

ACM Template

dennis wuzj Cristinaaaa

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Chapter 1

Base algorithm

1.1 Bisection method

search for $\min(b), b \in \{a[k] \geq x\}$

```
1 while(l<r){
2     int mid = (l + r) >> 1;
3     if(a[mid] ≥ x) r = mid;
4     else l = mid + 1;
5 }
6 return a[l];
```

search for $\max(b), b \in \{a[k] \leq x\}$

```
1 while(l<r){
2     int mid = (l + r + 1) >> 1;
3     if(a[mid] ≤ x) l = mid;
4     else r = mid - 1;
5 }
6 return a[l];
```


Chapter 2

Graph Theory and Network Algorithms

2.1 maxflow

2.1.1 Dinic

luogu P3376 time:161ms memory:3.28MB (-O2)

```
1 class dinic {
2     private:
3         static const int N = 10010;//endpoint_num
4         static const int M = 200010;//edge_num
5         static const int INF = 0x3f3f3f3f;
6         int tot,n,m,s,t;
7         int carc[N];//curarc
8         int Head[N],nxt[M],ver[M],flow[M];//base
9         int d[N];//depth
10    public:
11        void init(int _n,int _m,int _s,int _t) {
12            tot=1;
13            n=_n,m=_m,s=_s,t=_t;
14            fill(Head,Head+n+1,0);
15        }
16        void addedge(int u,int v,int w) {
17            ver[++tot]=v;
18            flow[tot]=w;
19            nxt[tot]=Head[u];
20            Head[u]=tot;
```

```

21         ver[++tot]=u;
22         flow[tot]=0;
23         nxt[tot]=Head[v];
24         Head[v]=tot;
25     }
26     bool bfs() {
27         fill(d,d+n+1,0);
28         queue<int>q;
29         d[s]=1;
30         q.push(s);
31         while(q.size()) {
32             int u = q.front();
33             q.pop();
34             for(int i = Head[u]; i; i=nxt[i]) {
35                 int v = ver[i];
36                 if(d[v]==0&&flow[i]) {
37                     d[v]=d[u]+1;
38                     q.push(v);
39                 }
40             }
41         }
42         return d[t]!=0;
43     }
44     int dfs(int u,int minn);
45     int maxflow() {
46         int ans=0;
47         while(bfs()) {
48             copy(Head+1,Head+n+1,carc+1);
49             ans+=dfs(s,INF);
50         }
51         return ans;
52     }
53 }
54 } flow;
55 int dinic::dfs(int u,int minn) {
56     if(u==t)return minn;
57     int ret=0;
58     for(int i = carc[u]; minn&&i; i=nxt[i]) {
59         carc[u]=i;
60         int v = ver[i];
61         if(flow[i]&&d[v]==d[u]+1) {

```

```

62         int final=dfs(v,min(flow[i],minn));
63         if(final>0) {
64             flow[i]-=final;
65             flow[i^1]+=final;
66             minn-=final;
67             ret+=final;
68         } else d[v]=-1;
69     }
70 }
71 return ret;
72 }

```

2.1.2 ISAP

luogu P3376 time:95ms memory:3.13MB (-O2)

```

1  class ISAP {
2      static const int N = 10010;//endpoint_num
3      static const int M = 240010;//edge_num
4      static const int INF = 0x3f3f3f3f;
5      int tot,n,m,s,t;
6      int carc[N],gap[N];//curarc and gap
7      int pre[N];
8      int Head[N],nxt[M],ver[M],flow[M];//base
9      int d[N];//depth
10     int visit[N];
11     bool visited[N];
12 public:
13     void init(int _n,int _m,int _s,int _t) {
14         tot=1;
15         n=_n,m=_m,s=_s,t=_t;
16         fill(Head,Head+n+1,0);
17         fill(visit,visit+n+1,0);
18     }
19     void addedge(int u,int v,int w) {
20         ver[++tot]=v;
21         flow[tot]=w;
22         nxt[tot]=Head[u];
23         Head[u]=tot;

```



```

24         ver[++tot]=u;
25         flow[tot]=0;
26         nxt[tot]=Head[v];
27         Head[v]=tot;
28     }
29     bool bfs() { // calculate the depth
30         fill(visited,visited+n+1,0);
31         queue<int>q;
32         visited[t]=1; class ISAP {
33     static const int N = 10010; //endpoint_num
34     static const int M = 240010; //edge_num
35     static const int INF = 0x3f3f3f3f;
36     int tot,n,m,s,t;
37     int carc[N],gap[N]; //curarc and gap
38     int pre[N];
39     int Head[N],nxt[M],ver[M],flow[M]; //base
40     int d[N]; //depth
41     int visit[N];
42     bool visited[N];
43 public:
44     void init(int _n,int _m,int _s,int _t) {
45         tot=1;
46         n=_n,m=_m,s=_s,t=_t;
47         fill(Head,Head+n+1,0);
48         fill(visit,visit+n+1,0);
49     }
50     void addedge(int u,int v,int w) {
51         ver[++tot]=v;
52         flow[tot]=w;
53         nxt[tot]=Head[u];
54         Head[u]=tot;
55     }
56     ver[++tot]=u;
57     flow[tot]=0;
58     nxt[tot]=Head[v];
59     Head[v]=tot;
60 }
61 bool bfs() { // calculate the depth
62     fill(visited,visited+n+1,0);
63     queue<int>q;

```

```

65         visited[t]=1;
66         d[t]=0;
67         q.push(t);
68         while(q.size()) {
69             int u = q.front();
70             q.pop();
71             for(int i = Head[u]; i; i=nxt[i]) {
72                 int v = ver[i];
73                 if(i&1&&!visited[v]) {
74                     visited[v]=true;
75                     d[v]=d[u]+1;
76                     q.push(v);
77                 }
78             }
79         }
80         return visited[s];
81     }
82     int aug() {
83         int u=t,df=INF;
84         while(u≠s) { // calculate the flow
85             df=min(df,flow[pre[u]]);
86             u=ver[pre[u]^1];
87         }
88         u=t;
89
90         while(u≠s) {
91             flow[pre[u]]-=df;
92             flow[pre[u]^1]+=df;
93             u=ver[pre[u]^1];
94         }
95         return df;
96     }
97     int maxflow();
98 } flow;
99 int ISAP :: maxflow() {
100     int ans=0;
101     fill(gap,gap+n+1,0);
102     for(int i=1; i≤n; i++) carc[i]=Head[i]; //copy the
103     bfs(); // ignore the useless edge
104     for(int i=1; i≤n; i++) gap[d[i]]++; //Using array

```

gap to store how many endpoint's depth is k . When we found some gap is 0 or $d[\text{source}] > n$ mean there are no another augmenting path.

```

105     int u = s;
106     while(d[s] ≤ n) {
107         if(u==t) {
108             ans+=aug();
109             u=s;
110         }
111         bool advanced=false;
112         for(int i=carc[u]; i; i=nxt[i]) {
113             if(flow[i]&& d[u]==d[ver[i]]+1) {
114                 advanced=true;
115                 pre[ver[i]]=i;
116                 carc[u]=i; //carc
117                 u=ver[i];
118                 break;
119             }
120         }
121         if(!advanced) {
122             int mindep=n-1;
123             for(int i=Head[u]; i; i=nxt[i]) {
124                 if(flow[i]) {
125                     mindep=min(mindep,d[ver[i]]);
126                 }
127             }
128             if(--gap[d[u]]==0) break;
129             gap[d[u]=mindep+1]++;
130
131             carc[u]=Head[u];
132             if(u≠s) u=ver[pre[u]^1];
133         }
134     }
135     return ans;
136 }
137
138     d[t]=0;
139     q.push(t);
140     while(q.size()) {
141         int u = q.front();
142         q.pop();
143         for(int i = Head[u]; i; i=nxt[i]) {

```

```

143         int v = ver[i];
144         if(i&1&&!visited[v]) {
145             visited[v]=true;
146             d[v]=d[u]+1;
147             q.push(v);
148         }
149     }
150 }
151 return visited[s];
152 }
153 int aug() {
154     int u=t,df=INF;
155     while(u≠s) { // calculate the flow
156         df=min(df,flow[pre[u]]);
157         u=ver[pre[u]^1];
158     }
159     u=t;
160
161     while(u≠s) {
162         flow[pre[u]]-=df;
163         flow[pre[u]^1]+=df;
164         u=ver[pre[u]^1];
165     }
166     return df;
167 }
168 int maxflow();
169 } flow;
170 int ISAP :: maxflow() {
171     int ans=0;
172     fill(gap,gap+n+1,0);
173     for(int i=1; i≤n; i++) carc[i]=Head[i]; //copy the
174     head for ignore the useless edge
175     bfs();
176     for(int i=1; i≤n; i++) gap[d[i]]++; //Using array
177     gap to store how many endpoint's depth is k. When
178     we found some gap is 0 or d[source]>n mean there
179     are no another augmenting path.
180
181     int u = s;
182     while(d[s]≤n) {
183         if(u=t) {
184             ans+=aug();
185         }
186     }
187     return ans;
188 }

```

```

180         u=s;
181     }
182     bool advanced=false;
183     for(int i=carc[u]; i; i=nxt[i]) {
184         if(flow[i]&& d[u]==d[ver[i]]+1) {
185             advanced=true;
186             pre[ver[i]]=i;
187             carc[u]=i; //carc
188             u=ver[i];
189             break;
190         }
191     }
192     if(!advanced) {
193         int mindep=n-1;
194         for(int i=Head[u]; i; i=nxt[i]) {
195             if(flow[i]) {
196                 mindep=min(mindep,d[ver[i]]);
197             }
198         }
199         if(--gap[d[u]]==0) break;
200         gap[d[u]=mindep+1]++;
201
202         carc[u]=Head[u];
203         if(u!=s) u=ver[pre[u]^1];
204     }
205 }
206 return ans;
207

```

Chapter 3

Algebraic Algorithms

Chapter 4

Number Theory

Chapter 5

Data structure

Chapter 6

Computational geometry

Chapter 7

Classic Problems