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1 Basic

1.1 Run

```
1 | #use -> sh run.sh {name}
2 | g++ -O2 -std=c++14 -Wall -Wextra -Wshadow -o $1 $1.cpp
3 | ./$1 < t.in > t.out
```

1.2 Default

```
1 | #include <bits/stdc++.h>
2 | using namespace std;
3 | using LL = long long;
4 | #define IOS ios_base::sync_with_stdio(0); cin.tie(0);
5 | #define pb push_back
6 | #define eb emplace_back
7 | const int INF = 1e9;
8 | const int MOD = 1e9 + 7;
9 | const double EPS = 1e-6;
10 | const int MAXN = 0;
11 |
12 | int main() {
13 |
14 | }
```

1.3 Black Magic

```
1 | #include <bits/stdc++.h>
2 | #include <ext/pb_ds/assoc_container.hpp>
3 | #include <ext/pb_ds/tree_policy.hpp>
4 | #include <ext/pb_ds/priority_queue.hpp>
5 | using namespace std;
6 | using namespace __gnu_pbds;
7 | using set_t =
8 |     tree<int, null_type, less<int>, rb_tree_tag,
9 |     tree_order_statistics_node_update>;
10 | using map_t =
11 |     tree<int, int, less<int>, rb_tree_tag,
12 |     tree_order_statistics_node_update>;
13 | using heap_t =
14 |     __gnu_pbds::priority_queue<int>;
15 | using ht_t =
```

```
16 | gp_hash_table<int, int>;
17 | int main() {
18 |     //set-----
19 |     set_t st;
20 |     st.insert(5); st.insert(6);
21 |     st.insert(3); st.insert(1);
22 |
23 |     // the smallest is (0), biggest is (n-1), kth small
24 |     // is (k-1)
25 |     int num = *st.find_by_order(0);
26 |     cout << num << '\n'; // print 1
27 |
28 |     num = *st.find_by_order(st.size() - 1);
29 |     cout << num << '\n'; // print 6
30 |
31 |     // find the index
32 |     int index = st.order_of_key(6);
33 |     cout << index << '\n'; // print 3
34 |
35 |     // check if there exists x
36 |     int x = 5;
37 |     int check = st.erase(x);
38 |     if (check == 0) printf("st not contain 5\n");
39 |     else if (check == 1) printf("st contain 5\n");
40 |
41 |     //tree policy like set
42 |     st.insert(5); st.insert(5);
43 |     cout << st.size() << '\n'; // print 4
44 |
45 |     //map-----
46 |     map_t mp;
47 |     mp[1] = 2;
48 |     cout << mp[1] << '\n';
49 |     auto tmp = *mp.find_by_order(0); // pair
50 |     cout << tmp.first << " " << tmp.second << '\n';
51 |
52 |     //heap-----
53 |     heap_t h1, h2;
54 |     h1.push(1); h1.push(3);
55 |     h2.push(2); h2.push(4);
56 |     h1.join(h2);
57 |     cout << h1.size() << h2.size() << h1.top() << '\n';
58 |     // 404
59 |
60 |     //hash-table-----
61 |     ht_t ht;
62 |     ht[85] = 5;
63 |     ht[89975] = 234;
64 |     for (auto i : ht) {
65 |         cout << i.first << " " << i.second << '\n';
66 |     }
```

2 Data Structure

2.1 Disjoint Set

```
1 | // 0-base
2 | const int MAXN = 1000;
3 | int boss[MAXN];
4 | void init(int n) {
5 |     for (int i = 0; i < n; i++) {
6 |         boss[i] = -1;
7 |     }
8 | }
9 | int find(int x) {
10 |     if (boss[x] < 0) {
11 |         return x;
12 |     }
13 |     return boss[x] = find(boss[x]);
14 | }
15 | bool uni(int a, int b) {
16 |     a = find(a);
17 |     b = find(b);
```

```

18  if (a == b) {
19      return false;
20  }
21  if (boss[a] > boss[b]) {
22      swap(a, b);
23  }
24  boss[a] += boss[b];
25  boss[b] = a;
26  return true;
27 }

```

2.2 BIT RARSQ

```

1  // 1-base
2  #define lowbit(k) (k & -k)
3
4  int n;
5  vector<int> B1, B2;
6
7  void add(vector<int> &tr, int id, int val) {
8      for (; id <= n; id += lowbit(id)) {
9          tr[id] += val;
10     }
11 }
12 void range_add(int l, int r, int val) {
13     add(B1, l, val);
14     add(B1, r + 1, -val);
15     add(B2, l, val * (1 - 1));
16     add(B2, r + 1, -val * r);
17 }
18 int sum(vector<int> &tr, int id) {
19     int ret = 0;
20     for (; id >= 1; id -= lowbit(id)) {
21         ret += tr[id];
22     }
23     return ret;
24 }
25 int prefix_sum(int id) {
26     return sum(B1, id) * id - sum(B2, id);
27 }
28 int range_sum(int l, int r) {
29     return prefix_sum(r) - prefix_sum(l - 1);
30 }

```

2.3 zkw RMQ

```

1  // 0-base
2  const int INF = 1e9;
3  const int MAXN = ;
4
5  int n;
6  int a[MAXN], tr[MAXN << 1];
7
8  // !!! remember to call this function
9  void build() {
10     for (int i = 0; i < n; i++) {
11         tr[i + n] = a[i];
12     }
13     for (int i = n - 1; i > 0; i--) {
14         tr[i] = max(tr[i << 1], tr[i << 1 | 1]);
15     }
16 }
17 void update(int id, int val) {
18     for (tr[id += n] = val; id > 1; id >>= 1) {
19         tr[id >> 1] = max(tr[id], tr[id ^ 1]);
20     }
21 }
22 int query(int l, int r) { // [l, r]
23     int ret = -INF;
24     for (l += n, r += n; l < r; l >>= 1, r >>= 1) {
25         if (l & 1) {
26             ret = max(ret, tr[l++]);
27         }

```

```

28     if (r & 1) {
29         ret = max(ret, tr[--r]);
30     }
31 }
32 return ret;
33 }

```

3 Graph

3.1 Dijkstra

```

1  // 0-base
2  const LL INF = 1e18;
3  const int MAXN = ;
4  struct Edge {
5      int at;
6      LL cost;
7      bool operator < (const Edge &other) const {
8          return cost > other.cost;
9      }
10 };
11
12 int n;
13 LL dis[MAXN];
14 vector<Edge> G[MAXN];
15
16 void init() {
17     for (int i = 0; i < n; i++) {
18         G[i].clear();
19         dis[i] = INF;
20     }
21 }
22 void Dijkstra(int st, int ed = -1) {
23     priority_queue<Edge> pq;
24     pq.push({st, 0});
25     dis[st] = 0;
26     while (!pq.empty()) {
27         auto now = pq.top();
28         pq.pop();
29         if (now.at == ed) {
30             return;
31         }
32         if (now.cost > dis[now.at]) {
33             continue;
34         }
35         for (auto &e : G[now.at]) {
36             if (dis[e.at] > now.cost + e.cost) {
37                 dis[e.at] = now.cost + e.cost;
38                 pq.push({e.at, dis[e.at]});
39             }
40         }
41     }
42 }

```

3.2 SPFA(negative cycle)

```

1  // 0-base
2  const LL INF = 1e18;
3  const int MAXN = ;
4  struct Edge {
5      int at;
6      LL cost;
7  };
8
9  int n;
10 LL dis[MAXN];
11 vector<Edge> G[MAXN];
12
13 void init() {
14     for (int i = 0; i < n; i++) {
15         G[i].clear();
16         dis[i] = INF;

```

```

17 }
18 }
19 bool SPFA(int st) {
20     vector<int> cnt(n, 0);
21     vector<bool> inq(n, false);
22     queue<int> q;
23
24     q.push(st);
25     dis[st] = 0;
26     inq[st] = true;
27     while (!q.empty()) {
28         int now = q.front();
29         q.pop();
30         inq[now] = false;
31         for (auto &e : G[now]) {
32             if (dis[e.at] > dis[now] + e.cost) {
33                 dis[e.at] = dis[now] + e.cost;
34                 if (!inq[e.at]) {
35                     cnt[e.at]++;
36                     if (cnt[e.at] > n) {
37                         // negative cycle
38                         return false;
39                     }
40                     inq[e.at] = true;
41                     q.push(e.at);
42                 }
43             }
44         }
45     }
46     return true;
47 }

```

3.3 Floyd Warshall

```

1 // 0-base
2 // G[i][i] < 0 -> negative cycle
3 const LL INF = 1e18;
4 const int MAXN = ;
5
6 int n;
7 LL G[MAXN][MAXN];
8
9 void init() {
10     for (int i = 0; i < n; i++) {
11         for (int j = 0; j < n; j++) {
12             G[i][j] = INF;
13         }
14         G[i][i] = 0;
15     }
16 }
17 void floyd() {
18     for (int k = 0; k < n; k++) {
19         for (int i = 0; i < n; i++) {
20             for (int j = 0; j < n; j++) {
21                 if (G[i][k] != INF && G[k][j] != INF) {
22                     G[i][j] = min(G[i][j], G[i][k] + G[k][j]);
23                 }
24             }
25         }
26     }
27 }

```

3.4 Topological Sort

```

1 // 0-base
2 // if ret.size < n -> cycle
3 int n;
4 vector<vector<int>> G;
5
6 vector<int> topoSort() {
7     vector<int> indeg(n), ret;
8     for (auto &li : G) {
9         for (int x : li) {

```

```

10         ++indeg[x];
11     }
12 }
13 // use priority queue for lexic. largest ans
14 queue<int> q;
15 for (int i = 0; i < n; i++) {
16     if (!indeg[i]) {
17         q.push(i);
18     }
19 }
20 while (!q.empty()) {
21     int u = q.front();
22     q.pop();
23     ret.pb(u);
24     for (int v : G[u]) {
25         if (--indeg[v] == 0) {
26             q.push(v);
27         }
28     }
29 }
30 return ret;
31 }

```

3.5 Kosaraju

```

1 // 0-base
2 int n;
3 vector<vector<int>> G, G2; // G2 = G rev
4 vector<bool> vis;
5 vector<int> s, color;
6 int sccCnt;
7 void dfs1(int u) {
8     vis[u] = true;
9     for (int v : G[u]) {
10         if (!vis[v]) {
11             dfs1(v);
12         }
13     }
14     s.pb(u);
15 }
16 void dfs2(int u) {
17     color[u] = sccCnt;
18     for (int v : G2[u]) {
19         if (!color[v]) {
20             dfs2(v);
21         }
22     }
23 }
24 void Kosaraju() {
25     sccCnt = 0;
26     for (int i = 0; i < n; i++) {
27         if (!vis[i]) {
28             dfs1(i);
29         }
30     }
31     for (int i = n - 1; i >= 0; i--) {
32         if (!color[s[i]]) {
33             ++sccCnt;
34             dfs2(s[i]);
35         }
36     }
37 }

```

4 Flow & Matching

4.1 KM

```

1 const int INF = 1e9;
2 const int MAXN = ;
3 struct KM { //1-base
4     int n, G[MAXN][MAXN];
5     int lx[MAXN], ly[MAXN], my[MAXN];

```

```

6  bool vx[MAXN], vy[MAXN];
7  void init(int _n) {
8      n = _n;
9      for (int i = 1; i <= n; i++) {
10         for (int j = 1; j <= n; j++) {
11             G[i][j] = 0;
12         }
13     }
14 }
15 bool match(int i) {
16     vx[i] = true;
17     for (int j = 1; j <= n; j++) {
18         if (lx[i] + ly[j] == G[i][j] && !vy[j]) {
19             vy[j] = true;
20             if (!my[j] || match(my[j])) {
21                 my[j] = i;
22                 return true;
23             }
24         }
25     }
26     return false;
27 }
28 void update() {
29     int delta = INF;
30     for (int i = 1; i <= n; i++) {
31         if (vx[i]) {
32             for (int j = 1; j <= n; j++) {
33                 if (!vy[j]) {
34                     delta = min(delta, lx[i] + ly[j] -
35                                 G[i][j]);
36                 }
37             }
38         }
39         for (int i = 1; i <= n; i++) {
40             if (vx[i]) {
41                 lx[i] -= delta;
42             }
43             if (vy[i]) {
44                 ly[i] += delta;
45             }
46         }
47     }
48 int run() {
49     for (int i = 1; i <= n; i++) {
50         lx[i] = ly[i] = my[i] = 0;
51         for (int j = 1; j <= n; j++) {
52             lx[i] = max(lx[i], G[i][j]);
53         }
54     }
55     for (int i = 1; i <= n; i++) {
56         while (true) {
57             for (int i = 1; i <= n; i++) {
58                 vx[i] = vy[i] = 0;
59             }
60             if (match(i)) {
61                 break;
62             } else {
63                 update();
64             }
65         }
66     }
67     int ans = 0;
68     for (int i = 1; i <= n; i++) {
69         ans += lx[i] + ly[i];
70     }
71     return ans;
72 }
73 };

```

4.2 Dinic

```

1 #define eb emplace_back
2 const LL INF = 1e18;
3 const int MAXN = ;
4 struct Edge {

```

```

5     int to;
6     LL cap;
7     int rev;
8     Edge(int v, LL c, int r) : to(v), cap(c), rev(r) {}
9 };
10 struct Dinic {
11     int n;
12     int level[MAXN], now[MAXN];
13     vector<Edge> G[MAXN];
14     void init(int _n) {
15         n = _n;
16         for (int i = 0; i <= n; i++) {
17             G[i].clear();
18         }
19     }
20     void add_edge(int u, int v, LL c) {
21         G[u].eb(v, c, G[v].size());
22         // directed graph
23         G[v].eb(u, 0, G[u].size() - 1);
24         // undirected graph
25         // G[v].eb(u, c, G[u].size() - 1);
26     }
27     bool bfs(int st, int ed) {
28         fill(level, level + n + 1, -1);
29         queue<int> q;
30         q.push(st);
31         level[st] = 0;
32         while (!q.empty()) {
33             int u = q.front();
34             q.pop();
35             for (const auto &e : G[u]) {
36                 if (e.cap > 0 && level[e.to] == -1) {
37                     level[e.to] = level[u] + 1;
38                     q.push(e.to);
39                 }
40             }
41         }
42         return level[ed] != -1;
43     }
44     LL dfs(int u, int ed, LL limit) {
45         if (u == ed) {
46             return limit;
47         }
48         LL ret = 0;
49         for (int &i = now[u]; i < G[u].size(); i++) {
50             auto &e = G[u][i];
51             if (e.cap > 0 && level[e.to] == level[u] + 1) {
52                 LL f = dfs(e.to, ed, min(limit, e.cap));
53                 ret += f;
54                 limit -= f;
55                 e.cap -= f;
56                 G[e.to][e.rev].cap += f;
57                 if (!limit) {
58                     return ret;
59                 }
60             }
61         }
62         if (!ret) {
63             level[u] = -1;
64         }
65         return ret;
66     }
67     LL flow(int st, int ed) {
68         LL ret = 0;
69         while (bfs(st, ed)) {
70             fill(now, now + n + 1, 0);
71             ret += dfs(st, ed, INF);
72         }
73         return ret;
74     }
75 };

```

5 String

5.1 Manacher

```
1 int p[2 * MAXN];
2 int Manacher(const string &s) {
3     string st = "@#";
4     for (char c : s) {
5         st += c;
6         st += '#';
7     }
8     st += '$';
9     int id = 0, mx = 0, ans = 0;
10    for (int i = 1; i < st.length() - 1; i++) {
11        p[i] = (mx > i ? min(p[2 * id - i], mx - i) : 1);
12        for (; st[i - p[i]] == st[i + p[i]]; p[i]++);
13        if (mx < i + p[i]) {
14            mx = i + p[i];
15            id = i;
16        }
17        ans = max(ans, p[i] - 1);
18    }
19    return ans;
20 }
```

6 DP

6.1 LIS

```
1 int LIS(vector<int> &a) {
2     vector<int> s;
3     for (int i = 0; i < a.size(); i++) {
4         if (s.empty() || s.back() < a[i]) {
5             s.push_back(a[i]);
6         } else {
7             *lower_bound(s.begin(), s.end(), a[i],
8                 [](int x, int y) {return x < y;}) = a[i];
9         }
10    }
11    return s.size();
12 }
```

7 Math

7.1 Extended GCD

```
1 // ax + by = c
2 int extgcd(int a, int b, int c, int &x, int &y) {
3     if (b == 0) {
4         x = c / a;
5         y = 0;
6         return a;
7     }
8     int d = extgcd(b, a % b, c, x, y);
9     int tmp = x;
10    x = y;
11    y = tmp - (a / b) * y;
12    return d;
13 }
```