

ACM Template

dennis wuzj Cristinaaa

October 26, 2019

Contents

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

```

```

63     fill(visited,visited+n+1,0);
64     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     head for ignore the useless edge
104     bfs();
105     for(int i=1; i≤n; i++)gap[d[i]]++; //Using array
106     gap to store how many endpoint's depth is k. When
107     we found some gap is 0 or d[source]>n mean there
108     are no another augmenting path.
109     int u = s;
110     while(d[s]≤n) {
111         if(u==t) {
112             ans+=aug();
113             u=s;
114         }
115         bool advanced=false;
116         for(int i=carc[u]; i; i=nxt[i]) {
117             if(flow[i]∧d[u]==d[ver[i]]+1) {
118                 advanced=true;
119                 pre[ver[i]]=i;
120                 carc[u]=i;//carc
121                 u=ver[i];
122                 break;
123             }
124             if(!advanced) {
125                 int mindep=n-1;
126                 for(int i=Head[u]; i; i=nxt[i]) {
127                     if(flow[i]) {
128                         mindep=min(mindep,d[ver[i]]);
129                     }
130                 }
131                 if(--gap[d[u]]==0)break;
132                 gap[d[u]]=mindep+1++;
133             }
134         }
135         return ans;
136     }
137     d[t]=0;
138     q.push(t);

```

```

139     while(q.size()) {
140         int u = q.front();
141         q.pop();
142         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

```

```

are no another augmenting path.
176   int u = s;
177   while(d[s] ≤ n) {
178     if(u==t) {
179       ans+=aug();
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       carc[u]=Head[u];
202       if(u!=s)u=ver[pre[u]^1];
203     }
204   }
205   return ans;
206
207

```

Chapter 3

Algebraic Algorithms

Chapter 4

Number Theory

4.1 changyongshulun

$$(p - 1) = p - 1 \pmod{p}$$

Chapter 5

Data structure

Chapter 6

Computational geometry

Chapter 7

Classic Problems