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# 1 Graph Algorithms

## 1.1 2-SAT

```
const int N = 510;
vi graph[N], rev[N];
int us[N];
stack<int> pilha;
int resposta[N];
void dfs1(int u)
{
  us[u] = 1;
  for (int v : graph[u])
    if (!us[v]) dfs1(v);
  pilha.push(u);
}
void dfs2(int u, int color)
{
  us[u] = color;
  for (int v : rev[u])
    if (!us[v]) dfs2(v, color);
}
int Sat(int n)
{
  for (int i = 0; i < n; i++)
    if (!us[i]) dfs1(i);
  int color = 1;
  vi r;
  memset(us, 0, sizeof(us));
  while (!pilha.empty()) {
    int topo = pilha.top();
    r.pb(topo);
    pilha.pop();
    if (!us[topo]) dfs2(topo, color++);
  }
  for (int i = 0; i < n; i += 2) {
    if (us[i] == us[i + 1]) return 0;
  }
  memset(resposta, -1, sizeof(resposta));
  for (int i = r.size() - 1; i >= 0; i--) {
    int vert = r[i] / 2;
    int ok = r[i] % 2;
    if (resposta[vert] == -1) resposta[vert] = !ok;
  }
  return 1;
}
inline void add(int u, int v)
{
  graph[u].pb(v);
  rev[v].pb(u);
}
inline int pos(int u) { return 2 * u; }
inline int neg(int u) { return 2 * u + 1; }
```

## 1.2 Kosaraju

```
class kosaraju {
 private:
  vi usados;
  vvi graph;
  vvi trans;
  vi pilha;

 public:
  kosaraju(int N)
  {
    graph.resize(N);
    trans.resize(N);
  }
  void AddEdge(int u, int v)

      graph[u]
          .pb(v);
  trans[v].pb(u);
 } void dfs(int u, int pass, int color)
{
  usados[u] = color;
  vi vizinhos;
  if (pass == 1)
    vizinhos = graph[u];
  else
    vizinhos = trans[u];
  for (int j = 0; j < vizinhos.size(); j++) {
    int v = vizinhos[j];
    if (usados[v] == 0) {
      dfs(v, pass, color);
    }
  }
  pilha.pb(u);
}
int SSC(int n)
{
  pilha.clear();
  usados.assign(n, 0);
  for (int i = 0; i < n; i++) {
    if (!usados[i]) dfs(i, 1, 1);
  }
  usados.assign(n, 0);
  int color = 1;
  for (int i = n - 1; i >= 0; i--) {
    if (usados[pilha[i]] == 0) {
      dfs(pilha[i], 2, color);
      color++;
    }
  }
  return color - 1;
}
vvi compression(int n)
{
  int tam = SSC(n);
  vvi resp;
  vvi Trans;
  resp.resize(tam);
  Trans.resize(tam);
  for (int u = 0; u < graph.size(); u++) {
    for (int j = 0; j < graph[u].size(); j++) {
      int v = graph[u][j];
      if (usados[u] != usados[v]) {
        resp[usados[u] - 1].pb(usados[v] - 1);
        Trans[usados[v] - 1].pb(usados[u] - 1);
      }
    }
```

```
  }
  return Trans;
}
}
;
```

## 1.3 Tree Isomorphism

```
vvichildren,subtreeLabels,tree, L;
vipred, map;
int n;

boolcompare(int a, int b) {
  return subtreeLabels[a] <subtreeLabels[b];
}
boolequals(int a, int b) {
  return subtreeLabels[a] ==subtreeLabels[b];
}
voidgenerateMapping(int r1, int r2) {
    map.resize(n);
    map[r1] = r2 - n;
    sort(children[r1].begin(), children[r1].end(), compare);
    sort(children[r2].begin(), children[r2].end(), compare);
    for (int i = 0; i < (int) children[r1].size(); i++) {
      int u =children[r1][i];
      int v =children[r2][i];
      generateMapping(u, v);
    }
}
vifindCenter(int offset = 0) {
    int cnt = n;
    vi a;
    vi deg(n);
    for (int i = 0; i < n; i++) {
      deg[i] =tree[i +offset].size();
      if (deg[i] <= 1) {
        a.push_back(i +offset);
        --cnt;
      }
    }
    while (cnt > 0) {
      vi na;
      for (int i = 0; i < (int) a.size(); i++) {
        int u = a[i];
        for (int j = 0; j < (int) tree[u].size(); j++) {
          int v =tree[u][j];
          if (--deg[v -offset] == 1) {
            na.push_back(v);
            --cnt;
          }
        }
      }
      a = na;
    }
    return a;
}
int dfs(int u, int p = -1, int depth = 0) {
    L[depth].push_back(u);
    int h = 0;
    for (int i = 0; i < (int) tree[u].size(); i++) {
      int v =tree[u][i];
      if (v == p)
        continue;
      pred[v] = u;
      children[u].push_back(v);
      h = max(h, dfs(v, u, depth + 1));
    }
    return h + 1;
}
boolrootedTreeIsomorphism(int r1, int r2) {
    L.assign(n, vi());
    pred.assign(2 * n, -1);
    children.assign(2 * n, vi());
    int h1 =dfs(r1);
    int h2 =dfs(r2);
    if (h1 != h2)
      return false;
    int h = h1 - 1;
    vi label(2 * n);
    subtreeLabels.assign(2 * n, vi());
    for (int i = h - 1; i >= 0; i--) {
      for (int j = 0; j < (int) L[i + 1].size(); j++) {
        int v = L[i + 1][j];
        subtreeLabels[pred[v]].push_back(label[v]);
      }
      for (int j = 0; j < (int) L[i].size(); j++) {
        int v = L[i][j];
        sort(subtreeLabels[v].begin(), subtreeLabels[v].end());
      }
      sort(L[i].begin(), L[i].end(), compare);

      for (int j = 0, cnt = 0; j < (int) L[i].size(); j++) {
        if (j && !equals(L[i][j], L[i][j - 1]))
          ++cnt;
        label[L[i][j]] = cnt;
      }
    }
    if (!equals(r1, r2))
      return false;

  generateMapping(r1, r2);
  return true;
}
booltreeIsomorphism() {
    vi c1 =findCenter();
    vi c2 =findCenter(n);
    if (c1.size() == c2.size()) {
      if (rootedTreeIsomorphism(c1[0], c2[0]))
        return true;
      else if (c1.size() > 1)
        return rootedTreeIsomorphism(c1[1], c2[0]);
    }
  return false;
}
int main() {
    n = 5;
    vvi t1(n);
    t1[0].push_back(1);
    t1[1].push_back(0);
    t1[1].push_back(2);
    t1[2].push_back(1);
    t1[1].push_back(3);
    t1[3].push_back(1);
    t1[0].push_back(4);
    t1[4].push_back(0);
    vvi t2(n);
    t2[0].push_back(1);
    t2[1].push_back(0);
    t2[0].push_back(4);
    t2[4].push_back(0);
    t2[4].push_back(3);
    t2[3].push_back(4);
    t2[4].push_back(2);
    t2[2].push_back(4);
    tree.assign(2 * n, vi());
    for (int u = 0; u < n; u++) {
      for (int i = 0; i < t1[u].size(); i++) {
        int v = t1[u][i];
        tree[u].push_back(v);
      }
      for (int i = 0; i < t2[u].size(); i++) {
        int v = t2[u][i];
        tree[u + n].push_back(v + n);
      }
    }
    bool res =treeIsomorphism();
    cout << res <<endl;
    if (res)
      for (int i = 0; i < n; i++)
        cout << map[i] <<endl;
}
```

## 1.4 LCA

```
const int N = 100000;
const int M = 22;
int P[N][M];
int big[N][M], low[N][M], level[N];
vii graph[N];
int n;
void dfs(int u, int last, int l)
{
  level[u] = l;
  P[u][0] = last;
  for (ii v : graph[u])
    if (v.first != last) {
      big[v.first][0] = low[v.first][0] = v.second;
      dfs(v.first, u, l + 1);
    }
}
void process()
{
  for (int j = 1; j < M; j++)
    for (int i = 1; i <= n; i++) {
      P[i][j] = P[P[i][j - 1]][j - 1];
```

```
      big[i][j] = max(big[i][j - 1], big[P[i][j - 1]][j - 1]);
      low[i][j] = min(low[i][j - 1], low[P[i][j - 1]][j - 1]);
    }
}
int lca(int u, int v)
{
  if (level[u] < level[v]) swap(u, v);
  for (int i = M - 1; i >= 0; i--)
    if (level[u] - (1 << i) >= level[v]) u = P[u][i];
  if (u == v) return u;
  for (int i = M - 1; i >= 0; i--) {
    if (P[u][i] != P[v][i]) u = P[u][i], v = P[v][i];
  }
  return P[u][0];
}
int maximum(int u, int v, int x)
{
  int resp = 0;
  for (int i = M - 1; i >= 0; i--)
    if (level[u] - (1 << i) >= level[x]) {
      resp = max(resp, big[u][i]);
      u = P[u][i];
    }
  for (int i = M - 1; i >= 0; i--)
    if (level[v] - (1 << i) >= level[x]) {
      resp = max(resp, big[v][i]);
      v = P[v][i];
    }
  return resp;
}
int minimum(int u, int v, int x)
{
  int resp = INF;
  for (int i = M - 1; i >= 0; i--)
    if (level[u] - (1 << i) >= level[x]) {
      resp = min(resp, low[u][i]);
      u = P[u][i];
    }
  for (int i = M - 1; i >= 0; i--)
    if (level[v] - (1 << i) >= level[x]) {
      resp = min(resp, low[v][i]);
      v = P[v][i];
    }
  return resp;
}
```

## 1.5 Bridges and Articulation Points

```
class ponte {
 private:
  vvi graph;
  vi usados;
  vi e_articulacao;
  vi dfs_low;
  vi dfs_prof;
  vector<ii> pontes;
  int tempo;

 public:
  ponte(int N)
  {
    graph.clear();
    graph.resize(N);
    usados.assign(N, 0);
    dfs_low.assign(N, 0);
    dfs_prof.assign(N, 0);
    e_articulacao.assign(N, 0);
    tempo = 0;
  }
  void AddEdge(int u, int v)
  {
    graph[u].pb(v);
    graph[v].pb(u);
  }
  void dfs(int u, int pai)
  {
    usados[u] = 1;
    int nf = 0;
    dfs_low[u] = dfs_prof[u] = tempo++;
    for (int v : graph[u]) {
      if (!usados[v]) {
        dfs(v, u);
        nf++;
        if (dfs_low[v] >= dfs_prof[u] and pai != -1) e_articulacao[u] = true;
        if (pai == -1 and nf > 1) e_articulacao[u] = true;
        if (dfs_low[v] > dfs_prof[u]) pontes.pb(mp(u, v));
        dfs_low[u] = min(dfs_low[u], dfs_low[v]);
      }
      else if (v != pai)
        dfs_low[u] = min(dfs_low[u], dfs_prof[v]);
    }
  }
  void olha_as_pontes()
  {
    for (int i = 0; i < graph.size(); i++)
      if (!usados[i]) dfs(i, -1);
    if (pontes.size() == 0)
      cout << " Que merda! nao tem ponte!" << endl;
    else {
      for (ii i : pontes) cout << i.first << " " << i.second << endl;
    }
  }
  void olha_as_art()
  {
    for (int i = 0; i < graph.size(); i++)
      if (!usados[i]) dfs(i, -1);
    for (int i = 0; i < e_articulacao.size(); i++)
      if (e_articulacao[i]) cout << " OIAAA A PONTE " << i << endl;
  }
```

## 1.6 Eulerian Tour

```
multiset<int> graph[N];
stack<int> path;

// -> It suffices to call dfs1 just
// one time leaving from node 0.
// -> To calculate the path,
// call the dfs from the odd degree node.
// -> O(n * log(n))
void dfs1(int u)
{
  while(graph[u].size())
  {
    int v = *graph[u].begin();
    graph[u].erase(graph[u].begin());
    graph[v].erase(graph[v].find(u));
    dfs1(v);
  }
  path.push(u);
}
```

## 1.7 Floyd Warshall

```
for (int i = 0; i < n; i++)
  for (int j = 0; j < n; j++)
    if (graph[i][j] != INF) pai[i][j] = i;

for (int k = 0; k < n; k++) {
  for (int i = 0; i < n; i++) {
    for (int j = 0; j < n; j++) {
      if (graph[i][j] > graph[i][k] + graph[k][j]) {
        graph[i][j] = graph[i][k] + graph[k][j];
        pai[i][j] = pai[k][j];
      }
    }
  }
}
```

# 2 Strings

## 2.1 Aho-Corasick

```
int to[N][M], Link[N], fim[N];
int idx = 1;
void add_str(string &s)
{
  int v = 0;
  for (int i = 0; i < s.size(); i++) {
    if (!to[v][s[i]]) to[v][s[i]] = idx++;
    v = to[v][s[i]];
  }
  fim[v] = 1;
```

```
}
void process()
{
  queue<int> fila;
  fila.push(0);
  while (!fila.empty()) {
    int cur = fila.front();
    fila.pop();
    int l = Link[cur];
    fim[cur] |= fim[l];
    for (int i = 0; i < 200; i++) {
      if (to[cur][i]) {
        if (cur != 0) {
          Link[to[cur][i]] = to[l][i];
        }
        else
          Link[to[cur][i]] = 0;
        fila.push(to[cur][i]);
      }
      else {
        to[cur][i] = to[l][i];
      }
    }
  }
}
int resolve(string &s)
{
  int v = 0, r = 0;
  for (int i = 0; i < s.size(); i++) {
    v = to[v][s[i]];
    if (fim[v]) r++, v = 0;
  }
  return r;
}
```

## 2.2 KMP

```
int b[100000];
int sizet, sizep;
void kmpPreprocess(string &text, string &pattern)
{
  int i = 0, j = -1;
  b[0] = -1;
  while (i < sizep) {
    while (j >= 0 and pattern[i] != pattern[j]) j = b[j];
    i++, j++;
    b[i] = j;
  }
}

void kmpSearch(string &text, string &pattern)
{
  kmpPreprocess(text, pattern);
  int i = 0, j = 0;
  while (i < sizet) {
    while (j >= 0 and text[i] != pattern[j]) j = b[j];
    i++, j++;
    if (j == sizep) {
      cout << "Olha a substring do texto " << i - j << endl;
      j = b[j];
    }
  }
}
```

## 2.3 Suffix Array

```
/*
 * O(nlog^2(n)) para o sufix array
 * O(logn) para o LCP(i,j)
 * LCP de i para j;
 */
struct SA {
  const int L;
  string s;
  vvi P;
  vector<pair< ii,int> > M;

  SA(const string &s) : L(s.size()), s(s), P(1, vi(L, 0)), M(L) {
    for (int i = 0; i < L; i++) P[0][i] =s[i]-'a';
    for (int skip = 1, level = 1; skip < L; skip *= 2, level++) {
      P.pb(vi(L, 0));
      for (int i = 0; i < L; i++)
        M[i] = mp(mp(P[level-1][i], i + skip < L ? P[level-1][i + skip] : -1000), i);
      sort(M.begin(), M.end());
      for (int i = 0; i < L; i++)
        P[level][M[i].second] = (i > 0 && M[i].first == M[i-1].first) ? P[level][M[i-1].second] : i;
    }
  }

  vi GetSA() {
    vi v=P.back();
    vi ret(v.size());
    for(int i=0;i<v.size();i++){
      ret[v[i]]=i;
    }
    return ret;
  }
  int LCP(int i, int j) {
    int len = 0;
    if (i == j) return L - i;
    for (int k = P.size() - 1; k >= 0 && i < L && j < L; k--) {
      if (P[k][i] == P[k][j]) {
        i += 1 << k;
        j += 1 << k;
        len += 1 << k;
      }
    }
    return len;
  }
  vi GetLCP(vi &sa)
  {
    vi lcp(sa.size()-1);
    for(int i=0;i<sa.size()-1;i++){
      lcp[i]=LCP(sa[i],sa[i+1]);
    }
    return lcp;
  }
};
```

## 2.4 Rabin Karp

```
const ll M = 1000004099;
const ll B = 31;
ll int_mod(ll a, ll b) { return (a % b + b) % b; }
ll eleva(ll a, ll b, ll mod)
{
  if (b == 0)
    return 1;
  else if (b == 1)
    return a;
  ll x = eleva(a, b / 2, mod);
  if (b % 2 == 0)
    return (x * x) % mod;
  else
    return (a * ((x * x) % mod)) % mod;
}
bool Rabin_karp(string text, string pattern)
{
  int n = text.size();
  int m = pattern.size();
  if (n < m) return false;
  ll hp = 0;
  for (int i = 0; i < m; i++) hp = int_mod(hp * B + pattern[i], M);
  ll ht = 0;
  for (int i = 0; i < m; i++) ht = int_mod(ht * B + text[i], M);
  if (ht == hp) return true;
  ll E = eleva(B, m - 1, M);
  for (int i = m; i < n; i++) {
    ht = int_mod(ht - int_mod(text[i - m] * E, M), M);
    ht = int_mod(ht * B, M);
    ht = int_mod(ht + text[i], M);
    if (ht == hp) return true;
  }
  return false;
}
```

# 3 Mathematics

## 3.1 Big Number

```
void zero_esq(string &resp)
{
  string retorno = resp;
```

```
  reverse(retorno.begin(), retorno.end());
  int i = resp.size() - 1;
  while (retorno[i] == '0' and i > 0) {
    retorno.erase(i);
    i--;
  }
  reverse(retorno.begin(), retorno.end());
  resp = retorno;
}
string sum_big(string a, string b)
{
  string resp;
  reverse(a.begin(), a.end());
  reverse(b.begin(), b.end());
  if (a.size() <= b.size()) {
    int carry = 0;
    for (int i = 0; i < a.size(); i++) {
      int x = b[i] - '0' + a[i] - '0' + carry;
      resp.push_back((char)(x % 10 + '0'));
      carry = x / 10;
    }
    for (int i = a.size(); i < b.size(); i++) {
      int x = b[i] - '0' + carry;
      resp.push_back((char)(x % 10 + '0'));
      carry = x / 10;
    }
    if (carry > 0) resp.push_back((char)(carry + '0'));
  }
  else {
    int carry = 0;
    for (int i = 0; i < b.size(); i++) {
      int x = a[i] - '0' + b[i] - '0' + carry;
      resp.push_back((char)(x % 10 + '0'));
      carry = x / 10;
    }
    for (int i = b.size(); i < a.size(); i++) {
      int x = a[i] - '0' + carry;
      resp.push_back((char)(x % 10 + '0'));
      carry = x / 10;
    }
    if (carry > 0) resp.push_back((char)(carry + '0'));
  }
  reverse(resp.begin(), resp.end());
  zero_esq(resp);
  return resp;
}
string mul_big(string a, string b)
{
  string resp;
  resp.push_back('0');
  string temp;
  int carry = 0;
  reverse(a.begin(), a.end());
  reverse(b.begin(), b.end());
  for (int i = 0; i < a.size(); i++) {
    temp.clear();
    for (int k = 0; k < i; k++) temp.push_back('0');
    int x = a[i] - '0';
    for (int j = 0; j < b.size(); j++) {
      int y = b[j] - '0';
      int novo = (x * y + carry);
      temp.push_back((novo % 10) + '0');
      carry = novo / 10;
    }
    if (carry > 0) temp.push_back(carry + '0');
    reverse(temp.begin(), temp.end());
    carry = 0;
    resp = sum_big(temp, resp);
  }
  zero_esq(resp);
  return resp;
}
```

## 3.2 Chinese Remainder

```
ll mulmod(ll a, ll b, ll m)
{
  ll ret = 0;
  while (b > 0) {
    if (b % 2 != 0) ret = (ret + a) % m;
    a = (a + a) % m;
    b >>= 1;
  }
  return ret;
}
ll expmod(ll a, ll e, ll m)
{
  ll ret = 1;
  while (e > 0) {
    if (e % 2 != 0) ret = mulmod(ret, a, m);
    a = mulmod(a, a, m);
    e >>= 1;
  }
  return ret;
}

ll invmul(ll a, ll m) { return expmod(a, m - 2, m); }
ll chinese(vector<ll> r, vector<ll> m)
{
  int sz = m.size();
  ll M = 1;
  for (int i = 0; i < sz; i++) {
    M *= m[i];
  }
  ll ret = 0;
  for (int i = 0; i < sz; i++) {
    ret += mulmod(mulmod(M / m[i], r[i], M), invmul(M / m[i], M), M);
    ret = ret % M;
  }
  return ret;
}
```

## 3.3 Matrix Exponentiation

```
vvi matmul(vvi &m1, vvi &m2)
{
  vvi ans;
  ans.resize(m1.size(), vi(m2.size(), 0));
  for (int i = 0; i < n; i++)
    for (int j = 0; j < n; j++)
      for (int k = 0; k < n; k++) {
        ans[i][j] += m1[i][k] * m2[k][j];
        ans[i][j] %= MOD;
      }
  return ans;
}
vvi matpow(vvi &m1, ll p)
{
  vvi ans;
  ans.resize(m1.size(), vi(m1.size(), 0));
  for (int i = 0; i < n; i++) ans[i][i] = 1;
  while (p) {
    if (p & 1) ans = matmul(ans, m1);
    m1 = matmul(m1, m1);
    p >>= 1;
  }
  return ans;
}
// VETOR TEM N LINHAS E A MATRIZ E QUADRADA
vi mulvet(vvi &m1, vi &vet)
{
  vi ans;
  ans.resize(vet.size(), 0);
  for (int i = 0; i < n; i++)
    for (int j = 0; j < n; j++) {
      ans[i] += (m1[i][j] * vet[j]);
      ans[i] %= MOD;
    }
  return ans;
}
```

## 3.4 Pascal Triangle

```
unsigned long long comb[61][61];
for (int i = 0; i < 61; i++) {
   comb[i][i] = 1;
   comb[i][0] = 1;
}
for (int i = 2; i < 61; i++)
   for (int j = 1; j < i; j++)
      comb[i][j] = comb[i - 1][j] + comb[i - 1][j - 1];
```

## 3.5 Eulerś Totient Function

```
int phi(int n)
{
  int result = n;
  for (int i = 2; i * i <= n; ++i)
```

```
    if (n % i == 0) {
      while (n % i == 0) n /= i;
      result -= result / i;
    }
  if (n > 1) result -= result / n;
  return result;
}
```

## 3.6 Pollard Rho

```
ll u;
ll t;
const int tamteste=5;
ll abss(ll v){ return v>=0 ? v : -v;}
ll randerson()
{
  ld pseudo=(ld)rand()/(ld)RAND_MAX;
  return (ll)(round((ld)range*pseudo))+1LL;
}

ll mulmod(ll a, ll b, ll mod)
{
  ll ret=0;
  while(b>0)
  {
    if(b%2!=0) ret=(ret+a)%mod;
    a=(a+a)%mod;
    b=b/2LL;
  }
  return ret;
}

ll expmod(ll a, ll e, ll mod)
{
  ll ret=1;
  while(e>0)
  {
    if(e%2!=0) ret=mulmod(ret,a,mod);
    a=mulmod(a,a,mod);
    e=e/2LL;
  }
  return ret;
}
bool jeova(ll a, ll n)
{
  ll x = expmod(a,u,n);
  ll last=x;
  for(int i=0;i<t;i++)
  {
    x=mulmod(x,x,n);
    if(x==1 and last!=1 and last!=(n-1)) return true;
    last=x;
  }
  if(x==1) return false;
  return true;
}

bool isprime(ll n)
{

  u=n-1;
  t=0;
  while(u%2==0)
  {
    t++;
    u/=2LL;
  }
  if(n==2) return true;
  if(n==3) return true;
  if(n%2==0) return false;
  if(n<2) return false;
  for(int i=0;i<tamteste;i++)
  {
    ll v = randerson()%(n-2)+1;
    //cout<<"jeova "<<v<<" "<<n<<endl;
    if(jeova(v,n)) return false;
  }
  return true;
}

ll gcd(ll a, ll b){ return !b ? a : gcd(b,a%b);}

ll calc(ll x, ll n, ll c)
{
  return (mulmod(x,x,n)+c)%n;
}
ll pollard(ll n)
{
  ll d=1;
  ll i=1;
  ll k=1;
  ll x=2;
  ll y=x;
  ll c;
  do
  {
    c=randerson()%n;
  }while(c==0 or (c+2)%n==0);
  while(d!=n)
  {
    if(i==k)
    {
        k*=2LL;
        y=x;
        i=0;
    }
    x=calc(x,n,c);
    i++;
    d=gcd(abss(y-x),n);
    if(d!=1) return d;
  }
}

vector<ll> getdiv(ll n)
{
  vector<ll> ret;
  if(n==1) return ret;
  if(isprime(n))
  {
    ret.pb(n);
    return ret;
  }
  ll d = pollard(n);
  ret=getdiv(d);
  vector<ll> ret2=getdiv(n/d);
  for(int i=0;i<ret2.size();i++) ret.pb(ret2[i]);
  return ret;
}
```

## 3.7 Sieve of Eratosthenes

```
const int MAX = 1e6;
int primes[MAX];
void gen_primes()
{
  int i, j;
  for (i = 2; i*i <= MAX; i++)
    if (primes[i])
      for (j = i; j * i < MAX; j++) primes[i * j] = 0;
}
```

## 3.8 Extended Euclidean Algorithm

```
struct ext {
  ll x;
  ll y;
  ll mdc;
};
ext tmp;
// ax + by=c, se mdc(a,b) nao divide c, nao tem solucao, caso contrario, x = x0
// // +(b/mdc)*n, y=yo-(a/mdc)*n
ll ee(ll a, ll b, ll &x, ll &y)
{
  if (b == 0) {
    x = 1;
    y = 0;
    return a;
  }
  ll x1, y1;
  ll tmp = ee(b, a % b, x1, y1);
  x = y1;
  y = x1 - (a / b) * y1;
  return tmp;
}
ext extended_euclid(ll a, ll b)
{
  ll tmp, tmp1;
  ext ret;
  ret.mdc = ee(a, b, tmp, tmp1);
  ret.x = tmp;
  ret.y = tmp1;
```

```
  return ret;
}
```

## 3.9 Multiplicative Inverse

```
ll mul_inv(ll a)
{
  ll pin0 = MOD, pin = MOD, t, q;
  ll x0 = 0, x1 = 1;
  if (pin == 1) return 1;
  while (a > 1) {
    q = a / pin;
    t = pin, pin = a % pin, a = t;
    t = x0, x0 = x1 - q * x0, x1 = t;
  }
  if (x1 < 0) x1 += pin0;
  return x1;
}
```

# 4 Combinatorial Optimization

## 4.1 Dinic

```
struct Edge {
  int v, rev;
  int cap;
  Edge(int v_, int cap_, int rev_) : v(v_), rev(rev_), cap(cap_) {}
};

struct MaxFlow {
  vector<vector<Edge> > g;
  vector<int> level;
  queue<int> q;
  int flow, n;

  MaxFlow(int n_) : g(n_), level(n_), n(n_) {}
  void addEdge(int u, int v, int cap)
  {
    if (u == v) return;
    Edge e(v, cap, int(g[v].size()));
    Edge r(u, 0, int(g[u].size()));
    g[u].push_back(e);
    g[v].push_back(r);
  }

  bool buildLevelGraph(int src, int sink)
  {
    fill(level.begin(), level.end(), -1);
    while (not q.empty()) q.pop();
    level[src] = 0;
    q.push(src);
    while (not q.empty()) {
      int u = q.front();
      q.pop();
      for (auto e = g[u].begin(); e != g[u].end(); ++e) {
        if (not e->cap or level[e->v] != -1) continue;
        level[e->v] = level[u] + 1;
        if (e->v == sink) return true;
        q.push(e->v);
      }
    }
    return false;
  }

  int blockingFlow(int u, int sink, int f)
  {
    if (u == sink or not f) return f;
    int fu = f;
    for (auto e = g[u].begin(); e != g[u].end(); ++e) {
      if (not e->cap or level[e->v] != level[u] + 1) continue;
      int mincap = blockingFlow(e->v, sink, min(fu, e->cap));
      if (mincap) {
        g[e->v][e->rev].cap += mincap;
        e->cap -= mincap;
        fu -= mincap;
      }
    }
    if (f == fu) level[u] = -1;
    return f - fu;
  }
  int maxFlow(int src, int sink)
  {
    flow = 0;
    while (buildLevelGraph(src, sink))
      flow += blockingFlow(src, sink, numeric_limits<int>::max());
    return flow;
  }
};
```

## 4.2 Hopcroft-Karp

```
class MaxMatch {
  vi graph[N];
  int match[N], us[N];

 public:
  MaxFlow(){};
  void addEdge(int u, int v) { graph[u].pb(v); }
  int dfs(int u)
  {
    if (us[u]) return 0;
    us[u] = 1;
    for (int v : graph[u]) {
      if (match[v] == -1 or (dfs(match[v]))) {
        match[v] = u;
        return 1;
      }
    }
    return 0;
  }
  int maxMatch(int n)
  {
    memset(match, -1, sizeof(match));
    int ret = 0;
    for (int i = 0; i < n; i++) {
      memset(us, 0, sizeof(us));
      ret += dfs(i);
    }
    return ret;
  }
```

## 4.3 Min Cost Max Flow

```
int flow[N][N];
vector<pair<int, int> > g[N];

int n, m, k;

inline int ent(int a) { return a * 2; }
inline int out(int a) { return a * 2 + 1; }
inline void addEdge(int a, int b, int custo, int fluxo)
{
  flow[a][b] += fluxo;
  g[a].push_back(make_pair(b, custo));
  g[b].push_back(make_pair(a, -custo));
}

int src = N - 1, tgt = N - 2;
int dis[N], pai[N];

inline int dij()
{
  memset(dis, INF, sizeof dis);
  memset(pai, -1, sizeof pai);
  priority_queue<pair<int, int> > q;
  dis[src] = 0;
  q.push(make_pair(0, src));
  while (!q.empty()) {
    pair<int, int> foo = q.top();
    q.pop();
    int x = foo.second, cost = -foo.first;
    if (dis[x] != cost) continue;
    for (int i = 0; i < g[x].size(); ++i) {
      int y = g[x][i].first, w = g[x][i].second;
      if (flow[x][y] <= 0) continue;
      if (dis[y] > dis[x] + w) {
        dis[y] = dis[x] + w;
        pai[y] = x;
        q.push(make_pair(-dis[y], y));
      }
    }
```

```
  }
  return dis[tgt] != INF;
}

int minCost()
{
  int maxFlow = 0;
  int minC = 0;
  while (dij()) {
    int u = tgt;
    int minFlow = INF;
    while (pai[u] != -1) {
      minFlow = min(minFlow, flow[pai[u]][u]);
      u = pai[u];
    }
    maxFlow += minFlow;
    minC += minFlow * dis[tgt];
    u = tgt;
    while (pai[u] != -1) {
      flow[pai[u]][u] -= minFlow;
      flow[u][pai[u]] += minFlow;
      u = pai[u];
    }
  }
  if (maxFlow != n * k) minC = -1;
  return minC;
}

inline void init()
{
  memset(flow, 0, sizeof flow);
  for (int i = 0; i < N; ++i) {
    g[i].clear();
  }
}
```

## 4.4 Edmonds Karp

```
struct Edge {
  int at, where;
  ll cap;
  void init(int _at, ll _cap, int _where)
  {
    at = _at, cap = _cap, where = _where;
  }
};
struct dad {
  int at, up, down;
  dad() { at = -1; }
  dad(int _at, int _up, int _down) { at = _at, up = _up, down = _down; }
};
class MaxFlow {
 private:
  vector<vector<Edge> > g;
  ll mf, f;
  int s, t;
  vector<dad> p;

 public:
  void augment(int v, ll minEdge)
  {
    if (v == s) {
      f = minEdge;
      return;
    }
    else if (p[v].at != -1) {
      augment(p[v].at, min(minEdge, g[p[v].at][p[v].up].cap));
      g[p[v].at][p[v].up].cap -= f;
      g[v][p[v].down].cap += f;
    }
  }
  void init(int N)
  {
    for (int i = 0; i < g.size(); i++) g[i].clear();
    mf = 0, f = 0;
    g.resize(N);
  }
  void addEdge(int u, int v, ll cap)
  {
    Edge A;
    A.init(v, cap, g[v].size());
    Edge B;
    B.init(u, 0, g[u].size());
    g[u].pb(A);
    g[v].pb(B);
  }
  int maxFlow(int source, int sink)
  {
    s = source;
    t = sink;
    mf = 0;
    while (true) {
      f = 0;
      vector<int> dist(g.size(), INF);
      dist[s] = 0;
      queue<int> q;
      q.push(s);
      p.clear();
      p.resize(g.size());
      while (!q.empty()) {
        int u = q.front();
        q.pop();
        if (u == t) break;
        for (int i = 0; i < g[u].size(); i++) {
          Edge prox = g[u][i];
          if (dist[prox.at] == INF and prox.cap > 0) {
            dist[prox.at] = dist[u] + 1;
            q.push(prox.at);
            dad paizao(u, i, prox.where);
            p[prox.at] = paizao;
          }
        }
      }
      augment(t, INF);
      if (f == 0) break;
      mf += f;
    }
    return mf;
  }
};
```