Competitive Programming notes

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1 Basic NT

1.1 Prime factorization

1.2 Sieve of Eratosthenes

1.3 Linear Sieve

```
lp[i*pr[j]] = pr[j];
}
```

1.4 Extended Euclidean Algorithm

```
int gcd(int a, int b, int& x, int& y) {
    if (b==0) {
        x = 1;
        y = 0;
        return a;
    }
    int x1, y1;
    int d = gcd(b, a%b, x1, y1);
    x = y1;
    y = x1- y1*(a/b);
    return d;
}
```

2 Sorting

2.1 Merge Sort (with Inversion count)

```
11 mergeSort(int arr[], int array_size);
11 _mergeSort(int arr[], int temp[], int left, int right);
11 merge(int arr[], int temp[], int left, int mid, int right);
11 mergeSort(int arr[], int array_size) {
    int temp[array_size];
    return _mergeSort(arr, temp, 0, array_size - 1);
}
11 _mergeSort(int arr[], int temp[], int left, int right) {
    ll mid, inv_count = 0;
```

```
if (right > left) {
        mid = (right + left) / 2;
        inv_count += _mergeSort(arr, temp, left, mid);
        inv_count += _mergeSort(arr, temp, mid + 1, right);
        inv_count += merge(arr, temp, left, mid + 1, right);
    return inv_count;
ll merge(int arr[], int temp[], int left, int mid, int right)
    int i, j, k;
    11 inv_count = 0;
   i = left;
    j = mid;
   k = left;
    while ((i <= mid - 1) && (j <= right)) {</pre>
        if (arr[i] <= arr[j])</pre>
            temp[k++] = arr[i++];
        else {
            temp[k++] = arr[j++];
            inv_count = inv_count + (mid - i);
        }
   while (i <= mid - 1)</pre>
        temp[k++] = arr[i++];
    while (j <= right)</pre>
        temp[k++] = arr[j++];
    FOR(i,left,right+1) arr[i] = temp[i];
    return inv_count;
```

3 Graphs

3.1 Depth First Traversal (base)

```
1l dfs(int node, vector<int> adjacency[], bool visited[]) {
    visited[node] = true;
    for(auto i : adjacency[node])
        if(!visited[i]) dfs(i, adjacency, visited);
}
```

3.2 Breadth First Traversal (base)

```
queue<int> tovisit;
ll bfs(bool visited[]) {
   while(!tovisit.empty()) {
      visited[tovisit.front()] = true;
      for(int i : adjacency[tovisit.front()])
            if(!visited[i]) tovisit.push(i);
      tovisit.pop();
   }
}
```

3.3 Breadth First Traversal (for heights on spanning tree)

```
tovisit.pop();
}

void driver() {
  while(!tovisit.empty()) {
    bfs(visited,adjacency,heights,height);
    while(!newvisit.empty()) {
        tovisit.push(newvisit.front());
        newvisit.pop();
    }
}
height++;
}
```

4 Strings

4.1 KMP Algorithm

```
void computeLPSArray(string pat, int M, int lps[]);
void KMPSearch(string pat, string txt)
{
    int M = pat.length();
    int N = txt.length();
    int lps[M];
    computeLPSArray(pat, M, lps);
    int i = 0, j = 0;
    while(i<N) {</pre>
        if(pat[j]==txt[i]) {
            j++;
            i++;
        }
        if(j==M) {
            cout << i-j << "\n";
            j = lps[j-1];
        // mismatch after j matches
        else if(i<N && pat[j]!=txt[i]) {</pre>
            if(j!=0) j = lps[j-1];
            else i++;
        }
    }
void computeLPSArray(string pat, int M, int lps[])
    int len = 0;
    lps[0] = 0;
    int i = 1;
    while (i<M) {</pre>
        if (pat[i]==pat[len]) {
            len++:
            lps[i] = len;
            i++;
        }
        else {
            if (len!=0)
                 len = lps[len - 1];
            else {
                 lps[i] = 0;
                 i++;
            }
        }
    }
```