.*VSTU.*

Team Reference Document

01/12/2018

Содержание

1. Code Templates

1.1. Basic Configuration.

1.1.1. *.vimrc.*

```vim
set cin nu ts=2 sw=2 sts=2 mouse=a
syn on

function! Compile()
    :!g++ -std=gnu++11 -g % -o %<.exe
endfunction

function! Run()
    :!time ./%<.exe
endfunction

map <F4> :call Compile()<cr>
map <F5> :call Run()<cr>
map <C-A> ggVG"+y
```

1.1.2. *stress and template.*

```cpp
// g++ -std=c++11 main.cpp -o main -D"_DEBUG_TEMICH_"
// -Wall -Wextra -pedantic -std=c++11
// -O2 -Wshadow -Wformat=2 -Wfloat-equal
// -Wconversion -Wlogical-op -Wshift-overflow=2
// -Wduplicated-cond -Wcast-qual -Wcast-align
// -D_GLIBCXX_DEBUG -D_GLIBCXX_DEBUG_PEDANTIC
// -D_FORTIFY_SOURCE=2 -fsanitize=address
// -fsanitize=undefined -fno-sanitize-recover
// -fstack-protector
#pragma GCC optimize("O3")
#pragma GCC target(
    "sse,sse2,sse3,ssse3,sse4,popcnt,abm,mmx")

#include <algorithm>
#include <cmath>
#include <functional>
#include <iostream>
#include <map>
#include <queue>
#include <set>
#include <sstream>
#include <string>
#include <vector>

using namespace std;

using LL = long long;

using pii = pair<int, int>;

#define X first
#define Y second

template<typename T>
ostream& operator<<(ostream& out, const vector<T>& v);

template<typename U, typename V>
ostream& operator<<(ostream& out, const map<U, V>& v);

template<typename U, typename V>
ostream& operator<<(ostream& out, const pair<U, V>& v);

template<typename U, typename V>
ostream& operator<<(ostream& out, const pair<U, V>& v) {
    return out << "(" << v.first << ", " << v.second << ")";
}

template<typename U, typename V>
ostream& operator<<(ostream& out, const map<U, V>& v) {
    out << "{";
    bool f = false;
    for (const auto& p : v) {
        out << (!f ? "" : ", ") << p;
        f = true;
    }
    return out << "}";
}

template<typename T>
ostream& operator<<(ostream& out, const vector<T>& v) {
    out << "{";
    for (int i = 0; i < int(v.size()); ++i)
        out << (i == 0 ? "" : ", ") << v[i];
    return out << "}";
}

void cerr_printer(bool start) {}
template<typename T, typename ... Args>
void cerr_printer(bool start, const T& x, const Args& ... args) {
    if (!start) cerr << ", ";
    cerr << x;
    cerr_printer(false, args...);
}

template<typename ... Args>
```

```cpp
75   void dbg(const char * name, int line, const Args& ... args) {
76     cerr << "[" << line << "] (" << name << ") = (";
77     cerr_printer(true, args...);
78     cerr << ")" << endl;
79   }
80
81   #define DBG(...) { dbg(#__VA_ARGS__, __LINE__, __VA_ARGS__); }
82
83   struct Solver {
84     void solve(istream& cin, ostream& cout) {
85       int a, b;
86       cin >> a >> b;
87       cout << a + b << endl;
88     }
89   };
90
91   struct Brute {
92     void solve(istream& cin, ostream& cout) {
93       int a, b;
94       cin >> a >> b;
95       while (b--) ++a;
96       cout << a << endl;
97     }
98   };
99
100  template <typename Solution>
101  struct SolutionStr {
102    string solve(string input) {
103      istringstream is(input);
104      ostringstream os;
105      Solution().solve(is, os);
106      return os.str();
107    }
108  };
109
110  string gen_input(int it) {
111    (void)it;
112    return "10 20";
113  }
114
115  void stress() {
116    for (int it = 0; it < 1000; ++it) {
117      auto input = gen_input(it);
118      auto brute_out = SolutionStr<Solver>().solve(input);
119      auto sol_out = SolutionStr<Brute>().solve(input);
120      if (sol_out != brute_out) {
121        cerr << "WA #" << it << endl;
122        cerr << "input: " << endl;
123        cerr << input << endl;
124        cerr << "expected: " << brute_out << endl;
125        cerr << "got: " << sol_out << endl;
126        exit(1);
127      }
128    }
129
130    cerr << "OK" << endl;
131  }
132
133  int main() {
134    #ifdef _DEBUG_TEMICH_
135    stress();
136    #endif
137    Solver().solve(cin, cout);
138  }
```

1.2. Vector.

```cpp
1    struct Vec {
2      LL x, y;
3      explicit Vec(LL x = 0 , LL y = 0) : x(x), y(y) {}
4      Vec operator+(const Vec& o) const {
5        return Vec(x + o.x, y + o.y); }
6      Vec operator-(const Vec& o) const {
7        return Vec(x - o.x, y - o.y); }
8      Vec operator*(const LL p) const {
9        return Vec(x * p, y * p); }
10     double len() const { return sqrt(x * x + y * y); }
11     LL cross(const Vec& o) const { return x * o.y - y * o.x; }
12     LL dot(const Vec& o) const { return x * o.x + y * o.y; }
13     static Vec read(istream& cin) {
14       LL x, y;
15       cin >> x >> y;
16       return Vec(x, y);
17     }
18   };
19
20   // CONVEX HULL: last point == first point
21   vector<Vec> convex_hull(vector<Vec> a) {
22     int n = a.size(), k = 0;
23     vector<Vec> p(n * 2);
24     sort(a.begin(), a.end());
25
26     for(int i = 0; i < n; p[k++] = a[i++])
27       while(k > 1 && (p[k - 1] - p[k - 2])
28         % (p[k - 1] - a[i]) >= 0) --k;
```

```
29    for(int i = n - 2, w = k; i >= 0; p[k++] = a[i--])
30      while(k > w && (p[k - 1] - p[k - 2])
31        % (p[k - 1] - a[i]) >= 0) --k;
32    p.resize(k);
33    return p;
34  }
```

1.3. **FFT.**

```
1   struct Complex {
2     long double re, im;
3     explicit Complex(long double re = 0,
4       long double im = 0) : re(re), im(im) {}
5     Complex operator+(const Complex& o) const {
6       return Complex(re + o.re, im + o.im); }
7     Complex operator-(const Complex& o) const {
8       return Complex(re - o.re, im - o.im); }
9     Complex operator*(const Complex& o) const {
10      return Complex(re * o.re - im * o.im, re * o.im + im * o.re); }
11  };
12
13  const int MAX_SHIFT = 22;
14  const int MAX_N     = 1 << MAX_SHIFT;
15
16  const double Pi = acos(-1);
17
18  Complex roots[MAX_N / 2];
19  int bit_reverse[MAX_N];
20
21  void prep() {
22    bit_reverse[0] = 0;
23    for (int i = 1; i < MAX_N; ++i)
24      bit_reverse[i] = (bit_reverse[i >> 1]
25        | ((i & 1) << MAX_SHIFT)) >> 1;
26
27    for (int i = 0; i + i < MAX_N; ++i) {
28      double angle = 2 * i * Pi / MAX_N;
29      roots[i] = Complex(cos(angle), sin(angle));
30    }
31  }
32
33  Complex arr[MAX_N];
34  void fft(int k) {
35    assert(k <= MAX_SHIFT);
36
37    const int n = 1 << k;
38    for (int i = 0; i < n; ++i) {
39      int rv = bit_reverse[i] >> (MAX_SHIFT - k);
40      if (rv < i) swap(arr[i], arr[rv]);
41    }
42
43    for (int bs = 2; bs <= n; bs *= 2) {
44      const int hbs = bs / 2;
45      const int factor = (MAX_N / 2) / hbs;
46      for (int i = 0; i < n; i += bs) {
47        for (int j = 0; j < hbs; ++j) {
48          auto a = arr[i + j];
49          auto b = arr[i + j + hbs] * roots[factor * j];
50          arr[i + j] = a + b;
51          arr[i + j + hbs] = a - b;
52        }
53      }
54    }
55  }
56
57  const int Base = 100;
58
59  void square(vector<int>& number) {
60    int sz = number.size() * 2;
61    int k = 1;
62    {
63      int rsz = 2;
64      while (rsz < sz) {
65        rsz *= 2;
66        ++k;
67      }
68
69      sz = rsz;
70    }
71
72    assert(sz <= MAX_N);
73
74    for (int i = 0; i < sz; ++i)
75      arr[i] = Complex(i < number.size() ? number[i] : 0);
76
77    fft(k);
78    for (int i = 0; i < sz; ++i)
79      arr[i] = arr[i] * arr[i];
80    fft(k);
81    reverse(arr + 1, arr + sz);
82
83    number.resize(sz);
84    int cr = 0;
85    for (int i = 0; i < sz; ++i) {
86      number[i] = cr + int(arr[i].re / sz + 0.5);
```

```
87    cr = number[i] / Base;
88    number[i] %= Base;
89    }

91    while (number.back() == 0) number.pop_back();
92  }
```

1.4. Matrix.

```
1   struct Matrix {
2     ULL vals[N][N];
3     Matrix() {
4       for (int i = 0; i < N; ++i)
5         fill(vals[i], vals[i] + N, 0);
6     }

8     ULL* operator[](const int idx) {
9       return vals[idx];
10    }

12    const ULL* operator[](const int idx) const {
13      return vals[idx];
14    }

16    static Matrix Ident() {
17      Matrix res;
18      for (int i = 0; i < N; ++i)
19        res[i][i] = 1;

21      return res;
22    }

24    Matrix operator*(const Matrix& o) const {
25      Matrix res;

27      for (int i = 0; i < N; ++i) {
28        for (int j = 0; j < N; ++j) {
29          for (int k = 0; k < N; ++k) {
30            res[i][j] += vals[i][k] * o[k][j];
31            if (k == 7)
32              res[i][j] %= MOD;
33          }
34          res[i][j] %= MOD;
35        }
36      }

37
38      return res;
```

```
39    }
40  };
```

1.5. SegmTree.

```
1   class SegmTreeSum {
2     vector<int> tree;
3     int n;

5     int get(int v, int l, int r, int L, int R) const {
6       if (L > R) return 0;
7       if (l == L && r == R) return tree[v];

9       int mid = (l + r) / 2;

11      int a = get(2 * v + 1, l, mid, L, min(R, mid));
12      int b = get(2 * v + 2, mid + 1, r, max(L, mid + 1), R);

14      return a + b;
15    }

17    void set(int v, int l, int r, int pos, int val) {
18      if (l == r) {
19        tree[pos] = val;
20        return;
21      }

23      int mid = (l + r) / 2;

25      if (pos <= mid) set(2 * v + 1, l, mid, pos, val);
26      else set(2 * v + 2, mid + 1, r, pos, val);

28      tree[v] = tree[2 * v + 1] + tree[2 * v + 2];
29    }

31  public:
32    void init(int n_) {
33      n = n_;
34      tree.assign(4 * n, 0);
35    }

37    int get(int l, int r) const {
38      return get(0, 0, n - 1, l, r);
39    }

41    void set(int pos, int val) {
42      set(0, 0, n - 1, pos, val);
43    }
```

```
44    };
45
46    class SegmTreeMax {
47      vector<Pair> tree;
48      vector<int> psh;
49      int n;
50
51      void build(int v, int l, int r, const vector<int>& dp) {
52        if (l == r) {
53          tree[v] = Pair(dp[l], l);
54          return;
55        }
56
57        int mid = (l + r) / 2;
58
59        build(2 * v + 1, l, mid, dp);
60        build(2 * v + 2, mid + 1, r, dp);
61
62        tree[v] = max(tree[2 * v + 1], tree[2 * v + 2]);
63      }
64
65      void push(int v, int l, int r) {
66        if (l != r) {
67          psh[2 * v + 1] += psh[v];
68          psh[2 * v + 2] += psh[v];
69        }
70        tree[v].X += psh[v];
71        psh[v] = 0;
72      }
73
74      Pair getMax(int v, int l, int r, int L, int R) {
75        push(v, l, r);
76        if (L > R) return Pair(-INF, -INF);
77
78        if (l == L && r == R)
79          return tree[v];
80
81        int mid = (l + r) / 2;
82
83        Pair a = getMax(2 * v + 1, l, mid, L, min(R, mid));
84        Pair b = getMax(2 * v + 2, mid + 1, r, max(L, mid + 1), R);
85
86        return max(a, b);
87      }
88
89      void add(int v, int l, int r, int L, int R, int val) {
90        push(v, l, r);
91
92        if (L > R) return;
93        if (l == L && r == R) {
94          psh[v] += val;
95          push(v, l, r);
96          return;
97        }
98
99        int mid = (l + r) / 2;
100
101       add(2 * v + 1, l, mid, L, min(R, mid), val);
102       add(2 * v + 2, mid + 1, r, max(L, mid + 1), R, val);
103
104       tree[v] = max(tree[2 * v + 1], tree[2 * v + 2]);
105     }
106
107   public:
108     void init(const vector<int>& dp) {
109       n = dp.size();
110       tree.resize(4 * n);
111       psh.assign(4 * n, 0);
112
113       build(0, 0, n - 1, dp);
114     }
115
116     Pair getMax(int l, int r) {
117       return getMax(0, 0, n - 1, l, r);
118     }
119
120     void add(int l, int r, int val) {
121       add(0, 0, n - 1, l, r, val);
122     }
123   };
```

1.6. Aho.

```
1     struct Matcher {
2       static const int LETTERS_COUNT = 'z' - 'a' + 1;
3       struct Next {
4         int nxt[LETTERS_COUNT];
5         Next() { fill(nxt, nxt + LETTERS_COUNT, -1); }
6         int& operator[](char c) { return nxt[c - 'a']; }
7       };
8
9       vector<Next> next;
10      vector<int> link;
11      vector<char> p_char;
12      vector<int> p;
```

```
13    vector<int> id;
14
15    void build(const set<string>& strings) {
16      int total_size = 0;
17      for (const auto& s : strings)
18        total_size += s.size();
19      next.reserve(total_size);
20      link.reserve(total_size);
21      p_char.reserve(total_size);
22      p.reserve(total_size);
23
24      push();
25
26      int _id = 0;
27      for (const auto& s : strings) {
28        add(s, _id);
29        ++_id;
30      }
31    }
32
33    void push() {
34      next.push_back(Next());
35      link.push_back(-1);
36      p_char.push_back('#');
37      p.push_back(-1);
38      id.push_back(-1);
39    }
40
41    void add(const string& s, int _id) {
42      int state = 0;
43
44      for (char c : s) {
45        int next_state = next[state][c];
46        if (next_state == -1) {
47          push();
48          p_char.back() = c;
49          p.back() = state;
50          next_state = p.size() - 1;
51          next[state][c] = next_state;
52        }
53
54        state = next_state;
55      }
56
57      id[state] = _id;
58    }
59
```

```
60    int get_next(int state, char c) {
61      int x = _get_next(state, c);
62      // cerr << "get next " << state << " " << c << " = " << x << endl;
63      return x;
64    }
65
66    int _get_next(int state, char c) {
67      if (next[state][c] == -1 && state == 0)
68        return 0;
69      if (next[state][c] == -1)
70        next[state][c] = get_next(get_link(state), c);
71      return next[state][c];
72    }
73
74    int get_link(int state) { int x = _get_link(state);
75      // cerr << "get link " << state << " = " << x << endl;
76      return x;
77    }
78
79    int _get_link(int state) {
80      if (state == 0)
81        return 0;
82      if (p[state] == 0)
83        return 0;
84
85      int& l = link[state];
86      if (l == -1)
87        l = get_next(get_link(p[state]), p_char[state]);
88      return l;
89    }
90
91    int get_id(int state) { return id[state]; }
92  };
```

1.7. Suffix Automaton.

```
1   struct State {
2     map<char, int> nxt;
3     int link;
4     int len;
5     bool added;
6     int cnt;
7   };
8
9   State st[N];
10  int lst;
11  int sz;
12
```

```
13    void init() {
14      lst = 0;
15      sz = 1;
16      st[0].link = -1;
17      st[0].len = 1;
18    }
19
20    void ext(char c) {
21      // cerr << "ext : " << c << endl;
22      int cur = sz++;
23      st[cur].len = st[lst].len + 1;
24
25      int p;
26      for (p = lst; p != -1 && !st[p].nxt.count(c); p = st[p].link)
27        st[p].nxt[c] = cur;
28
29      if (p == -1) {
30        st[cur].link = 0;
31      } else {
32        int q = st[p].nxt[c];
33        if (st[p].len + 1 == st[q].len) {
34          st[cur].link = q;
35        } else {
36          int clone = sz++;
37          st[clone] = st[q];
38          st[clone].len = st[p].len + 1;
39          st[clone].cnt = st[st[clone].link].cnt;
40
41          st[q].link = st[cur].link = clone;
42
43          for (; p != -1 && st[p].nxt[c] == q; p = st[p].link)
44            st[p].nxt[c] = clone;
45        }
46      }
47
48      lst = cur;
49      st[cur].cnt = st[st[cur].link].cnt;
50    }
```

1.8. **Stoer Wagner.**

```
1    const int MAXN = 500;
2    int n, g[MAXN][MAXN];
3    int best_cost = 1000000000;
4    vector<int> best_cut;
5
6    void mincut() {
7      vector<int> v[MAXN];
```

```
8      for (int i=0; i<n; ++i)
9        v[i].assign (1, i);
10     int w[MAXN];
11     bool exist[MAXN], in_a[MAXN];
12     memset (exist, true, sizeof exist);
13     for (int ph=0; ph<n-1; ++ph) {
14       memset (in_a, false, sizeof in_a);
15       memset (w, 0, sizeof w);
16       for (int it=0, prev; it<n-ph; ++it) {
17         int sel = -1;
18         for (int i=0; i<n; ++i)
19           if (exist[i] && !in_a[i] && (sel == -1
20               || w[i] > w[sel]))
21             sel = i;
22         if (it == n-ph-1) {
23           if (w[sel] < best_cost)
24             best_cost = w[sel],  best_cut = v[sel];
25           v[prev].insert (v[prev].end(),
26               v[sel].begin(), v[sel].end());
27           for (int i=0; i<n; ++i)
28             g[prev][i] = g[i][prev] += g[sel][i];
29           exist[sel] = false;
30         }
31         else {
32           in_a[sel] = true;
33           for (int i=0; i<n; ++i)
34             w[i] += g[sel][i];
35           prev = sel;
36         }
37       }
38     }
39   }
```

1.9. **Flow.**

```
1    struct Edge {
2      int u, v, flow, cap;
3      Edge() : u(0), v(0), flow(0), cap(0) {}
4      Edge(int u, int v, int c) : u(u), v(v), flow(0), cap(c) {}
5    };
6
7    const int N = 666;
8    const int T = 1111;
9
10   const int MAXN = N + 2 * T + 100;
11
12
13   vector<int> g[500000];
```

```
14   vector<Edge> edges;

16   int flow, s, t;
17   int start[MAXN], used[MAXN], dist[MAXN];

19   bool bfs() {
20     memset(start, 0, sizeof(start));
21     memset(dist, -1, sizeof(dist));
22     dist[s] = 0;

24     queue<int> q;
25     q.push(s);

27     while (q.size()) {
28       int u = q.front();
29       q.pop();

31       for (int id : g[u]) {
32         Edge &e = edges[id];
33         int v = e.v;

35         if (dist[v] == -1 && e.flow < e.cap) {
36           dist[v] = dist[u] + 1;
37           q.push(v);
38         }
39       }
40     }
41     return dist[t] != -1;
42   }

44   int dfs(int u, int fl = -1) {
45     if (fl == -1) memset(used, false, sizeof(used));
46     used[u] = true;

48     if (u == t) return fl;

50     for (int &i = start[u]; i < g[u].size(); ++i) {
51       int id = g[u][i];
52       Edge &e = edges[id];
53       int v = e.v;
54       if (!used[v] && dist[v] == dist[u] + 1 && e.flow < e.cap) {
55         int can = e.cap - e.flow;
56         int df = dfs(v, fl == -1 ? can : min(fl, can));
57         if (df > 0) {
58           edges[id ^ 0].flow += df;
59           edges[id ^ 1].flow -= df;
60           return df;
61         }
62       }
63     }
64     return 0;
65   }

67   void add_edge(int u, int v, int c) {
68     //cout << "add (" << u << " " << v << " " << c << ") " << endl;
69     g[u].push_back(edges.size());
70     edges.emplace_back(u, v, c);
71     g[v].push_back(edges.size());
72     edges.emplace_back(v, u, 0);
73   }

75   int calc(int ss, int tt) {
76     //cout << "calc (" << ss << ", " << tt << ")" << endl;
77     flow = 0, s = ss, t = tt;
78     while (bfs()) {
79       while (int add = dfs(ss)) {
80         flow += add;
81       }
82     }
83     return flow;
84   }
```

1.10. Prefix function.

```
1    vector<int> prefix_function (string s) {
2      int n = (int) s.length();
3      vector<int> pi (n);
4      for (int i=1; i<n; ++i) {
5        int j = pi[i-1];
6        while (j > 0 && s[i] != s[j])
7          j = pi[j-1];
8        if (s[i] == s[j])  ++j;
9        pi[i] = j;
10     }
11     return pi;
12   }
```

1.11. BPWS.

```
1    const int trivial_limit = 50;
2    int p[1000];

4    int gcd (int a, int b) {
5      return a ? gcd (b%a, a) : b;
6    }

7
```

```
 8  int powmod (int a, int b, int m) {
 9    int res = 1;
10    while (b)
11      if (b & 1)
12        res = (res * 1ll * a) % m,  --b;
13      else
14        a = (a * 1ll * a) % m,  b >>= 1;
15    return res;
16  }
17
18  bool miller_rabin (int n) {
19    int b = 2;
20    for (int g; (g = gcd (n, b)) != 1; ++b)
21      if (n > g)
22        return false;
23    int p=0, q=n-1;
24    while ((q & 1) == 0)
25      ++p,  q >>= 1;
26    int rem = powmod (b, q, n);
27    if (rem == 1 || rem == n-1)
28      return true;
29    for (int i=1; i<p; ++i) {
30      rem = (rem * 1ll * rem) % n;
31      if (rem == n-1)  return true;
32    }
33    return false;
34  }
35
36  int jacobi (int a, int b)
37  {
38    if (a == 0)  return 0;
39    if (a == 1)  return 1;
40    if (a < 0)
41      if ((b & 2) == 0)
42        return jacobi (-a, b);
43      else
44        return - jacobi (-a, b);
45    int a1=a,  e=0;
46    while ((a1 & 1) == 0)
47      a1 >>= 1,  ++e;
48    int s;
49    if ((e & 1) == 0 || (b & 7) == 1 || (b & 7) == 7)
50      s = 1;
51    else
52      s = -1;
53    if ((b & 3) == 3 && (a1 & 3) == 3)
54      s = -s;
55    if (a1 == 1)
56      return s;
57    return s * jacobi (b % a1, a1);
58  }
59
60  bool bpsw (int n) {
61    if ((int)sqrt(n+0.0) *
62        (int)sqrt(n+0.0) == n)  return false;
63    int dd=5;
64    for (;;) {
65      int g = gcd (n, abs(dd));
66      if (1<g && g<n)  return false;
67      if (jacobi (dd, n) == -1)  break;
68      dd = dd<0 ? -dd+2 : -dd-2;
69    }
70    int p=1,  q=(p*p-dd)/4;
71    int d=n+1,  s=0;
72    while ((d & 1) == 0)
73      ++s,  d>>=1;
74    long long u=1, v=p, u2m=1, v2m=p, qm=q, qm2=q*2, qkd=q;
75    for (int mask=2; mask<=d; mask<<=1) {
76      u2m = (u2m * v2m) % n;
77      v2m = (v2m * v2m) % n;
78      while (v2m < qm2)   v2m += n;
79      v2m -= qm2;
80      qm = (qm * qm) % n;
81      qm2 = qm * 2;
82      if (d & mask) {
83        long long t1 = (u2m * v) % n,
84             t2 = (v2m * u) % n,
85           t3 = (v2m * v) % n,
86           t4 = (((u2m * u) % n) * dd) % n;
87        u = t1 + t2;
88        if (u & 1)  u += n;
89        u = (u >> 1) % n;
90        v = t3 + t4;
91        if (v & 1)  v += n;
92        v = (v >> 1) % n;
93        qkd = (qkd * qm) % n;
94      }
95    }
96    if (u==0 || v==0)  return true;
97    long long qkd2 = qkd*2;
98    for (int r=1; r<s; ++r) {
99      v = (v * v) % n - qkd2;
100     if (v < 0)  v += n;
101     if (v < 0)  v += n;
```

```
102    if (v >= n)  v -= n;
103    if (v >= n)  v -= n;
104    if (v == 0)  return true;
105    if (r < s-1) {
106      qkd = (qkd * 1ll * qkd) % n;
107      qkd2 = qkd * 2;
108    }
109  }
110  return false;
111  }
112
113  bool prime (int n) {
114    // Call for prime check
115    for (int i=0; i<trivial_limit && p[i]<n; ++i)
116      if (n % p[i] == 0)
117        return false;
118    if (p[trivial_limit-1]*p[trivial_limit-1] >= n)
119      return true;
120    if (!miller_rabin (n))
121      return false;
122    return bpsw (n);
123  }
124
125  void prime_init() {
126    // Call before prime check
127    for (int i=2, j=0; j<trivial_limit; ++i) {
128      bool pr = true;
129      for (int k=2; k*k<=i; ++k)
130        if (i % k == 0)
131          pr = false;
132      if (pr)
133        p[j++] = i;
134    }
135  }
```

1.12. Bridge search.

```
1   const int MAXN = ...;
2   vector<int> g[MAXN];
3   bool used[MAXN];
4   int timer, tin[MAXN], fup[MAXN];
5
6   void dfs (int v, int p = -1) {
7     used[v] = true;
8     tin[v] = fup[v] = timer++;
9     for (size_t i=0; i<g[v].size(); ++i) {
10      int to = g[v][i];
11      if (to == p)  continue;
```

```
12      if (used[to])
13        fup[v] = min (fup[v], tin[to]);
14      else {
15        dfs (to, v);
16        fup[v] = min (fup[v], fup[to]);
17        if (fup[to] > tin[v])
18          IS_BRIDGE(v,to);
19      }
20    }
21  }
22
23  void find_bridges() {
24    timer = 0;
25    for (int i=0; i<n; ++i)
26      used[i] = false;
27    for (int i=0; i<n; ++i)
28      if (!used[i])
29        dfs (i);
30  }
```

1.13. Lca.

```
1   int n, l;
2   vector < vector<int> > g;
3   vector<int> tin, tout;
4   int timer;
5   vector < vector<int> > up;
6
7   void dfs (int v, int p = 0) {
8     tin[v] = ++timer;
9     up[v][0] = p;
10    for (int i=1; i<=l; ++i)
11      up[v][i] = up[up[v][i-1]][i-1];
12    for (size_t i=0; i<g[v].size(); ++i) {
13      int to = g[v][i];
14      if (to != p)
15        dfs (to, v);
16    }
17    tout[v] = ++timer;
18  }
19
20  bool upper (int a, int b) {
21    return tin[a] <= tin[b] && tout[a] >= tout[b];
22  }
23
24  int lca (int a, int b) {
25    if (upper (a, b))  return a;
26    if (upper (b, a))  return b;
```

```
27    for (int i=l; i>=0; --i)
28      if (! upper (up[a][i], b))
29        a = up[a][i];
30    return up[a][0];
31  }
32
33  int main() {
34    // read
35    tin.resize (n),  tout.resize (n),  up.resize (n);
36    l = 1;
37    while ((1<<l) <= n)  ++l;
38    for (int i=0; i<n; ++i)  up[i].resize (l+1);
39    dfs (0);
40
41    for (;;) {
42      int a, b; // query
43      int res = lca (a, b); // answer
44    }
45
46  }
```

1.14. **2-SAT.**

```
1   int n;
2   vector < vector<int> > g, gt;
3   vector<bool> used;
4   vector<int> order, comp;
5
6   void dfs1 (int v) {
7     used[v] = true;
8     for (size_t i=0; i<g[v].size(); ++i) {
9       int to = g[v][i];
10      if (!used[to])
11        dfs1 (to);
12    }
13    order.push_back (v);
14  }
15
16  void dfs2 (int v, int cl) {
17    comp[v] = cl;
18    for (size_t i=0; i<gt[v].size(); ++i) {
19      int to = gt[v][i];
20      if (comp[to] == -1)
21        dfs2 (to, cl);
22    }
23  }
24
25  int main() {
```

```
26      // read
27    used.assign (n, false);
28    for (int i=0; i<n; ++i)
29      if (!used[i])
30        dfs1 (i);
31
32    comp.assign (n, -1);
33    for (int i=0, j=0; i<n; ++i) {
34      int v = order[n-i-1];
35      if (comp[v] == -1)
36        dfs2 (v, j++);
37    }
38
39    for (int i=0; i<n; ++i)
40      if (comp[i] == comp[i^1]) {
41        puts ("NO SOLUTION");
42        return 0;
43      }
44    for (int i=0; i<n; ++i) {
45      int ans = comp[i] > comp[i^1] ? i : i^1;
46      printf ("%d ", ans);
47    }
48
49  }
```

1.15. **Centroid.**

```
1   struct decomposer_t
2   {
3     void process(const graph_t &g, int root)
4     {
5       // process tree `g` with root `root`
6
7     }
8
9     vector<int> cnt;
10
11    int dfs_cnt(const graph_t &g, int u, int pred = -1)
12    {
13      cnt[u] = 0;
14      for(size_t i = 0; i < g[u].size(); ++i)
15      {
16        int v = g[u][i].v;
17        if(v == pred)
18          continue;
19        int cur = dfs_cnt(g, v, u);
20        cnt[u] += cur;
21      }
```

```
22    cnt[u]++;
23    return cnt[u];
24  }
25
26  int dfs_root(const graph_t &g, int u, int n, int pred = -1)
27  {
28    int mx = n - cnt[u];
29    for(size_t i = 0; i < g[u].size(); ++i)
30    {
31      int v = g[u][i].v;
32      if(v == pred)
33        continue;
34      mx = max(mx, cnt[v]);
35    }
36    if(mx <= n / 2)
37      return u;
38
39    for(size_t i = 0; i < g[u].size(); ++i)
40    {
41      int v = g[u][i].v;
42      if(v == pred)
43        continue;
44      int cur = dfs_root(g, v, n, u);
45      if(cur != -1)
46        return cur;
47    }
48    return -1;
49  }
50
51  int find_root(const graph_t &g, int root)
52  {
53    int n = dfs_cnt(g, root);
54    int u = dfs_root(g, root, n);
55    return u;
56  }
57
58  void delete_root(graph_t &g, int root)
59  {
60    for(size_t i = 0; i < g[root].size(); ++i)
61    {
62      int v = g[root][i].v;
63      for(size_t j = 0; j < g[v].size(); ++j)
64        if(g[v][j].v == root)
65        {
66          swap(g[v][j], g[v].back());
67          g[v].pop_back();
68          break;
69        }
70    }
71  }
72
73  void process_tree(graph_t &g)
74  {
75    cnt.assign(g.size(), 0);
76    process_tree(g, 0);
77  }
78
79  void process_tree(graph_t &g, int root)
80  {
81    if(root == -1)
82      return;
83    root = find_root(g, root);
84    process(g, root);
85    delete_root(g, root);
86    for(size_t i = 0; i < g[root].size(); ++i)
87      process_tree(g, g[root][i].v);
88  }
89  };
```

2. MISC

2.1. Debugging Tips.

- Stack overflow? Recursive DFS on tree that is actually a long path?
- Floating-point numbers
  - Getting NaN? Make sure acos etc. are not getting values out of their range (perhaps 1+eps).
  - Rounding negative numbers?
  - Outputting in scientific notation?
- Wrong Answer?
  - Read the problem statement again!
  - Are multiple test cases being handled correctly? Try repeating the same test case many times.
  - Integer overflow?
  - Think very carefully about boundaries of all input parameters
  - Try out possible edge cases:
    * $n = 0, n = -1, n = 1, n = 2^{31} - 1$ or $n = -2^{31}$
    * List is empty, or contains a single element
    * n is even, n is odd
    * Graph is empty, or contains a single vertex
    * Graph is a multigraph (loops or multiple edges)
    * Polygon is concave or non-simple
  - Is initial condition wrong for small cases?
  - Are you sure the algorithm is correct?
  - Explain your solution to someone.
  - Are you using any functions that you don't completely understand? Maybe STL functions?
  - Maybe you (or someone else) should rewrite the solution?
  - Can the input line be empty?
- Run-Time Error?
  - Is it actually Memory Limit Exceeded?

2.2. Solution Ideas.

- Dynamic Programming
  - Parsing CFGs: CYK Algorithm
  - Drop a parameter, recover from others
  - Swap answer and a parameter
  - When grouping: try splitting in two
  - 2^k trick
  - When optimizing
    * Convex hull optimization
      · $dp[i] = \min_{j<i}\{dp[j] + b[j] \times a[i]\}$
      · $b[j] \geq b[j+1]$
      · optionally $a[i] \leq a[i+1]$
      · $O(n^2)$ to $O(n)$
    * Divide and conquer optimization
      · $dp[i][j] = \min_{k<j}\{dp[i-1][k] + C[k][j]\}$
      · $A[i][j] \leq A[i][j+1]$
      · $O(kn^2)$ to $O(kn \log n)$
      · sufficient: $C[a][c] + C[b][d] \leq C[a][d] + C[b][c]$, $a \leq b \leq c \leq d$ (QI)
    * Knuth optimization
      · $dp[i][j] = \min_{i<k<j}\{dp[i][k] + dp[k][j] + C[i][j]\}$
      · $A[i][j-1] \leq A[i][j] \leq A[i+1][j]$
      · $O(n^3)$ to $O(n^2)$
      · sufficient: QI and $C[b][c] \leq C[a][d]$, $a \leq b \leq c \leq d$
- Greedy
- Randomized
- Optimizations
  - Use bitset (/64)
  - Switch order of loops (cache locality)
- Process queries offline
  - Mo's algorithm
- Square-root decomposition
- Precomputation
- Efficient simulation
  - Mo's algorithm
  - Sqrt decomposition
  - Store 2^k jump pointers
- Data structure techniques
  - Sqrt buckets
  - Store 2^k jump pointers
  - 2^k merging trick
- Counting
  - Inclusion-exclusion principle
  - Generating functions
- Graphs
  - Can we model the problem as a graph?
  - Can we use any properties of the graph?
  - Strongly connected components
  - Cycles (or odd cycles)
  - Bipartite (no odd cycles)
    * Bipartite matching
    * Hall's marriage theorem
    * Stable Marriage
  - Cut vertex/bridge
  - Biconnected components
  - Degrees of vertices (odd/even)
  - Trees
    * Heavy-light decomposition
    * Centroid decomposition
    * Least common ancestor
    * Centers of the tree
  - Eulerian path/circuit
  - Chinese postman problem

- – Topological sort
- – (Min-Cost) Max Flow
- – Min Cut
  - * Maximum Density Subgraph
- – Huffman Coding
- – Min-Cost Arborescence
- – Steiner Tree
- – Kirchoff's matrix tree theorem
- – Prüfer sequences
- – Lovász Toggle
- – Look at the DFS tree (which has no cross-edges)
- – Is the graph a DFA or NFA?
  - * Is it the Synchronizing word problem?
- Mathematics
  - – Is the function multiplicative?
  - – Look for a pattern
  - – Permutations
    - * Consider the cycles of the permutation
  - – Functions
    - * Sum of piecewise-linear functions is a piecewise-linear function
    - * Sum of convex (concave) functions is convex (concave)
  - – Modular arithmetic
    - * Chinese Remainder Theorem
    - * Linear Congruence
  - – Sieve
  - – System of linear equations
  - – Values too big to represent?
    - * Compute using the logarithm
    - * Divide everything by some large value
  - – Linear programming
    - * Is the dual problem easier to solve?
  - – Can the problem be modeled as a different combinatorial problem? Does that simplify calculations?
- Logic
  - – 2-SAT
  - – XOR-SAT (Gauss elimination or Bipartite matching)
- Meet in the middle
- Only work with the smaller half ($\log(n)$)
- Strings
  - – Trie (maybe over something weird, like bits)
  - – Suffix array
  - – Suffix automaton (+DP?)
  - – Aho-Corasick
  - – eerTree
  - – Work with $S + S$
- Hashing
- Euler tour, tree to array

- Segment trees
  - – Lazy propagation
  - – Persistent
  - – Implicit
  - – Segment tree of X
- Geometry
  - – Minkowski sum (of convex sets)
  - – Rotating calipers
  - – Sweep line (horizontally or vertically?)
  - – Sweep angle
  - – Convex hull
- Fix a parameter (possibly the answer).
- Are there few distinct values?
- Binary search
- Sliding Window (+ Monotonic Queue)
- Computing a Convolution? Fast Fourier Transform
- Computing a 2D Convolution? FFT on each row, and then on each column
- Exact Cover (+ Algorithm X)
- Cycle-Finding
- What is the smallest set of values that identify the solution? The cycle structure of the permutation? The powers of primes in the factorization?
- Look at the complement problem
  - – Minimize something instead of maximizing
- Immediately enforce necessary conditions. (All values greater than 0? Initialize them all to 1)
- Add large constant to negative numbers to make them positive
- Counting/Bucket sort

3. ФОРМУЛЫ

3.1. Преобразование Абеля.

(1) $$\sum_{k=0}^{n} a_k b_k = a_n B_n - \sum_{k=0}^{n-1} B_k(a_{k+1} - a_k), \quad \text{где } B_n = \sum_{k=0}^{n} b_k$$

3.2. Арифметико-геометрическая прогрессия.

(2) $$u_n = qu_{n-1} + d, \quad \text{где } q \neq 1, d \neq 0$$

(3) $$u_{n+1} = q^n \left(u_1 + \frac{d}{q-1} \right) - \frac{d}{q-1}$$

(4) $$\lim_{n \to \infty} u_n = \frac{d}{1-q} \quad \text{при } |q| < 1$$

(5) $$\sum_{k=1}^{n} u_k = \frac{(u_1(q-1)+d)(q^n-1)}{(q-1)^2} - \frac{dn}{q-1}$$

3.3. Золотое сечение.

(6) $$\varphi = \frac{1+\sqrt{5}}{2}$$

3.4. Числа Фибоначчи.

(7) $$F_0 = 0, \quad F_1 = 0, \quad F_n = F_{n-1} + F_{n-2}$$

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610, 987, 1597, 2584, 4181, 6765, 10946, 17711, 28657, 46368, 75025, 121393, 196418, 317811, 514229, 832040, 1346269, 2178309, 3524578, 5702887, 9227465, 14930352, 24157817, 39088169, 63245986, 102334155

(8) $$F_n = \frac{\varphi^n - (-\varphi)^{-n}}{\varphi - (-\varphi)^{-1}} = \frac{\left(\frac{1+\sqrt{5}}{2}\right)^n - \left(\frac{1-\sqrt{5}}{2}\right)^n}{\sqrt{5}} = \frac{(1+\sqrt{5})^n - (1-\sqrt{5})^n}{2^n \cdot \sqrt{5}}$$

(9) $$F_n = \left\lfloor \frac{\varphi^n}{\sqrt{5}} \right\rceil = \left\lfloor \frac{\varphi^n}{\sqrt{5}} + \frac{1}{2} \right\rfloor$$

(10) $$n(F) = \left\lfloor \log_\varphi \left(F \cdot \sqrt{5} + \frac{1}{2} \right) \right\rfloor$$

(11) $$F_n \sim \frac{\varphi^n}{\sqrt{5}} \quad \text{при } n \to \infty$$

(12) $$\lim_{n \to \infty} \frac{F_{n+1}}{F_n} = \varphi$$

(13) $$F_{n+1} = \sum_{k=0}^{\left\lfloor \frac{n}{2} \right\rfloor} \binom{n-k}{k}$$

(14) $$\sum_{i=1}^{n} F_i = F_{n+2} - 1$$

(15) $$\sum_{i=0}^{n-1} F_{2i+1} = F_{2n}$$

(16) $$\sum_{i=1}^{n} F_{2i} = F_{2n+1} - 1$$

(17) $$\sum_{i=1}^{n} F_i^2 = F_n F_{n+1}$$

(18) $$F_{n-1} F_{n+1} - F_n^2 = (-1)^n$$

(19) $$F_n^2 - F_{n-r} F_{n+r} = (-1)^{n-r} F_r^2$$

(20) $$F_m F_{n+1} - F_{m+1} F_n = (-1)^n F_{m-n}$$

(21) $$F_{2n} = F_{n+1}^2 - F_{n-1}^2 = F_n \left(F_{n+1} + F_{n-1} \right) = F_n \left(F_n + 2F_{n-1} \right)$$

(22) $$F_{2n+1} = F_n^2 + F_{n+1}^2$$

3.5. Числа трибоначчи.

(23) $$t_0 = 0, \quad t_1 = 0, \quad t_2 = 1, \quad t_n = t_{n-1} + t_{n-2} + t_{n-3}$$

0, 0, 1, 1, 2, 4, 7, 13, 24, 44, 81, 149, 274, 504, 927, 1705, 3136, 5768, 10609, 19513, 35890, 66012, 121415, 223317, 410744, 755476, 1389537, 2555757, 4700770, 8646064, 15902591, 29249425, 53798080, 98950096, 181997601, 334745777, 615693474, 1132436852

3.6. Числа Люка.

(24) $$L_0 = 2, \quad L_1 = 1, \quad L_n = L_{n-1} + L_{n-2}$$

2, 1, 3, 4, 7, 11, 18, 29, 47, 76, 123, 199, 322, 521, 843, 1364, 2207, 3571, 5778, 9349, 15127, 24476, 39603, 64079, 103682, 167761, 271443, 439204, 710647, 1149851, 1860498, 3010349, 4870847, 7881196, 12752043, 20633239, 33385282, 54018521, 87403803

(25) $$L_n = F_{n-1} + F_{n+1} = F_n + 2F_{n-1} = F_{n+2} - F_{n-2}$$

(26) $$L_n = \varphi^n + (1-\varphi)^n = \varphi^n + (-\varphi)^{-n} = \left(\frac{1+\sqrt{5}}{2} \right)^n + \left(\frac{1-\sqrt{5}}{2} \right)^n$$

3.7. Биномиальные коэффициенты.

(27)
$$(x+y)^n = \sum_{k=0}^{n} \binom{n}{k} x^{n-k} y^k$$

(28)
$$\binom{n}{k} = \frac{n!}{k! \cdot (n-k)!}$$

(29)
$$\binom{n}{k} = \binom{n-1}{k-1} + \binom{n-1}{k}$$

(30)
$$\binom{n}{k} = \binom{n}{n-k}$$

(31)
$$\binom{n}{k} = \frac{n}{k} \cdot \binom{n-1}{k-1}$$

(32)
$$\binom{n}{m}\binom{n-m}{k} = \binom{n}{k}\binom{n-k}{m}$$

(33)
$$\sum_{j=0}^{k} \binom{m}{j}\binom{n-m}{k-j} = \binom{n}{k}$$

(34)
$$\sum_{j=k}^{n} \binom{j}{k} = \binom{n+1}{k+1}$$

(35)
$$\sum_{k=0}^{n} \binom{n}{k} = 2^n$$

(36)
$$\sum_{k=0}^{n} \binom{n}{k}^2 = \binom{2n}{n}$$

(37)
$$\sum_{k=0}^{n} \binom{n}{k}^3 = \sum_{k=0}^{n} \binom{n}{k}^2 \binom{2k}{n}$$

(38)
$$\sum_{k=0}^{n} (-1)^k \binom{n}{k} = 0$$

(39)
$$\sum_{k=0}^{2n} (-1)^k \binom{2n}{k}^3 = (-1)^n \cdot \frac{(3n)!}{(n!)^3}$$

(40)
$$\sum_{k=0}^{m} (-1)^k \binom{n}{k} = (-1)^m \binom{n-1}{m}$$

(41)
$$\sum_{k=m}^{n} \binom{n}{k}\binom{k}{m} = 2^{n-m} \binom{n}{m}$$

(42)
$$\sum_{k=0}^{n} k \binom{n}{k} = n 2^{n-1}$$

(43)
$$\sum_{k=0}^{n} k^2 \binom{n}{k} = n(n+1) 2^{n-2}$$

3.8. Числа Каталана.

(44)
$$C_0 = 1, \quad C_{n+1} = \sum_{i=0}^{n} C_i \cdot C_{n-i}$$

1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, 208012, 742900, 2674440, 9694845, 35357670, 129644790, 477638700, 1767263190, 6564120420, 24466267020, 91482563640, 343059613650, 1289904147324, 4861946401452, 18367353072152, 69533550916004, 263747951750360, 1002242216651368, 3814986502092304

(45)
$$C_n = \frac{1}{n+1} \binom{2n}{n} = \frac{(2n)!}{(n+1)! \cdot n!} = \prod_{k=2}^{n} \frac{n+k}{k}$$

(46)
$$C_{n+1} = \frac{2(2n+1)}{n+2} \cdot C_n$$

3.9. Числа Стирлинга 1-го рода.

(47)
$$\left\{ \begin{matrix} 0 \\ 0 \end{matrix} \right\} = 1, \quad \left\{ \begin{matrix} n \\ 0 \end{matrix} \right\} = \left\{ \begin{matrix} 0 \\ n \end{matrix} \right\} = 0, \quad \left\{ \begin{matrix} n+1 \\ k \end{matrix} \right\} = n \left\{ \begin{matrix} n \\ k \end{matrix} \right\} + \left\{ \begin{matrix} n \\ k-1 \end{matrix} \right\}$$

(48)
$$\left\{ \begin{matrix} n \\ 1 \end{matrix} \right\} = (n-1)!, \quad \left\{ \begin{matrix} n \\ n-1 \end{matrix} \right\} = \binom{n}{2}, \quad \left\{ \begin{matrix} n \\ n \end{matrix} \right\} = 1$$

(49)
$$\sum_{k=0}^{n} \left\{ \begin{matrix} n \\ k \end{matrix} \right\} = n!$$

(50)
$$\prod_{j=0}^{n-1} (x+j) = \sum_{k=0}^{n} \left\{ \begin{matrix} n \\ k \end{matrix} \right\} x^k$$

(51)
$$\prod_{j=0}^{n-1} (x-j) = \sum_{k=0}^{n} (-1)^{n-k} \left\{ \begin{matrix} n \\ k \end{matrix} \right\} x^k$$

3.10. Числа Стирлинга 2-го рода.

(52)
$$\left\{{0 \atop 0}\right\} = 1, \quad \left\{{n \atop 0}\right\} = \left\{{0 \atop n}\right\} = 0, \quad \left\{{n+1 \atop k}\right\} = k\left\{{n \atop k}\right\} + \left\{{n \atop k-1}\right\}$$

(53)
$$\left\{{n \atop 1}\right\} = 1, \quad \left\{{n \atop 2}\right\} = 2^{n-1} - 1, \quad \left\{{n \atop n-1}\right\} = \binom{n}{2}, \quad \left\{{n \atop n}\right\} = 1$$

(54)
$$\sum_{k=0}^{n} \left\{{n \atop k}\right\} \prod_{j=0}^{n-1} (x - j) = x^n$$

(55)
$$\left\{{n \atop k}\right\} = \frac{1}{k!} \sum_{j=0}^{k} (-1)^{k-j} \binom{k}{j} j^n$$

(56)
$$\left\{{n+1 \atop k+1}\right\} = \sum_{j=k}^{n} \binom{n}{j} \left\{{j \atop k}\right\}$$

(57)
$$\left\{{n+1 \atop k+1}\right\} = \sum_{j=k}^{n} (k+1)^{n-j} \left\{{j \atop k}\right\}$$

(58)
$$\left\{{n+k+1 \atop k}\right\} = \sum_{j=0}^{k} j \left\{{n+j \atop j}\right\}$$

3.11. Числа Белла.

(59)
$$B_0 = 1, \quad B_{n+1} = \sum_{k=0}^{n} \binom{n}{k} B_k$$

1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, 115975, 678570, 4213597, 27644437, 190899322, 1382958545, 10480142147, 82864869804, 682076806159, 5832742205057, 51724158235372, 474869816156751, 4506715738447323, 44152005855084346, 445958869294805289, 4638590332229999353, 49631246523618756274

(60)
$$B_n = \sum_{k=0}^{n} \left\{{n \atop k}\right\}$$

Catalan	$C_0 = 1, C_n = \frac{1}{n+1}\binom{2n}{n} = \sum_{i=0}^{n-1} C_i C_{n-i-1} = \frac{4n-2}{n+1} C_{n-1}$	
Stirling 1st kind	$\left[\begin{smallmatrix}0\\0\end{smallmatrix}\right] = 1, \left[\begin{smallmatrix}n\\0\end{smallmatrix}\right] = \left[\begin{smallmatrix}0\\n\end{smallmatrix}\right] = 0, \left[\begin{smallmatrix}n\\k\end{smallmatrix}\right] = (n-1)\left[\begin{smallmatrix}n-1\\k\end{smallmatrix}\right] + \left[\begin{smallmatrix}n-1\\k-1\end{smallmatrix}\right]$	#perms of n objs with exactly k cycles
Stirling 2nd kind	$\left\{\begin{smallmatrix}n\\1\end{smallmatrix}\right\} = \left\{\begin{smallmatrix}n\\n\end{smallmatrix}\right\} = 1, \left\{\begin{smallmatrix}n\\k\end{smallmatrix}\right\} = k\left\{\begin{smallmatrix}n-1\\k\end{smallmatrix}\right\} + \left\{\begin{smallmatrix}n-1\\k-1\end{smallmatrix}\right\}$	#ways to partition n objs into k nonempty sets
Euler	$\left\langle\begin{smallmatrix}n\\0\end{smallmatrix}\right\rangle = \left\langle\begin{smallmatrix}n\\n-1\end{smallmatrix}\right\rangle = 1, \left\langle\begin{smallmatrix}n\\k\end{smallmatrix}\right\rangle = (k+1)\left\langle\begin{smallmatrix}n-1\\k\end{smallmatrix}\right\rangle + (n-k)\left\langle\begin{smallmatrix}n-1\\k-1\end{smallmatrix}\right\rangle$	#perms of n objs with exactly k ascents
Euler 2nd Order	$\left\langle\!\left\langle\begin{smallmatrix}n\\k\end{smallmatrix}\right\rangle\!\right\rangle = (k+1)\left\langle\!\left\langle\begin{smallmatrix}n-1\\k\end{smallmatrix}\right\rangle\!\right\rangle + (2n-k-1)\left\langle\!\left\langle\begin{smallmatrix}n-1\\k-1\end{smallmatrix}\right\rangle\!\right\rangle$	#perms of $1, 1, 2, 2, ..., n, n$ with exactly k ascents
Bell	$B_1 = 1, B_n = \sum_{k=0}^{n-1} B_k \binom{n-1}{k} = \sum_{k=0}^{n} \left\{\begin{smallmatrix}n\\k\end{smallmatrix}\right\}$	#partitions of $1..n$ (Stirling 2nd, no limit on k)

#labeled rooted trees	n^{n-1}
#labeled unrooted trees	n^{n-2}
#forests of k rooted trees	$\frac{k}{n}\binom{n}{k}n^{n-k}$
$\sum_{i=1}^{n} i^2 = n(n+1)(2n+1)/6$	$\sum_{i=1}^{n} i^3 = n^2(n+1)^2/4$
$!n = n\times!(n-1) + (-1)^n$	$!n = (n-1)(!(n-1)+!(n-2))$
$\sum_{i=1}^{n} \binom{n}{i} F_i = F_{2n}$	$\sum_i \binom{n-i}{i} = F_{n+1}$
$\sum_{k=0}^{n} \binom{k}{m} = \binom{n+1}{m+1}$	$x^k = \sum_{i=0}^{k} i!\left\{\begin{smallmatrix}k\\i\end{smallmatrix}\right\}\binom{x}{i} = \sum_{i=0}^{k} \left\langle\begin{smallmatrix}k\\i\end{smallmatrix}\right\rangle\binom{x+i}{k}$
$a \equiv b \pmod{x, y} \Rightarrow a \equiv b \pmod{\text{lcm}(x,y)}$	$\sum_{d\mid n} \phi(d) = n$
$ac \equiv bc \pmod{m} \Rightarrow a \equiv b \pmod{\frac{m}{\gcd(c,m)}}$	$(\sum_{d\mid n} \sigma_0(d))^2 = \sum_{d\mid n} \sigma_0(d)^3$
p prime $\Leftrightarrow (p-1)! \equiv -1 \pmod{p}$	$\gcd(n^a - 1, n^b - 1) = n^{\gcd(a,b)} - 1$
$\sigma_x(n) = \prod_{i=0}^{r} \frac{p_i^{(a_i+1)x}-1}{p_i^x - 1}$	$\sigma_0(n) = \prod_{i=0}^{r}(a_i + 1)$
$\sum_{k=0}^{m}(-1)^k \binom{n}{k} = (-1)^m \binom{n-1}{m}$	
$2^{\omega(n)} = O(\sqrt{n})$	$\sum_{i=1}^{n} 2^{\omega(i)} = O(n \log n)$
$d = v_i t + \frac{1}{2}at^2$	$v_f^2 = v_i^2 + 2ad$
$v_f = v_i + at$	$d = \frac{v_i + v_f}{2}t$

3.12. The Twelvefold Way. Putting n balls into k boxes.

Balls	same	distinct	same	distinct	
Boxes	same	same	distinct	distinct	Remarks
-	$p_k(n)$	$\sum_{i=0}^{k} \left\{\begin{smallmatrix}n\\i\end{smallmatrix}\right\}$	$\binom{n+k-1}{k-1}$	k^n	$p_k(n)$: #partitions of n into $\leq k$ positive parts
size ≥ 1	$p(n,k)$	$\left\{\begin{smallmatrix}n\\k\end{smallmatrix}\right\}$	$\binom{n-1}{k-1}$	$k!\left\{\begin{smallmatrix}n\\k\end{smallmatrix}\right\}$	$p(n,k)$: #partitions of n into k positive parts
size ≤ 1	$[n \leq k]$	$[n \leq k]$	$\binom{k}{n}$	$n!\binom{k}{n}$	$[cond]$: 1 if $cond = true$, else 0

PRACTICE CONTEST CHECKLIST

- How many operations per second? Compare to local machine.
- What is the stack size?
- How to use printf/scanf with long long/long double?
- Are __int128 and __float128 available?
- Does MLE give RTE or MLE as a verdict? What about stack overflow?
- What is RAND_MAX?
- How does the judge handle extra spaces (or missing newlines) in the output?
- Look at documentation for programming languages.
- Try different programming languages: C++, Java and Python.
- Try the submit script.
- Try local programs: i?python[23], factor.
- Try submitting with assert(false) and assert(true).
- Return-value from main.
- Look for directory with sample test cases.
- Make sure printing works.
- Remove this page from the notebook.