --i)
            ST[i] = ST[i << 1] + ST[i << 1 | 1];
    }

    //single element update in i
    void update(int i, T value){
        ST[i += N] = value; //update the element accordingly
        while(i >>= 1)
            ST[i] = ST[i << 1] + ST[i << 1 | 1];
    }

    //range query, [l, r]
    T query(int l, int r){
        T res = 0;
        for(l += N, r += N; l <= r; l >>= 1, r >>= 1){
            if(l & 1) res += ST[l++];
            if(!(r & 1)) res += ST[r--];
        }
        return res;
    }
};

```

9.1.2. Dinamic with lazy propagation

```

template<typename T>
struct SegmentTreeDin{
    SegmentTreeDin *left, *right;
    int l, r;
    T value, lazy;

    SegmentTreeDin(int start, int end, vector<T> & arr):
        ↪ left(NULL), right(NULL), l(start), r(end), value(0),
        ↪ lazy(0){
        if(l == r) value = arr[l];
        else{
            int half = l + ((r - l) >> 1);
            left = new SegmentTreeDin(l, half, arr);
            right = new SegmentTreeDin(half+1, r, arr);
            value = left->value + right->value;
        }
    }

    void propagate(T dif){
        value += (r - l + 1) * dif;
        if(l != r){
            left->lazy += dif;
            right->lazy += dif;
        }
    }

    T query(int start, int end){
        if(lazy != 0){
            propagate(lazy);
            lazy = 0;
        }
        if(end < l || r < start) return 0;
        if(start <= l && r <= end) return value;
        else return left->query(start, end) + right->query(start,
        ↪ end);
    }

    void update(int start, int end, T dif){
        if(lazy != 0){

```

```

            propagate(lazy);
            lazy = 0;
        }
        if(end < l || r < start) return;
        if(start <= l && r <= end) propagate(dif);
        else{
            left->update(start, end, dif);
            right->update(start, end, dif);
            value = left->value + right->value;
        }
    }

    void update(int i, T value){
        update(i, i, value);
    }
};

```

9.2. Fenwick Tree

```

template<typename T>
struct FenwickTree{
    int N;
    vector<T> bit;

    FenwickTree(int N): N(N){
        bit.assign(N, 0);
    }

    void build(vector<T> & arr){
        for(int i = 0; i < arr.size(); ++i){
            update(i, arr[i]);
        }
    }

    //single element increment
    void update(int pos, T value){
        while(pos < N){
            bit[pos] += value;
            pos |= pos + 1;
        }
    }

```

```

}

//range query, [0, r]
T query(int r){
    T res = 0;
    while(r >= 0){
        res += bit[r];
        r = (r & (r + 1)) - 1;
    }
    return res;
}

//range query, [l, r]
T query(int l, int r){
    return query(r) - query(l - 1);
}
};

```

9.3. SQRT Decomposition

```

struct MOquery{
    int l, r, index, S;
    bool operator<(const MOquery & q) const{
        int c_o = l / S, c_q = q.l / S;
        if(c_o == c_q)
            return r < q.r;
        return c_o < c_q;
    }
};

```

```

template<typename T>
struct SQRT{
    int N, S;
    vector<T> A, B;

    SQRT(int N): N(N){
        this->S = sqrt(N + .0) + 1;
        A.assign(N, 0);
        B.assign(S, 0);
    }
};

```

```

void build(vector<T> & arr){
    A = vector<int>(arr.begin(), arr.end());
    for(int i = 0; i < N; ++i) B[i / S] += A[i];
}

//single element update
void update(int pos, T value){
    int k = pos / S;
    A[pos] = value;
    T res = 0;
    for(int i = k * S, end = min(N, (k + 1) * S) - 1; i <= end;
        ++i) res += A[i];
    B[k] = res;
}

//range query, [l, r]
T query(int l, int r){
    T res = 0;
    int c_l = l / S, c_r = r / S;
    if(c_l == c_r){
        for(int i = l; i <= r; ++i) res += A[i];
    }else{
        for(int i = l, end = (c_l + 1) * S - 1; i <= end; ++i)
            res += A[i];
        for(int i = c_l + 1; i <= c_r - 1; ++i) res += B[i];
        for(int i = c_r * S; i <= r; ++i) res += A[i];
    }
    return res;
}

```

```

//range queries offline using MO's algorithm
vector<T> MO(vector<MOquery> & queries){
    vector<T> ans(queries.size());
    sort(queries.begin(), queries.end());
    T current = 0;
    int prevL = 0, prevR = -1;
    int i, j;
    for(const MOquery & q : queries){
        for(i = prevL, j = min(prevR, q.l - 1); i <= j; ++i){
            //remove from the left

```

```

        current -= A[i];
    }
    for(i = prevL - 1; i >= q.l; --i){
        //add to the left
        current += A[i];
    }
    for(i = max(prevR + 1, q.l); i <= q.r; ++i){
        //add to the right
        current += A[i];
    }
    for(i = prevR; i >= q.r + 1; --i){
        //remove from the right
        current -= A[i];
    }
    prevL = q.l, prevR = q.r;
    ans[q.index] = current;
}
return ans;
}
};

```

9.4. AVL Tree

```

template<typename T>
struct AVLNode
{
    AVLNode<T> *left, *right;
    short int height;
    int size;
    T value;

    AVLNode(T value = 0): left(NULL), right(NULL), value(value),
        ↪ height(1), size(1){}

    inline short int balance(){
        return (right ? right->height : 0) - (left ? left->height :
        ↪ 0);
    }

    inline void update(){

```

```

        height = 1 + max(left ? left->height : 0, right ?
        ↪ right->height : 0);
        size = 1 + (left ? left->size : 0) + (right ? right->size :
        ↪ 0);
    }

    AVLNode *maxLeftChild(){
        AVLNode *ret = this;
        while(ret->left) ret = ret->left;
        return ret;
    }
};

template<typename T>
struct AVLTree
{
    AVLNode<T> *root;

    AVLTree(): root(NULL){}

    inline int nodeSize(AVLNode<T> *& pos){return pos ?
    ↪ pos->size: 0;}

    int size(){return nodeSize(root);}

    void leftRotate(AVLNode<T> *& x){
        AVLNode<T> *y = x->right, *t = y->left;
        y->left = x, x->right = t;
        x->update(), y->update();
        x = y;
    }

    void rightRotate(AVLNode<T> *& y){
        AVLNode<T> *x = y->left, *t = x->right;
        x->right = y, y->left = t;
        y->update(), x->update();
        y = x;
    }

    void updateBalance(AVLNode<T> *& pos){
        short int bal = pos->balance();

```

```

    if(bal > 1){
        if(pos->right->balance() < 0) rightRotate(pos->right);
        leftRotate(pos);
    }else if(bal < -1){
        if(pos->left->balance() > 0) leftRotate(pos->left);
        rightRotate(pos);
    }
}

void insert(AVLNode<T> *&pos, T & value){
    if(pos){
        value < pos->value ? insert(pos->left, value) :
        ↪ insert(pos->right, value);
        pos->update(), updateBalance(pos);
    }else{
        pos = new AVLNode<T>(value);
    }
}

AVLNode<T> *search(T & value){
    AVLNode<T> *pos = root;
    while(pos){
        if(value == pos->value) break;
        pos = (value < pos->value ? pos->left : pos->right);
    }
    return pos;
}

void erase(AVLNode<T> *&pos, T & value){
    if(!pos) return;
    if(value < pos->value) erase(pos->left, value);
    else if(value > pos->value) erase(pos->right, value);
    else{
        if(!pos->left) pos = pos->right;
        else if(!pos->right) pos = pos->left;
        else{
            pos->value = pos->right->maxLeftChild()->value;
            erase(pos->right, pos->value);
        }
    }
    if(pos) pos->update(), updateBalance(pos);
}

```

```

}

void insert(T value){insert(root, value);}

void erase(T value){erase(root, value);}

void updateVal(T old, T New){
    if(search(old))
        erase(old), insert(New);
}

T kth(int i){
    if(i < 0 || i >= nodeSize(root)) return -1;
    AVLNode<T> *pos = root;
    while(i != nodeSize(pos->left)){
        if(i < nodeSize(pos->left)){
            pos = pos->left;
        }else{
            i -= nodeSize(pos->left) + 1;
            pos = pos->right;
        }
    }
    return pos->value;
}

int lessThan(T & x){
    int ans = 0;
    AVLNode<T> *pos = root;
    while(pos){
        if(x > pos->value){
            ans += nodeSize(pos->left) + 1;
            pos = pos->right;
        }else{
            pos = pos->left;
        }
    }
    return ans;
}

int lessThanOrEqual(T & x){
    int ans = 0;
}

```

```

AVLNode<T> *pos = root;
while(pos){
    if(x < pos->value){
        pos = pos->left;
    }else{
        ans += nodeSize(pos->left) + 1;
        pos = pos->right;
    }
}
return ans;
}

int greaterThan(T & x){
    int ans = 0;
    AVLNode<T> *pos = root;
    while(pos){
        if(x < pos->value){
            ans += nodeSize(pos->right) + 1;
            pos = pos->left;
        }else{
            pos = pos->right;
        }
    }
    return ans;
}

int greaterThanOrEqual(T & x){
    int ans = 0;
    AVLNode<T> *pos = root;
    while(pos){
        if(x > pos->value){
            pos = pos->right;
        }else{
            ans += nodeSize(pos->right) + 1;
            pos = pos->left;
        }
    }
    return ans;
}

int equalTo(T & x){

```

```

    return lessThanOrEqual(x) - lessThan(x);
}

void build(AVLNode<T> *& pos, vector<T> & arr, int i, int j){
    if(i > j) return;
    int m = i + ((j - i) >> 1);
    pos = new AVLNode<T>(arr[m]);
    build(pos->left, arr, i, m - 1);
    build(pos->right, arr, m + 1, j);
    pos->update();
}

void build(vector<T> & arr){
    build(root, arr, 0, (int)arr.size() - 1);
}

void output(AVLNode<T> *pos, vector<T> & arr, int & i){
    if(pos){
        output(pos->left, arr, i);
        arr[++i] = pos->value;
        output(pos->right, arr, i);
    }
}

void output(vector<T> & arr){
    int i = -1;
    output(root, arr, i);
}
};

```

9.5. Treap

```

struct Treap{
    Treap *left, *right;
    int value;
    int key, size;

    Treap(int value = 0): value(value), key(rand()), size(1),
        ↪ left(NULL), right(NULL){}

```

```

inline void update(){
    size = 1 + (left ? left->size : 0) + (right ? right->size :
    ↪ 0);
}
};

inline int nodeSize(Treap* &pos){
    return pos ? pos->size: 0;
}

void merge(Treap* &T, Treap* T1, Treap* T2){
    if(!T1) T = T2;
    else if(!T2) T = T1;
    else if(T1->key > T2->key)
        merge(T1->right, T1->right, T2), T = T1;
    else
        merge(T2->left, T1, T2->left), T = T2;
    if(T) T->update();
}

void split(Treap* T, int x, Treap* &T1, Treap* &T2){
    if(!T)
        return void(T1 = T2 = NULL);
    if(x < T->value)
        split(T->left, x, T1, T->left), T2 = T;
    else
        split(T->right, x, T->right, T2), T1 = T;
    if(T) T->update();
}

Treap* search(Treap* T, int x){
    while(T){
        if(x == T->value) break;
        T = (x < T->value ? T->left : T->right);
    }
    return T;
}

void insert(Treap* &T, Treap* x){
    if(!T) T = x;
    else if(x->key > T->key)
        split(T, x->value, x->left, x->right), T = x;
    else
        insert(x->value < T->value ? T->left : T->right, x);
    if(T) T->update();
}

void insert(Treap* &T, int x){insert(T, new Treap(x));}

void erase(Treap* &T, int x){
    if(!T) return;
    if(T->value == x)
        merge(T, T->left, T->right);
    else
        erase(x < T->value ? T->left : T->right, x);
    if(T) T->update();
}

Treap* updateVal(Treap* &T, int old, int New){
    if(search(T, old))
        erase(T, old), insert(T, New);
}

int lessThan(Treap* T, int x){
    int ans = 0;
    while(T){
        if(x > T->value){
            ans += nodeSize(T->left) + 1;
            T = T->right;
        }else{
            T = T->left;
        }
    }
    return ans;
}

int kth(Treap* T, int i){
    if(i < 0 || i >= nodeSize(T)) return -1;
    while(i != nodeSize(T->left)){
        if(i < nodeSize(T->left)){
            T = T->left;
        }else{

```



```

        i -= nodeSize(T->left) + 1;
        T = T->right;
    }
}
return T->value;
}

//implicit treap
void split(Treap* T, int i, Treap* &T1, Treap* &T2, int inc){
    if(!T)
        return void(T1 = T2 = NULL);
    int curr = inc + nodeSize(T->left);
    if(i <= curr)
        split(T->left, i, T1, T->left, inc), T2 = T;
    else
        split(T->right, i, T->right, T2, curr + 1), T1 = T;
    if(T) T->update();
}

//insert the element "x" at position "i"
void insert_at(Treap* &T, int x, int i){
    Treap *T1 = NULL, *T2 = NULL;
    split(T, i, T1, T2, 0);
    merge(T1, T1, new Treap(x));
    merge(T, T1, T2);
}

void erase_at(Treap* &T, int i, int inc){
    if(!T) return;
    int curr = inc + nodeSize(T->left);
    if(i == curr)
        merge(T, T->left, T->right);
    else
        erase_at(i < curr ? T->left : T->right, i, i < curr ? inc :
            ↪ curr + 1);
    if(T) T->update();
}

//delete element at position "i"
void erase_at(Treap* &T, int i){erase_at(T, i, 0);}

```

```

//update value of element at position "i" with "x"
void update_at(Treap* T, int x, int i){
    if(i < 0 || i >= nodeSize(T)) return;
    while(i != nodeSize(T->left)){
        if(i < nodeSize(T->left)){
            T = T->left;
        }else{
            i -= nodeSize(T->left) + 1;
            T = T->right;
        }
    }
    T->value = x;
}

void inorder(Treap* T){
    if(!T) return;
    inorder(T->left);
    cout << T->value << " ";
    inorder(T->right);
}

```

9.6. Ordered Set C++

```

#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds;

typedef tree<int, null_type, less<int>, rb_tree_tag,
    ↪ tree_order_statistics_node_update> ordered_set;

int main(){
    int t, n, m;
    ordered_set conj;
    while(cin >> t && t != -1){
        cin >> n;
        if(t == 0){ //insert
            conj.insert(n);
        }else if(t == 1){ //search
            if(conj.find(n) != conj.end()) cout << "Found\n";
            else cout << "Not found\n";
        }
    }
}

```

```

}else if(t == 2){ //delete
    conj.erase(n);
}else if(t == 3){ //update
    cin >> m;
    if(conj.find(n) != conj.end()){
        conj.erase(n);
        conj.insert(n);
    }
}else if(t == 4){ //lower bound
    cout << conj.order_of_key(n) << "\n";
}else if(t == 5){ //get nth element
    auto pos = conj.find_by_order(n);
    if(pos != conj.end()) cout << *pos << "\n";
    else cout << "-1\n";
}
}
return 0;
}

```

9.7. Splay Tree

9.8. Sparse table

```

template<typename T>
struct SparseTable{
    vector<vector<T>> ST;
    vector<int> logs;
    int K, N;

    SparseTable(vector<T> & arr){
        N = arr.size();
        K = log2(N) + 2;
        ST.assign(K + 1, vector<T>(N));
        logs.assign(N + 1, 0);
        for(int i = 2; i <= N; ++i)
            logs[i] = logs[i >> 1] + 1;
        for(int i = 0; i < N; ++i)
            ST[0][i] = arr[i];
        for(int j = 1; j <= K; ++j)
            for(int i = 0; i + (1 << j) <= N; ++i)

```

```

        ST[j][i] = min(ST[j - 1][i], ST[j - 1][i + (1 << (j - 1))]); //put the function accordingly
    }

    T sum(int l, int r){ //non-idempotent functions
        T ans = 0;
        for(int j = K; j >= 0; --j){
            if((1 << j) <= r - l + 1){
                ans += ST[j][l];
                l += 1 << j;
            }
        }
        return ans;
    }

    T minimal(int l, int r){ //idempotent functions
        int j = logs[r - l + 1];
        return min(ST[j][l], ST[j][r - (1 << j) + 1]);
    }
};

```

9.9. Wavelet Tree

```

struct WaveletTree{
    int lo, hi;
    WaveletTree *left, *right;
    vector<int> freq;
    vector<int> pref; //just use this if you want sums

    //queries indexed in base 1, complexity for all queries:
    //→ O(log(max_element))
    //build from [from, to) with non-negative values in range [x,
    //→ y]
    //you can use vector iterators or array pointers
    WaveletTree(vector<int>::iterator from, vector<int>::iterator
    //→ to, int x, int y): lo(x), hi(y){
        if(from >= to) return;
        int m = (lo + hi) / 2;
        auto f = [m](int x){return x <= m;};
        freq.reserve(to - from + 1);

```

```

    freq.push_back(0);
    pref.reserve(to - from + 1);
    pref.push_back(0);
    for(auto it = from; it != to; ++it){
        freq.push_back(freq.back() + f(*it));
        pref.push_back(pref.back() + *it);
    }
    if(hi != lo){
        auto pivot = stable_partition(from, to, f);
        left = new WaveletTree(from, pivot, lo, m);
        right = new WaveletTree(pivot, to, m + 1, hi);
    }
}

//kth element in [l, r]
int kth(int l, int r, int k){
    if(l > r) return 0;
    if(lo == hi) return lo;
    int lb = freq[l - 1], rb = freq[r];
    int inLeft = rb - lb;
    if(k <= inLeft) return left->kth(lb + 1, rb, k);
    else return right->kth(l - lb, r - rb, k - inLeft);
}

//number of elements less than or equal to k in [l, r]
int lessThanOrEqual(int l, int r, int k){
    if(l > r || k < lo) return 0;
    if(hi <= k) return r - l + 1;
    int lb = freq[l - 1], rb = freq[r];
    return left->lessThanOrEqual(lb + 1, rb, k) +
        right->lessThanOrEqual(l - lb, r - rb, k);
}

//number of elements equal to k in [l, r]
int equalTo(int l, int r, int k){
    if(l > r || k < lo || k > hi) return 0;
    if(lo == hi) return r - l + 1;
    int lb = freq[l - 1], rb = freq[r];
    int m = (lo + hi) / 2;
    if(k <= m) return left->equalTo(lb + 1, rb, k);
    else return right->equalTo(l - lb, r - rb, k);
}

```

```

}

//sum of elements less than or equal to k in [l, r]
int sum(int l, int r, int k){
    if(l > r || k < lo) return 0;
    if(hi <= k) return pref[r] - pref[l - 1];
    int lb = freq[l - 1], rb = freq[r];
    return left->sum(lb + 1, rb, k) + right->sum(l - lb, r -
        rb, k);
}
};

```

9.10. Red Black Tree

10. Cadenas

10.1. Trie

```

struct Node{
    bool isWord = false;
    map<char, Node*> letters;
};

struct Trie{
    Node* root;

    Trie(){
        root = new Node();
    }

    inline bool exists(Node * actual, const char & c){
        return actual->letters.find(c) != actual->letters.end();
    }

    void InsertWord(const string& word){
        Node* current = root;
        for(auto & c : word){
            if(!exists(current, c))
                current->letters[c] = new Node();
            current = current->letters[c];
        }
        current->isWord = true;
    }

    bool FindWord(const string& word){
        Node* current = root;
        for(auto & c : word){
            if(!exists(current, c))
                return false;
            current = current->letters[c];
        }
        return current->isWord;
    }

    void printRec(Node * actual, string acum){

```

```

        if(actual->isWord){
            cout << acum << "\n";
        }
        for(auto & next : actual->letters)
            printRec(next.second, acum + next.first);
    }

    void printWords(const string & prefix){
        Node * actual = root;
        for(auto & c : prefix){
            if(!exists(actual, c)) return;
            actual = actual->letters[c];
        }
        printRec(actual, prefix);
    }
};

```

10.2. KMP

```

struct kmp{
    vector<int> aux;
    string pattern;

    kmp(string pattern){
        this->pattern = pattern;
        aux.resize(pattern.size());
        int i = 1, j = 0;
        while(i < pattern.size()){
            if(pattern[i] == pattern[j])
                aux[i++] = ++j;
            else{
                if(j == 0) aux[i++] = 0;
                else j = aux[j - 1];
            }
        }
    }

    vector<int> search(string & text){
        vector<int> ans;
        int i = 0, j = 0;

```

```

while(i < text.size() && j < pattern.size()){
    if(text[i] == pattern[j]){
        ++i, ++j;
        if(j == pattern.size()){
            ans.push_back(i - j);
            j = aux[j - 1];
        }
    }else{
        if(j == 0) ++i;
        else j = aux[j - 1];
    }
}
return ans;
}
};

```

10.3. Aho-Corasick

```

const int M = 26;
struct node{
    vector<int> child;
    int p = -1;
    char c = 0;
    int suffixLink = -1, endLink = -1;
    int id = -1;

    node(int p = -1, char c = 0) : p(p), c(c){
        child.resize(M, -1);
    }
};

struct AhoCorasick{
    vector<node> t;
    vector<int> lenghts;
    int wordCount = 0;

    AhoCorasick(){
        t.emplace_back();
    }
}

```

```

void add(const string & s){
    int u = 0;
    for(char c : s){
        if(t[u].child[c-'a'] == -1){
            t[u].child[c-'a'] = t.size();
            t.emplace_back(u, c);
        }
        u = t[u].child[c-'a'];
    }
    t[u].id = wordCount++;
    lenghts.push_back(s.size());
}

void link(int u){
    if(u == 0){
        t[u].suffixLink = 0;
        t[u].endLink = 0;
        return;
    }
    if(t[u].p == 0){
        t[u].suffixLink = 0;
        if(t[u].id != -1) t[u].endLink = u;
        else t[u].endLink = t[t[u].suffixLink].endLink;
        return;
    }
    int v = t[t[u].p].suffixLink;
    char c = t[u].c;
    while(true){
        if(t[v].child[c-'a'] != -1){
            t[u].suffixLink = t[v].child[c-'a'];
            break;
        }
        if(v == 0){
            t[u].suffixLink = 0;
            break;
        }
        v = t[v].suffixLink;
    }
    if(t[u].id != -1) t[u].endLink = u;
    else t[u].endLink = t[t[u].suffixLink].endLink;
}

```

```

void build(){
    queue<int> Q;
    Q.push(0);
    while(!Q.empty()){
        int u = Q.front(); Q.pop();
        link(u);
        for(int v = 0; v < M; ++v)
            if(t[u].child[v] != -1)
                Q.push(t[u].child[v]);
    }
}

int match(const string & text){
    int u = 0;
    int ans = 0;
    for(int j = 0; j < text.size(); ++j){
        int i = text[j] - 'a';
        while(true){
            if(t[u].child[i] != -1){
                u = t[u].child[i];
                break;
            }
            if(u == 0) break;
            u = t[u].suffixLink;
        }
        int v = u;
        while(true){
            v = t[v].endLink;
            if(v == 0) break;
            ++ans;
            int idx = j + 1 - lengths[t[v].id];
            cout << "Found word #" << t[v].id << " at position " <<
                idx << "\n";
            v = t[v].suffixLink;
        }
    }
    return ans;
}
};

```

10.4. Rabin-Karp

10.5. Suffix Array

10.6. Función Z

11. Varios

11.1. Lectura y escritura de `__int128`

```
//cout for __int128
ostream &operator<<(ostream &os, const __int128 & value){
    char buffer[64];
    char *pos = end(buffer) - 1;
    *pos = '\0';
    __int128 tmp = value < 0 ? -value : value;
    do{
        --pos;
        *pos = tmp % 10 + '0';
        tmp /= 10;
    }while(tmp != 0);
    if(value < 0){
        --pos;
        *pos = '-';
    }
    return os << pos;
}
```

```
//cin for __int128
istream &operator>>(istream &is, __int128 & value){
    char buffer[64];
    is >> buffer;
    char *pos = begin(buffer);
    int sgn = 1;
    value = 0;
    if(*pos == '-'){
        sgn = -1;
        ++pos;
    }else if(*pos == '+'){
        ++pos;
    }
    while(*pos != '\0'){
        value = (value << 3) + (value << 1) + (*pos - '0');
        ++pos;
    }
    value *= sgn;
    return is;
}
```

```
}
```

11.2. Longest Common Subsequence (LCS)

```
int lcs(string & a, string & b){
    int m = a.size(), n = b.size();
    vector<vector<int>> aux(m + 1, vector<int>(n + 1));
    for(int i = 1; i <= m; ++i){
        for(int j = 1; j <= n; ++j){
            if(a[i - 1] == b[j - 1])
                aux[i][j] = 1 + aux[i - 1][j - 1];
            else
                aux[i][j] = max(aux[i - 1][j], aux[i][j - 1]);
        }
    }
    return aux[m][n];
}
```

11.3. Longest Increasing Subsequence (LIS)

```
int lis(vector<int> & arr){
    if(arr.size() == 0) return 0;
    vector<int> aux(arr.size());
    int ans = 1;
    aux[0] = arr[0];
    for(int i = 1; i < arr.size(); ++i){
        if(arr[i] < aux[0])
            aux[0] = arr[i];
        else if(arr[i] > aux[ans - 1])
            aux[ans++] = arr[i];
        else
            aux[lower_bound(aux.begin(), aux.begin() + ans, arr[i]) -
                aux.begin()] = arr[i];
    }
    return ans;
}
```

11.4. Levenshtein Distance

```
int LevenshteinDistance(string & a, string & b){
    int m = a.size(), n = b.size();
    vector<vector<int>> aux(m + 1, vector<int>(n + 1));
    for(int i = 1; i <= m; ++i)
        aux[i][0] = i;
    for(int j = 1; j <= n; ++j)
        aux[0][j] = j;
    for(int j = 1; j <= n; ++j)
        for(int i = 1; i <= m; ++i)
            aux[i][j] = min({aux[i-1][j] + 1, aux[i][j-1] + 1,
                ↪ aux[i-1][j-1] + (a[i-1] != b[j-1])});
    return aux[m][n];
}
```

11.5. Día de la semana

```
//0:saturday, 1:sunday, ..., 6:friday
int dayOfWeek(int d, int m, lli y){
    if(m == 1 || m == 2){
        m += 12;
        --y;
    }
    int k = y % 100;
    lli j = y / 100;
    return (d + 13*(m+1)/5 + k + k/4 + j/4 + 5*j) % 7;
}
```

11.6. 2SAT

```
struct satisfiability_twosat{
    int n;
    vector<vector<int>> imp;

    satisfiability_twosat(int n) : n(n), imp(2 * n) {}

    void add_edge(int u, int v){imp[u].push_back(v);}
}
```

```
int neg(int u){return (n << 1) - u - 1;}

void implication(int u, int v){
    add_edge(u, v);
    add_edge(neg(v), neg(u));
}

vector<bool> solve(){
    int size = 2 * n;
    vector<int> S, B, I(size);

    function<void(int)> dfs = [&](int u){
        B.push_back(I[u] = S.size());
        S.push_back(u);

        for(int v : imp[u])
            if(!I[v]) dfs(v);
            else while (I[v] < B.back()) B.pop_back();

        if(I[u] == B.back())
            for(B.pop_back(), ++size; I[u] < S.size();
                ↪ S.pop_back())
                I[S.back()] = size;
    };

    for(int u = 0; u < 2 * n; ++u)
        if(!I[u]) dfs(u);

    vector<bool> values(n);

    for(int u = 0; u < n; ++u)
        if(I[u] == I[neg(u)]) return {};
        else values[u] = I[u] < I[neg(u)];

    return values;
}
```


11.7. Código Gray

```
//gray code  
int gray(int n){  
    return n ^ (n >> 1);  
}
```

```
//inverse gray code  
int inv_gray(int g){  
    int n = 0;  
    while(g){  
        n ^= g;  
        g >>= 1;  
    }  
    return n;  
}
```