

Columbia University: CU Later Team Reference Document

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Contents

Templates	2
Ken's template	2
Kevin's template	2
Kevin's Template Extended	2
Geometry	2
Point basics	2
Line basics	2
Line and segment intersections	3
Distances from a point to line and segment	3
Polygon area and Centroid	3
Convex hull	3
Point location in a convex polygon	3
Point location in a simple polygon	3
Minkowski Sum	3
Half-plane intersection	4
Circles	4
Strings	5
Manacher's algorithm	5
Aho-Corasick Trie	5
Suffix Automaton	6
Flows	6
$O(N^2M)$, on unit networks $O(N^{1/2}M)$	6
MCMF – maximize flow, then minimize its cost. $O(mn + Fm \log n)$	7
Graphs	7
Kuhn's algorithm for bipartite matching	7
Hungarian algorithm for Assignment Problem	8
Dijkstra's Algorithm	8
Eulerian Cycle DFS	8
SCC and 2-SAT	8
Finding Bridges	9
Virtual Tree	9
HLD on Edges DFS	9
Centroid Decomposition	9
Biconnected Components and Block-Cut Tree	10
Math	10
Binary exponentiation	10
Matrix Exponentiation: $O(n^3 \log b)$	10
Extended Euclidean Algorithm	10
CRT	10
Linear Sieve	11
Gaussian Elimination	11
Pollard-Rho Factorization	11
Modular Square Root	12
Berlekamp-Massey	12
Calculating k-th term of a linear recurrence	12
Partition Function	13
NTT	13
FFT	13
Poly mod, log, exp, multipoint, interpolation	13
Simplex method for linear programs	15
Matroid Intersection	15
Data Structures	16
Fenwick Tree	16

Lazy Propagation SegTree	16
Sparse Table	17
Suffix Array and LCP array	17
Aho Corasick Trie	18
Convex Hull Trick	18
Li-Chao Segment Tree	19
Persistent Segment Tree	19
Dynamic Programming	20
Sum over Subset DP	20
Divide and Conquer DP	20
Knuth's DP Optimization	20
Miscellaneous	20
Ordered Set	20
Measuring Execution Time	20
Setting Fixed D.P. Precision	20
Common Bugs and General Advice	20

Templates

Ken's template

```
1 #include <bits/stdc++.h>
2 using namespace std;
3 #define all(v) (v).begin(), (v).end()
4 typedef long long ll;
5 typedef long double ld;
6 #define pb push_back
7 #define sz(x) (int)(x).size()
8 #define fi first
9 #define se second
10 #define endl '\n'
```

Kevin's template

```
1 // paste Kaurov's Template, minus last line
2 typedef vector<int> vi;
3 typedef vector<ll> vll;
4 typedef pair<int, int> pii;
5 typedef pair<ll, ll> pll;
6 const char nl = '\n';
7 #define forn(i, n) for (int i = 0; i < int(n); i++)
8 ll k, n, m, u, v, w, x, y, z;
9 string s;
10
11 bool multiTest = 1;
12 void solve(int tt){
13 }
14
15 int main(){
16     ios::sync_with_stdio(0);cin.tie(0);cout.tie(0);
17     cout<<fixed<< setprecision(14);
18
19     int t = 1;
20     if (multiTest) cin >> t;
21     forn(ii, t) solve(ii);
22 }
```

Kevin's Template Extended

- to type after the start of the contest

```
1 typedef pair<double, double> pdd;
2 const ld PI = acosl(-1);
3 const ll mod7 = 1e9 + 7;
4 const ll mod9 = 998244353;
5 const ll INF = 2*1024*1024*1023;
6 #pragma GCC target("avx2,bmi,bmi2,lzcnt,popcnt")
7 #include <ext/pb_ds/assoc_container.hpp>
8 #include <ext/pb_ds/tree_policy.hpp>
9 using namespace __gnu_pbds;
10 template<class T> using ordered_set = tree<T, null_type,
11     ↪ less<T>, rb_tree_tag, tree_order_statistics_node_update>;
12 vi d4x = {1, 0, -1, 0};
13 vi d4y = {0, 1, 0, -1};
14 vi d8x = {1, 0, -1, 0, 1, 1, -1, -1};
15 vi d8y = {0, 1, 0, -1, 1, -1, 1, -1};
16 mt19937
17     ↪ rng(chrono::steady_clock::now().time_since_epoch().count());
```

Geometry

Point basics

```
1 const ld EPS = 1e-9;
2
3 struct point{
4     ld x, y;
5     point() : x(0), y(0) {}
6     point(ld x_, ld y_) : x(x_), y(y_) {}
7
8     point operator+ (point rhs) const{
9         return point(x + rhs.x, y + rhs.y); }
```

```
10     point operator- (point rhs) const{
11         return point(x - rhs.x, y - rhs.y); }
12     point operator* (ld rhs) const{
13         return point(x * rhs, y * rhs); }
14     point operator/ (ld rhs) const{
15         return point(x / rhs, y / rhs); }
16     point ort() const{
17         return point(-y, x); }
18     ld abs2() const{
19         return x * x + y * y; }
20     ld len() const{
21         return sqrtl(abs2()); }
22     point unit() const{
23         return point(x, y) / len(); }
24     point rotate(ld a) const{
25         return point(x * cosl(a) - y * sinl(a), x * sinl(a) + y *
26     ↪ cosl(a)); }
27     friend ostream& operator<<(ostream& os, point p){
28         return os << "(" << p.x << "," << p.y << ")";
29     }
30
31     bool operator< (point rhs) const{
32         return make_pair(x, y) < make_pair(rhs.x, rhs.y);
33     }
34     bool operator== (point rhs) const{
35         return abs(x - rhs.x) < EPS && abs(y - rhs.y) < EPS;
36     }
37 };
38
39 ld sq(ld a){
40     return a * a; }
41 ld smul(point a, point b){
42     return a.x * b.x + a.y * b.y; }
43 ld vmul(point a, point b){
44     return a.x * b.y - a.y * b.x; }
45 ld dist(point a, point b){
46     return (a - b).len(); }
47 bool acw(point a, point b){
48     return vmul(a, b) > -EPS; }
49 bool cw(point a, point b){
50     return vmul(a, b) < EPS; }
51 int sgn(ld x){
52     return (x > EPS) - (x < EPS); }
```

Line basics

```
1 struct line{
2     ld a, b, c;
3     line() : a(0), b(0), c(0) {}
4     line(ld a_, ld b_, ld c_) : a(a_), b(b_), c(c_) {}
5     line(point p1, point p2){
6         a = p1.y - p2.y;
7         b = p2.x - p1.x;
8         c = -a * p1.x - b * p1.y;
9     }
10 };
11
12 ld det(ld a11, ld a12, ld a21, ld a22){
13     return a11 * a22 - a12 * a21;
14 }
15 bool parallel(line l1, line l2){
16     return abs(vmul(point(l1.a, l1.b), point(l2.a, l2.b))) <
17     ↪ EPS;
18 }
19 bool operator==(line l1, line l2){
20     return parallel(l1, l2) &&
21     ↪ abs(det(l1.b, l1.c, l2.b, l2.c)) < EPS &&
22     ↪ abs(det(l1.a, l1.c, l2.a, l2.c)) < EPS;
23 }
```

Line and segment intersections

```
1 // {p, 0} - unique intersection, {p, 1} - infinite, {p, 2} -  
  ↪ none  
2 pair<point, int> line_inter(line l1, line l2){  
3     if (parallel(l1, l2)){  
4         return {point(), l1 == 12? 1 : 2};  
5     }  
6     return {point(  
7         det(-l1.c, l1.b, -l2.c, l2.b) / det(l1.a, l1.b, l2.a,  
  ↪ l2.b),  
8         det(l1.a, -l1.c, l2.a, -l2.c) / det(l1.a, l1.b, l2.a,  
  ↪ l2.b)  
9     }, 0};  
10 }  
  
11  
12  
13 // Checks if p lies on ab  
14 bool is_on_seg(point p, point a, point b){  
15     return abs(vmul(p - a, p - b)) < EPS && smul(p - a, p - b) <  
  ↪ EPS;  
16 }  
17  
18 /*  
19 If a unique intersection point between the line segments going  
  ↪ from a to b and from c to d exists then it is returned.  
20 If no intersection point exists an empty vector is returned.  
21 If infinitely many exist a vector with 2 elements is returned,  
  ↪ containing the endpoints of the common line segment.  
22 */  
23 vector<point> segment_inter(point a, point b, point c, point  
  ↪ d) {  
24     auto oa = vmul(d - c, a - c), ob = vmul(d - c, b - c), oc =  
  ↪ vmul(b - a, c - a), od = vmul(b - a, d - a);  
25     if (sgn(oa) * sgn(ob) < 0 && sgn(oc) * sgn(od) < 0) return  
  ↪ {(a * ob - b * oa) / (ob - oa)};  
26     set<point> s;  
27     if (is_on_seg(a, c, d)) s.insert(a);  
28     if (is_on_seg(b, c, d)) s.insert(b);  
29     if (is_on_seg(c, a, b)) s.insert(c);  
30     if (is_on_seg(d, a, b)) s.insert(d);  
31     return {all(s)};  
32 }
```

Distances from a point to line and segment

```
1 // Distance from p to line ab  
2 ld line_dist(point p, point a, point b){  
3     return vmul(b - a, p - a) / (b - a).len();  
4 }  
5  
6 // Distance from p to segment ab  
7 ld segment_dist(point p, point a, point b){  
8     if (a == b) return (p - a).len();  
9     auto d = (a - b).abs2(), t = min(d, max((ld)0, smul(p - a, b  
  ↪ - a)));  
10    return ((p - a) * d - (b - a) * t).len() / d;  
11 }
```

Polygon area and Centroid

```
1 pair<point,ld> cenArea(const vector<point>& v) { assert(sz(v)  
  ↪ >= 3);  
2     point cen(0, 0); ld area = 0;  
3     forn(i,sz(v)) {  
4         int j = (i+1)%sz(v); ld a = vmul(v[i],v[j]);  
5         cen = cen + a*(v[i]+v[j]); area += a; }  
6     return {cen/area/(ld)3,area/2}; // area is SIGNED  
7 }
```

Convex hull

- Complexity: $O(n \log n)$.

```
1 vector<point> convex_hull(vector<point> pts){  
2     sort(all(pts));  
3     pts.erase(unique(all(pts)), pts.end());  
4     vector<point> up, down;  
5     for (auto p : pts){  
6         while (sz(up) > 1 && acw(up.end()[-1] - up.end()[-2], p -  
  ↪ up.end()[-2])) up.pop_back();  
7         while (sz(down) > 1 && cw(down.end()[-1] - down.end()[-2],  
  ↪ p - down.end()[-2])) down.pop_back();  
8         up.pb(p), down.pb(p);  
9     }  
10    for (int i = sz(up) - 2; i >= 1; i--) down.pb(up[i]);  
11    return down;  
12 }
```

Point location in a convex polygon

- Complexity: $O(n)$ precalculation and $O(\log n)$ query.

```
1 void prep_convex_poly(vector<point>& pts){  
2     rotate(pts.begin(), min_element(all(pts)), pts.end());  
3 }  
4  
5 // 0 - Outside, 1 - Exclusively Inside, 2 - On the Border  
6 int in_convex_poly(point p, vector<point>& pts){  
7     int n = sz(pts);  
8     if (!n) return 0;  
9     if (n <= 2) return is_on_seg(p, pts[0], pts.back());  
10    int l = 1, r = n - 1;  
11    while (r - l > 1){  
12        int mid = (l + r) / 2;  
13        if (acw(pts[mid] - pts[0], p - pts[0])) l = mid;  
14        else r = mid;  
15    }  
16    if (!in_triangle(p, pts[0], pts[l], pts[l + 1])) return 0;  
17    if (is_on_seg(p, pts[l], pts[l + 1]) ||  
18        is_on_seg(p, pts[0], pts.back()) ||  
19        is_on_seg(p, pts[0], pts[l]))  
20    ) return 2;  
21    return 1;  
22 }
```

Point location in a simple polygon

- Complexity: $O(n)$.

```
1 // 0 - Outside, 1 - Exclusively Inside, 2 - On the Border  
2 int in_simple_poly(point p, vector<point>& pts){  
3     int n = sz(pts);  
4     bool res = 0;  
5     for (int i = 0; i < n; i++){  
6         auto a = pts[i], b = pts[(i + 1) % n];  
7         if (is_on_seg(p, a, b)) return 2;  
8         if (((a.y > p.y) - (b.y > p.y)) * vmul(b - p, a - p) >  
  ↪ EPS){  
9             res ^= 1;  
10        }  
11    }  
12    return res;  
13 }
```

Minkowski Sum

- For two convex polygons P and Q , returns the set of points $(p + q)$, where $p \in P, q \in Q$.
- This set is also a convex polygon.
- Complexity: $O(n)$.

```
1 void minkowski_rotate(vector<point>& P){  
2     int pos = 0;  
3     for (int i = 1; i < sz(P); i++){  
4         if (abs(P[i].y - P[pos].y) <= EPS){  
5             if (P[i].x < P[pos].x) pos = i;  
6         }  
7         else if (P[i].y < P[pos].y) pos = i;  
8     }
```

```

8     }
9     rotate(P.begin(), P.begin() + pos, P.end());
10 }
11 // P and Q are strictly convex, points given in
12 // counterclockwise order.
13 vector<point> minkowski_sum(vector<point> P, vector<point> Q){
14     minkowski_rotate(P);
15     minkowski_rotate(Q);
16     P.pb(P[0]);
17     Q.pb(Q[0]);
18     vector<point> ans;
19     int i = 0, j = 0;
20     while (i < sz(P) - 1 || j < sz(Q) - 1){
21         ans.pb(P[i] + Q[j]);
22         ld curmul;
23         if (i == sz(P) - 1) curmul = -1;
24         else if (j == sz(Q) - 1) curmul = +1;
25         else curmul = vmul(P[i + 1] - P[i], Q[j + 1] - Q[j]);
26         if (abs(curmul) < EPS || curmul > 0) i++;
27         if (abs(curmul) < EPS || curmul < 0) j++;
28     }
29     return ans;
30 }

```

Half-plane intersection

- Given N half-plane conditions in the form of a ray, computes the vertices of their intersection polygon.
- Complexity: $O(N \log N)$.
- A ray is defined by a point p and direction vector dp . The half-plane is to the **left** of the direction vector.

```

1 // Extra functions needed: point operations, smul, vmul
2 const ld EPS = 1e-9;
3
4 int sgn(ld a){
5     return (a > EPS) - (a < -EPS);
6 }
7 int half(point p){
8     return p.y != 0 ? sgn(p.y) : -sgn(p.x);
9 }
10 bool angle_comp(point a, point b){
11     int A = half(a), B = half(b);
12     return A == B ? vmul(a, b) > 0 : A < B;
13 }
14 struct ray{
15     point p, dp; // origin, direction
16     ray(point p_, point dp_){
17         p = p_, dp = dp_;
18     }
19     point isect(ray l){
20         return p + dp * (vmul(l.dp, l.p - p) / vmul(l.dp, dp));
21     }
22     bool operator<(ray l){
23         return angle_comp(dp, l.dp);
24     }
25 };
26 vector<point> half_plane_isect(vector<ray> rays, ld DX = 1e9,
27 // constrain the area to [0, DX] x [0, DY]
28 // ld DY = 1e9){
29     rays.pb({point(0, 0), point(1, 0)});
30     rays.pb({point(DX, 0), point(0, 1)});
31     rays.pb({point(DX, DY), point(-1, 0)});
32     rays.pb({point(0, DY), point(0, -1)});
33     sort(all(rays));
34     {
35         vector<ray> nrays;
36         for (auto t : rays){
37             if (nrays.empty() || vmul(nrays.back().dp, t.dp) > EPS){
38                 nrays.pb(t);
39                 continue;
40             }
41             if (vmul(t.dp, t.p - nrays.back().p) > 0) nrays.back() =
42                 t;
43         }
44         swap(rays, nrays);
45     }
46 }

```

```

47 }
48 auto bad = [&] (ray a, ray b, ray c){
49     point p1 = a.isect(b), p2 = b.isect(c);
50     if (smul(p2 - p1, b.dp) <= EPS){
51         if (vmul(a.dp, c.dp) <= 0) return 2;
52         return 1;
53     }
54     return 0;
55 };
56 #define reduce(t) \
57     while (sz(poly) > 1){ \
58         int b = bad(poly[sz(poly) - 2], poly.back(), t); \
59         if (b == 2) return t; \
60         if (b == 1) poly.pop_back(); \
61         else break; \
62     }
63 deque<ray> poly;
64 for (auto t : rays){
65     reduce(t);
66     poly.pb(t);
67 }
68 for (; poly.pop_front()){
69     reduce(poly[0]);
70     if (!bad(poly.back(), poly[0], poly[1])) break;
71 }
72 assert(sz(poly) >= 3); // expect nonzero area
73 vector<point> poly_points;
74 for (int i = 0; i < sz(poly); i++){
75     poly_points.pb(poly[i].isect(poly[(i + 1) % sz(poly)]));
76 }
77 return poly_points;
78 }

```

Circles

- Finds minimum enclosing circle of vector of points in expected $O(N)$

```

1 // necessary point functions
2 ld sq(ld a) { return a*a; }
3 point operator+(const point& l, const point& r) {
4     return point(l.x+r.x, l.y+r.y); }
5 point operator*(const point& l, const ld& r) {
6     return point(l.x*r, l.y*r); }
7 point operator*(const ld& l, const point& r) { return r*l; }
8 ld abs2(const point& p) { return sq(p.x)+sq(p.y); }
9 ld abs(const point& p) { return sqrt(abs2(p)); }
10 point conj(const point& p) { return point(p.x, -p.y); }
11 point operator-(const point& l, const point& r) {
12     return point(l.x-r.x, l.y-r.y); }
13 point operator*(const point& l, const point& r) {
14     return point(l.x*r.x-l.y*r.y, l.y*r.x+l.x*r.y); }
15 point operator/(const point& l, const ld& r) {
16     return point(l.x/r, l.y/r); }
17 point operator/(const point& l, const point& r) {
18     return l*conj(r)/abs2(r); }
19
20 // circle code
21 using circ = pair<point, ld>;
22
23 circ ccCenter(point a, point b, point c) {
24     b = b-a; c = c-a;
25     point res = b*c*(conj(c)-conj(b))/(b*conj(c)-conj(b)*c);
26     return {a+res, abs(res)};
27 }
28
29 circ mec(vector<point> ps) {
30     // expected O(N)
31     shuffle(all(ps), rng);
32     point o = ps[0]; ld r = 0, EPS = 1+1e-8;
33     forn(i, sz(ps)) if (abs(o-ps[i]) > r*EPS) {
34         o = ps[i], r = 0; // point is on MEC
35         forn(j, i) if (abs(o-ps[j]) > r*EPS) {
36             o = (ps[i]+ps[j])/2, r = abs(o-ps[i]);
37             forn(k, j) if (abs(o-ps[k]) > r*EPS)
38                 tie(o, r) = ccCenter(ps[i], ps[j], ps[k]);
39         }
40     }
41 }

```

```

39     }
40 }
41 return {o,r};
42 }

```

Strings

```

1 vector<int> prefix_function(string s){
2     int n = sz(s);
3     vector<int> pi(n);
4     for (int i = 1; i < n; i++){
5         int k = pi[i - 1];
6         while (k > 0 && s[i] != s[k]){
7             k = pi[k - 1];
8         }
9         pi[i] = k + (s[i] == s[k]);
10    }
11    return pi;
12 }
13 // Returns the positions of the first character
14 vector<int> kmp(string s, string k){
15     string st = k + "#" + s;
16     vector<int> res;
17     auto pi = prefix_function(st);
18     for (int i = 0; i < sz(st); i++){
19         if (pi[i] == sz(k)){
20             res.pb(i - 2 * sz(k));
21         }
22     }
23     return res;
24 }
25 vector<int> z_function(string s){
26     int n = sz(s);
27     vector<int> z(n);
28     int l = 0, r = 0;
29     for (int i = 1; i < n; i++){
30         if (r >= i) z[i] = min(z[i - l], r - i + 1);
31         while (i + z[i] < n && s[z[i]] == s[i + z[i]]){
32             z[i]++;
33         }
34         if (i + z[i] - 1 > r){
35             l = i, r = i + z[i] - 1;
36         }
37     }
38     return z;
39 }

```

Manacher's algorithm

```

1 /*
2 Finds longest palindromes centered at each index
3 even[i] = d --> [i - d, i + d - 1] is a max-palindrome
4 odd[i] = d --> [i - d, i + d] is a max-palindrome
5 */
6 pair<vector<int>, vector<int>> manacher(string s) {
7     vector<char> t{' ', '#'};
8     for (char c : s) t.push_back(c), t.push_back('#');
9     t.push_back('$');
10    int n = t.size(), r = 0, c = 0;
11    vector<int> p(n, 0);
12    for (int i = 1; i < n - 1; i++) {
13        if (i < r + c) p[i] = min(p[2 * c - i], r + c - i);
14        while (t[i + p[i] + 1] == t[i - p[i] - 1]) p[i]++;
15        if (i + p[i] > r + c) r = p[i], c = i;
16    }
17    vector<int> even(sz(s)), odd(sz(s));
18    for (int i = 0; i < sz(s); i++){
19        even[i] = p[2 * i + 1] / 2, odd[i] = p[2 * i + 2] / 2;
20    }
21    return {even, odd};
22 }

```

Aho-Corasick Trie

- Given a set of strings, constructs a trie with suffix links.
- For a particular node, *link* points to the longest proper suffix of this node that's contained in the trie.
- nxt* encodes suffix links in a compressed format:
 - If vertex *v* has a child by letter *x*, then *trie[v].nxt[x]* points to that child.
 - If vertex *v* doesn't have such child, then *trie[v].nxt[x]* points to the suffix link of that child if we would actually have it.
- Facts:** suffix link graph can be seen as a tree; terminal link tree has height $O(\sqrt{N})$, where *N* is the sum of strings' lengths.
- Usage:** add all strings, then call *add_links()*.

```

1 const int S = 26;
2
3 // Function converting char to int.
4 int ctoi(char c){
5     return c - 'a';
6 }
7
8 // To add terminal links, use DFS
9 struct Node{
10     vector<int> nxt;
11     int link;
12     bool terminal;
13
14     Node() {
15         nxt.assign(S, -1), link = 0, terminal = 0;
16     }
17 };
18
19 vector<Node> trie(1);
20
21 // add_string returns the terminal vertex.
22 int add_string(string& s){
23     int v = 0;
24     for (auto c : s){
25         int cur = ctoi(c);
26         if (trie[v].nxt[cur] == -1){
27             trie[v].nxt[cur] = sz(trie);
28             trie.emplace_back();
29         }
30         v = trie[v].nxt[cur];
31     }
32     trie[v].terminal = 1;
33     return v;
34 }
35
36 void add_links(){
37     queue<int> q;
38     q.push(0);
39     while (!q.empty()){
40         auto v = q.front();
41         int u = trie[v].link;
42         q.pop();
43         for (int i = 0; i < S; i++){
44             int& ch = trie[v].nxt[i];
45             if (ch == -1){
46                 ch = v? trie[u].nxt[i] : 0;
47             }
48             else{
49                 trie[ch].link = v? trie[u].nxt[i] : 0;
50                 q.push(ch);
51             }
52         }
53     }
54 }
55
56 bool is_terminal(int v){
57     return trie[v].terminal;
58 }

```

```

59
60 int get_link(int v){
61     return trie[v].link;
62 }
63
64 int go(int v, char c){
65     return trie[v].nxt[ctoi(c)];
66 }

```

Suffix Automaton

- Given a string S , constructs a DAG that is an automaton of all suffixes of S .
- The automaton has $\leq 2n$ nodes and $\leq 3n$ edges.
- Properties (let all paths start at node 0):
 - Every path represents a unique substring of S .
 - A path ends at a terminal node iff it represents a suffix of S .
 - All paths ending at a fixed node v have the same set of right endpoints of their occurrences in S .
 - Let $endpos(v)$ represent this set. Then, $link(v) := u$ such that $endpos(v) \subset endpos(u)$ and $|endpos(u)|$ is smallest possible. $link(0) := -1$. Links form a tree.
 - Let $len(v)$ be the longest path ending at v . All paths ending at v have distinct lengths: every length from interval $[len(link(v)) + 1, len(v)]$.
- One of the main applications is dealing with **distinct** substrings. Such problems can be solved with DFS and DP.
- Complexity: $O(|S| \cdot \log |\Sigma|)$. Perhaps replace map with vector if $|\Sigma|$ is small.

```

1  const int MAXLEN = 1e5 + 20;
2
3  struct suffix_automaton{
4      struct state {
5          int len, link;
6          bool terminal = 0, used = 0;
7          map<char, int> next;
8      };
9
10     state st[MAXLEN * 2];
11     int sz = 0, last;
12
13     suffix_automaton(){
14         st[0].len = 0;
15         st[0].link = -1;
16         sz++;
17         last = 0;
18     };
19
20     void extend(char c) {
21         int cur = sz++;
22         st[cur].len = st[last].len + 1;
23         int p = last;
24         while (p != -1 && !st[p].next.count(c)) {
25             st[p].next[c] = cur;
26             p = st[p].link;
27         }
28         if (p == -1) {
29             st[cur].link = 0;
30         } else {
31             int q = st[p].next[c];
32             if (st[p].len + 1 == st[q].len) {
33                 st[cur].link = q;
34             } else {
35                 int clone = sz++;
36                 st[clone].len = st[p].len + 1;
37                 st[clone].next = st[q].next;
38                 st[clone].link = st[q].link;

```

```

39         while (p != -1 && st[p].next[c] == q) {
40             st[p].next[c] = clone;
41             p = st[p].link;
42         }
43         st[q].link = st[cur].link = clone;
44     }
45     last = cur;
46 }
47
48
49 void mark_terminal(){
50     int cur = last;
51     while (cur) st[cur].terminal = 1, cur = st[cur].link;
52 }
53
54 /*
55 Usage:
56 suffix_automaton sa;
57 for (int i = 0; i < sz(str); i++) sa.extend(str[i]);
58 sa.mark_terminal();
59 */

```

Flows

$O(N^2M)$, on unit networks $O(N^{1/2}M)$

```

1  struct FlowEdge {
2      int from, to;
3      ll cap, flow = 0;
4      FlowEdge(int u, int v, ll cap) : from(u), to(v), cap(cap) {}
5  };
6
7  struct Dinic {
8      const ll flow_inf = 1e18;
9      vector<FlowEdge> edges;
10     vector<vector<int>> adj;
11     int n, m = 0;
12     int s, t;
13     vector<int> level, ptr;
14     vector<bool> used;
15     queue<int> q;
16     Dinic(int n, int s, int t) : n(n), s(s), t(t) {
17         adj.resize(n);
18         level.resize(n);
19         ptr.resize(n);
20     }
21     void add_edge(int u, int v, ll cap) {
22         edges.emplace_back(u, v, cap);
23         edges.emplace_back(v, u, 0);
24         adj[u].push_back(m);
25         adj[v].push_back(m + 1);
26         m += 2;
27     }
28     bool bfs() {
29         while (!q.empty()) {
30             int v = q.front();
31             q.pop();
32             for (int id : adj[v]) {
33                 if (edges[id].cap - edges[id].flow < 1)
34                     continue;
35                 if (level[edges[id].to] != -1)
36                     continue;
37                 level[edges[id].to] = level[v] + 1;
38                 q.push(edges[id].to);
39             }
40         }
41         return level[t] != -1;
42     }
43     ll dfs(int v, ll pushed) {
44         if (pushed == 0)
45             return 0;
46         if (v == t)
47             return pushed;
48         for (int& cid = ptr[v]; cid < (int)adj[v].size(); cid++) {
49             int id = adj[v][cid];
50             int u = edges[id].to;

```

```

50     if (level[v] + 1 != level[u] || edges[id].cap -
↳ edges[id].flow < 1)
51         continue;
52     ll tr = dfs(u, min(pushed, edges[id].cap -
↳ edges[id].flow));
53     if (tr == 0)
54         continue;
55     edges[id].flow += tr;
56     edges[id ^ 1].flow -= tr;
57     return tr;
58 }
59 return 0;
60 }
61 ll flow() {
62     ll f = 0;
63     while (true) {
64         fill(level.begin(), level.end(), -1);
65         level[s] = 0;
66         q.push(s);
67         if (!bfs())
68             break;
69         fill(ptr.begin(), ptr.end(), 0);
70         while (ll pushed = dfs(s, flow_inf)) {
71             f += pushed;
72         }
73     }
74     return f;
75 }
76
77 void cut_dfs(int v){
78     used[v] = 1;
79     for (auto i : adj[v]){
80         if (edges[i].flow < edges[i].cap && !used[edges[i].to]){
81             cut_dfs(edges[i].to);
82         }
83     }
84 }
85
86 // Assumes that max flow is already calculated
87 // true -> vertex is in S, false -> vertex is in T
88 vector<bool> min_cut(){
89     used = vector<bool>(n);
90     cut_dfs(s);
91     return used;
92 }
93 };
94 // To recover flow through original edges: iterate over even
↳ indices in edges.

```

MCMF – maximize flow, then minimize its cost. $O(mn + Fm \log n)$.

```

1 #include <bits/stdc++.h> /// include-line, keep-include
2
3 const ll INF = LLONG_MAX / 4;
4
5 struct MCMF {
6     struct edge {
7         int from, to, rev;
8         ll cap, cost, flow;
9     };
10    int N;
11    vector<vector<edge>> ed;
12    vector<int> seen;
13    vector<ll> dist, pi;
14    vector<edge*> par;
15
16    MCMF(int N) : N(N), ed(N), seen(N), dist(N), pi(N), par(N)
↳ {}
17
18    void add_edge(int from, int to, ll cap, ll cost) {
19        if (from == to) return;
20        ed[from].push_back(edge{ from, to, sz(ed[to]), cap, cost, 0 });
21        ed[to].push_back(edge{ to, from, sz(ed[from])-1, 0, -cost, 0
↳ });
22    }

```

```

23
24 void path(int s) {
25     fill(all(seen), 0);
26     fill(all(dist), INF);
27     dist[s] = 0; ll di;
28
29     __gnu_pbds::priority_queue<pair<ll, int>> q;
30     vector<decltype(q)::point_iterator> its(N);
31     q.push({ 0, s });
32
33     while (!q.empty()) {
34         s = q.top().second; q.pop();
35         seen[s] = 1; di = dist[s] + pi[s];
36         for (edge& e : ed[s]) if (!seen[e.to]) {
37             ll val = di - pi[e.to] + e.cost;
38             if (e.cap - e.flow > 0 && val < dist[e.to]) {
39                 dist[e.to] = val;
40                 par[e.to] = &e;
41                 if (its[e.to] == q.end())
42                     its[e.to] = q.push({ -dist[e.to], e.to });
43                 else
44                     q.modify(its[e.to], { -dist[e.to], e.to });
45             }
46         }
47     }
48     for (int i = 0; i < N; i++) pi[i] = min(pi[i] + dist[i],
↳ INF);
49 }
50
51 pair<ll, ll> max_flow(int s, int t) {
52     ll totflow = 0, totcost = 0;
53     while (path(s), seen[t]) {
54         ll fl = INF;
55         for (edge* x = par[t]; x; x = par[x->from])
56             fl = min(fl, x->cap - x->flow);
57
58         totflow += fl;
59         for (edge* x = par[t]; x; x = par[x->from]) {
60             x->flow += fl;
61             ed[x->to][x->rev].flow -= fl;
62         }
63     }
64     for (int i = 0; i < N; i++) for(edge& e : ed[i]) totcost
↳ += e.cost * e.flow;
65     return {totflow, totcost/2};
66 }
67
68 // If some costs can be negative, call this before maxflow:
69 void setpi(int s) { // (otherwise, leave this out)
70     fill(all(pi), INF); pi[s] = 0;
71     int it = N, ch = 1; ll v;
72     while (ch-- && it--)
73         for (int i = 0; i < N; i++) if (pi[i] != INF)
74             for (edge& e : ed[i]) if (e.cap)
75                 if ((v = pi[i] + e.cost) < pi[e.to])
76                     pi[e.to] = v, ch = 1;
77     assert(it >= 0); // negative cost cycle
78 }
79 };
80 // Usage: MCMF g(n); g.add_edge(u,v,c,w); g.max_flow(s,t).
81 // To recover flow through original edges: iterate over even
↳ indices in edges.

```

Graphs

Kuhn's algorithm for bipartite matching

```

1 /*
2 The graph is split into 2 halves of n1 and n2 vertices.
3 Complexity: O(n1 * m). Usually runs much faster. MUCH
↳ FASTER!!!
4 */
5 const int N = 305;
6
7 vector<int> g[N]; // Stores edges from left half to right.
8 bool used[N]; // Stores if vertex from left half is used.

```



```

9  int mt[N]; // For every vertex in right half, stores to which
    ↪ vertex in left half it's matched (-1 if not matched).
10
11 bool try_dfs(int v){
12     if (used[v]) return false;
13     used[v] = 1;
14     for (auto u : g[v]){
15         if (mt[u] == -1 || try_dfs(mt[u])){
16             mt[u] = v;
17             return true;
18         }
19     }
20     return false;
21 }
22
23 int main(){
24     // .....
25     for (int i = 1; i <= n2; i++) mt[i] = -1;
26     for (int i = 1; i <= n1; i++) used[i] = 0;
27     for (int i = 1; i <= n1; i++){
28         if (try_dfs(i)){
29             for (int j = 1; j <= n1; j++) used[j] = 0;
30         }
31     }
32     vector<pair<int, int>> ans;
33     for (int i = 1; i <= n2; i++){
34         if (mt[i] != -1) ans.pb({mt[i], i});
35     }
36 }
37
38 // Finding maximal independent set: size = # of nodes - # of
    ↪ edges in matching.
39 // To construct: launch Kuhn-like DFS from unmatched nodes in
    ↪ the left half.
40 // Independent set = visited nodes in left half + unvisited in
    ↪ right half.
41 // Finding minimal vertex cover: complement of maximal
    ↪ independent set.

```

Hungarian algorithm for Assignment Problem

- Given a 1-indexed $(n \times m)$ matrix A , select a number in each row such that each column has at most 1 number selected, and the sum of the selected numbers is minimized.

```

1  int INF = 1e9; // constant greater than any number in the
    ↪ matrix
2  vector<int> u(n+1), v(m+1), p(m+1), way(m+1);
3  for (int i=1; i<=n; ++i) {
4      p[0] = i;
5      int j0 = 0;
6      vector<int> minv (m+1, INF);
7      vector<bool> used (m+1, false);
8      do {
9          used[j0] = true;
10         int i0 = p[j0], delta = INF, j1;
11         for (int j=1; j<=m; ++j)
12             if (!used[j]) {
13                 int cur = A[i0][j]-u[i0]-v[j];
14                 if (cur < minv[j])
15                     minv[j] = cur, way[j] = j0;
16                 if (minv[j] < delta)
17                     delta = minv[j], j1 = j;
18             }
19         for (int j=0; j<=m; ++j)
20             if (used[j])
21                 u[p[j]] += delta, v[j] -= delta;
22         else
23             minv[j] -= delta;
24         j0 = j1;
25     } while (p[j0] != 0);
26     do {
27         int j1 = way[j0];
28         p[j0] = p[j1];

```

```

29         j0 = j1;
30     } while (j0);
31 }
32 vector<int> ans (n+1); // ans[i] stores the column selected
    ↪ for row i
33 for (int j=1; j<=m; ++j)
34     ans[p[j]] = j;
35 int cost = -v[0]; // the total cost of the matching

```

Dijkstra's Algorithm

```

1  priority_queue<pair<ll, ll>, vector<pair<ll, ll>>,
    ↪ greater<pair<ll, ll>>> q;
2  dist[start] = 0;
3  q.push({0, start});
4  while (!q.empty()){
5      auto [d, v] = q.top();
6      q.pop();
7      if (d != dist[v]) continue;
8      for (auto [u, w] : g[v]){
9          if (dist[u] > dist[v] + w){
10             dist[u] = dist[v] + w;
11             q.push({dist[u], u});
12         }
13     }
14 }

```

Eulerian Cycle DFS

```

1  void dfs(int v){
2      while (!g[v].empty()){
3          int u = g[v].back();
4          g[v].pop_back();
5          dfs(u);
6          ans.pb(v);
7      }
8  }

```

SCC and 2-SAT

```

1  void scc(vector<vector<int>>& g, int* idx) {
2      int n = g.size(), ct = 0;
3      int out[n];
4      vector<int> ginv[n];
5      memset(out, -1, sizeof out);
6      memset(idx, -1, n * sizeof(int));
7      function<void(int)> dfs = [&](int cur) {
8          out[cur] = INT_MAX;
9          for(int v : g[cur]) {
10             ginv[v].push_back(cur);
11             if(out[v] == -1) dfs(v);
12         }
13         ct++; out[cur] = ct;
14     };
15     vector<int> order;
16     for(int i = 0; i < n; i++) {
17         order.push_back(i);
18         if(out[i] == -1) dfs(i);
19     }
20     sort(order.begin(), order.end(), [&](int& u, int& v) {
21         return out[u] > out[v];
22     });
23     ct = 0;
24     stack<int> s;
25     auto dfs2 = [&](int start) {
26         s.push(start);
27         while(!s.empty()) {
28             int cur = s.top();
29             s.pop();
30             idx[cur] = ct;
31             for(int v : ginv[cur])
32                 if(idx[v] == -1) s.push(v);
33         }
34     };
35     for(int v : order) {

```

```

36     if(idx[v] == -1) {
37         dfs2(v);
38         ct++;
39     }
40 }
41 }
42
43 // 0 => impossible, 1 => possible
44 pair<int, vector<int>> sat2(int n, vector<pair<int, int>>&
    ↪ clauses) {
45     vector<int> ans(n);
46     vector<vector<int>> g(2*n + 1);
47     for(auto [x, y] : clauses) {
48         x = x < 0 ? -x + n : x;
49         y = y < 0 ? -y + n : y;
50         int nx = x <= n ? x + n : x - n;
51         int ny = y <= n ? y + n : y - n;
52         g[nx].push_back(y);
53         g[ny].push_back(x);
54     }
55     int idx[2*n + 1];
56     scc(g, idx);
57     for(int i = 1; i <= n; i++) {
58         if(idx[i] == idx[i + n]) return {0, {}};
59         ans[i - 1] = idx[i + n] < idx[i];
60     }
61     return {1, ans};
62 }

```

Finding Bridges

```

1  /*
2  Bridges.
3  Results are stored in a map "is_bridge".
4  For each connected component, call "dfs(starting vertex,
    ↪ starting vertex)".
5  */
6  const int N = 2e5 + 10; // Careful with the constant!
7
8  vector<int> g[N];
9  int tin[N], fup[N], timer;
10 map<pair<int, int>, bool> is_bridge;
11
12 void dfs(int v, int p){
13     tin[v] = ++timer;
14     fup[v] = tin[v];
15     for (auto u : g[v]){
16         if (!tin[u]){
17             dfs(u, v);
18             if (fup[u] > tin[v]){
19                 is_bridge[{u, v}] = is_bridge[{v, u}] = true;
20             }
21             fup[v] = min(fup[v], fup[u]);
22         }
23         else{
24             if (u != p) fup[v] = min(fup[v], tin[u]);
25         }
26     }
27 }

```

Virtual Tree

```

1  // order stores the nodes in the queried set
2  sort(all(order), [&] (int u, int v){return tin[u] < tin[v]});
3  int m = sz(order);
4  for (int i = 1; i < m; i++){
5      order.pb(lca(order[i], order[i - 1]));
6  }
7  sort(all(order), [&] (int u, int v){return tin[u] < tin[v]});
8  order.erase(unique(all(order)), order.end());
9  vector<int> stk{order[0]};
10 for (int i = 1; i < sz(order); i++){
11     int v = order[i];
12     while (tout[stk.back()] < tout[v]) stk.pop_back();
13     int u = stk.back();
14     vg[u].pb({v, dep[v] - dep[u]});

```

```

15     stk.pb(v);
16 }

```

HLD on Edges DFS

```

1 void dfs1(int v, int p, int d){
2     par[v] = p;
3     for (auto e : g[v]){
4         if (e.fi == p){
5             g[v].erase(find(all(g[v]), e));
6             break;
7         }
8     }
9     dep[v] = d;
10    sz[v] = 1;
11    for (auto [u, c] : g[v]){
12        dfs1(u, v, d + 1);
13        sz[v] += sz[u];
14    }
15    if (!g[v].empty()) iter_swap(g[v].begin(),
    ↪ max_element(all(g[v]), comp));
16 }
17 void dfs2(int v, int rt, int c){
18     pos[v] = sz(a);
19     a.pb(c);
20     root[v] = rt;
21     for (int i = 0; i < sz(g[v]); i++){
22         auto [u, c] = g[v][i];
23         if (!i) dfs2(u, rt, c);
24         else dfs2(u, u, c);
25     }
26 }
27 int getans(int u, int v){
28     int res = 0;
29     for (; root[u] != root[v]; v = par[root[v]]){
30         if (dep[root[u]] > dep[root[v]]) swap(u, v);
31         res = max(res, rmq(0, 0, n - 1, pos[root[v]], pos[v]));
32     }
33     if (pos[u] > pos[v]) swap(u, v);
34     return max(res, rmq(0, 0, n - 1, pos[u] + 1, pos[v]));
35 }

```

Centroid Decomposition

```

1 vector<char> res(n), seen(n), sz(n);
2 function<int(int, int)> get_size = [&](int node, int fa) {
3     sz[node] = 1;
4     for (auto& ne : g[node]) {
5         if (ne == fa || seen[ne]) continue;
6         sz[node] += get_size(ne, node);
7     }
8     return sz[node];
9 };
10 function<int(int, int, int)> find_centroid = [&](int node, int
    ↪ fa, int t) {
11     for (auto& ne : g[node])
12         if (ne != fa && !seen[ne] && sz[ne] > t / 2) return
    ↪ find_centroid(ne, node, t);
13     return node;
14 };
15 function<void(int, char)> solve = [&](int node, char cur) {
16     get_size(node, -1); auto c = find_centroid(node, -1,
    ↪ sz[node]);
17     seen[c] = 1, res[c] = cur;
18     for (auto& ne : g[c]) {
19         if (seen[ne]) continue;
20         solve(ne, char(cur + 1)); // we can pass c here to build
    ↪ tree
21     }
22 };

```

Biconnected Components and Block-Cut Tree

- Biconnected components are the ones that have no articulation points.
- They are defined by edge sets that are “bounded” by articulation points in the original graph.
- The corresponding vertex sets are stored in *comps*.
- Block-Cut tree is constructed by creating a fictive node for each component, and attaching edges to its members.
- Articulation points in the original graph are the non-leaf non-fictive nodes in the BC tree.
- Complexity: $O(n)$.

```
1 // Usage: pass in adjacency list in 0-based indexation.
2 // Return: adjacency list of block-cut tree (nodes 0..n-1
   ↳ represent original nodes, the rest are component nodes).
3 vector<vector<int>> biconnected_components(vector<vector<int>>
   ↳ g) {
4     int n = sz(g);
5     vector<vector<int>> comps;
6     vector<int> stk, num(n), low(n);
7     int timer = 0;
8     // Finds the biconnected components
9     function<void(int, int)> dfs = [&](int v, int p) {
10         num[v] = low[v] = ++timer;
11         stk.pb(v);
12         for (int son : g[v]) {
13             if (son == p) continue;
14             if (num[son] < low[v]) low[v] = num[son];
15             else{
16                 dfs(son, v);
17                 low[v] = min(low[v], low[son]);
18                 if (low[son] >= num[v]){
19                     comps.pb({v});
20                     while (comps.back().back() != son){
21                         comps.back().pb(stk.back());
22                         stk.pop_back();
23                     }
24                 }
25             }
26         }
27     };
28     dfs(0, -1);
29     // Build the block-cut tree
30     auto build_tree = [&]() {
31         vector<vector<int>> t(n);
32         for (auto &comp : comps){
33             t.push_back({});
34             for (int u : comp){
35                 t.back().pb(u);
36             }
37         }
38         return t;
39     };
40     return build_tree();
41 }
42 }
```

Math

Binary exponentiation

```
1 ll power(ll a, ll b){
2     ll res = 1;
3     for (; b; a = a * a % MOD, b >>= 1){
4         if (b & 1) res = res * a % MOD;
5     }
6     return res;
7 }
```

Matrix Exponentiation: $O(n^3 \log b)$

```
1 const int N = 100, MOD = 1e9 + 7;
2
3 struct matrix{
4     ll m[N][N];
5     int n;
6     matrix(){
7         n = N;
8         memset(m, 0, sizeof(m));
9     };
10    matrix(int n_){
11        n = n_;
12        memset(m, 0, sizeof(m));
13    };
14    matrix(int n_, ll val){
15        n = n_;
16        memset(m, 0, sizeof(m));
17        for (int i = 0; i < n; i++) m[i][i] = val;
18    };
19
20    matrix operator* (matrix oth){
21        matrix res(n);
22        for (int i = 0; i < n; i++){
23            for (int j = 0; j < n; j++){
24                for (int k = 0; k < n; k++){
25                    res.m[i][j] = (res.m[i][j] + m[i][k] * oth.m[k][j])
   ↳ % MOD;
26                }
27            }
28        }
29        return res;
30    }
31 };
32
33 matrix power(matrix a, ll b){
34     matrix res(a.n, 1);
35     for (; b; a = a * a, b >>= 1){
36         if (b & 1) res = res * a;
37     }
38     return res;
39 }
```

Extended Euclidean Algorithm

- $O(\max(\log a, \log b))$
- Finds solution (x, y) to $ax + by = \gcd(a, b)$
- Can find all solutions given $(x_0, y_0) : \forall k, a(x_0 + kb/g) + b(y_0 - ka/g) = \gcd(a, b)$.

```
1 ll euclid(ll a, ll b, ll &x, ll &y) {
2     if (!b) return x = 1, y = 0, a;
3     ll d = euclid(b, a % b, y, x);
4     return y -= a/b * x, d;
5 }
```

CRT

- $crt(a, m, b, n)$ computes x such that $x \equiv a \pmod{m}, x \equiv b \pmod{n}$
- If $|a| < m$ and $|b| < n$, x will obey $0 \leq x < \text{lcm}(m, n)$.
- Assumes $mn < 2^{62}$.
- $O(\max(\log m, \log n))$

```
1 ll crt(ll a, ll m, ll b, ll n) {
2     if (n > m) swap(a, b), swap(m, n);
3     ll x, y, g = euclid(m, n, x, y);
4     assert((a - b) % g == 0); // else no solution
5     // can replace assert with whatever needed
6     x = (b - a) % n * x % n / g * m + a;
7     return x < 0 ? x + m*n/g : x;
8 }
```

Linear Sieve

• Mobius Function

```
1 vector<int> prime;
2 bool is_composite[MAX_N];
3 int mu[MAX_N];
4
5 void sieve(int n){
6     fill(is_composite, is_composite + n, 0);
7     mu[1] = 1;
8     for (int i = 2; i < n; i++){
9         if (!is_composite[i]){
10             prime.push_back(i);
11             mu[i] = -1; //i is prime
12         }
13         for (int j = 0; j < prime.size() && i * prime[j] < n; j++){
14             is_composite[i * prime[j]] = true;
15             if (i % prime[j] == 0){
16                 mu[i * prime[j]] = 0; //prime[j] divides i
17                 break;
18             } else {
19                 mu[i * prime[j]] = -mu[i]; //prime[j] does not divide i
20             }
21         }
22     }
23 }
```

• Euler's Totient Function

```
1 vector<int> prime;
2 bool is_composite[MAX_N];
3 int phi[MAX_N];
4
5 void sieve(int n){
6     fill(is_composite, is_composite + n, 0);
7     phi[1] = 1;
8     for (int i = 2; i < n; i++){
9         if (!is_composite[i]){
10             prime.push_back(i);
11             phi[i] = i - 1; //i is prime
12         }
13         for (int j = 0; j < prime.size() && i * prime[j] < n; j++){
14             is_composite[i * prime[j]] = true;
15             if (i % prime[j] == 0){
16                 phi[i * prime[j]] = phi[i] * prime[j]; //prime[j]
17                 divides i
18                 break;
19             } else {
20                 phi[i * prime[j]] = phi[i] * phi[prime[j]]; //prime[j]
21                 does not divide i
22             }
23         }
24     }
25 }
```

Gaussian Elimination

```
1 bool is_0(Z v) { return v.x == 0; }
2 Z abs(Z v) { return v; }
3 bool is_0(double v) { return abs(v) < 1e-9; }
4
5 // 1 => unique solution, 0 => no solution, -1 => multiple
6 solutions
7 template <typename T>
8 int gaussian_elimination(vector<vector<T>> &a, int limit) {
9     if (a.empty() || a[0].empty()) return -1;
10     int h = (int)a.size(), w = (int)a[0].size(), r = 0;
11     for (int c = 0; c < limit; c++) {
12         int id = -1;
13         for (int i = r; i < h; i++) {
14             if (!is_0(a[i][c]) && (id == -1 || abs(a[id][c]) <
15                 abs(a[i][c]))) {
16                 id = i;
17             }
18         }
19         if (id == -1) continue;
20         swap(a[r], a[id]);
21         for (int j = c; j < w; j++) a[id][j] = -a[id][j];
22         T inv_a = 1 / a[r][c];
23         for (int i = r + 1; i < h; i++) {
24             if (is_0(a[i][c])) continue;
25             T coeff = -a[i][c] * inv_a;
26             for (int j : nonzero) a[i][j] += coeff * a[r][j];
27         }
28         ++r;
29     }
30     for (int row = h - 1; row >= 0; row--) {
31         for (int c = 0; c < limit; c++) {
32             if (!is_0(a[row][c])) {
33                 T inv_a = 1 / a[row][c];
34                 for (int i = row - 1; i >= 0; i--) {
35                     if (is_0(a[i][c])) continue;
36                     T coeff = -a[i][c] * inv_a;
37                     for (int j : nonzero) a[i][j] += coeff *
38                         a[row][j];
39                 }
40                 break;
41             }
42         }
43     }
44     }
45     }
46     }
47     }
48     }
49     }
50     }
```

```
18 if (id > r) {
19     swap(a[r], a[id]);
20     for (int j = c; j < w; j++) a[id][j] = -a[id][j];
21 }
22 vector<int> nonzero;
23 for (int j = c; j < w; j++) {
24     if (!is_0(a[r][j])) nonzero.push_back(j);
25 }
26 T inv_a = 1 / a[r][c];
27 for (int i = r + 1; i < h; i++) {
28     if (is_0(a[i][c])) continue;
29     T coeff = -a[i][c] * inv_a;
30     for (int j : nonzero) a[i][j] += coeff * a[r][j];
31 }
32 ++r;
33 }
34 for (int row = h - 1; row >= 0; row--) {
35     for (int c = 0; c < limit; c++) {
36         if (!is_0(a[row][c])) {
37             T inv_a = 1 / a[row][c];
38             for (int i = row - 1; i >= 0; i--) {
39                 if (is_0(a[i][c])) continue;
40                 T coeff = -a[i][c] * inv_a;
41                 for (int j : nonzero) a[i][j] += coeff *
42                     a[row][j];
43             }
44             break;
45         }
46     }
47     }
48     }
49     }
50     }
51     }
52     }
53     }
54     }
55     }
56     }
57     }
58     }
59     }
60     }
61     }
62     }
63     }
64     }
65     }
66     }
67     }
```

Pollard-Rho Factorization

- Uses Miller–Rabin primality test
- $O(n^{1/4})$ (heuristic estimation)

```
1 typedef __int128_t i128;
2
3 i128 power(i128 a, i128 b, i128 MOD = 1, i128 res = 1) {
4     for (; b /= 2, (a *= a) %= MOD)
5         if (b & 1) (res *= a) %= MOD;
6     return res;
7 }
8
9 bool is_prime(ll n) {
10     if (n < 2) return false;
11     static constexpr int A[] = {2, 3, 5, 7, 11, 13, 17, 19, 23};
12     int s = __builtin_ctzll(n - 1);
13     ll d = (n - 1) >> s;
14     for (auto a : A) {
15         if (a == n) return true;
16         ll x = (ll)power(a, d, n);
17         if (x == 1 || x == n - 1) continue;
18         bool ok = false;
```

```

19     for (int i = 0; i < s - 1; ++i) {
20         x = ll((i128)x * x % n); // potential overflow!
21         if (x == n - 1) {
22             ok = true;
23             break;
24         }
25     }
26     if (!ok) return false;
27 }
28 return true;
29 }
30
31 ll pollard_rho(ll x) {
32     ll s = 0, t = 0, c = rng() % (x - 1) + 1;
33     ll stp = 0, goal = 1, val = 1;
34     for (goal = 1;; goal *= 2, s = t, val = 1) {
35         for (stp = 1; stp <= goal; ++stp) {
36             t = ll(((i128)t * t + c) % x);
37             val = ll(((i128)val * abs(t - s) % x);
38             if ((stp % 127) == 0) {
39                 ll d = gcd(val, x);
40                 if (d > 1) return d;
41             }
42         }
43         ll d = gcd(val, x);
44         if (d > 1) return d;
45     }
46 }
47
48 ll get_max_factor(ll _x) {
49     ll max_factor = 0;
50     function<void(ll)> fac = [&](ll x) {
51         if (x <= max_factor || x < 2) return;
52         if (is_prime(x)) {
53             max_factor = max_factor > x ? max_factor : x;
54             return;
55         }
56         ll p = x;
57         while (p >= x) p = pollard_rho(x);
58         while ((x % p) == 0) x /= p;
59         fac(x), fac(p);
60     };
61     fac(_x);
62     return max_factor;
63 }

```

Modular Square Root

- $O(\log^2 p)$ in worst case, typically $O(\log p)$ for most p

```

1 ll sqrt(ll a, ll p) {
2     a %= p; if (a < 0) a += p;
3     if (a == 0) return 0;
4     assert(pow(a, (p-1)/2, p) == 1); // else no solution
5     if (p % 4 == 3) return pow(a, (p+1)/4, p);
6     // a^(n+3)/8 or 2^(n+3)/8 * 2^(n-1)/4 works if p % 8 == 5
7     ll s = p - 1, n = 2;
8     int r = 0, m;
9     while (s % 2 == 0)
10         ++r, s /= 2;
11     /// find a non-square mod p
12     while (pow(n, (p - 1) / 2, p) != p - 1) ++n;
13     ll x = pow(a, (s + 1) / 2, p);
14     ll b = pow(a, s, p), g = pow(n, s, p);
15     for (; r = m) {
16         ll t = b;
17         for (m = 0; m < r && t != 1; ++m)
18             t = t * t % p;
19         if (m == 0) return x;
20         ll gs = pow(g, 1LL << (r - m - 1), p);
21         g = gs * gs % p;
22         x = x * gs % p;
23         b = b * g % p;
24     }
25 }

```

Berlekamp-Massey

- Recovers any n -order linear recurrence relation from the first $2n$ terms of the sequence.
- Input s is the sequence to be analyzed.
- Output c is the shortest sequence c_1, \dots, c_n , such that

$$s_m = \sum_{i=1}^n c_i \cdot s_{m-i}, \text{ for all } m \geq n.$$

- Be careful since c is returned in 0-based indexation.
- Complexity: $O(N^2)$

```

1 vector<ll> berlekamp_massey(vector<ll> s) {
2     int n = sz(s), l = 0, m = 1;
3     vector<ll> b(n), c(n);
4     ll ldd = b[0] = c[0] = 1;
5     for (int i = 0; i < n; i++, m++) {
6         ll d = s[i];
7         for (int j = 1; j <= l; j++) d = (d + c[j] * s[i - j]) %
8         MOD;
9         if (d == 0) continue;
10        vector<ll> temp = c;
11        ll coef = d * power(ldd, MOD - 2) % MOD;
12        for (int j = m; j < n; j++){
13            c[j] = (c[j] + MOD - coef * b[j - m]) % MOD;
14            if (c[j] < 0) c[j] += MOD;
15        }
16        if (2 * l <= i) {
17            l = i + 1 - l;
18            b = temp;
19            ldd = d;
20            m = 0;
21        }
22    }
23    c.resize(l + 1);
24    c.erase(c.begin());
25    for (ll &x : c)
26        x = (MOD - x) % MOD;
27    return c;
28 }

```

Calculating k-th term of a linear recurrence

- Given the first n terms s_0, s_1, \dots, s_{n-1} and the sequence c_1, c_2, \dots, c_n such that

$$s_m = \sum_{i=1}^n c_i \cdot s_{m-i}, \text{ for all } m \geq n,$$

the function `calc_kth` computes s_k .

- Complexity: $O(n^2 \log k)$

```

1 vector<ll> poly_mult_mod(vector<ll> p, vector<ll> q,
2     vector<ll>& c){
3     vector<ll> ans(sz(p) + sz(q) - 1);
4     for (int i = 0; i < sz(p); i++){
5         for (int j = 0; j < sz(q); j++){
6             ans[i + j] = (ans[i + j] + p[i] * q[j]) % MOD;
7         }
8     }
9     int n = sz(ans), m = sz(c);
10    for (int i = n - 1; i >= m; i--){
11        for (int j = 0; j < m; j++){
12            ans[i - 1 - j] = (ans[i - 1 - j] + c[j] * ans[i]) % MOD;
13        }
14    }
15    ans.resize(m);
16    return ans;
17 }
18 ll calc_kth(vector<ll> s, vector<ll> c, ll k){
19     assert(sz(s) >= sz(c)); // size of s can be greater than c,
20     // but not less

```

```

20     if (k < sz(s)) return s[k];
21     vector<ll> res{1};
22     for (vector<ll> poly = {0, 1}; k; poly = poly_mult_mod(poly,
↪ poly, c), k >>= 1){
23         if (k & 1) res = poly_mult_mod(res, poly, c);
24     }
25     ll ans = 0;
26     for (int i = 0; i < min(sz(res), sz(c)); i++) ans = (ans +
↪ s[i] * res[i]) % MOD;
27     return ans;
28 }

```

Partition Function

- Returns number of partitions of n in $O(n^{1.5})$

```

1 int partition(int n) {
2     int dp[n + 1];
3     dp[0] = 1;
4     for (int i = 1; i <= n; i++) {
5         dp[i] = 0;
6         for (int j = 1, r = 1; i - (3 * j * j - j) / 2 >= 0; ++j,
↪ r *= -1) {
7             dp[i] += dp[i - (3 * j * j - j) / 2] * r;
8             if (i - (3 * j * j + j) / 2 >= 0) dp[i] += dp[i - (3 * j
↪ * j + j) / 2] * r;
9         }
10    }
11    return dp[n];
12 }

```

NTT

```

1 const int MOD = 998244353;
2 void ntt(vector<ll>& a, int f) {
3     int n = int(a.size());
4     vector<ll> w(n);
5     vector<int> rev(n);
6     for (int i = 0; i < n; i++) rev[i] = (rev[i / 2] / 2) | ((i
↪ & 1) * (n / 2));
7     for (int i = 0; i < n; i++) {
8         if (i < rev[i]) swap(a[i], a[rev[i]]);
9     }
10    ll wn = power(f ? (MOD + 1) / 3 : 3, (MOD - 1) / n);
11    w[0] = 1;
12    for (int i = 1; i < n; i++) w[i] = w[i - 1] * wn % MOD;
13    for (int mid = 1; mid < n; mid *= 2) {
14        for (int i = 0; i < n; i += 2 * mid) {
15            for (int j = 0; j < mid; j++) {
16                ll x = a[i + j], y = a[i + j + mid] * w[n / (2 * mid)
↪ * j] % MOD;
17                a[i + j] = (x + y) % MOD, a[i + j + mid] = (x + MOD -
↪ y) % MOD;
18            }
19        }
20    }
21    if (f) {
22        ll iv = power(n, MOD - 2);
23        for (auto& x : a) x = x * iv % MOD;
24    }
25 }
26 vector<ll> mul(vector<ll> a, vector<ll> b) {
27     int n = 1, m = (int)a.size() + (int)b.size() - 1;
28     while (n < m) n *= 2;
29     a.resize(n), b.resize(n);
30     ntt(a, 0), ntt(b, 0); // if squaring, you can save one NTT
↪ here
31     for (int i = 0; i < n; i++) a[i] = a[i] * b[i] % MOD;
32     ntt(a, 1);
33     a.resize(m);
34     return a;
35 }

```

FFT

```

1 const ld PI = acosl(-1);
2 auto mul = [&](const vector<ld>& aa, const vector<ld>& bb) {
3     int n = (int)aa.size(), m = (int)bb.size(), bit = 1;
4     while ((1 << bit) < n + m - 1) bit++;
5     int len = 1 << bit;
6     vector<complex<ld>> a(len), b(len);
7     vector<int> rev(len);
8     for (int i = 0; i < n; i++) a[i].real(aa[i]);
9     for (int i = 0; i < m; i++) b[i].real(bb[i]);
10    for (int i = 0; i < len; i++) rev[i] = (rev[i >> 1] >> 1) |
↪ ((i & 1) << (bit - 1));
11    auto fft = [&](vector<complex<ld>>& p, int inv) {
12        for (int i = 0; i < len; i++)
13            if (i < rev[i]) swap(p[i], p[rev[i]]);
14        for (int mid = 1; mid < len; mid *= 2) {
15            auto w1 = complex<ld>(cos(PI / mid), (inv ? -1 : 1) *
↪ sin(PI / mid));
16            for (int i = 0; i < len; i += mid * 2) {
17                auto wk = complex<ld>(1, 0);
18                for (int j = 0; j < mid; j++, wk = wk * w1) {
19                    auto x = p[i + j], y = wk * p[i + j + mid];
20                    p[i + j] = x + y, p[i + j + mid] = x - y;
21                }
22            }
23        }
24        if (inv == 1) {
25            for (int i = 0; i < len; i++) p[i].real(p[i].real() /
↪ len);
26        }
27    };
28    fft(a, 0), fft(b, 0);
29    for (int i = 0; i < len; i++) a[i] = a[i] * b[i];
30    fft(a, 1);
31    a.resize(n + m - 1);
32    vector<ld> res(n + m - 1);
33    for (int i = 0; i < n + m - 1; i++) res[i] = a[i].real();
34    return res;
35 };

```

Poly mod, log, exp, multipoint, interpolation

- $\frac{1}{P(x)}$ in $O(n \log n)$, $e^{P(x)}$ in $O(n \log n)$, $\ln(P(x))$ in $O(n \log n)$, $P(x)^k$ in $O(n \log n)$, Evaluates $P(x_1), \dots, P(x_n)$ in $O(n \log^2 n)$, Lagrange Interpolation in $O(n \log^2 n)$

```

1 // Examples:
2 // poly a(n+1); // constructs degree n poly
3 // a[0].v = 10; // assigns constant term a_0 = 10
4 // poly b = exp(a);
5 // poly is vector<num>
6 // for NTT, num stores just one int named v
7
8 #define sz(x) ((int)x.size())
9 #define rep(i, j, k) for (int i = int(j); i < int(k); i++)
10 #define per(i, a, b) for (int i = (b)-1; i >= (a); --i)
11 using vi = vector<int>;
12
13 const int MOD = 998244353, g = 3;
14
15 // NTT
16 // For p < 2^30 there is also (5 << 25, 3), (7 << 26, 3),
17 // (479 << 21, 3) and (483 << 21, 5). Last two are > 10^9.
18 struct num {
19     int v;
20     num(ll v_ = 0): v(int(v_ % MOD)) {
21         if (v < 0) v += MOD;
22     }
23     explicit operator int() const { return v; }
24 };
25 inline num operator+(num a, num b) { return num(a.v + b.v); }
26 inline num operator-(num a, num b) { return num(a.v + MOD -
↪ b.v); }

```



```

27 inline num operator*(num a, num b) { return num(1ll * a.v *
    ↪ b.v); }
28 inline num pow(num a, int b) {
29     num r = 1;
30     do {
31         if (b & 1) r = r * a;
32         a = a * a;
33     } while (b >= 1);
34     return r;
35 }
36 inline num inv(num a) { return pow(a, MOD - 2); }
37 using vn = vector<num>;
38 vi rev({0, 1});
39 vn rt(2, num(1)), fa, fb;
40 inline void init(int n) {
41     if (n <= sz(rt)) return;
42     rev.resize(n);
43     rep(i, 0, n) rev[i] = (rev[i >> 1] | ((i & 1) * n)) >> 1;
44     rt.reserve(n);
45     for (int k = sz(rt); k < n; k *= 2) {
46         rt.resize(2 * k);
47         num z = pow(num(g), (MOD - 1) / (2 * k)); // NTT
48         rep(i, k / 2, k) rt[2 * i] = rt[i], rt[2 * i + 1] = rt[i]
    ↪ * z;
49     }
50 }
51 inline void fft(vector<num>& a, int n) {
52     init(n);
53     int s = __builtin_ctz(sz(rev) / n);
54     rep(i, 0, n) if (i < rev[i] >> s) swap(a[i], a[rev[i] >>
    ↪ s]);
55     for (int k = 1; k < n; k *= 2)
56         for (int i = 0; i < n; i += 2 * k) rep(j, 0, k) {
57             num t = rt[j + k] * a[i + j + k];
58             a[i + j + k] = a[i + j] - t;
59             a[i + j] = a[i + j] + t;
60         }
61 }
62 // NTT
63 vn multiply(vn a, vn b) {
64     int s = sz(a) + sz(b) - 1;
65     if (s <= 0) return {};
66     int L = s > 1 ? 32 - __builtin_clz(s - 1) : 0, n = 1 << L;
67     a.resize(n), b.resize(n);
68     fft(a, n);
69     fft(b, n);
70     num d = inv(num(n));
71     rep(i, 0, n) a[i] = a[i] * b[i] * d;
72     reverse(a.begin() + 1, a.end());
73     fft(a, n);
74     a.resize(s);
75     return a;
76 }
77 // NTT power-series inverse
78 // Doubles b as b[:n] = (2 - a[:n] * b[:n/2]) * b[:n/2]
79 vn inverse(const vn& a) {
80     if (a.empty()) return {};
81     vn b({inv(a[0])});
82     b.reserve(2 * a.size());
83     while (sz(b) < sz(a)) {
84         int n = 2 * sz(b);
85         b.resize(2 * n, 0);
86         if (sz(fa) < 2 * n) fa.resize(2 * n);
87         fill(fa.begin(), fa.begin() + 2 * n, 0);
88         copy(a.begin(), a.begin() + min(n, sz(a)), fa.begin());
89         fft(b, 2 * n);
90         fft(fa, 2 * n);
91         num d = inv(num(2 * n));
92         rep(i, 0, 2 * n) b[i] = b[i] * (2 - fa[i] * b[i]) * d;
93         reverse(b.begin() + 1, b.end());
94         fft(b, 2 * n);
95         b.resize(n);
96     }
97     b.resize(a.size());
98     return b;
99 }

```

```

101 using poly = vn;
102
103 poly operator+(const poly& a, const poly& b) {
104     poly r = a;
105     if (sz(r) < sz(b)) r.resize(b.size());
106     rep(i, 0, sz(b)) r[i] = r[i] + b[i];
107     return r;
108 }
109 poly operator-(const poly& a, const poly& b) {
110     poly r = a;
111     if (sz(r) < sz(b)) r.resize(b.size());
112     rep(i, 0, sz(b)) r[i] = r[i] - b[i];
113     return r;
114 }
115 poly operator*(const poly& a, const poly& b) {
116     return multiply(a, b);
117 }
118 // Polynomial floor division; no leading 0's please
119 poly operator/(poly a, poly b) {
120     if (sz(a) < sz(b)) return {};
121     int s = sz(a) - sz(b) + 1;
122     reverse(a.begin(), a.end());
123     reverse(b.begin(), b.end());
124     a.resize(s);
125     b.resize(s);
126     a = a * inverse(move(b));
127     a.resize(s);
128     reverse(a.begin(), a.end());
129     return a;
130 }
131 poly operator%(const poly& a, const poly& b) {
132     poly r = a;
133     if (sz(r) >= sz(b)) {
134         poly c = (r / b) * b;
135         r.resize(sz(b) - 1);
136         rep(i, 0, sz(r)) r[i] = r[i] - c[i];
137     }
138     return r;
139 }
140
141 // Log/exp/pow
142 poly deriv(const poly& a) {
143     if (a.empty()) return {};
144     poly b(sz(a) - 1);
145     rep(i, 1, sz(a)) b[i - 1] = a[i] * i;
146     return b;
147 }
148 poly integ(const poly& a) {
149     poly b(sz(a) + 1);
150     b[1] = 1; // mod p
151     rep(i, 2, sz(b)) b[i] =
152         b[MOD % i] * (-MOD / i); // mod p
153     rep(i, 1, sz(b)) b[i] = a[i - 1] * b[i]; // mod p
154     // rep(i, 1, sz(b)) b[i] = a[i - 1] * inv(num(i)); // else
155     return b;
156 }
157 poly log(const poly& a) { // MUST have a[0] == 1
158     poly b = integ(deriv(a) * inverse(a));
159     b.resize(a.size());
160     return b;
161 }
162 poly exp(const poly& a) { // MUST have a[0] == 0
163     poly b(1, num(1));
164     if (a.empty()) return b;
165     while (sz(b) < sz(a)) {
166         int n = min(sz(b) * 2, sz(a));
167         b.resize(n);
168         poly v = poly(a.begin(), a.begin() + n) - log(b);
169         v[0] = v[0] + num(1);
170         b = b * v;
171         b.resize(n);
172     }
173     return b;
174 }
175 poly pow(const poly& a, int m) { // m >= 0
176     poly b(a.size());
177     if (!m) {

```

```

178     b[0] = 1;
179     return b;
180 }
181 int p = 0;
182 while (p < sz(a) && a[p].v == 0) ++p;
183 if (!ll * m * p >= sz(a)) return b;
184 num mu = pow(a[p], m), di = inv(a[p]);
185 poly c(sz(a) - m * p);
186 rep(i, 0, sz(c)) c[i] = a[i + p] * di;
187 c = log(c);
188 for(auto &v : c) v = v * m;
189 c = exp(c);
190 rep(i, 0, sz(c)) b[i + m * p] = c[i] * mu;
191 return b;
192 }
193
194 // Multipoint evaluation/interpolation
195
196 vector<num> eval(const poly& a, const vector<num>& x) {
197     int n = sz(x);
198     if (!n) return {};
199     vector<poly> up(2 * n);
200     rep(i, 0, n) up[i + n] = poly({0 - x[i], 1});
201     per(i, 1, n) up[i] = up[2 * i] * up[2 * i + 1];
202     vector<poly> down(2 * n);
203     down[1] = a % up[1];
204     rep(i, 2, 2 * n) down[i] = down[i / 2] % up[i];
205     vector<num> y(n);
206     rep(i, 0, n) y[i] = down[i + n][0];
207     return y;
208 }
209
210 poly interp(const vector<num>& x, const vector<num>& y) {
211     int n = sz(x);
212     assert(n);
213     vector<poly> up(n * 2);
214     rep(i, 0, n) up[i + n] = poly({0 - x[i], 1});
215     per(i, 1, n) up[i] = up[2 * i] * up[2 * i + 1];
216     vector<num> a = eval(deriv(up[1]), x);
217     vector<poly> down(2 * n);
218     rep(i, 0, n) down[i + n] = poly({y[i] * inv(a[i])});
219     per(i, 1, n) down[i] =
220         down[i * 2] * up[i * 2 + 1] + down[i * 2 + 1] * up[i * 2];
221     return down[1];
222 }

```

Simplex method for linear programs

- Maximize $c^T x$ subject to $Ax \leq b$, $x \geq 0$.
- Returns $-\infty$ if there is no solution, $+\infty$ if there are arbitrarily good solutions, or the maximum value of $c^T x$ otherwise. The (arbitrary) 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.
- Complexity: $O(NM \cdot \text{pivots})$. $O(2^n)$ in general (very hard to achieve).

```

1 typedef double T; // might be much slower with long doubles
2 typedef vector<T> vd;
3 typedef vector<vd> vvd;
4 const T eps = 1e-8, inf = 1/.0;
5 #define MP make_pair
6 #define ltj(X) if(s == -1 || MP(X[j], N[j]) < MP(X[s], N[s]))
7     s=j
8 #define rep(i, a, b) for(int i = a; i < (b); ++i)
9
10 struct LPSolver {
11     int m, n;
12     vector<int> N, B;
13     vvd D;
14     LPSolver(const vvd& A, const vd& b, const vd& c) : m(sz(b)),
15         n(sz(c)), N(n+1), B(m), D(m+2, vd(n+2)){

```

```

14     rep(i,0,m) rep(j,0,n) D[i][j] = A[i][j];
15     rep(i,0,m) { B[i] = n+1; D[i][n] = -1; D[i][n+1] = b[i];}
16     rep(j,0,n) { N[j] = j; D[m][j] = -c[j]; }
17     N[n] = -1; D[m+1][n] = 1;
18 }
19 void pivot(int r, int s){
20     T *a = D[r].data(), inv = 1 / a[s];
21     rep(i,0,m+2) if (i != r && abs(D[i][s]) > eps) {
22         T *b = D[i].data(), inv2 = b[s] * inv;
23         rep(j,0,n+2) b[j] -= a[j] * inv2;
24         b[s] = a[s] * inv2;
25     }
26     rep(j,0,n+2) if (j != s) D[r][j] *= inv;
27     rep(i,0,m+2) if (i != r) D[i][s] *= -inv;
28     D[r][s] = inv;
29     swap(B[r], N[s]);
30 }
31 bool simplex(int phase){
32     int x = m + phase - 1;
33     for (;;) {
34         int s = -1;
35         rep(j,0,n+1) if (N[j] != -phase) ltj(D[x]); if (D[x][s]
36         >= -eps) return true;
37         int r = -1;
38         rep(i,0,m) {
39             if (D[i][s] <= eps) continue;
40             if (r == -1 || MP(D[i][n+1] / D[i][s], B[i]) <
41             MP(D[r][n+1] / D[r][s], B[r])) r = i;
42         }
43         if (r == -1) return false;
44         pivot(r, s);
45     }
46 }
47 T solve(vd &x){
48     int r = 0;
49     rep(i,1,m) if (D[i][n+1] < D[r][n+1]) r = i;
50     if (D[r][n+1] < -eps) {
51         pivot(r, n);
52         if (!simplex(2) || D[m+1][n+1] < -eps) return -inf;
53         rep(i,0,m) if (B[i] == -1) {
54             int s = 0;
55             rep(j,1,n+1) ltj(D[i]);
56             pivot(i, s);
57         }
58     }
59     bool ok = simplex(1); x = vd(n);
60     rep(i,0,m) if (B[i] < n) x[B[i]] = D[i][n+1];
61     return ok ? D[m][n+1] : inf;
62 }

```

Matroid Intersection

- Matroid is a pair $\langle X, I \rangle$, where X is a finite set and I is a family of subsets of X satisfying:
 1. $\emptyset \in I$.
 2. If $A \in I$ and $B \subseteq A$, then $B \in I$.
 3. If $A, B \in I$ and $|A| > |B|$, then there exists $x \in A \setminus B$ such that $B \cup \{x\} \in I$.
- Set S is called **independent** if $S \in I$.
- **Common matroids:** uniform (sets of bounded size); colorful (sets of colored elements where each color only appears once); graphic (acyclic sets of edges in a graph); linear-algebraic (sets of linearly independent vectors).
- **Matroid Intersection Problem:** Given two matroids, find the largest common independent set.
- A matroid has 3 functions:
 - *check(int x)*: returns if current matroid can add x without becoming dependent.
 - *add(int x)*: adds an element to the matroid (guaranteed to never make it dependent).
 - *clear()*: sets the matroid to the empty matroid.

- The matroid is given an *int* representing the element, and is expected to convert it (e.g: color or edge endpoints)
- Pass the matroid with more expensive add/clear operations to M1.
- **Complexity:** $R^2 \cdot N \cdot (M2.add + M1.check + M2.check) + R^3 \cdot (M1.add) + R^2 \cdot (M1.clear) + R \cdot N \cdot (M2.clear)$, where $R = \text{answer}$.

```

1
2 // Example matroid
3 struct GraphicMatroid{
4     vector<pair<int, int>> e;
5     int n;
6     DSU dsu;
7
8     GraphicMatroid(vector<pair<int, int>> edges, int vertices){
9         e = edges, n = vertices;
10        dsu = DSU(n);
11    };
12    bool check(int idx){
13        return !dsu.same(e[idx].fi, e[idx].se);
14    }
15    void add(int idx){
16        dsu.unite(e[idx].fi, e[idx].se);
17    }
18    void clear(){
19        dsu = DSU(n);
20    }
21 };
22
23 template <class M1, class M2> struct MatroidIsect {
24     int n;
25     vector<char> iset;
26     M1 m1; M2 m2;
27     MatroidIsect(M1 m1, M2 m2, int n) : n(n), iset(n + 1),
28     ↪ m1(m1), m2(m2) {}
29     vector<int> solve() {
30         for (int i = 0; i < n; i++) if (m1.check(i) &&
31     ↪ m2.check(i))
32             iset[i] = true, m1.add(i), m2.add(i);
33         while (augment());
34         vector<int> ans;
35         for (int i = 0; i < n; i++) if (iset[i])
36     ↪ ans.push_back(i);
37         return ans;
38     }
39     bool augment() {
40         vector<int> frm(n, -1);
41         queue<int> q({n}); // starts at dummy node
42         auto fwdE = [&](int a) {
43             vector<int> ans;
44             m1.clear();
45             for (int v = 0; v < n; v++) if (iset[v] && v != a)
46     ↪ m1.add(v);
47             for (int b = 0; b < n; b++) if (!iset[b] && frm[b]
48     ↪ == -1 && m1.check(b))
49                 ans.push_back(b), frm[b] = a;
50             return ans;
51         };
52         auto backE = [&](int b) {
53             m2.clear();
54             for (int cas = 0; cas < 2; cas++) for (int v = 0;
55     ↪ v < n; v++){
56                 if ((v == b || iset[v]) && (frm[v] == -1) ==
57     ↪ cas) {
58                     if (!m2.check(v))
59                         return cas ? q.push(v), frm[v] = b, v
60     ↪ : -1;
61                     m2.add(v);
62                 }
63             }
64             return n;
65         };
66         while (!q.empty()) {
67             int a = q.front(), c; q.pop();
68             for (int b : fwdE(a))

```

```

61         while((c = backE(b)) >= 0) if (c == n) {
62             while (b != n) iset[b] ^= 1, b = frm[b];
63             return true;
64         }
65     }
66     return false;
67 }
68 };
69
70 /*
71 Usage:
72 MatroidIsect<GraphicMatroid, ColorfulMatroid> solver(matroid1,
73     ↪ matroid2, n);
74 vector<int> answer = solver.solve();
75 */

```

Data Structures

Fenwick Tree

```

1 ll sum(int r) {
2     ll ret = 0;
3     for (; r >= 0; r = (r & r + 1) - 1) ret += bit[r];
4     return ret;
5 }
6 void add(int idx, ll delta) {
7     for (; idx < n; idx |= idx + 1) bit[idx] += delta;
8 }

```

Lazy Propagation SegTree

```

1 // Clear: clear() or build()
2 const int N = 2e5 + 10; // Change the constant!
3 template<typename T>
4 struct LazySegTree{
5     T t[4 * N];
6     T lazy[4 * N];
7     int n;
8
9     // Change these functions, default return, and lazy mark.
10    T default_return = 0, lazy_mark = numeric_limits<T>::min();
11    // Lazy mark is how the algorithm will identify that no
12    ↪ propagation is needed.
13    function<T(T, T)> f = [&] (T a, T b){
14        return a + b;
15    };
16    // f_on_seg calculates the function f, knowing the lazy
17    ↪ value on segment,
18    // segment's size and the previous value.
19    // The default is segment modification for RSQ. For
20    ↪ increments change to:
21    // return cur_seg_val + seg_size * lazy_val;
22    // For RMQ. Modification: return lazy_val; Increments:
23    ↪ return cur_seg_val + lazy_val;
24    function<T(T, int, T)> f_on_seg = [&] (T cur_seg_val, int
25    ↪ seg_size, T lazy_val){
26        return seg_size * lazy_val;
27    };
28    // upd_lazy updates the value to be propagated to child
29    ↪ segments.
30    // Default: modification. For increments change to:
31    // lazy[v] = (lazy[v] == lazy_mark? val : lazy[v] +
32    ↪ val);
33    function<void(int, T)> upd_lazy = [&] (int v, T val){
34        lazy[v] = val;
35    };
36    // Tip: for "get element on single index" queries, use max()
37    ↪ on segment: no overflows.
38
39    LazySegTree(int n_) : n(n_) {
40        clear(n);
41    }
42
43    void build(int v, int tl, int tr, vector<T>& a){
44        if (tl == tr) {

```

```

37     t[v] = a[tl];
38     return;
39 }
40 int tm = (tl + tr) / 2;
41 // left child: [tl, tm]
42 // right child: [tm + 1, tr]
43 build(2 * v + 1, tl, tm, a);
44 build(2 * v + 2, tm + 1, tr, a);
45 t[v] = f(t[2 * v + 1], t[2 * v + 2]);
46 }
47
48 LazySegTree(vector<T>& a){
49     build(a);
50 }
51
52 void push(int v, int tl, int tr){
53     if (lazy[v] == lazy_mark) return;
54     int tm = (tl + tr) / 2;
55     t[2 * v + 1] = f_on_seg(t[2 * v + 1], tm - tl + 1,
↪ lazy[v]);
56     t[2 * v + 2] = f_on_seg(t[2 * v + 2], tr - tm, lazy[v]);
57     upd_lazy(2 * v + 1, lazy[v]), upd_lazy(2 * v + 2,
↪ lazy[v]);
58     lazy[v] = lazy_mark;
59 }
60
61 void modify(int v, int tl, int tr, int l, int r, T val){
62     if (l > r) return;
63     if (tl == l && tr == r){
64         t[v] = f_on_seg(t[v], tr - tl + 1, val);
65         upd_lazy(v, val);
66         return;
67     }
68     push(v, tl, tr);
69     int tm = (tl + tr) / 2;
70     modify(2 * v + 1, tl, tm, l, min(r, tm), val);
71     modify(2 * v + 2, tm + 1, tr, max(l, tm + 1), r, val);
72     t[v] = f(t[2 * v + 1], t[2 * v + 2]);
73 }
74
75 T query(int v, int tl, int tr, int l, int r) {
76     if (l > r) return default_return;
77     if (tl == l && tr == r) return t[v];
78     push(v, tl, tr);
79     int tm = (tl + tr) / 2;
80     return f(
81         query(2 * v + 1, tl, tm, l, min(r, tm)),
82         query(2 * v + 2, tm + 1, tr, max(l, tm + 1), r)
83     );
84 }
85
86 void modify(int l, int r, T val){
87     modify(0, 0, n - 1, l, r, val);
88 }
89
90 T query(int l, int r){
91     return query(0, 0, n - 1, l, r);
92 }
93
94 T get(int pos){
95     return query(pos, pos);
96 }
97
98 // Change clear() function to t.clear() if using
↪ unordered_map for SegTree!!!
99 void clear(int n_){
100     n = n_;
101     for (int i = 0; i < 4 * n; i++) t[i] = 0, lazy[i] =
↪ lazy_mark;
102 }
103
104 void build(vector<T>& a){
105     n = sz(a);
106     clear(n);
107     build(0, 0, n - 1, a);
108 }
109 };

```

Sparse Table

```

1  const int N = 2e5 + 10, LOG = 20; // Change the constant!
2  template<typename T>
3  struct SparseTable{
4      int lg[N];
5      T st[N][LOG];
6      int n;
7
8      // Change this function
9      function<T(T, T)> f = [&] (T a, T b){
10         return min(a, b);
11     };
12
13     void build(vector<T>& a){
14         n = sz(a);
15         lg[1] = 0;
16         for (int i = 2; i <= n; i++) lg[i] = lg[i / 2] + 1;
17
18         for (int k = 0; k < LOG; k++){
19             for (int i = 0; i < n; i++){
20                 if (!k) st[i][k] = a[i];
21                 else st[i][k] = f(st[i][k - 1], st[min(n - 1, i + (1 <<
↪ (k - 1)))] [k - 1]);
22             }
23         }
24     }
25
26     T query(int l, int r){
27         int sz = r - l + 1;
28         return f(st[l][lg[sz]], st[r - (1 << lg[sz]) + 1][lg[sz]]);
29     }
30 };

```

Suffix Array and LCP array

- (uses SparseTable above)

```

1  struct SuffixArray{
2      vector<int> p, c, h;
3      SparseTable<int> st;
4      /*
5       * In the end, array c gives the position of each suffix in p
6       * using 1-based indexation!
7       */
8
9      SuffixArray() {}
10
11     SuffixArray(string s){
12         buildArray(s);
13         buildLCP(s);
14         buildSparse();
15     }
16
17     void buildArray(string s){
18         int n = sz(s) + 1;
19         p.resize(n), c.resize(n);
20         for (int i = 0; i < n; i++) p[i] = i;
21         sort(all(p), [&] (int a, int b){return s[a] < s[b];});
22         c[p[0]] = 0;
23         for (int i = 1; i < n; i++){
24             c[p[i]] = c[p[i - 1]] + (s[p[i]] != s[p[i - 1]]);
25         }
26         vector<int> p2(n), c2(n);
27         // w is half-length of each string.
28         for (int w = 1; w < n; w <= 1){
29             for (int i = 0; i < n; i++){
30                 p2[i] = (p[i] - w + n) % n;
31             }
32             vector<int> cnt(n);
33             for (auto i : c) cnt[i]++;
34             for (int i = 1; i < n; i++) cnt[i] += cnt[i - 1];
35             for (int i = n - 1; i >= 0; i--){
36                 p[--cnt[c[p2[i]]]] = p2[i];
37             }
38             c2[p[0]] = 0;
39             for (int i = 1; i < n; i++){

```

```

40     c2[p[i]] = c2[p[i - 1]] +
41     (c[p[i]] != c[p[i - 1]] ||
42     c[(p[i] + w) % n] != c[(p[i - 1] + w) % n]);
43 }
44 c.swap(c2);
45 }
46 p.erase(p.begin());
47 }
48
49 void buildLCP(string s){
50     // The algorithm assumes that suffix array is already
51     // built on the same string.
52     int n = sz(s);
53     h.resize(n - 1);
54     int k = 0;
55     for (int i = 0; i < n; i++){
56         if (c[i] == n){
57             k = 0;
58             continue;
59         }
60         int j = p[c[i]];
61         while (i + k < n && j + k < n && s[i + k] == s[j + k])
62             k++;
63         h[c[i] - 1] = k;
64         if (k) k--;
65     }
66     /*
67     Then an RMQ Sparse Table can be built on array h
68     to calculate LCP of 2 non-consecutive suffixes.
69     */
70 }
71
72 void buildSparse(){
73     st.build(h);
74 }
75
76 // l and r must be in 0-BASED INDEXATION
77 int lcp(int l, int r){
78     l = c[l] - 1, r = c[r] - 1;
79     if (l > r) swap(l, r);
80     return st.query(l, r - 1);
81 }
82 };

```

Aho Corasick Trie

- For each node in the trie, the suffix link points to the longest proper suffix of the represented string. The terminal-link tree has square-root height (can be constructed by DFS).

```

1  const int S = 26;
2
3  // Function converting char to int.
4  int ctoi(char c){
5      return c - 'a';
6  }
7
8  // To add terminal links, use DFS
9  struct Node{
10     vector<int> nxt;
11     int link;
12     bool terminal;
13
14     Node() {
15         nxt.assign(S, -1), link = 0, terminal = 0;
16     }
17 };
18
19 vector<Node> trie(1);
20
21 // add_string returns the terminal vertex.
22 int add_string(string& s){
23     int v = 0;
24     for (auto c : s){
25         int cur = ctoi(c);

```

```

26     if (trie[v].nxt[cur] == -1){
27         trie[v].nxt[cur] = sz(trie);
28         trie.emplace_back();
29     }
30     v = trie[v].nxt[cur];
31 }
32 trie[v].terminal = 1;
33 return v;
34 }
35
36 /*
37 Suffix links are compressed.
38 This means that:
39 If vertex v has a child by letter x, then:
40     trie[v].nxt[x] points to that child.
41 If vertex v doesn't have such child, then:
42     trie[v].nxt[x] points to the suffix link of that child
43     if we would actually have it.
44 */
45 void add_links(){
46     queue<int> q;
47     q.push(0);
48     while (!q.empty()){
49         auto v = q.front();
50         int u = trie[v].link;
51         q.pop();
52         for (int i = 0; i < S; i++){
53             int& ch = trie[v].nxt[i];
54             if (ch == -1){
55                 ch = v? trie[u].nxt[i] : 0;
56             }
57             else{
58                 trie[ch].link = v? trie[u].nxt[i] : 0;
59                 q.push(ch);
60             }
61         }
62     }
63 }
64
65 bool is_terminal(int v){
66     return trie[v].terminal;
67 }
68
69 int get_link(int v){
70     return trie[v].link;
71 }
72
73 int go(int v, char c){
74     return trie[v].nxt[ctoi(c)];
75 }

```

Convex Hull Trick

- Allows to insert a linear function to the hull in (1) and get the minimum/maximum value of the stored function at a point in $O(\log n)$.
- NOTE: The lines must be added in the order of decreasing/increasing gradients. CAREFULLY CHECK THE SETUP BEFORE USING!
- IMPORTANT: THE DEFAULT VERSION SURELY WORKS. IF MODIFIED VERSIONS DON'T WORK, TRY TRANSFORMING THEM TO THE DEFAULT ONE BY CHANGING SIGNS.

```

1  struct line{
2      ll k, b;
3      ll f(ll x){
4          return k * x + b;
5      }
6  };
7
8  vector<line> hull;
9
10 void add_line(line nl){

```

```

11 if (!hull.empty() && hull.back().k == nl.k){
12     nl.b = min(nl.b, hull.back().b); // Default: minimum. For
↪ maximum change "min" to "max".
13     hull.pop_back();
14 }
15 while (sz(hull) > 1){
16     auto& l1 = hull.end()[-2], l2 = hull.back();
17     if ((nl.b - l1.b) * (l2.k - nl.k) >= (nl.b - l2.b) * (l1.k
↪ - nl.k)) hull.pop_back(); // Default: decreasing gradient
↪ k. For increasing k change the sign to <=.
18     else break;
19 }
20 hull.pb(nl);
21 }

22 ll get(ll x){
23     int l = 0, r = sz(hull);
24     while (r - l > 1){
25         int mid = (l + r) / 2;
26         if (hull[mid - 1].f(x) >= hull[mid].f(x)) l = mid; //
↪ Default: minimum. For maximum change the sign to <=.
27         else r = mid;
28     }
29     return hull[l].f(x);
30 }
31 }

```

Li-Chao Segment Tree

- allows to add linear functions in any order and query minimum/maximum value of those at a point, all in $O(\log n)$.
- Clear: clear()

```

1 const ll INF = 1e18; // Change the constant!
2 struct LiChaoTree{
3     struct line{
4         ll k, b;
5         line(){
6             k = b = 0;
7         };
8         line(ll k_, ll b_){
9             k = k_, b = b_;
10        };
11        ll f(ll x){
12            return k * x + b;
13        };
14    };
15    int n;
16    bool minimum, on_points;
17    vector<ll> pts;
18    vector<line> t;
19
20    void clear(){
21        for (auto& l : t) l.k = 0, l.b = minimum? INF : -INF;
22    }
23
24    LiChaoTree(int n_, bool min_){ // This is a default
↪ constructor for numbers in range [0, n - 1].
25        n = n_, minimum = min_, on_points = false;
26        t.resize(4 * n);
27        clear();
28    };
29
30    LiChaoTree(vector<ll> pts_, bool min_){ // This constructor
↪ will build LCT on the set of points you pass. The points
↪ may be in any order and contain duplicates.
31        pts = pts_, minimum = min_;
32        sort(all(pts));
33        pts.erase(unique(all(pts)), pts.end());
34        on_points = true;
35        n = sz(pts);
36        t.resize(4 * n);
37        clear();
38    };
39
40    void add_line(int v, int l, int r, line nl){

```

```

41        // Adding on segment [l, r)
42        int m = (l + r) / 2;
43        ll lval = on_points? pts[l] : 1, mval = on_points? pts[m]
↪ : m;
44        if ((minimum && nl.f(mval) < t[v].f(mval)) || (!minimum &&
↪ nl.f(mval) > t[v].f(mval))) swap(t[v], nl);
45        if (r - l == 1) return;
46        if ((minimum && nl.f(lval) < t[v].f(lval)) || (!minimum &&
↪ nl.f(lval) > t[v].f(lval))) add_line(2 * v + 1, l, m, nl);
47        else add_line(2 * v + 2, m, r, nl);
48    }
49
50    ll get(int v, int l, int r, int x){
51        int m = (l + r) / 2;
52        if (r - l == 1) return t[v].f(on_points? pts[x] : x);
53        else{
54            if (minimum) return min(t[v].f(on_points? pts[x] : x), x
↪ < m? get(2 * v + 1, l, m, x) : get(2 * v + 2, m, r, x));
55            else return max(t[v].f(on_points? pts[x] : x), x < m?
↪ get(2 * v + 1, l, m, x) : get(2 * v + 2, m, r, x));
56        }
57    }
58
59    void add_line(ll k, ll b){
60        add_line(0, 0, n, line(k, b));
61    }
62
63    ll get(ll x){
64        return get(0, 0, n, on_points? lower_bound(all(pts), x) -
↪ pts.begin() : x);
65    }; // Always pass the actual value of x, even if LCT is on
↪ points.
66 }

```

Persistent Segment Tree

- for RSQ

```

1 struct Node {
2     ll val;
3     Node *l, *r;
4
5     Node(ll x) : val(x), l(nullptr), r(nullptr) {}
6     Node(Node *ll, Node *rr) {
7         l = ll, r = rr;
8         val = 0;
9         if (l) val += l->val;
10        if (r) val += r->val;
11    }
12    Node(Node *cp) : val(cp->val), l(cp->l), r(cp->r) {}
13 };
14 const int N = 2e5 + 20;
15 ll a[N];
16 Node *roots[N];
17 int n, cnt = 1;
18 Node *build(int l = 1, int r = n) {
19     if (l == r) return new Node(a[l]);
20     int mid = (l + r) / 2;
21     return new Node(build(l, mid), build(mid + 1, r));
22 }
23 Node *update(Node *node, int val, int pos, int l = 1, int r =
↪ n) {
24     if (l == r) return new Node(val);
25     int mid = (l + r) / 2;
26     if (pos > mid)
27         return new Node(node->l, update(node->r, val, pos, mid +
↪ 1, r));
28     else return new Node(update(node->l, val, pos, l, mid),
↪ node->r);
29 }
30 ll query(Node *node, int a, int b, int l = 1, int r = n) {
31     if (l > b || r < a) return 0;
32     if (l >= a && r <= b) return node->val;
33     int mid = (l + r) / 2;
34     return query(node->l, a, b, l, mid) + query(node->r, a, b,
↪ mid + 1, r);
35 }

```

Dynamic Programming

Sum over Subset DP

- Computes $f[A] = \sum_{B \subseteq A} a[B]$.
- Complexity: $O(2^n \cdot n)$.

```
1 for (int i = 0; i < (1 << n); i++) f[i] = a[i];
2 for (int i = 0; i < n; i++) for (int mask = 0; mask < (1 <<
  ↪ n); mask++) if ((mask >> i) & 1){
3   f[mask] += f[mask ^ (1 << i)];
4 }
```

Divide and Conquer DP

- Helps to compute 2D DP of the form:
- $dp[i][j] = \min_{0 \leq k \leq j-1} (dp[i-1][k] + cost(k+1, j))$
- **Necessary condition:** let $opt(i, j)$ be the optimal k for the state (i, j) . Then, $opt(i, j) \leq opt(i, j+1)$.
- **Sufficient condition:** $cost(a, d) + cost(b, c) \geq cost(a, c) + cost(b, d)$ where $a < b < c < d$.
- Complexity: $O(M \cdot N \cdot \log N)$ for computing $dp[M][N]$.

```
1 vector<ll> dp_old(N), dp_new(N);
2
3 void rec(int l, int r, int optl, int optr){
4   if (l > r) return;
5   int mid = (l + r) / 2;
6   pair<ll, int> best = {INF, optl};
7   for (int i = optl; i <= min(mid - 1, optr); i++){ // If k
  ↪ can be j, change to "i <= min(mid, optr)".
8     ll cur = dp_old[i] + cost(i + 1, mid);
9     if (cur < best.fi) best = {cur, i};
10  }
11  dp_new[mid] = best.fi;
12
13  rec(l, mid - 1, optl, best.se);
14  rec(mid + 1, r, best.se, optr);
15 }
16
17 // Computes the DP "by layers"
18 fill(all(dp_old), INF);
19 dp_old[0] = 0;
20 while (layers--){
21   rec(0, n, 0, n);
22   dp_old = dp_new;
23 }
```

Knuth's DP Optimization

- Computes DP of the form
- $dp[i][j] = \min_{i \leq k \leq j-1} (dp[i][k] + dp[k+1][j] + cost(i, j))$
- **Necessary Condition:** $opt(i, j-1) \leq opt(i, j) \leq opt(i+1, j)$
- **Sufficient Condition:** For $a \leq b \leq c \leq d$, $cost(b, c) \leq cost(a, d)$ AND $cost(a, d) + cost(b, c) \geq cost(a, c) + cost(b, d)$
- Complexity: $O(n^2)$

```
1 int N;
2 int dp[N][N], opt[N][N];
3 auto C = [&](int i, int j) {
4   // Implement cost function C.
5 };
6 for (int i = 0; i < N; i++) {
7   opt[i][i] = i;
8   // Initialize dp[i][i] according to the problem
9 }
10 for (int i = N-2; i >= 0; i--) {
11   for (int j = i+1; j < N; j++) {
12     int mn = INT_MAX;
```

```
13     int cost = C(i, j);
14     for (int k = opt[i][j-1]; k <= min(j-1, opt[i+1][j]); k++){
  ↪ {
15       if (mn >= dp[i][k] + dp[k+1][j] + cost) {
16         opt[i][j] = k;
17         mn = dp[i][k] + dp[k+1][j] + cost;
18       }
19     }
20     dp[i][j] = mn;
21   }
22 }
```

Miscellaneous

Ordered Set

```
1 #include <ext/pb_ds/assoc_container.hpp>
2 #include <ext/pb_ds/tree_policy.hpp>
3 using namespace __gnu_pbds;
4 typedef tree<int, null_type, less<int>, rb_tree_tag,
  ↪ tree_order_statistics_node_update> ordered_set;
```

Measuring Execution Time

```
1 ld tic = clock();
2 // execute algo...
3 ld tac = clock();
4 // Time in milliseconds
5 cerr << (tac - tic) / CLOCKS_PER_SEC * 1000 << endl;
6 // No need to comment out the print because it's done to cerr.
```

Setting Fixed D.P. Precision

```
1 cout << setprecision(d) << fixed;
2 // Each number is rounded to d digits after the decimal point,
  ↪ and truncated.
```

Common Bugs and General Advice

- Check overflow, array bounds
- Check variable overloading
- Check special cases (n=1?)
- Do something instead of nothing, stay organized
- Write stuff down!
- Don't get stuck on one approach!