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UPC2

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SWERC 2017

November 26, 2017

## Contest (1)

template.cpp	19 lines
<pre>#include &lt;bits/stdc++.h&gt; using namespace std;  typedef long long ll; typedef pair&lt;int, int&gt; pii; typedef vector&lt;int&gt; vi;  const ll oo = 0x3f3f3f3f3f3f3f3f;  #define FOR(i, a, b) for(ll i = (a); i &lt; int(b); i++) #define FORD(i, a, b) for(ll i = (b)-1; i &gt;= int(a); i--) #define has(c, e) ((c).find(e) != (c).end()) #define sz(c) ll((c).size())  int main() {     cin.sync_with_stdio(0); cin.tie(0);     cin.exceptions(cin.failbit);     return 0; }</pre>	

Makefile	1 lines
<pre>CXXFLAGS += -g -Wall -Wextra -Wshadow -std=c++14</pre>	

troubleshoot.txt	52 lines
<pre>Pre-submit: Write a few simple test cases, if sample is not enough. Are time limits close? If so, generate max cases. Is the memory usage fine? Could anything overflow? Make sure to submit the right file.</pre>	

Wrong answer:  
Print your solution! Print debug output, as well.  
Are you clearing all datastructures between test cases?  
Can your algorithm handle the whole range of input?  
Read the full problem statement again.  
Do you handle all corner cases correctly?  
Have you understood the problem correctly?  
Any uninitialized variables?  
Any overflows?  
Confusing N and M, i and j, etc.?  
Are you sure your algorithm works?  
What special cases have you not thought of?  
Are you sure the STL functions you use work as you think?  
Add some assertions, maybe resubmit.  
Create some testcases to run your algorithm on.  
Go through the algorithm for a simple case.  
Go through this list again.  
Explain your algorithm to a team mate.  
Ask the team mate to look at your code.  
Go for a small walk, e.g. to the toilet.  
Is your output format correct? (including whitespace)  
Rewrite your solution from the start or let a team mate do it.

Runtime error:  
Have you tested all corner cases locally?  
Any uninitialized variables?  
Are you reading or writing outside the range of any vector?  
Any assertions that might fail?  
Any possible division by 0? (mod 0 for example)  
Any possible infinite recursion?  
Invalidated pointers or iterators?  
Are you using too much memory?

Debug with resubmits (e.g. remapped signals, see Various).

Time limit exceeded:  
Do you have any possible infinite loops?  
What is the complexity of your algorithm?  
Are you copying a lot of unnecessary data? (References)  
How big is the input and output? (consider scanf)  
Avoid vector, map. (use arrays/unordered\_map)  
What do your team mates think about your algorithm?

Memory limit exceeded:  
What is the max amount of memory your algorithm should need?  
Are you clearing all datastructures between test cases?

## Mathematics (2)

### 2.1 Equations

$$ax^2+bx+c=0\Rightarrow x=\frac{-b\pm\sqrt{b^2-4ac}}{2a}$$

The extremum is given by  $x=-b/2a$ .

$$\begin{array}{lcl} ax+by=e & \Rightarrow & x=\frac{ed-bf}{ad-bc} \\ cx+dy=f & & y=\frac{af-ec}{ad-bc} \end{array}$$

In general, given an equation  $Ax=b$ , the solution to a variable  $x_i$  is given by

$$x_i=\frac{\det A'_i}{\det A}$$

where  $A'_i$  is  $A$  with the  $i$ 'th column replaced by  $b$ .

### 2.2 Recurrences

If  $a_n=c_1a_{n-1}+\cdots+c_ka_{n-k}$ , and  $r_1,\ldots,r_k$  are distinct roots of  $x^k+c_1x^{k-1}+\cdots+c_k$ , there are  $d_1,\ldots,d_k$  s.t.

$$a_n=d_1r_1^n+\cdots+d_kr_k^n.$$

Non-distinct roots  $r$  become polynomial factors, e.g.

$$a_n=(d_1n+d_2)r^n.$$

### 2.3 Trigonometry

$$\sin(v+w)=\sin v\cos w+\cos v\sin w$$

$$\cos(v+w)=\cos v\cos w-\sin v\sin w$$

$$\tan(v+w)=\frac{\tan v+\tan w}{1-\tan v\tan w}$$

$$\sin v+\sin w=2\sin\frac{v+w}{2}\cos\frac{v-w}{2}$$

$$\cos v+\cos w=2\cos\frac{v+w}{2}\cos\frac{v-w}{2}$$

$$(V+W)\tan(v-w)/2=(V-W)\tan(v+w)/2$$

where  $V,W$  are lengths of sides opposite angles  $v,w$ .

$$a\cos x+b\sin x=r\cos(x-\phi)$$

$$a\sin x+b\cos x=r\sin(x+\phi)$$

where  $r=\sqrt{a^2+b^2},\phi=\text{atan2}(b,a)$ .

### 2.4 Geometry

#### 2.4.1 Triangles

Side lengths:  $a,b,c$

Semiperimeter:  $p=\frac{a+b+c}{2}$

Area:  $A=\sqrt{p(p-a)(p-b)(p-c)}$

Circumradius:  $R=\frac{abc}{4A}$

Inradius:  $r=\frac{A}{p}$

Length of median (divides triangle into two equal-area triangles):  $m_a=\frac{1}{2}\sqrt{2b^2+2c^2-a^2}$

Length of bisector (divides angles in two):

$$s_a=\sqrt{bc\left[1-\left(\frac{a}{b+c}\right)^2\right]}$$

Law of sines:  $\frac{\sin\alpha}{a}=\frac{\sin\beta}{b}=\frac{\sin\gamma}{c}=\frac{1}{2R}$

Law of cosines:  $a^2=b^2+c^2-2bc\cos\alpha$

Law of tangents:  $\frac{a+b}{a-b}=\frac{\tan\frac{\alpha+\beta}{2}}{\tan\frac{\alpha-\beta}{2}}$

#### 2.4.2 Quadrilaterals

With side lengths  $a,b,c,d$ , diagonals  $e,f$ , diagonals angle  $\theta$ , area  $A$  and magic flux  $F=b^2+d^2-a^2-c^2$ :

$$4A=2ef\cdot\sin\theta=F\tan\theta=\sqrt{4e^2f^2-F^2}$$

For cyclic quadrilaterals the sum of opposite angles is  $180^\circ$ ,  $ef=ac+bd$ , and  $A=\sqrt{(p-a)(p-b)(p-c)(p-d)}$ .

### 2.4.3 Spherical coordinates



$$\begin{aligned}x &= r \sin \theta \cos \phi & r &= \sqrt{x^2 + y^2 + z^2} \\y &= r \sin \theta \sin \phi & \theta &= \arccos(z / \sqrt{x^2 + y^2 + z^2}) \\z &= r \cos \theta & \phi &= \operatorname{atan2}(y, x)\end{aligned}$$

### 2.4.4 Pick's theorem

$$A = i + b/2 - 1$$

### 2.4.5 Volumes

	Sphere	Cube	Tetrahedron
Area	$4\pi r^2$	$6a^2$	$a^2\sqrt{3}$
Volume	$\frac{4}{3}\pi r^3$	$a^3$	$\frac{1}{12}a^3\sqrt{2}$
	Octahedron	Dodecahedron	Icosahedron
Area	$2\sqrt{3}a^2$	$3a^2\sqrt{25 + 10\sqrt{5}}$	$5\sqrt{3}a^2$
Volume	$\frac{1}{3}\sqrt{2}a^3$	$\frac{1}{4}(15 + 7\sqrt{5})a^3$	$\frac{5}{12}(3 + \sqrt{5})a^3$

## 2.5 Derivatives/Integrals

$$\begin{aligned}\frac{d}{dx} \arcsin x &= \frac{1}{\sqrt{1-x^2}} & \frac{d}{dx} \arccos x &= -\frac{1}{\sqrt{1-x^2}} \\ \frac{d}{dx} \tan x &= 1 + \tan^2 x & \frac{d}{dx} \arctan x &= \frac{1}{1+x^2} \\ \int \tan ax &= -\frac{\ln |\cos ax|}{a} & \int x \sin ax &= \frac{\sin ax - ax \cos ax}{a^2} \\ \int e^{-x^2} &= \frac{\sqrt{\pi}}{2} \operatorname{erf}(x) & \int x e^{ax} dx &= \frac{e^{ax}}{a^2} (ax - 1)\end{aligned}$$

Integration by parts:

$$\int_a^b f(x)g(x)dx = [F(x)g(x)]_a^b - \int_a^b F(x)g'(x)dx$$

## 2.6 Sums

$$c^a + c^{a+1} + \dots + c^b = \frac{c^{b+1} - c^a}{c - 1}, c \neq 1$$

$$\begin{aligned}1 + 2 + 3 + \dots + n &= \frac{n(n+1)}{2} \\ 1^2 + 2^2 + 3^2 + \dots + n^2 &= \frac{n(2n+1)(n+1)}{6} \\ 1^3 + 2^3 + 3^3 + \dots + n^3 &= \frac{n^2(n+1)^2}{4} \\ 1^4 + 2^4 + 3^4 + \dots + n^4 &= \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30}\end{aligned}$$

## 2.7 Series

$$\begin{aligned}e^x &= 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots, (-\infty < x < \infty) \\ \ln(1+x) &= x - \frac{x^2}{2} + \frac{x^3}{3} - \frac{x^4}{4} + \dots, (-1 < x \leq 1) \\ \sqrt{1+x} &= 1 + \frac{x}{2} - \frac{x^2}{8} + \frac{2x^3}{32} - \frac{5x^4}{128} + \dots, (-1 \leq x \leq 1) \\ \sin x &= x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots, (-\infty < x < \infty) \\ \cos x &= 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots, (-\infty < x < \infty)\end{aligned}$$

### 2.7.1 Faulhaber's formulae

$$\begin{aligned}1 + 2 + 3 + \dots + n &= \frac{n(n+1)}{2} = \frac{n^2+n}{2} \\ 1^2 + 2^2 + 3^2 + \dots + n^2 &= \frac{n(n+1)(2n+1)}{6} = \frac{2n^3+3n^2+n}{6} \\ 1^3 + 2^3 + 3^3 + \dots + n^3 &= \left(\frac{n^2+n}{2}\right)^2 = \frac{n^4+2n^3+n^2}{4} \\ 1^4 + 2^4 + 3^4 + \dots + n^4 &= \frac{6n^5+15n^4+10n^3-n}{30} \\ 1^5 + 2^5 + 3^5 + \dots + n^5 &= \frac{2n^6+6n^5+5n^4-n^2}{12} \\ 1^6 + 2^6 + 3^6 + \dots + n^6 &= \frac{6n^7+21n^6+21n^5-7n^3+n}{42}\end{aligned}$$

## 2.8 Probability theory

Let  $X$  be a discrete random variable with probability  $p_X(x)$  of assuming the value  $x$ . It will then have an expected value (mean)  $\mu = \mathbb{E}(X) = \sum_x x p_X(x)$  and variance  $\sigma^2 = V(X) = \mathbb{E}(X^2) - (\mathbb{E}(X))^2 = \sum_x (x - \mathbb{E}(X))^2 p_X(x)$  where  $\sigma$  is the standard deviation. If  $X$  is instead continuous it will have a probability density function  $f_X(x)$  and the sums above will instead be integrals with  $p_X(x)$  replaced by  $f_X(x)$ .

Expectation is linear:

$$\mathbb{E}(aX + bY) = a\mathbb{E}(X) + b\mathbb{E}(Y)$$

For independent  $X$  and  $Y$ ,

$$V(aX + bY) = a^2V(X) + b^2V(Y).$$

### 2.8.1 Discrete distributions

#### Binomial distribution

The number of successes in  $n$  independent yes/no experiments, each which yields success with probability  $p$  is  $\operatorname{Bin}(n, p)$ ,  $n = 1, 2, \dots$ ,  $0 \leq p \leq 1$ .

$$p(k) = \binom{n}{k} p^k (1-p)^{n-k}$$

$$\mu = np, \sigma^2 = np(1-p)$$

$\operatorname{Bin}(n, p)$  is approximately  $\operatorname{Po}(np)$  for small  $p$ .

#### First success distribution

The number of trials needed to get the first success in independent yes/no experiments, each which yields success with probability  $p$  is  $\operatorname{Fs}(p)$ ,  $0 \leq p \leq 1$ .

$$p(k) = p(1-p)^{k-1}, k = 1, 2, \dots$$

$$\mu = \frac{1}{p}, \sigma^2 = \frac{1-p}{p^2}$$

#### Poisson distribution

The number of events occurring in a fixed period of time  $t$  if these events occur with a known average rate  $\kappa$  and independently of the time since the last event is  $\operatorname{Po}(\lambda)$ ,  $\lambda = t\kappa$ .

$$p(k) = e^{-\lambda} \frac{\lambda^k}{k!}, k = 0, 1, 2, \dots$$

$$\mu = \lambda, \sigma^2 = \lambda$$

### 2.8.2 Continuous distributions

#### Uniform distribution

If the probability density function is constant between  $a$  and  $b$  and 0 elsewhere it is  $\operatorname{U}(a, b)$ ,  $a < b$ .

$$f(x) = \begin{cases} \frac{1}{b-a} & a < x < b \\ 0 & \text{otherwise} \end{cases}$$

$$\mu = \frac{a+b}{2}, \sigma^2 = \frac{(b-a)^2}{12}$$

### Exponential distribution

The time between events in a Poisson process is  $\text{Exp}(\lambda)$ ,  $\lambda > 0$ .

$$f(x) = \begin{cases} \lambda e^{-\lambda x} & x \geq 0 \\ 0 & x < 0 \end{cases}$$

$$\mu = \frac{1}{\lambda}, \sigma^2 = \frac{1}{\lambda^2}$$

### Normal distribution

Most real random values with mean  $\mu$  and variance  $\sigma^2$  are well described by  $\mathcal{N}(\mu, \sigma^2)$ ,  $\sigma > 0$ .

$$f(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

If  $X_1 \sim \mathcal{N}(\mu_1, \sigma_1^2)$  and  $X_2 \sim \mathcal{N}(\mu_2, \sigma_2^2)$  then

$$aX_1 + bX_2 + c \sim \mathcal{N}(\mu_1 + \mu_2 + c, a^2\sigma_1^2 + b^2\sigma_2^2)$$

## 2.9 Markov chains

A *Markov chain* is a discrete random process with the property that the next state depends only on the current state. Let  $X_1, X_2, \dots$  be a sequence of random variables generated by the Markov process. Then there is a transition matrix  $\mathbf{P} = (p_{ij})$ , with  $p_{ij} = \Pr(X_n = i | X_{n-1} = j)$ , and  $\mathbf{p}^{(n)} = \mathbf{P}^n \mathbf{p}^{(0)}$  is the probability distribution for  $X_n$  (i.e.,  $p_i^{(n)} = \Pr(X_n = i)$ ), where  $\mathbf{p}^{(0)}$  is the initial distribution.

$\pi$  is a stationary distribution if  $\pi = \pi \mathbf{P}$ . If the Markov chain is *irreducible* (it is possible to get to any state from any state), then  $\pi_i = \frac{1}{\mathbb{E}(T_i)}$  where  $\mathbb{E}(T_i)$  is the expected time between two visits in state  $i$ .  $\pi_j/\pi_i$  is the expected number of visits in state  $j$  between two visits in state  $i$ .

For a connected, undirected and non-bipartite graph, where the transition probability is uniform among all neighbors,  $\pi_i$  is proportional to node  $i$ 's degree.

A Markov chain is *ergodic* if the asymptotic distribution is independent of the initial distribution. A finite Markov chain is ergodic iff it is irreducible and *aperiodic* (i.e., the gcd of cycle lengths is 1).  $\lim_{k \rightarrow \infty} \mathbf{P}^k = \mathbf{1}\pi$ .

A Markov chain is an A-chain if the states can be partitioned into two sets **A** and **G**, such that all states in **A** are absorbing ( $p_{ii} = 1$ ), and all states in **G** leads to an absorbing state in **A**. The probability for absorption in state  $i \in \mathbf{A}$ , when the initial state is  $j$ , is  $a_{ij} = p_{ij} + \sum_{k \in \mathbf{G}} a_{ik} p_{kj}$ . The expected time until absorption, when the initial state is  $i$ , is  $t_i = 1 + \sum_{k \in \mathbf{G}} p_{ki} t_k$ .

## Data structures (3)

LineContainer.h

Description: Container where you can add lines of the form kx+m, and query maximum values at points x. Useful for dynamic programming.

Time:  $\mathcal{O}(\log N)$

32 lines

```
bool Q;
struct Line {
    mutable ll k, m, p;
    bool operator<(const Line& o) const {
        return Q ? p < o.p : k < o.k;
    }
};

struct LineContainer : multiset<Line> {
    // (for doubles, use inf = 1/.0, div(a,b) = a/b)
    const ll inf = LLONG_MAX;
    ll div(ll a, ll b) { // floored division
        return a / b - ((a ^ b) < 0 && a % b); }
    bool isect(iterator x, iterator y) {
        if (y == end()) { x->p = inf; return false; }
        if (x->k == y->k) x->p = x->m > y->m ? inf : -inf;
        else x->p = div(y->m - x->m, x->k - y->k);
        return x->p >= y->p;
    }
    void add(ll k, ll m) {
        auto z = insert({k, m, 0}), y = z++, x = y;
        while (isect(y, z)) z = erase(z);
        if (x != begin() && isect(--x, y)) isect(x, y = erase(y));
        while ((y = x) != begin() && (--x)->p >= y->p)
            isect(x, erase(y));
    }
    ll query(ll x) {
        assert(!empty());
        Q = 1; auto l = *lower_bound({0,0,x}); Q = 0;
        return l.k * x + l.m;
    }
};
```

SegmentTree.h

Description: Some useful functions for segment trees

Time:  $\mathcal{O}(\log N)$

65 lines

```
const ll tot = (1 << 19); // bigger than N
ll N = 1; // ...
ll minv[tot * 2];
ll lazy[tot * 2];

void init(ll x, ll l, ll r) {
    if(l >= N) return;
    if(r - l <= 1) {
        minv[x] = l; // ...
        lazy[x] = 0;
        return;
    }
    init(2*x, l, (l+r)/2);
```

```
init(2*x+1, (l+r)/2, r);
minv[x] = min(minv[2*x], minv[2*x+1]);
lazy[x] = 0;
}

// propagates lazy, msut be called before recursing
void prop(ll x, ll l, ll r) {
    if(r - l <= 1) return;
    minv[2*x] += lazy[x];
    lazy[2*x] += lazy[x];
    minv[2*x+1] += lazy[x];
    lazy[2*x+1] += lazy[x];
    lazy[x] = 0;
}

// add v to [a, b)
void sadd(ll x, ll l, ll r, ll a, ll b, ll v) {
    if(b <= l || r <= a) return;
    if(a <= l && r <= b) {
        minv[x] += v;
        lazy[x] += v;
        return;
    }
    prop(x, l, r);
    sadd(2*x, l, (l+r)/2, a, b, v);
    sadd(2*x+1, (l+r)/2, r, a, b, v);
    minv[x] = min(minv[2*x], minv[2*x+1]);
}

// finds the lowest value res, such that all values
// in [res, end) are >= 2 (condition can be adjusted)
ll squery(ll x, ll l, ll r, ll end) {
    if(end <= l) return end;
    if(minv[x] >= 2) return l; // ...
    if(r - l <= 1) {
        return r;
    }
    prop(x, l, r);
    if(minv[2*x+1] >= 2) { // ...
        return squery(2*x, l, (l+r)/2, end);
    }
    ll rend = squery(2*x+1, (l+r)/2, r, end);
    if(rend > (l+r)/2) return rend;
    return squery(2*x, l, (l+r)/2, end);
}

void example() {
    ll a = 0, b = 1;
    init(1, 0, tot);
    sadd(1, 0, tot, a, b, -2);
    ll res = squery(1, 0, tot, a);
}
```

FenwickTree.h

Description: Computes partial sums a[0] + a[1] + ... + a[pos - 1], and updates single elements a[i], taking the difference between the old and new value.

Time: Both operations are  $\mathcal{O}(\log N)$ .

22 lines

```
struct FT {
    vector<ll> s;
    FT(int n) : s(n) {}
    void update(int pos, ll dif) { // a[pos] += dif
        for (; pos < sz(s); pos |= pos + 1) s[pos] += dif;
    }
    ll query(int pos) { // sum of values in [0, pos)
        ll res = 0;
        for (; pos > 0; pos &= pos - 1) res += s[pos-1];
        return res;
    }
};
```

```
    }
    int lower_bound(ll sum) { // min pos st sum of [0, pos] >= sum
        // Returns n if no sum is >= sum, or -1 if empty sum is.
        if (sum <= 0) return -1;
        int pos = 0;
        for (int pw = 1 << 25; pw; pw >= 1) {
            if (pos + pw <= sz(s) && s[pos + pw-1] < sum)
                pos += pw, sum -= s[pos-1];
        }
        return pos;
    }
};
```

FenwickTree2d.h

**Description:** Computes sums a[i,j] for all i<I, j<J, and increases single elements a[i,j]. Requires that the elements to be updated are known in advance (call fakeUpdate() before init()).

**Time:**  $\mathcal{O}(\log^2 N)$ . (Use persistent segment trees for  $\mathcal{O}(\log N)$ .)

"FenwickTree.h"22 lines

```
struct FT2 {
    vector<vi> ys; vector<FT> ft;
    FT2(int limx) : ys(limx) {}
    void fakeUpdate(int x, int y) {
        for (; x < sz(ys); x |= x + 1) ys[x].push_back(y);
    }
    void init() {
        trav(v, ys) sort(all(v)), ft.emplace_back(sz(v));
    }
    int ind(int x, int y) {
        return (int)(lower_bound(all(ys[x]), y) - ys[x].begin()); }
    void update(int x, int y, ll dif) {
        for (; x < sz(ys); x |= x + 1)
            ft[x].update(ind(x, y), dif);
    }
    ll query(int x, int y) {
        ll sum = 0;
        for (; x; x &= x - 1)
            sum += ft[x-1].query(ind(x-1, y));
        return sum;
    }
};
```

OrderedSet.h

**Description:** Order Statistics tree

**Usage:** Set.findby.order(k) returns an iterator to the k-th object, Set.order.of.key finds its rank in the set. (its index in the sorted set)

**Time:**  $\mathcal{O}(\log N)$

<ext/pbds/assoc.container.hpp> // Common file, <ext/pb.ds/tree.policy.hpp> //

Including tree.order.statistics.node.update4 lines

using namespace \_\_gnu\_pbds;

```
template<typename T>
using ordered_set = tree<T, null_type, less<T>, rb_tree_tag,
    tree_order_statistics_node_update>;
```

RMQ.h

**Description:** Range minimum query

**Usage:** Call function build and then use query to return the smallest value, ST stores the index to the value.

**Time:**  $< \mathcal{O}(N \log N), \mathcal{O}(1) >$

34 lines

```
struct SparseTable {
    vector<vector<int>> > ST;
    vector<int> P;
    vector<int> v;
    int N;
```

```
int MAXLOG = 0;

void build(int n, const vector<int>& V) {
    N = n;
    v = V;
    while ((1 << MAXLOG) <= N) ++MAXLOG;
    ST = vector<vector<int>> > (N, vector<int> (MAXLOG));
    P = vector<int> (N+1);
    int LOG = 0;
    for(int i = 1; i < N + 1; ++i){
        P[i] = ((1<<LOG) > i ? LOG-1 : ++LOG-1);
    }

    for(int i = 0; i < N; ++i) ST[i][0] = i;
    for (int j = 1; j < MAXLOG; ++j) {
        for (int i = 0; i + (1 << j) - 1 < N; ++i) {
            if (V[ST[i][j - 1]] < V[ST[i + (1 << (j - 1))][j - 1]])
                ST[i][j] = ST[i][j - 1];
            else
                ST[i][j] = ST[i + (1 << (j - 1))][j - 1];
        }
    }

    int query(int l, int r){
        int LOG = P[r-l+1];
        return min(v[ST[l][LOG]], v[ST[r - (1 << LOG) + 1][LOG]]);
    }
};
```

## Numerical (4)

PolyRoots.h

**Description:** Finds the real roots to a polynomial.

**Usage:** vector<double> roots; Polynomial p(2); p.a[0] = 2; p.a[1] = -3; p.a[2] = 1; poly\_roots(p,-1e10,1e10,roots); // x^2-3x+2=0

"Polynomial.h"25 lines

```
void poly_roots(const Polynomial& p, double xmin, double xmax,
    vector<double>& roots) {
    if (p.n == 1) { roots.push_back(-p.a.front()/p.a.back()); }
    else {
        Polynomial d = p;
        d.diff();
        vector<double> dr;
        poly_roots(d, xmin, xmax, dr);
        dr.push_back(xmin-1);
        dr.push_back(xmax+1);
        sort(all(dr));
        for (auto i = dr.begin(), j = i++; i != dr.end(); j = i++){
            double l = *j, h = *i, m, f;
            bool sign = p(l) > 0;
            if (sign ^ (p(h) > 0)) {
                //for(int i = 0; i < 60; ++i){
                while(h - l > 1e-8) {
                    m = (l + h) / 2, f = p(m);
                    if ((f <= 0) ^ sign) l = m;
                    else h = m;
                }
                roots.push_back((l + h) / 2);
            }
        }
    }
}
```

PolyInterpolate.h

**Description:** Given  $n$  points  $(x[i], y[i])$ , computes an  $n-1$ -degree polynomial  $p$  that passes through them:  $p(x) = a[0] * x^0 + \dots + a[n-1] * x^{n-1}$ . For numerical precision, pick  $x[k] = c * \cos(k/(n-1) * \pi), k = 0 \dots n-1$ .

**Time:**  $\mathcal{O}(n^2)$

13 lines

```
typedef vector<double> vd;
vd interpolate(vd x, vd y, int n) {
    vd res(n), temp(n);
    rep(k,0,n-1) rep(i,k+1,n)
        y[i] = (y[i] - y[k]) / (x[i] - x[k]);
    double last = 0; temp[0] = 1;
    rep(k,0,n) rep(i,0,n) {
        res[i] += y[k] * temp[i];
        swap(last, temp[i]);
        temp[i] -= last * x[k];
    }
    return res;
}
```

Integrate.h

**Description:** Simple integration of a function over an interval using Simpson's rule. The error should be proportional to  $h^4$ , although in practice you will want to verify that the result is stable to desired precision when epsilon changes.

8 lines

```
double quad(double (*f)(double), double a, double b) {
    const int n = 1000;
    double h = (b - a) / 2 / n;
    double v = f(a) + f(b);
    rep(i,1,n*2)
        v += f(a + i*h) * (i&1 ? 4 : 2);
    return v * h / 3;
}
```

MatrixInverse.h

**Description:** Invert matrix A. Returns rank; result is stored in A unless singular (rank < n). Can easily be extended to prime moduli; for prime powers, repeatedly set  $A^{-1} = A^{-1}(2I - AA^{-1}) \pmod{p^k}$  where  $A^{-1}$  starts as the inverse of A mod p, and k is doubled in each step.

**Time:**  $\mathcal{O}(n^3)$

36 lines

```
int matInv(vector<vector<double>>& A) {
    int n = sz(A); vi col(n);
    vector<vector<double>> tmp(n, vector<double>(n));
    rep(i,0,n) tmp[i][i] = 1, col[i] = i;

    rep(i,0,n) {
        int r = i, c = i;
        rep(j,i,n) rep(k,i,n)
            if (fabs(A[j][k]) > fabs(A[r][c]))
                r = j, c = k;
        if (fabs(A[r][c]) < 1e-12) return i;
        A[i].swap(A[r]); tmp[i].swap(tmp[r]);
        rep(j,0,n)
            swap(A[j][i], A[j][c]), swap(tmp[j][i], tmp[j][c]);
        swap(col[i], col[c]);
        double v = A[i][i];
        rep(j,i+1,n) {
            double f = A[j][i] / v;
            A[j][i] = 0;
            rep(k,i+1,n) A[j][k] -= f*A[i][k];
            rep(k,0,n) tmp[j][k] -= f*tmp[i][k];
        }
        rep(j,i+1,n) A[i][j] /= v;
        rep(j,0,n) tmp[i][j] /= v;
        A[i][i] = 1;
    }
}
```

```
for (int i = n-1; i > 0; --i) rep(j,0,i) {
    double v = A[j][i];
    rep(k,0,n) tmp[j][k] -= v*tmp[i][k];
}

rep(i,0,n) rep(j,0,n) A[col[i]][col[j]] = tmp[i][j];
return n;
}
```

Simplex.h

**Description:** Solves a general linear maximization problem: maximize  $c^T x$  subject to  $Ax \leq b, x \geq 0$ . Returns -inf if there is no solution, inf if there are arbitrarily good solutions, or the maximum value of  $c^T x$  otherwise. The input vector is set to an optimal  $x$  (or in the unbounded case, an arbitrary solution fulfilling the constraints). Numerical stability is not guaranteed. For better performance, define variables such that  $x=0$  is viable.  
**Usage:** vvd A = {{1,-1}, {-1,1}, {-1,-2}};  
vd b = {1,1,-4}, c = {-1,-1}, x;  
T val = LPSolver(A, b, c).solve(x);  
**Time:**  $\mathcal{O}(NM * \#pivots)$ , where a pivot may be e.g. an edge relaxation.  $\mathcal{O}(2^n)$  in the general case.

68 lines

```
typedef double T; // long double, Rational, double + mod<P>...
typedef vector<T> vd;
typedef vector<vd> vvd;
```

```
const T eps = 1e-8, inf = 1/.0;
#define MP make_pair
#define ltj(X) if(s == -1 || MP(X[j],N[j]) < MP(X[s],N[s])) s=j
```

```
struct LPSolver {
    int m, n;
    vi N, B;
    vvd D;

    LPSolver(const vvd& A, const vd& b, const vd& c) :
        m(sz(b)), n(sz(c)), N(n+1), B(m), D(m+2, vd(n+2)) {
        rep(i,0,m) rep(j,0,n) D[i][j] = A[i][j];
        rep(i,0,m) { B[i] = n+i; D[i][n] = -1; D[i][n+1] = b[i];}
        rep(j,0,n) { N[j] = j; D[m][j] = -c[j]; }
        N[n] = -1; D[m+1][n] = 1;
    }
}
```

```
void pivot(int r, int s) {
    T *a = D[r].data(), inv = 1 / a[s];
    rep(i,0,m+2) if (i != r && abs(D[i][s]) > eps) {
        T *b = D[i].data(), inv2 = b[s] * inv;
        rep(j,0,n+2) b[j] -= a[j] * inv2;
        b[s] = a[s] * inv2;
    }
    rep(j,0,n+2) if (j != s) D[r][j] *= inv;
    rep(i,0,m+2) if (i != r) D[i][s] *= -inv;
    D[r][s] = inv;
    swap(B[r], N[s]);
}
```

```
bool simplex(int phase) {
    int x = m + phase - 1;
    for (;;) {
        int s = -1;
        rep(j,0,n+1) if (N[j] != -phase) ltj(D[x]);
        if (D[x][s] >= -eps) return true;
        int r = -1;
        rep(i,0,m) {
            if (D[i][s] <= eps) continue;
            if (r == -1 || MP(D[i][n+1] / D[i][s], B[i])
                < MP(D[r][n+1] / D[r][s], B[r])) r = i;
        }
        if (r == -1) return false;
```

```
        pivot(r, s);
    }

    T solve(vd &x) {
        int r = 0;
        rep(i,1,m) if (D[i][n+1] < D[r][n+1]) r = i;
        if (D[r][n+1] < -eps) {
            pivot(r, n);
            if (!simplex(2) || D[m+1][n+1] < -eps) return -inf;
            rep(i,0,m) if (B[i] == -1) {
                int s = 0;
                rep(j,1,n+1) ltj(D[i]);
                pivot(i, s);
            }
        }
        bool ok = simplex(1); x = vd(n);
        rep(i,0,m) if (B[i] < n) x[B[i]] = D[i][n+1];
        return ok ? D[m][n+1] : inf;
    }
};
```

SolveLinear.h

**Description:** Solves  $A*x = b$ . If there are multiple solutions, an arbitrary one is returned. Returns rank, or -1 if no solutions. Data in  $A$  and  $b$  is lost.  
**Time:**  $\mathcal{O}(n^2m)$

39 lines

```
typedef vector<double> vd;
const double eps = 1e-12;

int solveLinear(vector<vd>& A, vd& b, vd& x) {
    int n = A.size(), m = x.size(), rank = 0, br, bc;
    if (n) assert(A[0].size() == m);
    // FOR(i, 0, n) FOR(j, 0, m) A[i][j] %= MOD; also b[i]...
    vi col(m); iota(col.begin(), col.end(), 0);
```

```
    FOR(i,0,n) {
        double v, bv = 0;
        FOR(r,i,n) FOR(c,i,m)
            if ((v = fabs(A[r][c])) > bv)
                br = r, bc = c, bv = v;
        if (bv <= eps) {
            FOR(j,i,n) if (fabs(b[j]) > eps) return -1;
            break;
        }
        swap(A[i], A[br]);
        swap(b[i], b[br]);
        swap(col[i], col[bc]);
        FOR(j,0,n) swap(A[j][i], A[j][bc]);
        bv = 1/A[i][i];
        FOR(j,i+1,n) {
            double fac = A[j][i] * bv;
            b[j] -= fac * b[i];
            FOR(k,i,m) A[j][k] -= fac*A[i][k];
        }
        rank++;
    }
}
```

```
x.assign(m, 0);
for (int i = rank; i--;) {
    b[i] /= A[i][i];
    x[col[i]] = b[i];
    FOR(j,0,i) b[j] -= A[j][i] * b[i];
}
return rank; // (multiple solutions if rank < m)
}
```

SolveLinear2.h

**Description:** To get all uniquely determined values of  $x$  back from SolveLinear, make the following changes:

"SolveLinear.h" 7 lines

```
rep(j,0,n) if (j != i) // instead of rep(j,i+1,n)
// ... then at the end:
x.assign(m, undefined);
rep(i,0,rank) {
    rep(j,rank,m) if (fabs(A[i][j]) > eps) goto fail;
    x[col[i]] = b[i] / A[i][i];
fail:; }
```

FFT.h

**Description:** Fast Fourier transform. Also includes a function for convolution:  $\text{conv}(a, b) = c$ , where  $c[x] = \sum a[i]b[x-i]$ .  $a$  and  $b$  should be of roughly equal size. For convolutions of integers, rounding the results of conv works if  $(|a|+|b|)\max(a,b) < \sim 10^9$  (in theory maybe  $10^6$ ); you may want to use an NTT from the Number Theory chapter instead.

**Time:**  $\mathcal{O}(N \log N)$

<valarray> 29 lines

```
typedef valarray<complex<double>> carray;
void fft(carray& x, carray& roots) {
    int N = sz(x);
    if (N <= 1) return;
    carray even = x[slice(0, N/2, 2)];
    carray odd = x[slice(1, N/2, 2)];
    carray rs = roots[slice(0, N/2, 2)];
    fft(even, rs);
    fft(odd, rs);
    rep(k,0,N/2) {
        auto t = roots[k] * odd[k];
        x[k] = even[k] + t;
        x[k+N/2] = even[k] - t;
    }
}
```

```
typedef vector<double> vd;
vd conv(const vd& a, const vd& b) {
    int s = sz(a) + sz(b) - 1, L = 32-__builtin_clz(s), n = 1<<L;
    if (s <= 0) return {};
    carray av(n), bv(n), roots(n);
    rep(i,0,n) roots[i] = polar(1.0, -2 * M_PI * i / n);
    copy(all(a), begin(av)); fft(av, roots);
    copy(all(b), begin(bv)); fft(bv, roots);
    roots = roots.apply(conj);
    carray cv = av * bv; fft(cv, roots);
    vd c(s); rep(i,0,s) c[i] = cv[i].real() / n;
    return c;
}
```

FFTIntegers.h

**Description:** NTT

**Time:**  $\mathcal{O}(N \log N)$

39 lines

```
LL fpw(LL a, LL b, LL p){
    LL r = 1; while(b){if(b&1) r=r*a%p; a=a*a%p; b/=2;} return r;
}
```

```
const LL MOD = 2013265921; const LL ROOT = 440564289; // MOD ==
15*(1<<27)+1 (prime)
vector<LL> e, er; // ROOT
has order 2^27
void FFT(vector<int> &x, LL d = 1){
    int n = x.size();
    if(n != e.size()){
        e.resize(n); er.resize(n);
        e[0] = 1; e[1] = fpw(ROOT, (1<<27)/n,MOD);
        er[0] = 1; er[1] = fpw(e[1],MOD-2,MOD);
```

```
const ll mod = 1000000009;
ll det(vector<vector<ll>>& a) {
    int n = sz(a); ll ans = 1;
    rep(i,0,n) {
        rep(j,i+1,n) {
            while (a[j][i] != 0) { // gcd step
                ll t = a[i][i] / a[j][i];
                if (t) rep(k,i,n)
                    a[i][k] = (a[i][k] - a[j][k] * t) % mod;
                swap(a[i], a[j]);
                ans *= -1;
            }
        }
        ans = ans * a[i][i] % mod;
        if (!ans) return 0;
    }
    return (ans + mod) % mod;
}
```

## 5.1 Modular arithmetic

```
typedef unsigned long long ull;
ull sumsq(ull to) { return to / 2 * ((to-1) | 1); }

ull divsum(ull to, ull c, ull k, ull m) {
    ull res = k / m * sumsq(to) + c / m * to;
    k %= m; c %= m;
    if (k) {
        ull to2 = (to * k + c) / m;
        res += to * to2;
        res -= divsum(to2, m-1 - c, m, k) + to2;
    }
    return res;
}

ll modsum(ull to, ll c, ll k, ll m) {
    c %= m;
    k %= m;
```

```

if (c < 0) c += m;
if (k < 0) k += m;
return to * c + k * sumsq(to) - m * divsum(to, c, k, m);
}

ModMulLL.h
Description: Calculate  $a \cdot b \bmod c$  (or  $a^b \bmod c$ ) for large  $c$ .
Time:  $\mathcal{O}(64/bits \cdot \log b)$ , where  $bits = 64 - k$ , if we want to deal with  $k$ -bit numbers.


---


typedef unsigned long long ull;
const int bits = 10;
// if all numbers are less than  $2^k$ , set bits =  $64 - k$ 
const ull po = 1 << bits;
ull mod_mul(ull a, ull b, ull &c) {
    ull x = a * (b & (po - 1)) % c;
    while ((b >= bits) > 0) {
        a = (a << bits) % c;
        x += (a * (b & (po - 1))) % c;
    }
    return x % c;
}
ull mod_pow(ull a, ull b, ull mod) {
    if (b == 0) return 1;
    ull res = mod_pow(a, b / 2, mod);
    res = mod_mul(res, res, mod);
    if (b & 1) return mod_mul(res, a, mod);
    return res;
}

ModSqrt.h
Description: Tonelli-Shanks algorithm for modular square roots.
Time:  $\mathcal{O}(\log^2 p)$  worst case, often  $\mathcal{O}(\log p)$ 


---


"ModPow.h"
30 lines
11 sqrt(ll a, ll p) {
    a %= p; if (a < 0) a += p;
    if (a == 0) return 0;
    assert(modpow(a, (p-1)/2, p) == 1);
    if (p % 4 == 3) return modpow(a, (p+1)/4, p);
    //  $a^{(n+3)/8}$  or  $2^{(n+3)/8} * 2^{(n-1)/4}$  works if  $p \% 8 == 5$ 
    ll s = p - 1;
    int r = 0;
    while (s % 2 == 0)
        ++r, s /= 2;
    ll n = 2; // find a non-square mod p
    while (modpow(n, (p - 1) / 2, p) != p - 1) ++n;
    ll x = modpow(a, (s + 1) / 2, p);
    ll b = modpow(a, s, p);
    ll g = modpow(n, s, p);
    for (;;) {
        ll t = b;
        int m = 0;
        for (; m < r; ++m) {
            if (t == 1) break;
            t = t * t % p;
        }
        if (m == 0) return x;
        ll gs = modpow(g, 1 << (r - m - 1), p);
        g = gs * gs % p;
        x = x * gs % p;
        b = b * g % p;
        r = m;
    }
}

```

## 5.2 Primality

eratosthenes.h  
**Description:** Prime sieve for generating all primes up to a certain limit. isprime[i] is true iff i is a prime.  
**Time:** lim=100'000'000 ≈ 0.8 s. Runs 30% faster if only odd indices are stored.

```
11 lines
const int MAX_PR = 5000000;
bitset<MAX_PR> isprime;
vi eratosthenes_sieve(int lim) {
    isprime.set(); isprime[0] = isprime[1] = 0;
    for (int i = 4; i < lim; i += 2) isprime[i] = 0;
    for (int i = 3; i*i < lim; i += 2) if (isprime[i])
        for (int j = i*i; j < lim; j += i*2) isprime[j] = 0;
    vi pr;
    rep(i,2,lim) if (isprime[i]) pr.push_back(i);
    return pr;
}
```

MillerRabin.h  
**Description:** Miller-Rabin primality probabilistic test. Probability of failing one iteration is at most 1/4. 15 iterations should be enough for 50-bit numbers.  
**Time:** 15 times the complexity of  $a^b \bmod c$ .

```
16 lines
"ModMull.h"
bool prime(ull p) {
    if (p == 2) return true;
    if (p == 1 || p % 2 == 0) return false;
    ull s = p - 1;
    while (s % 2 == 0) s /= 2;
    rep(i,0,15) {
        ull a = rand() % (p - 1) + 1, tmp = s;
        ull mod = mod_pow(a, tmp, p);
        while (tmp != p - 1 && mod != 1 && mod != p - 1) {
            mod = mod_mul(mod, mod, p);
            tmp *= 2;
        }
        if (mod != p - 1 && tmp % 2 == 0) return false;
    }
    return true;
}
```

factor.h  
**Description:** Pollard's rho algorithm. It is a probabilistic factorisation algorithm, whose expected time complexity is good. Before you start using it, run init(bits), where bits is the length of the numbers you use.  
**Time:** Expected running time should be good enough for 50-bit numbers.

```
37 lines
"MillerRabin.h", "eratosthenes.h", "euclid.h"
vector<ull> pr;
ull f(ull a, ull n, ull &has) {
    return (mod_mul(a, a, n) + has) % n;
}
vector<ull> factor(ull d) {
    vector<ull> res;
    for (size_t i = 0; i < pr.size() && pr[i]*pr[i] <= d; i++)
        if (d % pr[i] == 0) {
            while (d % pr[i] == 0) d /= pr[i];
            res.push_back(pr[i]);
        }
    //d is now a product of at most 2 primes.
    if (d > 1) {
        if (prime(d))
            res.push_back(d);
        else while (true) {
            ull has = rand() % 2321 + 47;
            ull x = 2, y = 2, c = 1;
```

```
for (; c==1; c = gcd((y > x ? y - x : x - y), d)) {
    x = f(x, d, has);
    y = f(y, d, has), d, has);
}
if (c != d) {
    res.push_back(c); d /= c;
    if (d != c) res.push_back(d);
    break;
}
}
}
return res;
}
void init(int bits) { //how many bits do we use?
    vi p = eratosthenes_sieve(1 << ((bits + 2) / 3));
    vector<ull> pr(p.size());
    for (size_t i=0; i<pr.size(); i++)
        pr[i] = p[i];
}
```

## 5.3 Divisibility

euclid.h  
**Description:** Finds the Greatest Common Divisor to the integers a and b. Euclid also finds two integers x and y, such that  $ax + by = \gcd(a,b)$ . If a and b are coprime, then x is the inverse of  $a \bmod b$ .

```
7 lines
ll gcd(ll a, ll b) { return __gcd(a, b); }

ll euclid(ll a, ll b, ll &x, ll &y) {
    if (b) { ll d = euclid(b, a % b, y, x);
        return y -= a/b * x, d; }
    return x = 1, y = 0, a;
}
```

### 5.3.1 Bézout's identity

For  $a \neq 0, b \neq 0$ , then  $d = \gcd(a,b)$  is the smallest positive integer for which there are integer solutions to

$$ax + by = d$$

If  $(x,y)$  is one solution, then all solutions are given by

$$\left(x + \frac{kb}{\gcd(a,b)}, y - \frac{ka}{\gcd(a,b)}\right), \quad k \in \mathbb{Z}$$

phiFunction.h  
**Description:** Euler's totient or Euler's phi function is defined as  $\phi(n) := \#$  of positive integers  $\leq n$  that are coprime with  $n$ . The cototient is  $n - \phi(n)$ .  $\phi(1) = 1, p \text{ prime} \Rightarrow \phi(p^k) = (p-1)p^{k-1}, m,n \text{ coprime} \Rightarrow \phi(mn) = \phi(m)\phi(n)$ . If  $n = p_1^{k_1}p_2^{k_2}...p_r^{k_r}$  then  $\phi(n) = (p_1-1)p_1^{k_1-1}...(p_r-1)p_r^{k_r-1}$ .  $\phi(n) = n \cdot \prod_{p|n} (1 - 1/p)$ .  $\sum_{d|n} \phi(d) = n, \sum_{1 \leq k \leq n, \gcd(k,n)=1} k = n\phi(n)/2, n > 1$   
**Euler's thm:**  $a, n \text{ coprime} \Rightarrow a^{\phi(n)} \equiv 1 \pmod n$ .  
**Fermat's little thm:**  $p \text{ prime} \Rightarrow a^{p-1} \equiv 1 \pmod p \quad \forall a$ .

```
10 lines
const int LIM = 5000000;
int phi[LIM];

void calculatePhi() {
    rep(i,0,LIM) phi[i] = i&1 ? i : i/2;
```

```
for(int i = 3; i < LIM; i += 2)
    if(phi[i] == i)
        for(int j = i; j < LIM; j += i)
            (phi[j] /= i) *= i-1;
}
```

## 5.4 Chinese remainder theorem

chinese.h  
**Description:** Chinese Remainder Theorem. chinese(a, m, b, n) returns a number x, such that  $x \equiv a \pmod m$  and  $x \equiv b \pmod n$ . For not coprime  $n,m$ , use chinese\_common. Note that all numbers must be less than  $2^{31}$  if you have Z = unsigned long long.  
**Time:**  $\log(m+n)$

```
13 lines
"euclid.h"
template <class Z> Z chinese(Z a, Z m, Z b, Z n) {
    Z x, y; euclid(m, n, x, y);
    Z ret = a * (y + m) % m * n + b * (x + n) % n * m;
    if (ret >= m * n) ret -= m * n;
    return ret;
}

template <class Z> Z chinese_common(Z a, Z m, Z b, Z n) {
    Z d = gcd(m, n);
    if ((b - a) % n < 0) b += n;
    if (b % d) return -1; // No solution
    return d * chinese(Z(0), m/d, b/d, n/d) + a;
}
```

## 5.5 Pythagorean Triples

The Pythagorean triples are uniquely generated by

$$a = k \cdot (m^2 - n^2), \quad b = k \cdot (2mn), \quad c = k \cdot (m^2 + n^2),$$

with  $m > n > 0, k > 0, m \perp n$ , and either m or n even.

## 5.6 Primes

$p = 962592769$  is such that  $2^{21} \mid p - 1$ , which may be useful. For hashing use 970592641 (31-bit number), 31443539979727 (45-bit), 3006703054056749 (52-bit). There are 78498 primes less than 1 000 000.

Primitive roots exist modulo any prime power  $p^a$ , except for  $p = 2, a > 2$ , and there are  $\phi(\phi(p^a))$  many. For  $p = 2, a > 2$ , the group  $\mathbb{Z}_{2^a}^\times$  is instead isomorphic to  $\mathbb{Z}_2 \times \mathbb{Z}_{2^{a-2}}$ .

## 5.7 Estimates

$$\sum_{d|n} d = O(n \log \log n).$$

The number of divisors of n is at most around 100 for  $n < 5e4$ , 500 for  $n < 1e7$ , 2000 for  $n < 1e10$ , 200 000 for  $n < 1e19$ .

# Combinatorial (6)



## 6.1 The Twelfold Way

Counts the  $\#$  of functions  $f : N \rightarrow K$ ,  $|N| = n$ ,  $|K| = k$ . The elements in  $N$  and  $K$  can be distinguishable or indistinguishable, while  $f$  can be injective (one-to-one) of surjective (onto).

$N$	$K$	none	injective	surjective
dist	dist	$k^n$	$\frac{k!}{(k-n)!}$	$k!S(n,k)$
indist	dist	$\binom{n+k-1}{n}$	$\binom{k}{n}$	$\binom{n-1}{n-k}$
dist	indist	$\sum_{t=0}^k S(n,t)$	$[n \leq k]$	$S(n,k)$
indist	indist	$\sum_{t=1}^k p(n,t)$	$[n \leq k]$	$p(n,k)$

Here,  $S(n,k)$  is the Stirling number of the second kind, and  $p(n,k)$  is the partition number.

## 6.2 Permutations

### 6.2.1 Factorial

$n$	1	2	3	4	5	6	7	8	9	10
$n!$	1	2	6	24	120	720	5040	40320	362880	3628800
$n$	11	12	13	14	15	16	17			
$n!$	4.0e7	4.8e8	6.2e9	8.7e10	1.3e12	2.1e13	3.6e14			
$n$	20	25	30	40	50	100	150	171		
$n!$	2e18	2e25	3e32	8e47	3e64	9e157	6e262	>DBL_MAX		

```
intperm.h
Description: Permutations to/from integers. The bijection is order pre-
serving.
Time:  $\mathcal{O}(n^2)$ 
20 lines

int factorial[] = {1, 1, 2, 6, 24, 120, 720, 5040}; // etc.
template <class Z, class It>
void perm_to_int(Z& val, It begin, It end) {
    int x = 0, n = 0;
    for (It i = begin; i != end; ++i, ++n)
        if (*i < *begin) ++x;
    if (n > 2) perm_to_int<Z>(val, ++begin, end);
    else val = 0;
    val += factorial[n-1]*x;
}
/* range [begin, end) does not have to be sorted. */
template <class Z, class It>
void int_to_perm(Z val, It begin, It end) {
    Z fac = factorial[end - begin - 1];
    // Note that the division result will fit in an integer!
    int x = val / fac;
    nth_element(begin, begin + x, end);
    swap(*begin, *(begin + x));
    if (end - begin > 2) int_to_perm(val % fac, ++begin, end);
}
```

### 6.2.2 Cycles

Let the number of  $n$ -permutations whose cycle lengths all belong to the set  $S$  be denoted by  $g_S(n)$ . Then

$$\sum_{n=0}^{\infty} g_S(n) \frac{x^n}{n!} = \exp \left( \sum_{n \in S} \frac{x^n}{n} \right)$$

### 6.2.3 Derangements

Permutations of a set such that none of the elements appear in their original position.

$$D(n) = (n-1)(D(n-1)+D(n-2)) = nD(n-1)+(-1)^n = \left\lfloor \frac{n!}{e} \right\rfloor$$

```
derangements.h
Description: Generates the i:th derangement of  $S_n$  (in lexicographical
order).
38 lines

template <class T, int N>
struct derangements {
    T dgen[N][N], choose[N][N], fac[N];
    derangements() {
        fac[0] = choose[0][0] = 1;
        memset(dgen, 0, sizeof(dgen));
        rep(m,1,N) {
            fac[m] = fac[m-1] * m;
            choose[m][0] = choose[m][m] = 1;
            rep(k,1,m)
                choose[m][k] = choose[m-1][k-1] + choose[m-1][k];
        }
    }
    T DGen(int n, int k) {
        T ans = 0;
        if (dgen[n][k]) return dgen[n][k];
        rep(i,0,k+1)
            ans += (i&1?-1:1) * choose[k][i] * fac[n-i];
        return dgen[n][k] = ans;
    }
    void generate(int n, T idx, int *res) {
        int vals[N];
        rep(i,0,n) vals[i] = i;
        rep(i,0,n) {
            int j, k = 0, m = n - i;
            rep(j,0,m) if (vals[j] > i) ++k;
            rep(j,0,m) {
                T p = 0;
                if (vals[j] > i) p = DGen(m-1, k-1);
                else if (vals[j] < i) p = DGen(m-1, k);
                if (idx <= p) break;
                idx -= p;
            }
            res[i] = vals[j];
            memmove(vals + j, vals + j + 1, sizeof(int)*(m-j-1));
        }
    }
};
```

### 6.2.4 Involutions

An involution is a permutation with maximum cycle length 2, and it is its own inverse.

$$a(n) = a(n-1) + (n-1)a(n-2)$$
$$a(0) = a(1) = 1$$

1, 1, 2, 4, 10, 26, 76, 232, 764, 2620, 9496, 35696, 140152

### 6.2.5 Stirling numbers of the first kind

$$s(n,k) = (-1)^{n-k} c(n,k)$$

$c(n,k)$  is the unsigned Stirling numbers of the first kind, and they count the number of permutations on  $n$  items with  $k$  cycles.

$$s(n,k) = s(n-1,k-1) - (n-1)s(n-1,k)$$

$$s(0,0) = 1, s(n,0) = s(0,n) = 0$$

$$c(n,k) = c(n-1,k-1) + (n-1)c(n-1,k)$$

$$c(0,0) = 1, c(n,0) = c(0,n) = 0$$

### 6.2.6 Eulerian numbers

Number of permutations  $\pi \in S_n$  in which exactly  $k$  elements are greater than the previous element.  $k$   $j$ :s s.t.  $\pi(j) > \pi(j+1)$ ,  $k+1$   $j$ :s s.t.  $\pi(j) \geq j$ ,  $k$   $j$ :s s.t.  $\pi(j) > j$ .

$$E(n,k) = (n-k)E(n-1,k-1) + (k+1)E(n-1,k)$$

$$E(n,0) = E(n,n-1) = 1$$

$$E(n,k) = \sum_{j=0}^k (-1)^j \binom{n+1}{j} (k+1-j)^n$$

### 6.2.7 Burnside's lemma

Given a group  $G$  of symmetries and a set  $X$ , the number of elements of  $X$  up to symmetry equals

$$\frac{1}{|G|} \sum_{g \in G} |X^g|,$$

where  $X^g$  are the elements fixed by  $g$  ( $g.x = x$ ).

If  $f(n)$  counts ”configurations” (of some sort) of length  $n$ , we can ignore rotational symmetry using  $G = \mathbb{Z}_n$  to get

$$g(n) = \frac{1}{n} \sum_{k=0}^{n-1} f(\gcd(n, k)) = \frac{1}{n} \sum_{k|n} f(k) \phi(n/k).$$

### 6.3 Partitions and subsets

#### 6.3.1 Partition function

Partitions of  $n$  with exactly  $k$  parts,  $p(n, k)$ , i.e., writing  $n$  as a sum of  $k$  positive integers, disregarding the order of the summands.

$$p(n, k) = p(n - 1, k - 1) + p(n - k, k)$$
$$p(0, 0) = p(1, n) = p(n, n) = p(n, n - 1) = 1$$

For partitions with any number of parts,  $p(n)$  obeys

$$p(0) = 1, \; p(n) = \sum_{k \in \mathbb{Z} \setminus \{0\}} (-1)^{k+1} p(n - k(3k - 1)/2)$$

$$p(n) \sim 0.145/n \cdot \exp(2.56\sqrt{n})$$

$n$	0	1	2	3	4	5	6	7	8	9	20	50	100
$p(n)$	1	1	2	3	5	7	11	15	22	30	627	~2e5	~2e8

#### 6.3.2 Binomials

binomial.h
<b>Description:</b> The number of $k$ -element subsets of an $n$ -element set, $\binom{n}{k} = \frac{n!}{k!(n-k)!}$
<b>Time:</b> $\mathcal{O}(\min(k, n - k))$
6 lines
<pre>11 choose(int n, int k) {   11 c = 1, to = min(k, n-k);   if (to &lt; 0) return 0;   rep(i,0,to) c = c * (n - i) / (i + 1);   return c; }</pre>

binomialModPrime.h
<b>Description:</b> Lucas' thm: Let $n, m$ be non-negative integers and $p$ a prime. Write $n = n_k p^k + \dots + n_1 p + n_0$ and $m = m_k p^k + \dots + m_1 p + m_0$ . Then $\binom{n}{m} \equiv \prod_{i=0}^k \binom{n_i}{m_i} \pmod p$ . fact and invfact must hold pre-computed factorials / inverse factorials, e.g. from ModInverse.h.
<b>Time:</b> $\mathcal{O}(\log_p n)$
10 lines
<pre>11 chooseModP(11 n, 11 m, int p, vi&amp; fact, vi&amp; invfact) {   11 c = 1;   while (n    m) {     11 a = n % p, b = m % p;     if (a &lt; b) return 0;     c = c * fact[a] % p * invfact[b] % p * invfact[a - b] % p;     n /= p; m /= p;   }   return c; }</pre>

RollingBinomial.h
<b>Description:</b> $\binom{n}{k} \pmod m$ in time proportional to the difference between $(n, k)$ and the previous $(n, k)$ .
14 lines
<pre>const 11 mod = 1000000007; vector&lt;11&gt; invs; // precomputed up to max n, inclusively struct Bin {   int N = 0, K = 0; 11 r = 1;   void m(11 a, 11 b) { r = r * a % mod * invs[b] % mod; }   11 choose(int n, int k) {     if (k &gt; n    k &lt; 0) return 0;     while (N &lt; n) ++N, m(N, N-K);     while (K &lt; k) ++K, m(N-K+1, K);     while (K &gt; k) m(K, N-K+1), --K;     while (N &gt; n) m(N-K, N), --N;     return r;   } };</pre>

multinomial.h
<b>Description:</b> $\binom{\sum k_i}{k_1, k_2, \dots, k_n} = \frac{(\sum k_i)!}{k_1! k_2! \dots k_n!}$
<b>Time:</b> $\mathcal{O}((\sum k_i) - k_1)$
6 lines
<pre>11 multinomial(vi&amp; v) {   11 c = 1, m = v.empty() ? 1 : v[0];   rep(i,1,sz(v)) rep(j,0,v[i])     c = c * ++m / (j+1);   return c; }</pre>

#### 6.3.3 Stirling numbers of the second kind

Partitions of  $n$  distinct elements into exactly  $k$  groups.

$$S(n, k) = S(n - 1, k - 1) + k S(n - 1, k)$$

$$S(n, 1) = S(n, n) = 1$$

$$S(n, k) = \frac{1}{k!} \sum_{j=0}^k (-1)^{k-j} \binom{k}{j} j^n$$

#### 6.3.4 Bell numbers

Total number of partitions of  $n$  distinct elements.

$$B(n) = \sum_{k=1}^n \binom{n-1}{k-1} B(n-k) = \sum_{k=1}^n S(n, k)$$

$$B(0) = B(1) = 1$$

The first are 1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, 115975, 678570, 4213597. For a prime  $p$

$$B(p^m + n) \equiv m B(n) + B(n + 1) \pmod p$$

#### 6.3.5 Triangles

Given rods of length  $1, \dots, n$ ,

$$T(n) = \frac{1}{24} \begin{cases} n(n-2)(2n-5) & n \text{ even} \\ (n-1)(n-3)(2n-1) & n \text{ odd} \end{cases}$$

is the number of distinct triangles (positive are) that can be constructed, i.e., the  $\#$  of 3-subsets of  $[n]$  s.t.  $x \leq y \leq z$  and  $z \neq x + y$ .

### 6.4 General purpose numbers

#### 6.4.1 Catalan numbers

$$C_n = \frac{1}{n+1} \binom{2n}{n} = \binom{2n}{n} - \binom{2n}{n+1} = \frac{(2n)!}{(n+1)!n!}$$

$$C_{n+1} = \frac{2(2n+1)}{n+2} C_n$$

$$C_0 = 1, C_{n+1} = \sum C_i C_{n-i}$$

First few are 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, 208012, 742900.

- $\#$  of monotonic lattice paths of a  $n \times n$ -grid which do not pass above the diagonal.
- $\#$  of expressions containing  $n$  pairs of parenthesis which are correctly matched.
- $\#$  of full binary trees with with  $n + 1$  leaves (0 or 2 children).
- $\#$  of non-isomorphic ordered trees with  $n + 1$  vertices.
- $\#$  of ways a convex polygon with  $n + 2$  sides can be cut into triangles by connecting vertices with straight lines.
- $\#$  of permutations of  $[n]$  with no three-term increasing subsequence.

#### 6.4.2 Super Catalan numbers

The number of monotonic lattice paths of a  $n \times n$ -grid that do not touch the diagonal.

$$S(n) = \frac{3(2n-3)S(n-1) - (n-3)S(n-2)}{n}$$

$$S(1) = S(2) = 1$$

1, 1, 3, 11, 45, 197, 903, 4279, 20793, 103049, 518859

### 6.4.3 Motzkin numbers

Number of ways of drawing any number of nonintersecting chords among  $n$  points on a circle. Number of lattice paths from  $(0,0)$  to  $(n,0)$  never going below the  $x$ -axis, using only steps NE, E, SE.

$$M(n) = \frac{3(n-1)M(n-2) + (2n+1)M(n-1)}{n+2}$$

$$M(0) = M(1) = 1$$

1, 1, 2, 4, 9, 21, 51, 127, 323, 835, 2188, 5798, 15511, 41835, 113634

### 6.4.4 Narayana numbers

Number of lattice paths from  $(0,0)$  to  $(2n,0)$  never going below the  $x$ -axis, using only steps NE and SE, and with  $k$  peaks.

$$N(n,k) = \frac{1}{n} \binom{n}{k} \binom{n}{k-1}$$

$$N(n,1) = N(n,n) = 1$$

$$\sum_{k=1}^n N(n,k) = C_n$$

1, 1, 1, 1, 3, 1, 1, 6, 6, 1, 1, 10, 20, 10, 1, 1, 15, 50

### 6.4.5 Schröder numbers

Number of lattice paths from  $(0,0)$  to  $(n,n)$  using only steps N,NE,E, never going above the diagonal. Number of lattice paths from  $(0,0)$  to  $(2n,0)$  using only steps NE, SE and double east EE, never going below the  $x$ -axis. Twice the Super Catalan number, except for the first term. 1, 2, 6, 22, 90, 394, 1806, 8558, 41586, 206098

## Graph (7)

globalmincut.h

**Description:** Given an adjacency matrix returns the global mincut and the vertices of one of the cuts.

**Time:**  $\mathcal{O}(V^3)$

84 lines

```
/*
 * If you dont need the cut you can eliminate every thing with
   this coment "// *****"
 *Explanation of algorithm:
 * -getting the mincut value: it does n-1 iterations. In each
   iteration it starts by a vertex (random) as set A.
 * then it iterates until only two vertices are left by adding
   to set A the most tightly connected vertex to A (vertex
   not in A).
```

```
* it insert this vertex to A. When only two vertices are left
  , the mincut between those two is the weight W of the
  edges between
* the last vertex and A. mincut = min(mincut, W)
* We then merge the two last vertices and start again.
*
* -getting the cut: basically when we merge two nodes we
  merge them with mfsset. When we obtain a new best mincut
  value, a cut
* is represented buy the nodes in the same component as the
  last node;
*/

// Maximum number of vertices in the graph
#define NN 256
// Maximum edge weight (MAXW * NN * NN must fit into an int)
#define MAXW 1000
// Adjacency matrix and some internal arrays
int v[NN], w[NN];
bool a[NN];

int pare[NN]; // *****
int par (int b){ // *****
    if (pare[b] == b) return b;
    pare[b] = par(pare[b]);
    return pare[b];
}

inline void merge (int b, int c){ // *****
    pare[par(b)] = par(c);
}

pair < int, vi > minCut(vvi& g, int n) {
    int nl = n;
    // init the remaining vertex set
    for (int i = 0; i < n; i++){
        v[i] = i;
        pare[i] = i; // *****
    }
    // run Stoer-Wagner
    int best = MAXW * n * n;
    vi cut; // *****
    while (n > 1) {
        // initialize the set A and vertex weights
        a[v[0]] = true;
        for (int i = 1; i < n; i++) {
            a[v[i]] = false;
            w[i] = g[v[0]][v[i]];
        }
        // add the other vertices
        int prev = v[0];
        for (int i = 1; i < n; i++) {
            // find the most tightly connected non-A vertex
            int zj = -1;
            for (int j = 1; j < n; j++)
                if (!a[v[j]] && (zj < 0 || w[j] > w[zj])) zj = j;
            // add it to A
            a[v[zj]] = true;
            // last vertex?
            if (i == n - 1) {
                // remember the cut weight
                if (best > w[zj]){
                    best = w[zj];
                    cut.clear(); // *****
                    for (int ko = 0; ko < nl; ko++) if (par(ko) == par(v[
                        zj])) cut.push_back(ko); // *****
                }
            }
        }

        // merge prev and v[zj]
```

```
merge(prev, v[zj]); // *****
for (int j = 0; j < n; j++)
    g[v[j]][prev] = g[prev][v[j]] += g[v[zj]][v[j]];
v[zj] = v[--n];
break;
}
prev = v[zj];
// update the weights of its neighbours
for (int j = 1; j < n; j++)
    if (!a[v[j]]) w[j] += g[v[zj]][v[j]];
}
}
return {best, cut};
}
```

EulerianCycle.h

**Description:** returns de eulerian cycle/tour starting at u, cycle is in reverse order. If its a tour it must start at a vertex with odd degree. It is common to add edges between odd vertex to find a pseudo euler tour.

**Usage:** Call find cycle with a vertex where a eulerian tour/cycle is possible, when adding edges make sure that two vertex have the same edge iff it is undirected.

**Time:**  $\mathcal{O}(E)$

25 lines

```
typedef vector<int> vi;
struct edge{
    int u, v;
    bool used;
};

void Eulerdfs(int u, vi &nxt, vi &Euler, vector<edge> &E, const
vector<vi> &adj) {
    while(nxt[u] < adj[u].size()){
        int go = adj[u][nxt[u]++];
        if(!E[go].used){
            E[go].used = 1;
            int to = (E[go].u ^ E[go].v ^ u);
            Eulerdfs(to, nxt, Euler, E, adj);
        }
    }
    Euler.push_back(u);
}
```

```
vi Eulerian(int u, vector<edge> &E, const vector<vi> &adj) {
    vi nxt (adj.size(),0);
    vi Euler;
    Eulerdfs(u, nxt, Euler, E, adj);
    reverse(Euler.begin(), Euler.end());
    return Euler;
}
```

MaxFlow.h

**Description:** Returns maximum flow.

**Usage:** To obtain a cut in the mincut problem one must bfs from the source. All the vertices reached from it using only edges with capacity > 0 are in the same cut

**Time:**  $\mathcal{O}(V^2)$  for general graphs and  $\mathcal{O}(E * \sqrt{V})$  for the maximum matching problem (bipartite unit weighted graf). It is generally very fast.

67 lines

```
typedef long long ll;
typedef vector<int> VI;
typedef vector<VI> VVI;
const ll INF = 1000000000000000000LL;

#define VEI(w,e) ((E[e].u == w) ? E[e].v : E[e].u)
#define CAP(w,e) ((E[e].u == w) ? E[e].cap[0] - E[e].flow : E[e
].cap[1] + E[e].flow)
#define ADD(w,e,f) E[e].flow += ((E[e].u == w) ? (f) : -(f))
```

```
struct Edge { int u, v; ll cap[2], flow; };

VI d, act;

bool bfs(int s, int t, VVI& adj, vector<Edge>& E) {
    queue<int> Q;
    d = VI(adj.size(), -1);
    d[t] = 0;
    Q.push(t);
    while (not Q.empty()) {
        int u = Q.front(); Q.pop();
        for (int i = 0; i < int(adj[u].size()); ++i) {
            int e = adj[u][i], v = VEI(u, e);
            if (CAP(v, e) > 0 and d[v] == -1) {
                d[v] = d[u] + 1;
                Q.push(v);
            }
        }
    }
    return d[s] >= 0;
}

ll dfs(int u,int t,ll bot,VVI& adj,vector<Edge>& E) {
    if (u == t) return bot;
    for (; act[u] < int(adj[u].size()); ++act[u]) {
        int e = adj[u][act[u]];
        if (CAP(u, e) > 0 and d[u] == d[VEI(u, e)] + 1) {
            ll inc=dfs(VEI(u,e),t,min(bot,CAP(u,e)),adj,E);
            if (inc) {
                ADD(u, e, inc);
                return inc;
            }
        }
    }
    return 0;
}

ll maxflow(int s, int t, VVI& adj, vector<Edge>& E) {
    for (int i=0; i<int(E.size()); ++i) E[i].flow = 0;
    ll flow = 0, bot;
    while (bfs(s, t, adj, E)) {
        act = VI(adj.size(), 0);
        while ((bot = dfs(s,t,INF, adj, E)) flow += bot;
    }
    return flow;
}

void addEdge(int u, int v, VVI& adj, vector<Edge>& E, ll cap){
    Edge e;
    e.u = u;
    e.v = v;
    e.cap[0] = cap;
    e.cap[1] = 0;
    e.flow = 0;
    adj[u].push_back(E.size());
    adj[v].push_back(E.size());
    E.push_back(e);
}
```

StableMarriage.h

**Description:** findMatch finds a stable matching where the first groups is preferred given the preference lists of two groups of persons

**Usage:** prl[i] = preference list of person i (from 1. list) (format A), pr2[i][j] = position in the preference list of person j (from 1. list), in preference list of i (from 2. list) (format B)

**Time:**  $\mathcal{O}(N^2)$

28 lines

const int MAXN = 4 \* 1024;

```
int prl[MAXN][MAXN],pr2[MAXN][MAXN];
int match[MAXN]; // match[i]=partner of person i out of group 2
int res[MAXN]; // res[i]=partner of person i out of group 2
int id[MAXN];
int N;
void findMatch() {
    fill_n(match, N, -1);
    fill_n(id, N, 0);
    FOR(m,0,N) {
        int cur = m;
        while (true) {
            int ot = prl[cur][id[cur]];
            if (match[ot] == -1) {
                match[ot] = cur;
                break;
            }
            if (pr2[ot][cur] < pr2[ot][match[ot]]) swap(match[ot],cur);
            id[cur]++;
        }
    }
    FOR(i,0,N) res[match[i]] = i;
}
// convert preference list of format A to format B and in reverse
int ranks[MAXN][MAXN]; // values to convert
int reranks[MAXN][MAXN]; // converted values
void convertRanklist() { FOR(i,0,N) FOR(j,0,N) reranks[i][ranks[i][j]] = j; }
```

MaxWeightBipartiteMatching.h

**Description:** finds a max weight bipartite matching. hungarian() returns the value of the max weight matching. xy contains for each vertex on the left the corresponding node right, yx the other way around.

**Usage:** initialize cost matrix (profit of matching on of the N left vertexes with one of the N right vertexes)

**Time:**  $\mathcal{O}(N^3)$

68 lines

```
int cost[N][N];
int xy[N], yx[N];
int lx[N], ly[N];
bool tree[N];
int slack[N], pred[N];

void init_matching() {
    fill_n(xy, N, -1);
    fill_n(yx, N, -1);
    fill_n(lx, N, 0);
    fill_n(ly, N, 0);
    FOR(x, 0, N) FOR(y, 0, N) lx[x] = max(lx[x], cost[x][y]);
}

void init_tree() {
    fill_n(tree, N, false);
    fill_n(pred, N, -1);
    FOR(x, 0, N) {
        if (xy[x] != -1) continue;
        tree[x] = true;
        FOR(y, 0, N) slack[y] = lx[x] + ly[y] - cost[x][y];
        break;
    }
}

bool augment() {
    bool found = true;
    while (found) {
        found = false;
        FOR(y, 0, N) {
```

```
if (pred[y] != -1 || slack[y]) continue;
found = true;
FOR(x, 0, N) if (tree[x] && cost[x][y] == lx[x] + ly[y])
    pred[y] = x;
if (yx[y] == -1) {
    while (y != -1) {
        yx[y] = pred[y];
        swap(y, xy[pred[y]]);
    }
    return true;
} else if (!tree[yx[y]]) {
    tree[yx[y]] = true;
    FOR(yy, 0, N) {
        int v = lx[yx[yy]] + ly[yy] - cost[yx[yy]][yy];
        slack[yy] = min(slack[yy], v);
    }
}
}
return false;
}

void update_labels() {
    int delta = INT_MAX;
    FOR(y, 0, N) if (pred[y] == -1) delta = min(delta, slack[y]);
    FOR(x, 0, N) if (tree[x]) lx[x] -= delta;
    FOR(y, 0, N) if (pred[y] != -1) ly[y] += delta; else slack[y] -= delta;
}

int hungarian() {
    init_matching();
    FOR(i, 0, N) {
        init_tree();
        while (!augment()) update_labels();
    }
    int res = 0;
    FOR(x, 0, N) res += cost[x][xy[x]];
    return res;
}
```

SCC.h

**Description:** Finds strongly connected components in a directed graph. If vertices  $u, v$  belong to the same component, we can reach  $u$  from  $v$  and vice versa.

**Usage:** Use addedge to addedges in a directed graph(will also add reverse edges), after calling Kosaraju comp will save the component number of each vertex ordered by topological order.

**Time:**  $\mathcal{O}(E + V)$

27 lines

```
const int MAXN = 100010;
stack<int> st;
int m[MAXN], comp[MAXN];
vector<int> adj[2][MAXN];
int c = 0;

void addedge(vector<vector<int>> &adj, int u, int v) {
    adj[0][u].push_back(v);
    adj[1][v].push_back(u);
}

void dfs(int u, int t, vector<int>& m) {
    m[u] = 1;
    for(int v : adj[t][u]) if(!m[v]) dfs(v,t);
    if(t) comp[u] = c;
    else st.push(u);
}

void kosaraju(int n) {
```

```

vector<int> m(n,0);
for(int i = 0; i < n; ++i) if(!m[i]) dfs(i,0,m);
m = vector<int>(n,0);
for(;st.size();st.pop()) {
    int u = st.top();
    if(!m[u]) dfs(u,1), c++;
}
}

```

## BinaryJumps.h

**Description:** Computes lca with binaryjumps, root is 0

**Time:**  $\mathcal{O}(n \log n)$

77 lines

```

struct BinaryLifting {
    vector<vector<int>> > BL;
    vector<vector<int>> > adj;
    vector<int> P;
    vector<int> D;
    int V,E;
    int MAXLOG = 0;

    void dfs(int u, int p){
        D[u] = D[p] + 1;
        for (int v : adj[u]) {
            if (v != p) {
                BL[v][0] = u;
                dfs(v, u);
            }
        }
    }

    void build(int n){
        V = n;
        E = n-1;
        P.resize(V+1);
        D.resize(n);
        while ((1 << MAXLOG) <= V) ++MAXLOG;
        BL = vector<vector<int>> > (V, vector<int> (MAXLOG));
        adj.resize(V);
        for (int i = 0; i < E; ++i) {
            int x, y;
            cin >> x >> y;
            adj[x].push_back(y);
            adj[y].push_back(x);
        }
        D[0] = -1;
        dfs(0,0);
        int LOG = 0;

        for (int i = 1; i < V + 1; ++i) {
            if(1 << (LOG+1) <= i) P[i] = ++LOG;
            else P[i] = LOG;
        }

        for (int j = 1; j < MAXLOG; ++j) {
            for (int i = 0; i < V; ++i) {
                BL[i][j] = BL[BL[i][j-1]][j-1];
            }
        }
    }

    int maxjump(int depth, int node){
        return BL[node][P[depth]];
    }

    int lift(int node, int h) {
        int cnt = 0;
        while(h) {
            if(h&1) node = BL[node][cnt];

```

```

        cnt++;
        h >>= 1;
    }
    return node;
}

int LCA(int a, int b) {
    if(D[a] > D[b]) a = lift(a, D[a] - D[b]);
    else b = lift(b, D[b] - D[a]);
    if(a == b) return a;
    int jump = MAXLOG-2;
    while(jump && a != b) {
        if(BL[a][jump] != BL[b][jump] && BL[a][jump+1] !=
            BL[b][jump+1]) {
            a = lift(a, jump);
            b = lift(b, jump);
        }
        --jump;
    }
    return BL[a][0];
}
};

```

## BiconnectedComponents.h

**Description:** Finds all biconnected components in an undirected graph, and runs a callback for the edges in each. In a biconnected component there are at least two distinct paths between any two nodes. If a node is in several components, it is an articulation point. An edge which is not in a component is a bridge, i.e., not part of any cycle.

**Usage:** int eid = 0; ed.resize(N);  
for each edge (a,b) {  
ed[a].emplace\_back(b, eid);  
ed[b].emplace\_back(a, eid++); }  
bicomps([&](const vi& edgelist) {...});  
**Time:**  $\mathcal{O}(E + V)$

34 lines

```

vi num, st;
vector<vector<pii>> ed;
int Time;
template<class F>
int dfs(int at, int par, F f) {
    int me = num[at] = ++Time, e, y, top = me;
    for(auto &pa: ed[at]) if (pa.second != par) {
        tie(y, e) = pa;
        if (num[y]) {
            top = min(top, num[y]);
            if (num[y] < me)
                st.push_back(e);
        } else {
            int si = sz(st);
            int up = dfs(y, e, f);
            top = min(top, up);
            if (up == me) {
                st.push_back(e);
                f(vi(st.begin() + si, st.end()));
                st.resize(si);
            }
            else if (up < me)
                st.push_back(e);
            // else e is a bridge
        }
    }
    return top;
}

```

```

template<class F>
void bicomps(F f) {
    num.assign(sz(ed), 0);
    FOR(i,0,sz(ed)) if (!num[i]) dfs(i, -1, f);
}

```

```

}
```

## LengauerTarjan.h

**Description:** Computes dominator tree of a directed graph from a root. Vertex A dominates B, if all possible paths from root to B go through A. Dominator tree constrains exactly one path root -> A -> B. initialize adjancy lists, call dominator\_tree(r) with root r. Afterwards dom[i] is the parent of i in the dominator tree.

**Time:**  $\mathcal{O}((E + V) \cdot \log V)$

48 lines

```

vi adj[N], rev[N];
int dom[N], semi[N], par[N], node[N], anc[N], label[N];
stack<int> bucket[N];

void dfs(int n, int &cnt) {
    node[cnt] = n;
    semi[n] = cnt++;
    for (const auto &to : adj[n]) {
        if (semi[to] == -1) { par[to] = n; dfs(to, cnt); }
        rev[to].pb(n);
    }
}

void compress(int n) {
    if (anc[anc[n]] != anc[n]) {
        compress(anc[n]);
        if (semi[label[anc[n]]] < semi[label[n]]) label[n] = label[anc[n]];
        anc[n] = anc[anc[n]];
    }
}

int eval(int n) {
    if (anc[n] == n) return n;
    compress(n);
    return label[n];
}

void dominator_tree(int r) {
    FOR(i, 0, N) dom[i] = semi[i] = -1;
    int cnt = 0;
    dfs(r, cnt);
    FOR(i, 0, N) anc[i] = label[i] = i;
    FORD(i, 1, cnt) {
        int n = node[i];
        FOR(i, 0, sz(rev[n])) semi[n] = min(semi[n], semi[eval(rev[n][i])]);
        bucket[node[semi[n]]].push(n);
        anc[n] = par[n];
        while (!bucket[par[n]].empty()) {
            int m = bucket[par[n]].top();
            bucket[par[n]].pop();
            int u = eval(m);
            dom[m] = (semi[u] < semi[m]) ? u : par[n];
        }
    }
    FOR(i, 1, cnt) {
        int n = node[i];
        if (dom[n] != node[semi[n]]) dom[n] = dom[dom[n]];
    }
    FOR(i, 0, N) rev[i].clear();
}

```

## 7.1 Karp's Minimum Mean Cycle

1. Initialize:  $d_0(r) = 0$  and  $\forall v \in V - \{r\}, d_0(v) = \infty$ .
2. For  $i = 1$  to  $n$ :  
— For every  $v \in V$  calculate:

—  $d_i(v) = \min_{u:(u,v) \in E} = \{d_{i-1}(u) + c((u,v))\}$

Optim =  $\min_{v \in V} \max_{0 \leq k \leq n-1} \left\{ \frac{d_n(v) - d_k(v)}{n - k} \right\}$

7.2 Planar Graphs

Formula Euler:  $v - e + f = 2$

Theorem 1: If  $v \geq 3$  then  $e \leq 3v - 6$ .

Theorem 2: If  $v > 3$  and there are no cycles of length 3, then  $e \leq 2v - 4$ .

Geometry (8)

8.1 Geometric primitives

Point.h  
Description: Class to handle points in the plane. T can be e.g. double or long long. (Avoid int.)

```
template <class T>
struct Point {
    typedef Point P;
    T x, y;
    explicit Point(T x=0, T y=0) : x(x), y(y) {
    bool operator<(P p) const { return tie(x,y) < tie(p.x,p.y); }
    bool operator==(P p) const { return tie(x,y)==tie(p.x,p.y); }
    P operator+(P p) const { return P(x+p.x, y+p.y); }
    P operator-(P p) const { return P(x-p.x, y-p.y); }
    P operator*(T d) const { return P(x*d, y*d); }
    P operator/(T d) const { return P(x/d, y/d); }
    T dot(P p) const { return x*p.x + y*p.y; }
    T cross(P p) const { return x*p.y - y*p.x; }
    T cross(P a, P b) const { return (a-*this).cross(b-*this); }
    T dist2() const { return x*x + y*y; }
    double dist() const { return sqrt((double)dist2()); }
    // angle to x-axis in interval [-pi, pi]
    double angle() const { return atan2(y, x); }
    P unit() const { return *this/dist(); } // makes dist()==1
    P perp() const { return P(-y, x); } // rotates +90 degrees
    P normal() const { return perp().unit(); }
    // returns point rotated 'a' radians ccw around the origin
    P rotate(double a) const {
        return P(x*cos(a)-y*sin(a),x*sin(a)+y*cos(a)); }
};
```

lineDistance.h  
Description: Returns the signed distance between point p and the line containing points a and b. Positive value on left side and negative on right as seen from a towards b. a==b gives nan. P is supposed to be Point<T> or Point3D<T> where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long. Using Point3D will always give a non-negative distance.

```
"Point.h"
4 lines

template <class P>
double lineDist(const P& a, const P& b, const P& p) {
    return (double) (b-a).cross(p-a) / (b-a).dist();
}
```

SegmentDistance.h  
Description: Returns the shortest distance between point p and the line segment from point s to e.

```
Usage: Point<double> a, b(2,2), p(1,1);
bool onSegment = segDist(a,b,p) < 1e-10;
"Point.h"
6 lines

typedef Point<double> P;
double segDist(P& s, P& e, P& p) {
    if (s==e) return (p-s).dist();
    auto d = (e-s).dist2(), t = min(d,max(.0, (p-s).dot(e-s)));
    return ((p-s)*d-(e-s)*t).dist()/d;
}
```

SegmentIntersection.h  
Description: If a unique intersestion point between the line segments going from s1 to e1 and from s2 to e2 exists r1 is set to this point and 1 is returned. If no intersection point exists 0 is returned and if infinitely many exists 2 is returned and r1 and r2 are set to the two ends of the common line. The wrong position will be returned if P is Point<int> and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long. Use segmentIntersectionQ to get just a true/false answer.  
Usage: Point<double> intersection, dummy;  
if (segmentIntersection(s1,e1,s2,e2,intersection,dummy)==1) cout << "segments intersect at " << intersection << endl;

```
"Point.h"
27 lines

template <class P>
int segmentIntersection(const P& s1, const P& e1,
    const P& s2, const P& e2, P& r1, P& r2) {
    if (e1==s1) {
        if (e2==s2) {
            if (e1==e2) { r1 = e1; return 1; } //all equal
            else return 0; //different point segments
        } else return segmentIntersection(s2,e2,s1,e1,r1,r2); //swap
    }
    //segment directions and separation
    P v1 = e1-s1, v2 = e2-s2, d = s2-s1;
    auto a = v1.cross(v2), a1 = v1.cross(d), a2 = v2.cross(d);
    if (a == 0) { //if parallel
        auto b1=s1.dot(v1), c1=e1.dot(v1),
            b2=s2.dot(v1), c2=e2.dot(v1);
        if (a1 || a2 || max(b1,min(b2,c2))>min(c1,max(b2,c2)))
            return 0;
        r1 = min(b2,c2)<b1 ? s1 : (b2<c2 ? s2 : e2);
        r2 = max(b2,c2)>c1 ? e1 : (b2>c2 ? s2 : e2);
        return 2-(r1==r2);
    }
    if (a < 0) { a = -a; a1 = -a1; a2 = -a2; }
    if (0<a1 || a<-a1 || 0<a2 || a<-a2)
        return 0;
    r1 = s1-v1*a2/a;
    return 1;
}
```

SegmentIntersectionQ.h  
Description: Like segmentIntersection, but only returns true/false. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long.

```
"Point.h"
16 lines

template <class P>
bool segmentIntersectionQ(P s1, P e1, P s2, P e2) {
    if (e1 == s1) {
        if (e2 == s2) return e1 == e2;
        swap(s1,s2); swap(e1,e2);
    }
    P v1 = e1-s1, v2 = e2-s2, d = s2-s1;
    auto a = v1.cross(v2), a1 = d.cross(v1), a2 = d.cross(v2);
```

```
if (a == 0) { // parallel
    auto b1 = s1.dot(v1), c1 = e1.dot(v1),
        b2 = s2.dot(v1), c2 = e2.dot(v1);
    return !a1 && max(b1,min(b2,c2)) <= min(c1,max(b2,c2));
}
if (a < 0) { a = -a; a1 = -a1; a2 = -a2; }
return (0 <= a1 && a1 <= a && 0 <= a2 && a2 <= a);
}
```

lineIntersection.h  
Description: If a unique intersestion point of the lines going through s1,e1 and s2,e2 exists r is set to this point and 1 is returned. If no intersection point exists 0 is returned and if infinitely many exists -1 is returned. If s1==e1 or s2==e2 -1 is returned. The wrong position will be returned if P is Point<int> and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long.  
Usage: point<double> intersection;  
if (1 == LineIntersection(s1,e1,s2,e2,intersection)) cout << "intersection point at " << intersection << endl;

```
"Point.h"
9 lines

template <class P>
int lineIntersection(const P& s1, const P& e1, const P& s2,
    const P& e2, P& r) {
    if ((e1-s1).cross(e2-s2)) { //if not parallell
        r = s2-(e2-s2)*(e1-s1).cross(s2-s1)/(e1-s1).cross(e2-s2);
        return 1;
    } else
        return -((e1-s1).cross(s2-s1)==0 || s2==e2);
}
```

sideOf.h  
Description: Returns where p is as seen from s towards e. 1/0/-1 ⇔ left/on line/right. If the optional argument eps is given 0 is returned if p is within distance eps from the line. P is supposed to be Point<T> where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long.  
Usage: bool left = sideOf(p1,p2,q)==1;

```
"Point.h"
11 lines

template <class P>
int sideOf(const P& s, const P& e, const P& p) {
    auto a = (e-s).cross(p-s);
    return (a > 0) - (a < 0);
}

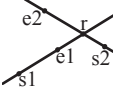
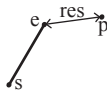
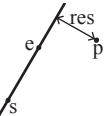
template <class P>
int sideOf(const P& s, const P& e, const P& p, double eps) {
    auto a = (e-s).cross(p-s);
    double l = (e-s).dist()*eps;
    return (a > l) - (a < -l);
}
```

onSegment.h  
Description: Returns true iff p lies on the line segment from s to e. Intended for use with e.g. Point<long long> where overflow is an issue. Use (segDist(s,e,p)<=epsilon) instead when using Point<double>.

```
"Point.h"
5 lines

template <class P>
bool onSegment(const P& s, const P& e, const P& p) {
    P ds = p-s, de = p-e;
    return ds.cross(de) == 0 && ds.dot(de) <= 0;
}
```

linearTransformation.h



Description:

Apply the linear transformation (translation, rotation and scaling) which takes line p0-p1 to line q0-q1 to point r.

"Point.h"6 lines

```
typedef Point<double> P;
P linearTransformation(const P& p0, const P& p1,
    const P& q0, const P& q1, const P& r) {
    P dp = p1-p0, dq = q1-q0, num(dp.cross(dq), dp.dot(dq));
    return q0 + P((r-p0).cross(num), (r-p0).dot(num))/dp.dist2();
}
```

Angle.h

Description: A class for ordering angles (as represented by int points and a number of rotations around the origin). Useful for rotational sweeping.

Usage: vector<Angle> v = {w[0], w[0].t360() ...}; // sorted
int j = 0; rep(i,0,n) {
while (v[j] < v[i].t180()) ++j;
} // sweeps j such that (j-i) represents the number of
positively oriented triangles with vertices at 0 and i

struct Angle {37 lines

```
    int x, y;
    int t;
    Angle(int x, int y, int t=0) : x(x), y(y), t(t) {}
    Angle operator-(Angle a) const { return {x-a.x, y-a.y, t}; }
    int quad() const {
        assert(x || y);
        if (y < 0) return (x >= 0) + 2;
        if (y > 0) return (x <= 0);
        return (x <= 0) * 2;
    }
    Angle t90() const { return {-y, x, t + (quad() == 3)}; }
    Angle t180() const { return {-x, -y, t + (quad() >= 2)}; }
    Angle t360() const { return {x, y, t + 1}; }
};
bool operator<(Angle a, Angle b) {
    // add a.dist2() and b.dist2() to also compare distances
    return make_tuple(a.t, a.quad(), a.y * (ll)b.x) <
        make_tuple(b.t, b.quad(), a.x * (ll)b.y);
}
bool operator>=(Angle a, Angle b) { return !(a < b); }
bool operator>(Angle a, Angle b) { return b < a; }
bool operator<=(Angle a, Angle b) { return !(b < a); }
```

// Given two points, this calculates the smallest angle between
// them, i.e., the angle that covers the defined line segment.
pair<Angle, Angle> segmentAngles(Angle a, Angle b) {
 if (b < a) swap(a, b);
 return (b < a.t180() ?
 make\_pair(a, b) : make\_pair(b, a.t360()));
}

Angle operator+(Angle a, Angle b) { // where b is a vector
Angle r(a.x + b.x, a.y + b.y, a.t);
if (r > a.t180()) r.t--;
return r.t180() < a ? r.t360() : r;
}

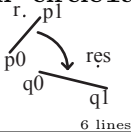
8.2 Circles

CircleIntersection.h

Description: Computes a pair of points at which two circles intersect. Returns false in case of no intersection.

"Point.h"14 lines

```
typedef Point<double> P;
bool circleIntersection(P a, P b, double r1, double r2,
```



```
pair<P, P>* out) {
P delta = b - a;
assert(delta.x || delta.y || r1 != r2);
if (!delta.x && !delta.y) return false;
double r = r1 + r2, d2 = delta.dist2();
double p = (d2 + r1*r1 - r2*r2) / (2.0 * d2);
double h2 = r1*r1 - p*p*d2;
if (d2 > r*r || h2 < 0) return false;
P mid = a + delta*p, per = delta.perp() * sqrt(h2 / d2);
*out = {mid + per, mid - per};
return true;
}
```

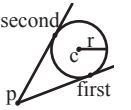
circleTangents.h

Description:

Returns a pair of the two points on the circle with radius r centered around c whos tangent lines intersect p. If p lies within the circle NaN-points are returned. P is intended to be Point<double>. The first point is the one to the right as seen from the p towards c.

Usage: typedef Point<double> P;
pair<P,P> p = circleTangents(P(100,2),P(0,0),2);
"Point.h"6 lines

```
template <class P>
pair<P,P> circleTangents(const P &p, const P &c, double r) {
    P a = p-c;
    double x = r*r/a.dist2(), y = sqrt(x-x*x);
    return make_pair(c+a*x+a.perp()*y, c+a*x-a.perp()*y);
}
```



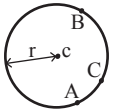
circumcircle.h

Description:

The circumcircle of a triangle is the circle intersecting all three vertices. ccRadius returns the radius of the circle going through points A, B and C and ccCenter returns the center of the same circle.

"Point.h"9 lines

```
typedef Point<double> P;
double ccRadius(const P& A, const P& B, const P& C) {
    return (B-A).dist()*(C-B).dist()*(A-C).dist()/
        abs((B-A).cross(C-A))/2;
}
P ccCenter(const P& A, const P& B, const P& C) {
    P b = C-A, c = B-A;
    return A + (b*c.dist2()-c*b.dist2()).perp()/b.cross(c)/2;
}
```



MinimumEnclosingCircle.h

Description: Computes the minimum circle that encloses a set of points.
Time: expected O(n)

"circumcircle.h"28 lines

```
pair<double, P> mec2(vector<P>& S, P a, P b, int n) {
    double hi = INFINITY, lo = -hi;
    rep(i,0,n) {
        auto si = (b-a).cross(S[i]-a);
        if (si == 0) continue;
        P m = ccCenter(a, b, S[i]);
        auto cr = (b-a).cross(m-a);
        if (si < 0) hi = min(hi, cr);
        else lo = max(lo, cr);
    }
    double v = (0 < lo ? lo : hi < 0 ? hi : 0);
    P c = (a + b) / 2 + (b - a).perp() * v / (b - a).dist2();
    return {(a - c).dist2(), c};
}
pair<double, P> mec(vector<P>& S, P a, int n) {
```

```
random_shuffle(S.begin(), S.begin() + n);
P b = S[0], c = (a + b) / 2;
double r = (a - c).dist2();
rep(i,1,n) if ((S[i] - c).dist2() > r * (1 + 1e-8)) {
    tie(r,c) = (n == sz(S) ?
        mec(S, S[i], i) : mec2(S, a, S[i], i));
}
return {r, c};
}
pair<double, P> enclosingCircle(vector<P> S) {
    assert(!S.empty()); auto r = mec(S, S[0], sz(S));
    return {sqrt(r.first), r.second};
}
```

8.3 Polygons

insidePolygon.h

Description: Returns true if p lies within the polygon described by the points between iterators begin and end. If strict false is returned when p is on the edge of the polygon. Answer is calculated by counting the number of intersections between the polygon and a line going from p to infinity in the positive x-direction. The algorithm uses products in intermediate steps so watch out for overflow. If points within epsilon from an edge should be considered as on the edge replace the line "if (onSegment..." with the comment bellow it (this will cause overflow for int and long long).

Usage: typedef Point<int> pi;
vector<pi> v; v.push\_back(pi(4,4));
v.push\_back(pi(1,2)); v.push\_back(pi(2,1));
bool in = insidePolygon(v.begin(),v.end(), pi(3,4), false);
Time: O(n)
"Point.h", "onSegment.h", "SegmentDistance.h"14 lines

```
template <class It, class P>
bool insidePolygon(It begin, It end, const P& p,
    bool strict = true) {
    int n = 0; //number of isects with line from p to (inf,p.y)
    for (It i = begin, j = end-1; i != end; j = i++) {
        //if p is on edge of polygon
        if (onSegment(*i, *j, p)) return !strict;
        //or: if (segDist(*i, *j, p) <= epsilon) return !strict;
        //increment n if segment intersects line from p
        n += (max(i->y, j->y) > p.y && min(i->y, j->y) <= p.y &&
            ((*j-*i).cross(p-*i) > 0) == (i->y <= p.y));
    }
    return n&1; //inside if odd number of intersections
}
```

PolygonArea.h

Description: Returns twice the signed area of a polygon. Clockwise enumeration gives negative area. Watch out for overflow if using int as T!

"Point.h"6 lines

```
template <class T>
T polygonArea2(vector<Point<T>>& v) {
    T a = v.back().cross(v[0]);
    rep(i,0,sz(v)-1) a += v[i].cross(v[i+1]);
    return a;
}
```

PolygonCenter.h

Description: Returns the center of mass for a polygon.
"Point.h"10 lines

```
typedef Point<double> P;
Point<double> polygonCenter(vector<P>& v) {
    auto i = v.begin(), end = v.end(), j = end-1;
    Point<double> res{0,0}; double A = 0;
    for (; i != end; j=i++) {
        res = res + (*i + *j) * j->cross(*i);
    }
```



```

    A += j->cross(*i);
}
return res / A / 3;
}

```

## PolygonCut.h

### Description:

Returns a vector with the vertices of a polygon with everything to the left of the line going from  $s$  to  $e$  cut away.

**Usage:** vector<P> p = ...;  
p = polygonCut(p, P(0,0), P(1,0));

"Point.h", "lineIntersection.h"

15 lines

```

typedef Point<double> P;
vector<P> polygonCut(const vector<P>& poly, P s, P e) {
    vector<P> res;
    rep(i,0,sz(poly)) {
        P cur = poly[i], prev = i ? poly[i-1] : poly.back();
        bool side = s.cross(e, cur) < 0;
        if (side != (s.cross(e, prev) < 0)) {
            res.emplace_back();
            lineIntersection(s, e, cur, prev, res.back());
        }
        if (side)
            res.push_back(cur);
    }
    return res;
}

```

## ConvexHull.h

### Description:

Returns a vector of indices of the convex hull in counter-clockwise order. Points on the edge of the hull between two other points are not considered part of the hull.

**Usage:** vector<P> ps, hull;  
trav(i, convexHull(ps)) hull.push\_back(ps[i]);  
**Time:**  $\mathcal{O}(n \log n)$

"Point.h"

20 lines

```

typedef Point<ll> P;
pair<vi, vi> ulHull(const vector<P>& S) {
    vi Q(sz(S)), U, L;
    iota(all(Q), 0);
    sort(all(Q), [&S](int a, int b){ return S[a] < S[b]; });
    trav(it, Q) {
#define ADDP(C, cmp) while (sz(C) > 1 && S[C[sz(C)-2]].cross(\
        S[it], S[C.back()]) cmp 0) C.pop_back(); C.push_back(it);
        ADDP(U, <=); ADDP(L, >=);
    }
    return {U, L};
}

```

```

vi convexHull(const vector<P>& S) {
    vi u, l; tie(u, l) = ulHull(S);
    if (sz(S) <= 1) return u;
    if (S[u[0]] == S[u[1]]) return {0};
    l.insert(l.end(), u.rbegin()+1, u.rend()-1);
    return l;
}

```

## PolygonDiameter.h

**Description:** Calculates the max squared distance of a set of points.

"ConvexHull.h"

19 lines

```

vector<pii> antipodal(const vector<P>& S, vi& U, vi& L) {
    vector<pii> ret;
    int i = 0, j = sz(L) - 1;
    while (i < sz(U) - 1 || j > 0) {
        ret.emplace_back(U[i], L[j]);
        if (j == 0 || (i != sz(U)-1 && (S[L[j]] - S[L[j-1]]

```

```

        .cross(S[U[i+1]] - S[U[i]]) > 0)) ++i;
    }
    else --j;
}
return ret;
}

pii polygonDiameter(const vector<P>& S) {
    vi U, L; tie(U, L) = ulHull(S);
    pair<ll, pii> ans;
    trav(x, antipodal(S, U, L))
        ans = max(ans, {S[x.first] - S[x.second].dist2(), x});
    return ans.second;
}

```

## PointInsideHull.h

**Description:** Determine whether a point  $t$  lies inside a given polygon (counter-clockwise order). The polygon must be such that every point on the circumference is visible from the first point in the vector. It returns 0 for points outside, 1 for points on the circumference, and 2 for points inside.

**Time:**  $\mathcal{O}(\log N)$

"Point.h", "sideOf.h", "onSegment.h"

22 lines

```

typedef Point<ll> P;
int insideHull2(const vector<P>& H, int L, int R, const P& p) {
    int len = R - L;
    if (len == 2) {
        int sa = sideOf(H[0], H[L], p);
        int sb = sideOf(H[L], H[L+1], p);
        int sc = sideOf(H[L+1], H[0], p);
        if (sa < 0 || sb < 0 || sc < 0) return 0;
        if (sb==0 || (sa==0 && L == 1) || (sc == 0 && R == sz(H)))
            return 1;
        return 2;
    }
    int mid = L + len / 2;
    if (sideOf(H[0], H[mid], p) >= 0)
        return insideHull2(H, mid, R, p);
    return insideHull2(H, L, mid+1, p);
}

```

```

int insideHull(const vector<P>& hull, const P& p) {
    if (sz(hull) < 3) return onSegment(hull[0], hull.back(), p);
    else return insideHull2(hull, 1, sz(hull), p);
}

```

## LineHullIntersection.h

**Description:** Line-convex polygon intersection. The polygon must be ccw and have no colinear points. isct(a, b) returns a pair describing the intersection of a line with the polygon:  $\bullet (-1, -1)$  if no collision,  $\bullet (i, -1)$  if touching the corner  $i$ ,  $\bullet (i, i)$  if along side  $(i, i+1)$ ,  $\bullet (i, j)$  if crossing sides  $(i, i+1)$  and  $(j, j+1)$ . In the last case, if a corner  $i$  is crossed, this is treated as happening on side  $(i, i+1)$ . The points are returned in the same order as the line hits the polygon.

**Time:**  $\mathcal{O}(N + Q \log n)$

"Point.h"

63 lines

```

ll sgn(ll a) { return (a > 0) - (a < 0); }
typedef Point<ll> P;
struct HullIntersection {
    int N;
    vector<P> p;
    vector<pair<P, int>> a;

```

```

HullIntersection(const vector<P>& ps) : N(sz(ps)), p(ps) {
    p.insert(p.end(), all(ps));
    int b = 0;
    rep(i,1,N) if (P{p[i].y,p[i].x} < P{p[b].y, p[b].x}) b = i;
    rep(i,0,N) {
        int f = (i + b) % N;

```

```

        a.emplace_back(p[f+1] - p[f], f);
    }
}

int qd(P p) {
    return (p.y < 0) ? (p.x >= 0) + 2
        : (p.x <= 0) * (1 + (p.y <= 0));
}

int bs(P dir) {
    int lo = -1, hi = N;
    while (hi - lo > 1) {
        int mid = (lo + hi) / 2;
        if (make_pair(qd(dir), dir.y * a[mid].first.x) <
            make_pair(qd(a[mid].first), dir.x * a[mid].first.y))
            hi = mid;
        else lo = mid;
    }
    return a[hi%N].second;
}

bool isign(P a, P b, int x, int y, int s) {
    return sgn(a.cross(p[x], b)) * sgn(a.cross(p[y], b)) == s;
}

int bs2(int lo, int hi, P a, P b) {
    int L = lo;
    if (hi < lo) hi += N;
    while (hi - lo > 1) {
        int mid = (lo + hi) / 2;
        if (isign(a, b, mid, L, -1)) hi = mid;
        else lo = mid;
    }
    return lo;
}

pii isct(P a, P b) {
    int f = bs(a - b), j = bs(b - a);
    if (isign(a, b, f, j, 1)) return {-1, -1};
    int x = bs2(f, j, a, b)%N,
        y = bs2(j, f, a, b)%N;
    if (a.cross(p[x], b) == 0 &&
        a.cross(p[x+1], b) == 0) return {x, x};
    if (a.cross(p[y], b) == 0 &&
        a.cross(p[y+1], b) == 0) return {y, y};
    if (a.cross(p[f], b) == 0) return {f, -1};
    if (a.cross(p[j], b) == 0) return {j, -1};
    return {x, y};
}
};

```

## 8.4 Misc. Point Set Problems

### closestPair.h

**Description:**  $i1, i2$  are the indices to the closest pair of points in the point vector  $p$  after the call. The distance is returned.

**Time:**  $\mathcal{O}(n \log n)$

"Point.h"

58 lines

```

template <class It>
bool it_less(const It& i, const It& j) { return *i < *j; }
template <class It>
bool y_it_less(const It& i, const It& j) {return i->y < j->y;}

```

```

template<class It, class IIt> /* IIt = vector<It>::iterator */
double cp_sub(IIt ya, IIt yaend, IIt xa, It &i1, It &i2) {
    typedef typename iterator_traits<IIt>::value_type P;
    int n = yaend-ya, split = n/2;

```



```
if(n <= 3) { // base case
    double a = (*xa[1]-*xa[0]).dist(), b = 1e50, c = 1e50;
    if(n==3) b=(*xa[2]-*xa[0]).dist(), c=(*xa[2]-*xa[1]).dist()
    ;
    if(a <= b) { i1 = xa[1];
        if(a <= c) return i2 = xa[0], a;
        else return i2 = xa[2], c;
    } else { i1 = xa[2];
        if(b <= c) return i2 = xa[0], b;
        else return i2 = xa[1], c;
    }
}
vector<It> ly, ry, stripy;
P splitp = *xa[split];
double splitx = splitp.x;
for(IIt i = ya; i != yaend; ++i) { // Divide
    if(*i != xa[split] && (*i-splitp).dist2() < 1e-12)
        return i1 = *i, i2 = xa[split], 0;// nasty special case!
    if (*i < splitp) ly.push_back(*i);
    else ry.push_back(*i);
} // assert((signed)lefty.size() == split)
It j1, j2; // Conquer
double a = cp_sub(ly.begin(), ly.end(), xa, i1, i2);
double b = cp_sub(ry.begin(), ry.end(), xa+split, j1, j2);
if(b < a) a = b, i1 = j1, i2 = j2;
double a2 = a*a;
for(IIt i = ya; i != yaend; ++i) { // Create strip (y-sorted)
    double x = (*i)->x;
    if(x >= splitx-a && x <= splitx+a) stripy.push_back(*i);
}
for(IIt i = stripy.begin(); i != stripy.end(); ++i) {
    const P &p1 = *i;
    for(IIt j = i+1; j != stripy.end(); ++j) {
        const P &p2 = **j;
        if(p2.y-p1.y > a) break;
        double d2 = (p2-p1).dist2();
        if(d2 < a2) i1 = *i, i2 = *j, a2 = d2;
    }
}
return sqrt(a2);
}

template<class It> // It is random access iterators of point<T>
double closestpair(It begin, It end, It &i1, It &i2 ) {
    vector<It> xa, ya;
    assert(end-begin >= 2);
    for (It i = begin; i != end; ++i)
        xa.push_back(i), ya.push_back(i);
    sort(xa.begin(), xa.end(), it_less<It>);
    sort(ya.begin(), ya.end(), y_it_less<It>);
    return cp_sub(ya.begin(), ya.end(), xa.begin(), i1, i2);
}
```

kdTree.h

<b>Description:</b> KD-tree (2d, can be extended to 3d)	63 lines
<pre>typedef long long T; typedef Point&lt;T&gt; P; const T INF = numeric_limits&lt;T&gt;::max();  bool on_x(const P&amp; a, const P&amp; b) { return a.x &lt; b.x; } bool on_y(const P&amp; a, const P&amp; b) { return a.y &lt; b.y; }  struct Node {     P pt; // if this is a leaf, the single point in it     T x0 = INF, x1 = -INF, y0 = INF, y1 = -INF; // bounds     Node *first = 0, *second = 0;      T distance(const P&amp; p) { // min squared distance to a point         T x = (p.x &lt; x0 ? x0 : p.x &gt; x1 ? x1 : p.x);</pre>	

```
T y = (p.y < y0 ? y0 : p.y > y1 ? y1 : p.y);
return (P(x,y) - p).dist2();
}

Node(vector<P>&& vp) : pt(vp[0]) {
    for (P p : vp) {
        x0 = min(x0, p.x); x1 = max(x1, p.x);
        y0 = min(y0, p.y); y1 = max(y1, p.y);
    }
    if (vp.size() > 1) {
        // split on x if the box is wider than high (not best heuristic...)
        sort(all(vp), x1 - x0 >= y1 - y0 ? on_x : on_y);
        // divide by taking half the array for each child (not best performance with many duplicates in the middle)
        int half = sz(vp)/2;
        first = new Node({vp.begin(), vp.begin() + half});
        second = new Node({vp.begin() + half, vp.end()});
    }
}

struct KDTree {
    Node* root;
    KDTree(const vector<P>& vp) : root(new Node({all(vp)})) {}

    pair<T, P> search(Node *node, const P& p) {
        if (!node->first) {
            // uncomment if we should not find the point itself:
            // if (p == node->pt) return {INF, P()};
            return make_pair((p - node->pt).dist2(), node->pt);
        }

        Node *f = node->first, *s = node->second;
        T bfirst = f->distance(p), bsec = s->distance(p);
        if (bfirst > bsec) swap(bsec, bfirst), swap(f, s);

        // search closest side first, other side if needed
        auto best = search(f, p);
        if (bsec < best.first)
            best = min(best, search(s, p));
        return best;
    }

    // find nearest point to a point, and its squared distance
    // (requires an arbitrary operator< for Point)
    pair<T, P> nearest(const P& p) {
        return search(root, p);
    }
};
```

DelaunayTriangulation.h

<b>Description:</b> Computes the Delaunay triangulation of a set of points. Each circumcircle contains none of the input points. If any three points are colinear or any four are on the same circle, behavior is undefined. <b>Time:</b> $\mathcal{O}(n^2)$	10 lines
<pre>template&lt;class P, class F&gt; void delaunay(vector&lt;P&gt;&amp; ps, F trifun) {     if (sz(ps) == 3) { int d = (ps[0].cross(ps[1], ps[2]) &lt; 0);         trifun(0,1+d,2-d); }     vector&lt;P3&gt; p3;     trav(p, ps) p3.emplace_back(p.x, p.y, p.dist2());     if (sz(ps) &gt; 3) trav(t, hull3d(p3)) if ((p3[t.b]-p3[t.a]).         cross(p3[t.c]-p3[t.a]).dot(P3(0,0,1)) &lt; 0)         trifun(t.a, t.c, t.b); }</pre>	

8.5 3D

PolyhedronVolume.h

<b>Description:</b> Magic formula for the volume of a polyhedron. Faces should point outwards.	6 lines
<pre>template &lt;class V, class L&gt; double signed_poly_volum(const V&amp; p, const L&amp; trilst) {     double v = 0;     trav(i, trilst) v += p[i.a].cross(p[i.b]).dot(p[i.c]);     return v / 6; }</pre>	

Point3D.h

<b>Description:</b> Class to handle points in 3D space. T can be e.g. double or long long.	32 lines
<pre>template &lt;class T&gt; struct Point3D {     typedef Point3D P;     typedef const P&amp; R;     T x, y, z;     explicit Point3D(T x=0, T y=0, T z=0) : x(x), y(y), z(z) {}     bool operator&lt;(R p) const {         return tie(x, y, z) &lt; tie(p.x, p.y, p.z); }     bool operator==(R p) const {         return tie(x, y, z) == tie(p.x, p.y, p.z); }     P operator+(R p) const { return P(x+p.x, y+p.y, z+p.z); }     P operator-(R p) const { return P(x-p.x, y-p.y, z-p.z); }     P operator*(T d) const { return P(x*d, y*d, z*d); }     P operator/(T d) const { return P(x/d, y/d, z/d); }     T dot(R p) const { return x*p.x + y*p.y + z*p.z; }     P cross(R p) const {         return P(y*p.z - z*p.y, z*p.x - x*p.z, x*p.y - y*p.x);     }     T dist2() const { return x*x + y*y + z*z; }     double dist() const { return sqrt((double)dist2()); }     //Azimuthal angle (longitude) to x-axis in interval [-pi, pi]     double phi() const { return atan2(y, x); }     //Zenith angle (latitude) to the z-axis in interval [0, pi]     double theta() const { return atan2(sqrt(x*x+y*y),z); }     P unit() const { return *this/(T)dist(); } //makes dist()==1     //returns unit vector normal to *this and p     P normal(P p) const { return cross(p).unit(); }     //returns point rotated 'angle' radians ccw around axis     P rotate(double angle, P axis) const {         double s = sin(angle), c = cos(angle); P u = axis.unit();         return u*dot(u)*(1-c) + (*this)*c - cross(u)*s;     } };</pre>	

3dHull.h

<b>Description:</b> Computes all faces of the 3-dimension hull of a point set. *No four points must be coplanar*, or else random results will be returned. All faces will point outwards. <b>Time:</b> $\mathcal{O}(n^2)$	49 lines
<pre>typedef Point3D&lt;double&gt; P3;  struct PR {     void ins(int x) { (a == -1 ? a : b) = x; }     void rem(int x) { (a == x ? a : b) = -1; }     int cnt() { return (a != -1) + (b != -1); }     int a, b; };  struct F { P3 q; int a, b, c; };  vector&lt;F&gt; hull3d(const vector&lt;P3&gt;&amp; A) {</pre>	

```
assert(sz(A) >= 4);
vector<vector<PR>> E(sz(A), vector<PR>(sz(A), {-1, -1}));
#define E(x,y) E[f.x][f.y]
vector<F> FS;
auto mf = [&](int i, int j, int k, int l) {
    P3 q = (A[j] - A[i]).cross((A[k] - A[i]));
    if (q.dot(A[l]) > q.dot(A[i]))
        q = q * -1;
    F f{q, i, j, k};
    E(a,b).ins(k); E(a,c).ins(j); E(b,c).ins(i);
    FS.push_back(f);
};
rep(i,0,4) rep(j,i+1,4) rep(k,j+1,4)
    mf(i, j, k, 6 - i - j - k);

rep(i,4,sz(A)) {
    rep(j,0,sz(FS)) {
        F f = FS[j];
        if(f.q.dot(A[i]) > f.q.dot(A[f.a])) {
            E(a,b).rem(f.c);
            E(a,c).rem(f.b);
            E(b,c).rem(f.a);
            swap(FS[j--], FS.back());
            FS.pop_back();
        }
    }
    int nw = sz(FS);
    rep(j,0,nw) {
        F f = FS[j];
#define C(a, b, c) if (E(a,b).cnt() != 2) mf(f.a, f.b, i, f.c);
        C(a, b, c); C(a, c, b); C(b, c, a);
    }
    trav(it, FS) if ((A[it.b] - A[it.a]).cross(
        A[it.c] - A[it.a]).dot(it.q) <= 0) swap(it.c, it.b);
    return FS;
};
```

sphericalDistance.h

**Description:** Returns the shortest distance on the sphere with radius radius between the points with azimuthal angles (longitude) f1 ( $\phi_1$ ) and f2 ( $\phi_2$ ) from x axis and zenith angles (latitude) t1 ( $\theta_1$ ) and t2 ( $\theta_2$ ) from z axis. All angles measured in radians. The algorithm starts by converting the spherical coordinates to cartesian coordinates so if that is what you have you can use only the two last rows. dx\*radius is then the difference between the two points in the x direction and d\*radius is the total distance between the points.

```
double sphericalDistance(double f1, double t1,
    double f2, double t2, double radius) {
    double dx = sin(t2)*cos(f2) - sin(t1)*cos(f1);
    double dy = sin(t2)*sin(f2) - sin(t1)*sin(f1);
    double dz = cos(t2) - cos(t1);
    double d = sqrt(dx*dx + dy*dy + dz*dz);
    return radius*2*asin(d/2);
}
```

Strings (9)

AhoCorasick.h

**Description:** Builds an Ahocorasick Trie, with suffix links  
**Usage:** This is an offline Algorithm, Pass the vector of patterns to Trie.init(), find function return the words matched in order of matching  
**Time:**  $\mathcal{O}(n + m + z)$

```
const int MaxM = 200005;
```

```
struct Trie{
    static const int Alpha = 26;
    static const int first = 'a';
    int lst = 1;
    struct node{
        int nxt[Alpha] = {}, p = -1;
        char c;
        vector<int> end;
        //bitset<MaxN> bitmask;
        int SuffixLink;
    };
    vector<node> V;

    inline int getval(char c) {
        return c - first;
    }

    void CreateSuffixLink() {
        queue<int> q;
        for(q.push(0); q.size(); q.pop()) {
            int pos = q.front(); if(!pos) V[pos].
                SuffixLink = -1;
            else {
                int val = getval(V[pos].c);
                int j = V[V[pos].p].SuffixLink;
                while(j > -1 && !V[j].nxt[val]) j = V[j].
                    SuffixLink;
                if(j == -1) V[pos].SuffixLink = 0;
                else {
                    V[pos].SuffixLink = V[j].nxt[val];
                    for(auto &i : V[V[pos].SuffixLink].end) V[
                        pos].end.emplace_back(i);
                    //V[pos].bitmask |= V[V[pos].SuffixLink].
                        bitmask;
                }
            }
            for(int i = 0; i < Alpha; ++i) if(V[pos].nxt[i]) q.
                push(V[pos].nxt[i]);
        }

    void init(vector<string> &v) {
        V.resize(MaxM);
        int id = 0;
        for(auto &s : v) {
            int pos = 0;
            for(char &c : s) {
                int val = getval(c);
                if(!V[pos].nxt[val]) {
                    V[lst].p = pos;
                    V[lst].c = c;
                    V[pos].nxt[val] = lst++;
                }
                pos = V[pos].nxt[val];
            }
            V[pos].end.emplace_back(id++);
            //V[pos].bitmask.set(id++);
        }
        CreateSuffixLink();
    }

    vector<int> find(string& word) {
        int pos = 0;
        vector<int> ans;
        for(auto &c : word) {
            int val = getval(c);
            while(pos > -1 && !V[pos].nxt[val]) pos = V[pos].
                SuffixLink;
```

```
            if(pos == -1) pos = 0;
            else pos = V[pos].nxt[val];
            if(V[pos].end.size()) {
                for(auto &i : V[pos].end) ans.emplace_back(i);
            }
        }
        return ans;
    }
};
```

PalindromeTree.h

**Description:** Palindrome Tree for string s  
**Time:**  $\mathcal{O}(sz(s))$  for building

```
const int maxN = 1000010; // at least sz(s) + 3
struct Node {
    int suffix;
    int len;
    map<char, int> children;

    // not needed for construction, add if needed
    char c;
    int parent;
    vector<int> suffixof;
};

int nodeid;
Node tree[maxN]; // 0: -1 root, 1: empty string
int pos2node[maxN]; // not needed for construction

int add(int parent, char c) {
    if(has(tree[parent].children, c)) {
        return tree[parent].children[c];
    }
    int newid = nodeid++;
    tree[newid].suffix = -1;
    tree[newid].len = tree[parent].len + 2;
    tree[newid].parent = parent;
    tree[newid].c = c;
    tree[parent].children[c] = newid;
    return newid;
}

void build(string& s) {
    nodeid = 2;
    tree[0].parent = -1;
    tree[0].len = -1;
    tree[1].parent = -1;
    tree[0].suffixof.push_back(1);
    int cur = 0;
    FOR(i, 0, s.size()) {
        int newn = -1;
        while(1) {
            int curlen = tree[cur].len;
            if(i-1-curlen >= 0 && s[i-1-curlen] == s[i]) {
                newn = add(cur, s[i]);
                break;
            }
            cur = tree[cur].suffix;
        }
        pos2node[i] = newn;
        if(tree[newn].suffix != -1) {
            cur = newn;
            continue;
        }
        if(cur == 0) {
            tree[newn].suffix = 1;
        } else {
            do {
```

64 lines

```
        cur = tree[cur].suffix;
    } while(i-1-tree[cur].len < 0
        || s[i-1-tree[cur].len] != s[i]);
    tree[newn].suffix = tree[cur].children[s[i]];
}
tree[tree[newn].suffix].suffixof.push_back(newn);
cur = newn;
}
}
```

Manacher.h

**Description:** call with String str of length n, returns: r[0..2\*n-2],r[i] radius of longest palindrome with center i/2 in str  
**Time:**  $\mathcal{O}(n)$

11 lines

```
void manacher(int n, char *str, int *r) {
    r[0] = 0;
    int p = 0;
    FOR(i, 1, 2*n-1) {
        r[i] = (p/2 + r[p] >= (i+1)/2) ? min(r[2*p - i], p/2 + r[p]
            - i/2) : 0;
        while (i/2 + r[i] + 1 < n && (i+1)/2 - r[i] - 1 >= 0
            && str[i/2 + r[i] + 1] == str[(i+1)/2 - r[i] - 1]) r[i]++;
        if (i/2 + r[i] > p/2 + r[p]) p = i;
    }
    // FOR(i,0,2*n-1) r[i] = r[i]*2 + !(i&1); // change radius to
        diameter
}
```

SuffixArray.h

**Description:** lcp (x,y) = min(lcp(x,x+1),lcp(x+1,x+2)...lcp(y-1,y)) to answer queries with RMQ  $\mathcal{O}(1)$   
**Memory:** Build  $\mathcal{O}(N \log N)$  (Can be optimised as in B you only use the previous row to compute one row. But then you cannot do lcp  
**Time:** Build:  $\mathcal{O}(N \log N)$  where  $N$  is the length of the string for creation of the SA. LCP  $\mathcal{O}(\log N)$  It is not necessary to use raddixsort if the  $\mathcal{O}(n \log^2 n)$  fits the time limit, one can just use stl sort.

60 lines

```
struct SF {
    pair<ll, ll> ord;
    ll id;
    bool operator<(const SF& s) const { return ord < s.ord; }
};

ll lcp(ll x, ll y, vector < vector < ll > > &B, ll N, ll step)
{
    if (x == y) return N - x;
    ll res = 0;
    for (ll i = step - 1; i >= 0 and x < N and y < N; --i)
        if (B[i][x] == B[i][y]) { x += 1<<i; y += 1<<i; res += 1<<i
            ; }
    return res;
}

void raddixSort(vector < SF > &A, vector < vector <ll > > &B,
    vector < ll > &times, vector < ll > &pos, vector < SF >
    & L2, ll N) {
    ll k = max(N, 256LL);
    for (ll i = 0; i < k + 2; ++i) times[i] = 0;
    for (ll i = 0; i < N; ++i)
        times[A[i].ord.second + 1]++;
    pos[0] = 0;
    for (ll i = 1; i < k + 2; ++i)
        pos[i] = pos[i - 1] + times[i - 1];
    for (ll i = 0; i < N; ++i)
        L2[pos[A[i].ord.second + 1]++] = A[i];

    for (ll i = 0; i < k + 2; ++i)
        times[i] = 0;
```

```
    for (ll i = 0; i < N; ++i)
        times[L2[i].ord.first + 1]++;
    pos[0] = 0;
    for (ll i = 1; i < k + 2; ++i)
        pos[i] = pos[i - 1] + times[i - 1];
    for (ll i = 0; i < N; ++i)
        A[pos[L2[i].ord.first + 1]++] = L2[i];
}

void compute_suffix_array(vector < SF > &A, vector<vector<ll>
    > &B, ll N, string &S, ll &step) {
    ll MAXN = 3000005; //millor posar numero gran que algo en
        funcio de N pq peta
    vector < SF > L2(MAXN);
    vector < ll > pos(MAXN + 2,0), times(MAXN + 2,0);
    A.resize(N); B.resize(1); B[0].resize(N);
    for (ll i = 0; i < N; ++i) B[0][i] = S[i];
    step = 1;
    for (ll b = 0, pw = 1; b < N; ++step, pw<=<=1) {
        for (ll i = 0; i < N; ++i) {
            A[i].ord.first = B[step - 1][i];
            A[i].ord.second = i + pw < N ? B[step - 1][i + pw] : -1;
            A[i].id = i;
        }
        raddixSort(A, B, times, pos, L2, N); //sort(A.begin(), A.
            end());
        B.resize(step + 1); B[step].resize(N);
        b = B[step][A[0].id] = 1;
        for (ll i = 1; i < N; ++i) {
            if (A[i - 1] < A[i]) ++b;
            B[step][A[i].id] = b;
        }
    }
}
```

Hashing.h

**Description:** Various self-explanatory methods for string hashing. 45 lines

```
typedef unsigned long long H;
static const H C = 123891739; // arbitrary

// Arithmetic mod 2^64-1. 5x slower than mod 2^64 and more
// code, but works on evil test data (e.g. Thue-Morse).
// "typedef H K;" instead if you think test data is random.
struct K {
    typedef __uint128_t H2;
    H x; K(H x=0) : x(x) {}
    K operator+(K o){ return x + o.x + H(((H2)x + o.x)>>64); }
    K operator*(K o){ return K(x*o.x)+ H(((H2)x * o.x)>>64); }
    H operator~(K o) { K a = *this + ~o.x; return a.x + !~a.x; }
};

struct HashInterval {
    vector<K> ha, pw;
    HashInterval(string& str) : ha(str.size()+1), pw(ha) {
        pw[0] = 1;
        FOR(i,0,str.size())
            ha[i+1] = ha[i] * C + str[i],
            pw[i+1] = pw[i] * C;
    }
    H hashInterval(int a, int b) { // hash [a, b)
        return ha[b] - ha[a] * pw[b - a];
    }
};

vector<H> getHashes(string& str, int length) {
    if (str.size() < length) return {};
    K h = 0, pw = 1;
    FOR(i,0,length)
```

```
        h = h * C + str[i], pw = pw * C;
    vector<H> ret = {h - 0};
    FOR(i,length,str.size()) {
        ret.push_back(h * C + str[i] - pw * str[i-length]);
        h = ret.back();
    }
    return ret;
}
```

```
H hashString(string& s) {
    K h = 0;
    for(auto c:s) h = h * C + c;
    return h - 0;
}
```

Z.h

**Description:** Computes the prefix function 15 lines

```
vector<int> Z(string &s) {
    int n = s.size();
    int L, R;
    L = R = 0;
    vector<int> Z(n, 0);
    for (int i = 1; i < n; ++i){
        if (i < R) Z[i] = min(Z[i-L], R-i);
        else Z[i] = 0;
        while (Z[i] + i < n and s[Z[i]] == s[i+Z[i]]) ++Z[i];
        if (i+Z[i] > R){
            L = i;
            R = i + Z[i];
        }
    }
}
```

KMP.h

**Description:** string matching  
**Time:**  $\mathcal{O}(P + T)$  where  $P$  is the length of the pattern,  $T$  is length of the text 14 lines

```
string s, p; cin >> s >> p;
vector<int> pi(p.size() + 1, 0);
int k = 0;
for (int i = 2; i <= p.size(); ++i) {
    while (k > 0 and p[i - 1] != p[k]) k = pi[k];
    if (p[i - 1] == p[k]) ++k;
    pi[i] = k;
}
k = 0;
for (int i = 0; i < s.size(); ++i) {
    while (k > 0 and s[i] != p[k]) k = pi[k];
    if (p[k] == s[i]) ++k;
    if (k == p.size()) k = pi[k]; //Matching
}
```

MinRotation.h

**Description:** Finds the lexicographically smallest rotation of a string.  
**Usage:** rotate(v.begin(), v.begin()+min\_rotation(v), v.end());  
**Time:**  $\mathcal{O}(N)$  8 lines

```
int min_rotation(string s) {
    int a=0, N=sz(s); s += s;
    rep(b,0,N) rep(i,0,N) {
        if (a+i == b || s[a+i] < s[b+i]) {b += max(0, i-1); break;}
        if (s[a+i] > s[b+i]) { a = b; break; }
    }
    return a;
}
```

## 10.1 Intervals

```
template <class T>
void removeInterval(set<pair<T, T>>& is, T L, T R) {
    if (L == R) return;
    auto it = addInterval(is, L, R);
    T r2 = it->second;
    if (it->first == L) is.erase(it);
    else (T&)it->second = L;
    if (R != r2) is.emplace(R, r2);
};
```

```
template<class T>
vi cover(pair<T, T> G, vector<pair<T, T>> I) {
    vi S(sz(I)), R;
    iota(all(S), 0);
    sort(all(S), [&](int a, int b) { return I[a] < I[b]; });
    T cur = G.first;
    int at = 0;
    while (cur < G.second) { // (A)
        pair<T, int> mx = make_pair(cur, -1);
        while (at < sz(I) && I[S[at]].first <= cur) {
            mx = max(mx, make_pair(I[S[at]].second, S[at]));
            at++;
        }
        if (mx.second == -1) return {};
        cur = mx.first;
        R.push_back(mx.second);
    }
    return R;
}
```

**Description:** Split a monotone function on  $[from, to)$  into a minimal set of half-open intervals on which it has the same value. Runs a callback  $g$  for each such interval.

```
template<class F, class G>
void constantIntervals(int from, int to, F f, G g) {
    if (to <= from) return;
    int i = from; auto p = f(i), q = f(to-1);
    rec(from, to-1, f, g, i, p, q);
    g(i, to, q);
}
```

## 10.2 Misc. algorithms

```
template<class F>
int ternSearch(int a, int b, F f) {
    assert(a <= b);
    while (b - a >= 5) {
        int mid = (a + b) / 2;
        if (f(mid) < f(mid+1)) // (A)
            a = mid;
        else
            b = mid+1;
    }
    rep(i,a+1,b+1) if (f(a) < f(i)) a = i; // (B)
    return a;
}
```

```
cin >> n >> k; v[1]=0;
for (int i=2;i<=n;++i) v[i]=(v[i-1]+k)%i;
cout<< v[n]+1 << endl;
```

### 10.3 Dynamic programming

```
void rec(int L, int R, int LO, int HI) {
    if (L >= R) return;
    int mid = (L + R) >> 1;
    pair<ll, int> best (LLONG_MAX, LO);
    rep(k, max(LO, lo(mid)), min(HI, hi(mid)))
        best = min(best, make_pair(f(mid, k), k));
    store(mid, best.second, best.first);
    rec(L, mid, LO, best.second+1);
    rec(mid+1, R, best.second, HI);
}

void solve(int L, int R) { rec(L, R, INT_MIN, INT_MAX); }
};
```

**Description:** When doing DP on intervals:  $a[i][j] = \min_{i < k < j} (a[i][k] + a[k][j] + f(i, j))$ , where the (minimal) optimal  $k$  increases with both  $i$  and  $j$ , one can solve intervals in increasing order of length, and search  $k = p[i][j]$  for  $a[i][j]$  only between  $p[i][j - 1]$  and  $p[i + 1][j]$ . This is known as Knuth DP. Sufficient criteria for this are if  $f(b, c) \leq f(a, d)$  and  $f(a, c) + f(b, d) \leq f(a, d) + f(b, c)$  for all  $a \leq b \leq c \leq d$ . Consider also: LineContainer (ch. Data structures), monotone queues, ternary search.

**Time:**  $\mathcal{O}(N^2)$  1 lines

## 10.4 Java

```
BufferedReader reader = new BufferedReader(new
    InputStreamReader(System.in));
String[] tokens = reader.readLine().split("\\s+");
int zahl = Integer.parseInt(tokens[0]);
BigInteger big = new BigInteger(tokens[1]);
import java.awt.geom.*; // lines, points, segments, area, contains,
    intersect, ccw...
import java.util.*; // TreeSet, HashMap, HashSet, Date, Stack,
    ...
import java.util.Arrays / Collections; // sort, binarySearch,
    fill, min, max, reverse
import java.math.*; // BigInteger (mit gcd, modInverse, ...),
    BigDecimal
import static java.lang.Math.*; // min, max, abs, cos, cosh, atan2,
    round, random, sqrt, ...
import java.io.*; // BufferedReader, ..
```

## 10.5 Debugging tricks

- `signal(SIGSEGV, [] (int) { _Exit(0); });` converts segfaults into Wrong Answers. Similarly one can catch SIGABRT (assertion failures) and SIGFPE (zero divisions). `_GLIBCXX_DEBUG` violations generate SIGABRT (or SIGSEGV on gcc 5.4.0 apparently).
- `feenableexcept(29);` kills the program on NaNs (1), 0-divs (4), infinities (8) and denormals (16).

## 10.6 Optimization tricks

### 10.6.1 Bit hacks

- `x & -x` is the least bit in `x`.
- `x && !(x & (x - 1))` true, if `x` is power of 2.
- `gray_code[x] = x ^ (x >> 1)`
- `checkerboard[y][x] = (x & 1) ^ (y & 1)`
- `ffs(int x), ffs(1ll x)` number of the least significant bit, `ffs(1 << i) = i+1`
- `_builtin_clz(uint x), ..._clzll(ull)` number of leading zeros, for `x != 0`
- `_builtin_ctz(uint x), ..._ctzll(ull)` number of trailing zeros, for `x != 0`
- `_builtin_popcount(uint x), ..._popcountll(ull)` number of 1 bits
- `#define ld_ll(X) (63-_builtin_clzll(1ll(X))) floor(log2(X))`
- `for (int x = m; x; ) { --x &= m; ... }` loops over all subset masks of `m` (except `m` itself).
- `c = x&-x, r = x+c; (((r^x) >> 2)/c) | r` is the next number after `x` with the same number of bits set.
- `rep(b,0,K) rep(i,0,(1 << K)) if (i & 1 << b) D[i] += D[i^(1 << b)];` computes all sums of subsets.

### 10.6.2 Pragmas

- `#pragma GCC optimize ("Ofast")` will make GCC auto-vectorize for loops and optimizes floating points better (assumes associativity and turns off denormals).

- `#pragma GCC target ("avx,avx2")` can double performance of vectorized code, but causes crashes on old machines.
- `#pragma GCC optimize ("trapv")` kills the program on integer overflows (but is really slow).

# Techniques (A)

techniques.txt	159 lines
Recursion	
Divide and conquer	
Finding interesting points in N log N	
Algorithm analysis	
Master theorem	
Amortized time complexity	
Greedy algorithm	
Scheduling	
Max contiguous subvector sum	
Invariants	
Huffman encoding	
Graph teory	
Dynamic graphs (extra book-keeping)	
Breadth first search	
Depth first search	
* Normal trees / DFS trees	
Dijkstra's algoritm	
MST: Prim's algoritm	
Bellman-Ford	
Konig's theorem and vertex cover	
Min-cost max flow	
Lovasz toggle	
Matrix tree theorem	
Maximal matching, general graphs	
Hopcroft-Karp	
Hall's marriage theorem	
Graphical sequences	
Floyd-Warshall	
Eulercykler	
Flow networks	
* Augumenting paths	
* Edmonds-Karp	
Bipartite matching	
Min. path cover	
Topological sorting	
Strongly connected components	
2-SAT	
Cutvertices, cutedges och biconnected components	
Edge coloring	
* Trees	
Vertex coloring	
* Bipartite graphs (=> trees)	
* 3^n (special case of set cover)	
Diameter and centroid	
K'th shortest path	
Shortest cycle	
Dynamic programming	
Knapsack	
Coin change	
Longest common subsequence	
Longest increasing subsequence	
Number of paths in a dag	
Shortest path in a dag	
Dynprog over intervals	
Dynprog over subsets	
Dynprog over probabilities	
Dynprog over trees	
3^n set cover	
Divide and conquer	
Knuth optimization	
Convex hull optimizations	
RMQ (sparse table a.k.a 2^k-jumps)	
Bitonic cycle	
Log partitioning (loop over most restricted)	
Combinatorics	

Computation of binomial coefficients	
Pigeon-hole principle	
Inclusion/exclusion	
Catalan number	
Pick's theorem	
Number theory	
Integer parts	
Divisibility	
Euklidean algorithm	
Modular arithmetic	
* Modular multiplication	
* Modular inverses	
* Modular exponentiation by squaring	
Chinese remainder theorem	
Fermat's small theorem	
Euler's theorem	
Phi function	
Frobenius number	
Quadratic reciprocity	
Pollard-Rho	
Miller-Rabin	
Hensel lifting	
Vieta root jumping	
Game theory	
Combinatorial games	
Game trees	
Mini-max	
Nim	
Games on graphs	
Games on graphs with loops	
Grundy numbers	
Bipartite games without repetition	
General games without repetition	
Alpha-beta pruning	
Probability theory	
Optimization	
Binary search	
Ternary search	
Unimodality and convex functions	
Binary search on derivative	
Numerical methods	
Numeric integration	
Newton's method	
Root-finding with binary/ternary search	
Golden section search	
Matrices	
Gaussian elimination	
Exponentiation by squaring	
Sorting	
Radix sort	
Geometry	
Coordinates and vectors	
* Cross product	
* Scalar product	
Convex hull	
Polygon cut	
Closest pair	
Coordinate-compression	
Quadtrees	
KD-trees	
All segment-segment intersection	
Sweeping	
Discretization (convert to events and sweep)	
Angle sweeping	
Line sweeping	
Discrete second derivatives	
Strings	
Longest common substring	
Palindrome subsequences	

Knuth-Morris-Pratt	
Tries	
Rolling polynom hashes	
Suffix array	
Suffix tree	
Aho-Corasick	
Manacher's algorithm	
Letter position lists	
Combinatorial search	
Meet in the middle	
Brute-force with pruning	
Best-first (A*)	
Bidirectional search	
Iterative deepening DFS / A*	
Data structures	
LCA (2^k-jumps in trees in general)	
Pull/push-technique on trees	
Heavy-light decomposition	
Centroid decomposition	
Lazy propagation	
Self-balancing trees	
Convex hull trick (wcipeg.com/wiki/Convex_hull_trick)	
Monotone queues / monotone stacks / sliding queues	
Sliding queue using 2 stacks	
Persistent segment tree	