



Ivan Franko National University of Lviv

Turtles

Ivan Manchur, Oleksandr Zhenchenko, Volodymyr Dudchak

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Month ??, 202?

Contest (1)

```
template.hpp
// hash = 4fae5e

#include <bits/stdc++.h>
using namespace std;

#define sz(x) (int)(x).size()
#define all(x) (x).begin(), (x).end()
#define rall(x) (x).rbegin(), (x).rend()
#define pb push_back
#define x first
#define y second
#define FOR(i, a, b) for(int i = (a); i < (b); ++i)
#define RFOR(i, a, b) for(int i = (a); i >= (b); --i)
#define MP make_pair

typedef long long ll;
typedef double db;
typedef long double LD;
typedef pair<int, int> pii;
typedef pair<db, db> pdd;
typedef pair<ll, ll> pll;
typedef vector<int> VI;
typedef vector<ll> VL;

int solve()
{
    int n;
    if (!(cin >> n))
        return 1;

    return 0;
}

int32_t main()
{
    ios::sync_with_stdio(0);
    cin.tie(0);

    int TET = 1e9;
    //cin >> TET;
    for (int i = 1; i <= TET; i++)
    {
        if (solve())
        {
            break;
        }
        //ifdef ONPC
        //cerr << "_____"
        //endif
    }
    #ifdef ONPC
    cerr << "\nfinished in " << clock
        << " sec\n";
    #endif
    return 0;
}
```

581

5 lin

```
for ((i=1;i+=1)); do
    echo $i
    ./gen $i > int
    diff -w <(./bf < int) <(./A < int) || break;
done
```

hash.sh

1 lin

```
cpp -dD -P -fpreprocessed $1 | tr -d '[[:space:]]' | md5sum | cut -c-6
```

Rules

Reject incorrect solutions from your teammates. Try to find counterexamples.

Discuss implementation and try to simplify the solution.

Avoid getting stuck on the problem.

Regularly discuss how many problems need to be solved and what steps to take, starting from the middle of the contest.

At the end of the contest, try to find a problem with an easy implementation.

Troubleshoot

Pre-submit

F9. Create a few manual test cases. Calculate time and memory complexity. Check the limits. Be careful with overflows, constants, clearing mutitestcases, uninitialized variables.

Wrong answer

F9. Print your solution! Read your code. Check pre-submit. Are you sure your algorithm works? Think about precision errors and hash collisions. Have you understood the problem correctly? Write the brute and the generator.

Runtime error

F9. Print your solution! Read your code. F9 with generator. Memory limit exceeded.

Time limit exceeded

What is the complexity of your algorithm? Are you copying a lot of unnecessary data? (References) Do you have any infinite loops? Use arrays, unordered maps instead of vectors and maps.

Pragmas

- **#pragma GCC optimize ("Ofast")** will make GCC auto-vectorize loops and optimizes floating points better. It is not unexpected to see your floating-point error analysis go to waste.
 - **#pragma GCC target ("avx2")** can double performance of vectorized code, but causes crashes on old machines.
 - **#pragma GCC optimize("unroll-loops")** enables aggressive loop unrolling, which reduces the number of branches and optimizes parallel computation.

Data Structures (2)

dsu.hpp

0e8ecd, 33 lines

```
struct DSU
{
    int n;
    VI par, siz;
    DSU (int _n = 0)
    {
        n = _n;
        par.resize(n);
        iota(all(par), 0);
        siz.assign(n, 1);
    }
    int find(int v)
    {
        if (v == par[v])
            return v;
        return par[v] = find(par[v]);
    }
    bool unite(int a, int b)
    {
        a = find(a);
        b = find(b);
        if (a != b)
        {
            if (siz[a] < siz[b])
                swap(a, b);
            par[b] = a;
            siz[a] += siz[b];
            return true;
        }
        return false;
    }
};
```

fenwick.hpp

6c5f66, 44 lines

```
// methods work in 0-indexing
struct Fenwick
{
    int n;
    VL ar;
    Fenwick (int _n = 0): n(_n + 1), ar(n) {}
    Fenwick (const VL& _ar)
    {
        n = sz(_ar) + 1;
        ar.assign(n, 0);
        FOR (i, 1, n)
        {
            ar[i] += _ar[i - 1];
            int x = i + (i & -i);
            if (x < n)
                ar[x] += ar[i];
        }
    }
    void upd(int x, ll val)
    {
        x++;
        while (x < n)
        {
            ar[x] += val;
            x += x & -x;
        }
    }
    ll getSum(int x)
```

dsu fenwick fenwick-lower-bound segtree lazysegtree

```
{
    ll res = 0;
    while (x)
    {
        res += ar[x];
        x -= x & -x;
    }
    return res;
}
// [l, r]
ll query(int l, int r)
{
    return getSum(r + 1) - getSum(l);
}
```

fenwick-lower-bound.hpp

1c8acb, 15 lines

```
// returns first index p such that sum on [0, p] >= val or n if
// not found
int lower_bound(ll val)
{
    ll sm = 0;
    int pos = 0;
    for (int i = 1 << (31 - __builtin_clz(n)); i; i >>= 1)
    {
        if (pos + i < n && sm + ar[pos + i] < val)
        {
            sm += ar[pos + i];
            pos += i;
        }
    }
    return pos;
}
```

Minimum on a Segment

Maintain two Fenwick trees with $n = 2^k$ — one for the original array and the other for the reversed array. Use: $n = \text{__bit_ceil}(n)$.

When querying for the minimum on the segment, only consider segments $[(i \& (i + 1)), i]$ that are completely inside $[l, r]$.

Add on a Segment

Maintain two Fenwick trees: **tMult** and **tAdd**.

To add x on the segment $[l, r]$, perform:

```
tMult.upd(l, x),
tMult.upd(r + 1, -x),
tAdd.upd(l, -x * l),
tAdd.upd(r + 1, x * (r + 1)).
```

Then, the sum on $[l, r]$ is:

$$\begin{aligned} \text{sum}(l, r) &= (r + 1) \text{tMult.getSum}(r + 1) + \text{tAdd.getSum}(r + 1) \\ &\quad - (l \cdot \text{tMult.getSum}(l) + \text{tAdd.getSum}(l)). \end{aligned}$$

segtree.hpp

461f46, 46 lines

```
struct SegTree
{
    int n;
    VI ar;
```

SegTree(int _n)

```
{
    n = __bit_ceil(_n);
    ar.assign(2 * n, INF);
```

SegTree(const VI& _ar)

```
{
    n = __bit_ceil(sz(_ar));
    ar.assign(2 * n, INF);
    FOR (i, 0, sz(_ar))
        ar[i + n] = _ar[i];
```

```
RFOR (i, n, 1)
    ar[i] = min(ar[i << 1], ar[(i << 1) | 1]);
```

void upd(int p, int val)

```
{
    p += n;
    ar[p] = val;
    while (p >= 1)
    {
        ar[p] = min(ar[p << 1], ar[(p << 1) | 1]);
    }
}
```

// [l, r]
int query(int l, int r)

{

```
l += n;
r += n;
```

```
int resL = INF, resR = INF;
while (l < r)
```

```
{
    if (l & 1) resL = min(resL, ar[l++]);
    if (r & 1) resR = min(ar[--r], resR);
    l >>= 1;
    r >>= 1;
}
```

return min(resL, resR);

};

min= and sum with Segment Tree

Store in each node: max, cntMax, max2, sum.

In update check l, r conditions and:

- if ($\text{val} \geq \text{max}$) return;
- else if ($\text{val} > \text{max2}$) update this node;
- else go to left and right

You can do $\text{max}=$ and $+=$ on segment at the same time. Time: $O(\log n)$. Each extra descent decreases number of different elements in segment.

lazysegtree.hpp

Description: Supports everything related to seg trees

a8b2d3, 106 lines

```
template<class S, S (*op)(S, S), S (*e)(), class F, S (*mapping)(F, S),
         F (*composition)(F, F), F (*id)()>
```

struct LazySegTree

```
{
    int n, size, log;
    vector<S> d;
    vector<F> lz;
```

```

LazySegTree(int _n = 0) : LazySegTree(vector<S>(_n, e())) {
    }
//LazySegTree(const vector<S>& v)
//{
//    n = sz(v);
//    size = 1;
//    while (size < n)
//        size *= 2;
//    builtin_ctz(size);
//    d.assign(2 * size, e());
//    lz.assign(size, id());
//    FOR(i, 0, n) d[size + i] = v[i];
//    RPOR(i, size, 1) update(i);
//}

void update(int k) { d[k] = op(d[k << 1], d[k << 1 | 1]); }

void all_apply(int k, F f)
{
    d[k] = mapping(f, d[k]);
    if (k < size) lz[k] = composition(f, lz[k]);
}

void push(int k)
{
    all_apply(k << 1, lz[k]);
    all_apply(k << 1 | 1, lz[k]);
    lz[k] = id();
}

void set(int p, S x)
{
    p += size;
    RFOR(i, log + 1, 1) push(p >> i);
    d[p] = x;
    FOR(i, 1, log + 1) update(p >> i);
}

S get(int p)
{
    p += size;
    RFOR(i, log + 1, 1) push(p >> i);
    return d[p];
}

// [l, r)
S prod(int l, int r)
{
    if (l == r) return e();
    l += size; r += size;
    RFOR(i, log + 1, 1)
    {
        if (((l >> i) << i) != l) push(l >> i);
        if (((r >> i) << i) != r) push((r - 1) >> i);
    }
    S sml = e(), smr = e();
    while (l < r)
    {
        if (l & 1) sml = op(sml, d[l++]);
        if (r & 1) smr = op(d[--r], smr);
        l >>= 1; r >>= 1;
    }
    return op(sml, smr);
}

S all_prod() { return d[1]; }

void apply(int p, F f)
{
}

```

segtree-usage segtree-minleft-maxright sparse-table

```

p += size;
RFOR(i, log + 1, 1) push(p >> i);
d[p] = mapping(f, d[p]);
FOR(i, 1, log + 1) update(p >> i);

void apply(int l, int r, F f)
{
    if (l == r) return;
    l += size; r += size;
    RFOR(i, log + 1, 1)
    {
        if (((l >> i) << i) != l) push(l >> i);
        if (((r >> i) << i) != r) push((r - 1) >> i);
    }
    int l2 = l, r2 = r;
    while (l < r)
    {
        if (l & 1) all_apply(l++, f);
        if (r & 1) all_apply(--r, f);
        l >>= 1; r >>= 1;
    }
    FOR(i, 1, log + 1)
    {
        if (((l2 >> i) << i) != l2) update(l2 >> i);
        if (((r2 >> i) << i) != r2) update((r2 - 1) >> i);
    }
}

```

segtree-usage.hpp

add5af, 32 lines

```

// Example of (Sum + Range Add) with Lazy Segment Tree
struct S
{
    long long sum;
    int len;
};

using F = long long;

```

```

S op(S a, S b)
{
    return {a.sum + b.sum, a.len + b.len};
}

```

```

S e()
{
    return {0, 0};
}

S mapping(F f, S x)
{
    return {x.sum + f * x.len, x.len};
}

F composition(F f, F g)
{
    return f + g;
}

```

```

F id()
{
    return 0;
}

vector<S> v(n, {0, 1}); // each segment length = 1 initially
LazySegTree<S, op, e, F, mapping, composition, id> seg(v);

```

segtree-minleft-maxright.hpp

f6217d, 67 lines

```

// 7d34d3 for min_left

```

```

// If f is monotone, this is the maximum r that satisfies

```

```

// f(op(a[l], a[l + 1], ..., a[r - 1])) = true
template<class G>
int max_right(int l, G g)
{
    if (l == n) return n;
    assert(g(e()));
    l += size;
    RFOR(i, log + 1, 1) push(l >> i);
    S sm = e();
    do
    {
        while ((l & 1) == 0) l >>= 1;
        if (!g(op(sm, d[l]))) {
            while (l < size)
            {
                push(l);
                l = (l << 1);
                if (g(op(sm, d[l])))
                {
                    sm = op(sm, d[l]);
                    l++;
                }
            }
            return l - size;
        }
        sm = op(sm, d[l]);
        l++;
    } while ((l & -l) != l);
    return n;
}

```

```

// If f is monotone, this is the minimum l that satisfies
// f(op(a[l], a[l + 1], ..., a[r - 1])) = true
//template<class G>
//int min_left(int r, G g)
//{
//    if (r == 0) return 0;
//    assert(g(e()));
//    r += size;
//    RFOR(i, log + 1, 1) push((r - 1) >> i);
//    S sm = e();
//    do
//    {
//        r--;
//        while (r > 1 && (r & 1)) r >>= 1;
//        if (!g(op(d[r], sm)))
//        {
//            while (r < size)
//            {
//                push(r);
//                r = (r << 1) | 1;
//                if (g(op(d[r], sm)))
//                {
//                    sm = op(d[r], sm);
//                    r--;
//                }
//            }
//            return r + 1 - size;
//        }
//        sm = op(d[r], sm);
//    } while ((r & -r) != r);
//    return 0;
//}

```

sparse-table.hpp

Description: Sparse table for minimum on the range $[l, r)$, $l < r$. You can push back an element in $O(\log)$ and query anytime.

e666cf, 19 lines

struct SparseTable

```

VI t[LOG];
void push_back(int v)
{
    int i = sz(t[0]);
    t[0].pb(v);
    FOR(j, 0, LOG - 1)
        t[j + 1].pb(min(t[j][i], t[j][max(0, i - (1 << j))]));
}
// {l, r)
int query(int l, int r)
{
    assert(l < r && r <= sz(t[0]));
    int i = 31 - __builtin_clz(r - l);
    return min(t[i][r - 1], t[i][l + (1 << i) - 1]);
}

LCA.hpp
ce66b1, 43 lines
struct LCA
{
    int n;
    VI I; // v -> po(v)
    VI RI;
    VI M; // to index mapping
    VI D;
    SparseTable st;

    LCA(const vector<vector<int>>& adj, int root)
    {
        n = sz(adj);
        I = vector<int>(n);
        RI = vector<int>(n);
        D = vector<int>(n, -1);
        M = vector<int>(2*n, -1);
        int ctr = 0;
        vector<int> a;
        function<void(int, int, int)> preorder = [&](int v, int pr, int d)
        {
            I[v] = ctr++;
            RI[I[v]] = v;
            a.pb(I[v]);
            D[v]=d;
            for(auto to: adj[v])
            {
                if(to != pr)
                {
                    preorder(to, v,d+1);
                    a.pb(I[v]);
                }
            }
        };
        preorder(root, -1,0);
        FOR(i,0,sz(a))st.pb(a[i]);
        FOR(i,0,sz(a)) M[a[i]] = i;
    }

    int lca(int u, int v)
    {
        return RI[st.query(min(M[I[u]], M[I[v]]), max(M[I[u]], M[I[v]])+1)];
    }
};

```

treap.hpp
Description: uncomment in split for explicit key or in merge for implicit priority.
Minimum and reverse queries.

mt19937 rng;

struct Node

{

int l, r;
 int x, y;
 int cnt, par;
 int rev, mn;

 Node(**int** value)

{
 l = r = -1;
 x = value;
 y = rng();
 cnt = 1;
 par = -1;
 rev = 0;
 mn = value;
 }

};

struct Treap

{

vector<Node> t;

int getCnt(**int** v)

{
 if (v == -1)
 return 0;
 return t[v].cnt;
 }

int getMn(**int** v)

{
 if (v == -1)
 return INF;
 return t[v].mn;
 }

int newNode(**int** val)

{
 t.pb({val});
 return sz(t) - 1;
 }

void upd(**int** v)

{
 if (v == -1)
 return;
 // important!
 t[v].cnt = getCnt(t[v].l) +
 getCnt(t[v].r) + 1;

 t[v].mn = min(t[v].x, min(getMn(t[v].l), getMn(t[v].r)));
 }

void reverse(**int** v)

{
 if (v == -1)
 return;
 t[v].rev ^= 1;
 }

void push(**int** v)

{
 if (v == -1 || t[v].rev == 0)
 return;
 reverse(t[v].l);
 reverse(t[v].r);
 swap(t[v].l, t[v].r);
 t[v].rev = 0;
 }

}

pii split(**int** v, **int** cnt)

{

if (v == -1)
 return {-1, -1};
 push(v);
 int left = getCnt(t[v].l);
 pii res;
 // elements t[v].x == val will be in right part
 // if (val <= t[v].x)
 if (cnt <= left)
 {
 if (t[v].l != -1)
 t[t[v].l].par = -1;
 // res = split(t[v].l, val);
 res = split(t[v].l, cnt);
 t[v].l = res.y;
 if (res.y != -1)
 t[res.y].par = v;
 res.y = v;
 }
 else
 {
 if (t[v].r != -1)
 t[t[v].r].par = -1;
 // res = split(t[v].r, val);
 res = split(t[v].r, cnt - left - 1);
 t[v].r = res.x;
 if (res.x != -1)
 t[res.x].par = v;
 res.x = v;
 }
 upd(v);
 return res;
}

int merge(**int** v, **int** u)

{

if (v == -1) **return** u;
 if (u == -1) **return** v;
 int res;
 // if ((int)(rng() % (getCnt(v) + getCnt(u))) < getCnt(v))
 if (t[v].y > t[u].y)
 {
 push(v);
 if (t[v].r != -1)
 t[t[v].r].par = -1;
 res = merge(t[v].r, u);
 t[v].r = res;
 if (res != -1)
 t[res].par = v;
 res = v;
 }
 else
 {
 push(u);
 if(t[u].l != -1)
 t[t[u].l].par = -1;
 res = merge(v, t[u].l);
 t[u].l = res;
 if (res != -1)
 t[res].par = u;
 res = u;
 }
 upd(res);
 return res;
}

// returns index of element [0, n)

int getIdx(**int** v, **int** from = -1)

{

```

if (v == -1)
    return 0;
int x = getIdx(t[v].par, v);
push(v);
if (from == -1 || t[v].r == from)
    x += getCnt(t[v].l) + (from != -1);
return x;
}

```

lct.hpp

Description: Link-Cut Tree. Calculate any path queries. Change `upd` to maintain what you need. Don't use `upd` in `push()`. Calculate non commutative functions in both ways and swap them in `push`. `cnt` – number of nodes in current splay tree. Don't touch `rev`, `sub`, `vsub`. `v->access()` brings `v` to the top and pushes it; its left subtree will be the path from `v` to the root and its right subtree will be empty. Only then `sub` will be the number of nodes in the connected component of `v` and `vsub` will be the number of nodes under `v`. Change `upd` to calc sum in subtree of other functions. Use `makeRoot` for arbitrary path queries.

Usage: FOR (i, 0, n) LCT[i] = new Snode(i); link(LCT[u], LCT[v]);
Time: $\mathcal{O}(\log n)$

788027, 159 lines

```

typedef struct Snode* sn;
struct Snode
{
    sn p, c[2]; // parent, children
    bool rev = false; // subtree reversed or not (internal usage)
    int val, cnt; // value in node, # nodes in splay subtree
    int sub, vsub = 0; // vsub stores sum of virtual children

    Snode(int _val): val(_val)
    {
        p = c[0] = c[1] = 0;
        upd();
    }

    friend int getCount(sn v)
    {
        return v ? v->cnt : 0;
    }

    friend int getSub(sn v)
    {
        return v ? v->sub : 0;
    }

    void push()
    {
        if (!rev)
            return;
        swap(c[0], c[1]);
        rev = false;
        FOR (i, 0, 2)
            if (c[i])
                c[i]->rev ^= 1;
    }

    void upd()
    {
        FOR (i, 0, 2)
            if (c[i])
                c[i]->push();
        cnt = 1 + getCount(c[0]) + getCount(c[1]);
        sub = 1 + getSub(c[0]) + getSub(c[1]) + vsub;
    }

    int dir()
    {
        if (!p) return -2;
        FOR (i, 0, 2)
            if (p->c[i] == this)
                return i;
        // p is path-parent pointer
        // -> not in current splay tree
        return -1;
    }
}

```

```

// checks if root of current splay tree
bool isRoot()
{
    return dir() < 0;
}

friend void setLink(sn p, sn v, int d)
{
    if (v)
        v->p = p;
    if (d >= 0)
        p->c[d] = v;
}

void rot()
{
    assert(!isRoot());
    int d = dir();
    sn pa = p;
    setLink(pa->p, this, pa->dir());
    setLink(pa, c[d ^ 1], d);
    setLink(this, pa, d ^ 1);
    pa->upd();
}

void splay()
{
    while (!isRoot() && !p->isRoot())
    {
        p->p->push();
        p->push();
        push();
        dir() == p->dir() ? p->rot() : rot();
    }

    if (!isRoot())
        p->push(), push(), rot();
    push();
    upd();

    // bring this to top of tree, propagate
    void access()
    {
        for (sn v = this, pre = 0; v; v = v->p)
        {
            v->splay();
            if (pre)
                v->vsub -= pre->sub;
            if (v->c[1])
                v->vsub += v->c[1]->sub;
            v->c[1] = pre;
            v->upd();
            pre = v;
        }

        splay();
        assert(!c[1]);
    }

    void makeRoot()
    {
        access();
        rev ^= 1;
        access();
        assert(!c[0] && !c[1]);
    }

    friend sn lca(sn u, sn v)
    {
        if (u == v)
            return u;
        u->access();
        v->access();
        if (!u->p)

```

```

            return 0;
        u->splay();
        return u->p ? u->p : u;
    }

    friend bool connected(sn u, sn v)
    {
        return lca(u, v);
    }

    void set(int v)
    {
        access();
        val = v;
        upd();
    }

    friend void link(sn u, sn v)
    {
        assert(!connected(u, v));
        v->makeRoot();
        u->access();
        setLink(v, u, 0);
        v->upd();
    }

    // cut v from it's parent in LCT
    // make sure about root or better use next function
    friend void cut(sn v)
    {
        v->access();
        assert(v->c[0]); // assert if not a root
        v->c[0]->p = 0;
        v->c[0] = 0;
        v->upd();
    }

    // u, v should be adjacent in tree
    friend void cut(sn u, sn v)
    {
        u->makeRoot();
        v->access();
        assert(v->c[0] == u && !u->c[0] && !u->c[1]);
        cut(v);
    }
}

```

ordered-set.hpp

16 lines

```

#include <ext/pb_ds/assoc_container.hpp>
using namespace __gnu_pbds;
using namespace std;
typedef tree<int, null_type, less<int>, rb_tree_tag,
            tree_order_statistics_node_update> ordered_set;

ordered_set s;
s.insert(47);
// Returns the number of elements less than k
s.order_of_key(k);
// Returns iterator to the k-th element or s.end()
s.find_by_order(k);
// Does not exist
s.count();
// Doesn't trigger RE. Returns 0 if compiled using F8
*s.end();

```

convex-hull-trick.hpp

Description: `add(a, b)` adds a straight line $y = ax + b$. `getMaxY(p)` finds the maximum y at $x = p$.

94e3d7, 72 lines

```

struct Line
{
    ll a, b, xLast;
    Line() {}
    Line(ll _a, ll _b): a(_a), b(_b) {}
}

```

```

bool operator<(const Line& l) const
{
    return MP(a, b) < MP(l.a, l.b);
}
bool operator<(int x) const
{
    return xLast < x;
}
_int128 getY(_int128 x) const
{
    return a * x + b;
}
ll intersect(const Line& l) const
{
    assert(a < l.a);
    ll dA = l.a - a, dB = b - l.b, x = dB / dA;
    if (dB < 0 && dB % dA != 0)
        x--;
    return x;
};

struct ConvexHull: set<Line, less<>
{
    bool needErase(iterator it, const Line& l)
    {
        ll x = it->xLast;
        if (it->getY(x) > l.getY(x))
            return false;
        if (it == begin())
            return it->a >= l.a;
        x = prev(it)->xLast + 1;
        return it->getY(x) < l.getY(x);
    }
    void add(ll a, ll b)
    {
        Line l(a, b);
        auto it = lower_bound(l);
        if (it != end())
        {
            ll x = it == begin() ? -LINF :
                prev(it)->xLast;
            if ((it == begin()
                || prev(it)->getY(x) >= l.getY(x))
                && it->getY(x + 1) >= l.getY(x + 1))
                return;
        }
        while (it != end() && needErase(it, l))
            it = erase(it);
        while (it != begin() && needErase(prev(it), l))
            erase(prev(it));
        if (it != begin())
        {
            auto itP = prev(it);
            Line itL = *itP;
            itL.xLast = itP->intersect(l);
            erase(itP);
            insert(itL);
        }
        l.xLast = it == end() ? LINF : l.intersect(*it);
        insert(l);
    }
    ll getMaxY(ll p)
    {
        return lower_bound(p)->getY(p);
    }
};

```

bellman-ford-moore monge-shortest-path centroid

Graphs (3)

Shortest paths

bellman-ford-moore.hpp

Description: Computes shortest paths from a single source vertex to all of the other vertices in a weighted directed graph.
Time: $\mathcal{O}(nm)$

eb281b, 35 lines

```

VL spfa(const vector<vector<pair<int, ll>>& g, int n, int s)
{
    VL dist(n, LINF);
    dist[s] = 0;
    queue<int> q;
    q.push(s);
    VI inQueue(n);
    inQueue[s] = true;
    VI cnt(n);
    bool negCycle = false;
    while (!q.empty())
    {
        int v = q.front();
        q.pop();
        cnt[v]++;
        negCycle |= cnt[v] > n;
        inQueue[v] = false;
        for (auto [to, w] : g[v])
        {
            ll newDist = dist[v] + w;
            if (newDist < dist[to])
            {
                dist[to] = newDist;
                if (!inQueue[to])
                {
                    q.push(to);
                    inQueue[to] = true;
                }
            }
            if (negCycle)
                break;
        }
        return dist;
    }
}

```

monge-shortest-path.hpp

Description: Finds shortest paths from the vertex 0 to all vertices in a DAG with n vertices, where the edges weights $c(i, j)$ satisfy the Monge property: $\forall i, j, k, l, \quad 0 \leq i < j < k < l \leq n \implies c(i, l) + c(j, k) \geq c(i, k) + c(j, l)$.

Time: $\mathcal{O}(n \log n)$

540e92, 34 lines

```

template<typename F>
VL mongeShortestPath(int n, const F& cost)
{
    VL dist(n, LINF);
    VI amin(n);
    dist[0] = 0;

    auto update = [&](int i, int k)
    {
        ll nd = dist[k] + cost(k, i);
        if (nd < dist[i])
        {
            dist[i] = nd;
            amin[i] = k;
        }
    };

    function<void(int, int)> solve = [&](int l, int r)
    {
        if (r - l == 1)
        {
            if (l == 0)
                dist[l] = cost(0, l);
            else
                dist[l] = amin[l];
        }
        else
            update(l, r);
    };
}

```

```

return;
int m = (l + r) / 2;
FOR(k, amin[l], min(m, amin[r] + 1))
    update(m, k);
solve(l, m);
FOR(k, l + 1, m + 1)
    update(r, k);
solve(m, r);
};

update(n - 1, 0);
solve(0, n - 1);
return dist;
}

```

Decompositions

centroid.hpp

8c3d24, 51 lines

```

VI g[N];
int siz[N];
bool usedC[N];

int dfsSZ(int v, int par)
{
    siz[v] = 1;
    for (auto to : g[v])
    {
        if (to != par && !usedC[to])
            siz[v] += dfsSZ(to, v);
    }
    return siz[v];
}

void build(int u)
{
    dfsSZ(u, -1);
    int szAll = siz[u];
    int pr = u;
    while (true)
    {
        int v = -1;
        for (auto to : g[u])
        {
            if (to == pr || usedC[to])
                continue;
            if (siz[to] * 2 > szAll)
            {
                v = to;
                break;
            }
        }
        if (v == -1)
            break;
        pr = u;
        u = v;
    }
    int cent = u;
    usedC[cent] = true;
    // here calculate f(cent)

    for (auto to : g[cent])
    {
        if (!usedC[to])
        {
            build(to);
        }
    }
}

```

hld.hpp

Description: Run `dfsSZ(root, -1, 0)` and `dfsHLD(root, -1, root)` to build the HLD. Each vertex v has an index $\text{tin}[v]$. To update on the path, use the process as defined in `get()`. The values are stored in the vertices.

dc0437, 67 lines

```

VI g[N];
int siz[N];
int h[N];
int p[N];
int top[N];
int tin[N];
int tout[N];
int t = 0;

void dfsSZ(int v, int par, int hei)
{
    siz[v] = 1;
    h[v] = hei;
    p[v] = par;
    for (auto& to : g[v])
    {
        if (to == par)
            continue;
        dfsSZ(to, v, hei + 1);
        siz[v] += siz[to];
        if (g[v][0] == par || siz[g[v][0]] < siz[to])
            swap(g[v][0], to);
    }
}

void dfsHLD(int v, int par, int tp)
{
    tin[v] = t++;
    top[v] = tp;
    FOR (i, 0, sz(g[v]))
    {
        int to = g[v][i];
        if (to == par)
            continue;
        if (i == 0)
            dfsHLD(to, v, tp);
        else
            dfsHLD(to, v, to);
    }
    tout[v] = t - 1;
}

ll get(int u, int v)
{
    ll res = 0;
    while(true)
    {
        int tu = top[u];
        int tv = top[v];
        if (tu == tv)
        {
            int t1 = tin[u];
            int t2 = tin[v];
            if (t1 > t2)
                swap(t1, t2);
            // query [t1, t2] both inclusive
            //res += query(t1, t2);
            break;
        }
        if (h[tu] < h[tv])
        {
            swap(tu, tv);
            swap(u, v);
        }
        //res += query(tin[tu], tin[u]);
        u = p[tu];
    }
}

```

hld biconnected-components scc

```
return res;
```

}

biconnected-components.hpp

Description: Colors the edges so that the vertices, connected with the same color are still connected if you delete any vertex.

Time: $\mathcal{O}(m)$

7d48ce, 117 lines

```

struct Graph
{
    int n, m;
    vector<pii> edges;
    vector<VI> g;

    VI used, par;
    VI tin, low, inComp;
    int t = 0, c = 0;
    VI st;

    // components of vertices
    // a vertex can be in several components
    vector<VI> verticesCol;
    // components of edges
    vector<VI> components;
    // col[i] - component of the i-th edge
    VI col;

    Graph(int _n = 0, int _m = 0): n(_n), m(_m), edges(m), g(n),
    used(n), par(n, -1), tin(n), low(n), inComp(n), col(m, -1) {}

    void addEdge(int a, int b, int i)
    {
        assert(0 <= a && a < n);
        assert(0 <= b && b < n);
        assert(0 <= i && i < m);

        edges[i] = MP(a, b);
        g[a].pb(i);
        g[b].pb(i);
    }

    void addComp()
    {
        unordered_set<int> s;
        s.reserve(7 * sz(components[c]));
        for (auto e : components[c])
        {
            s.insert(edges[e].x);
            s.insert(edges[e].y);
            inComp[edges[e].x] = true;
            inComp[edges[e].y] = true;
        }
        verticesCol.pb(VI(all(s)));
    }

    void dfs(int v, int p = -1)
    {
        used[v] = 1;
        par[v] = p;
        low[v] = tin[v] = t++;
        int cnt = 0;
        for (auto e : g[v])
        {
            int to = edges[e].x;
            if (to == v)
                to = edges[e].y;

            if (p == to) continue;
            if (!used[to])
            {

```

```
cnt++;
st.pb(e);
dfs(to, v);
```

low[v] = min(low[v], low[to]);

```
if ((par[v] == -1 && cnt > 1) ||
    (par[v] != -1 && low[to] >= tin[v]))
```

```
{ components.pb({}); while (st.back() != e)
{ components[c].pb(st.back());
col[st.back()] = c;
st.pop_back(); }
```

```
components[c].pb(st.back());
addComp();
col[st.back()] = c++;
st.pop_back(); }
```

```
} else
{ low[v] = min(low[v], tin[to]);
if (tin[to] < tin[v])
    st.pb(e); }
```

}

void build()

```
{
FOR (i, 0, n)
{
    if (used[i]) continue;
    dfs(i, -1);
    if (st.empty()) continue;
    components.pb({});
    while (!st.empty())
    {
        int e = st.back();
        col[e] = c;
        components[c].pb(e);
        st.pop_back(); }
    addComp();
    c++; }
```

```
} FOR (i, 0, n)
    if (!inComp[i])
        verticesCol.pb(VI(1, i)); }
```

};

;

```

void scc(vector<vector<int>> const& adj,
          vector<vector<int>> &comps,
          vector<vector<int>> &adj_cond
          )
{
    int n = sz(adj);
    comps.clear(), adj_cond.clear();

    vector<int> ord;
    vis.assign(n, false);

    FOR (i, 0, n)
        if (!vis[i])
            dfs(i, adj, ord);

    vector<vector<int>> adj_rev(n);
    FOR (v, 0, n)
        for (int u : adj[v])
            adj_rev[u].pb(v);

    vis.assign(n, false);
    reverse(all(ord));

    vector<int> roots(n, 0);

    for (auto v : ord)
    {
        if (!vis[v])
        {
            VI comp;
            dfs(v, adj_rev, comp);
            comps.pb(comp);
            int root = *min_element(all(comp));
            for (auto u : comp)
                roots[u] = root;
        }
    }

    adj_cond.assign(n, {});
    FOR (v, 0, n)
        for (auto u : adj[v])
            if (roots[v] != roots[u])
                adj_cond[roots[v]].pb(roots[u]);
    }
}

```

Hierholzer's algorithm

hierholzer.hpp

Description: Finds an Eulerian path in a directed or undirected graph. g is a graph with n vertices. $g[u]$ is a vector of pairs $(v, \text{edge_id})$. m is the number of edges in the graph. The vertices are numbered from 0 to $n - 1$, and the edges - from 0 to $m - 1$. If there is no Eulerian path, returns $\{-1, -1\}$. Otherwise, returns the path in the form (vertices, edges) with vertices containing $m + 1$ elements and edges containing m elements. If you need an Eulerian cycle, check $\text{vertices}[0] = \text{vertices.back()}$.

fa6dc3, 101 lines

```

// f14a40 for undirected
tuple<bool, int, int> checkDirected(vector<vector<pii>>& g)
{
    int n = sz(g), v1 = -1, v2 = -1;
    bool bad = false;
    VI degIn(n);
    FOR(u, 0, n)
        for (auto [v, e] : g[u])
            degIn[v]++;
    FOR(u, 0, n)
    {
        bad |= abs(degIn[u] - sz(g[u])) > 1;
        if (degIn[u] < sz(g[u]))
        {
            bad |= v2 != -1;
        }
    }
}

```

```

        v2 = u;
    }
    else if (degIn[u] > sz(g[u]))
    {
        bad |= v1 != -1;
        v1 = u;
    }
    return {bad, v1, v2};
}

/*tuple<bool, int, int> checkUndirected(vector<vector<pii>>& g)
{
    int n = sz(g), v1 = -1, v2 = -1;
    bool bad = false;
    FOR(u, 0, n)
    {
        if (sz(g[u]) & 1)
        {
            bad |= v2 != -1;
            if (v1 == -1)
                v1 = u;
            else
                v2 = u;
        }
        return {bad, v1, v2};
    }
}

pair<VI, VI> hierholzer(vector<vector<pii>> g, int m)
{
    // checkUndirected if undirected
    auto [bad, v1, v2] = checkDirected(g);
    if (bad)
        return {{-1}, {-1}};
    if (v1 != -1)
    {
        g[v1].pb({v2, m});
        // uncomment if undirected
        // g[v2].PB({v1, m});
        m++;
    }
    deque<pii> d;
    VI used(m);
    int v = 0, k = 0;
    while (m > 0 && g[v].empty())
        v++;
    while (sz(d) < m)
    {
        while (k < m)
        {
            while (!g[v].empty() && used[g[v].back().y])
                g[v].pop_back();
            if (!g[v].empty())
                break;
            d.push_front(d.back());
            d.pop_back();
            v = d.back().x;
            k++;
        }
        if (k == m)
            return {{-1}, {-1}};
        d.pb(g[v].back());
        used[g[v].back().y] = true;
        g[v].pop_back();
        v = d.back().x;
    }
    while (v1 != -1 && d.back().y != m - 1)
    {

```

```

        d.push_front(d.back());
        d.pop_back();
        v = d.back().x;
    }
    VI vertices = {v}, edges;
    for (auto [u, e] : d)
    {
        vertices.pb(u);
        edges.pb(e);
    }
    if (v1 != -1)
    {
        vertices.pop_back();
        edges.pop_back();
    }
    return {vertices, edges};
}

```

Maximum matching

kuhn.hpp

Description: mateFor is -1 or mate. addEdge([0, L), [0, R]).

Time: 0.6s for $L, R \leq 10^5$, $|E| \leq 2 \cdot 10^5$

930365, 76 lines

mt19937 rng;

```

struct Graph
{
    int szL, szR;
    // edges from the left to the right, 0-indexed
    vector<VI> g;
    VI mateForL, usedL, mateForR;

    Graph(int L = 0, int R = 0): szL(L), szR(R), g(L),
        mateForL(L), usedL(L), mateForR(R) {}

    void addEdge(int from, int to)
    {
        assert(0 <= from && from < szL);
        assert(0 <= to && to < szR);

        g[from].pb(to);
    }

    int iter;
    bool kuhn(int v)
    {
        if (usedL[v] == iter) return false;
        usedL[v] = iter;
        shuffle(all(g[v]), rng);
        for (int to : g[v])
        {
            if (mateForR[to] == -1)
            {
                mateForR[to] = v;
                mateForL[v] = to;
                return true;
            }
        }
        for (int to : g[v])
        {
            if (kuhn(mateForR[to]))
            {
                mateForR[to] = v;
                mateForL[v] = to;
                return true;
            }
        }
        return false;
    }
}

```

```

int doKuhn()
{
    fill(all(mateForR), -1);
    fill(all(mateForL), -1);
    fill(all(usedL), -1);

    int res = 0;
    iter = 0;

    while(true)
    {
        iter++;

        bool ok = false;
        FOR(v, 0, szL)
        {
            if (mateForL[v] == -1)
            {
                if (kuhn(v))
                {
                    ok = true;
                    res++;
                }
            }
            if (!ok) break;
        }
        return res;
    }
}

```

edmonds-blossom.hpp

Description: Finds the maximum matching in a graph.**Time:** $\mathcal{O}(n^2 m)$

ffc914, 124 lines

```

struct Graph
{
    int n;
    vector<VI> g;
    VI label, fir, mate;

    Graph(int _n = 0): n(_n), g(n + 1), label(n + 1),
        fir(n + 1), mate(n + 1) {}

    void addEdge(int u, int v)
    {
        assert(0 <= u && u < n);
        assert(0 <= v && v < n);
        u++;
        v++;
        g[u].pb(v);
        g[v].pb(u);
    }

    void augmentPath(int v, int w)
    {
        int t = mate[v];
        mate[v] = w;
        if (mate[t] != v)
            return;
        if (label[v] <= n)
        {
            mate[t] = label[v];
            augmentPath(label[v], t);
            return;
        }
        int x = label[v] / (n + 1);
        int y = label[v] % (n + 1);
        augmentPath(x, y);
        augmentPath(y, x);
    }
}

```

```

    }

    int findMaxMatching()
    {
        FOR(i, 0, n + 1)
            assert(mate[i] == 0);
        int mt = 0;
        DSU dsu(n + 1);
        FOR(u, 1, n + 1)
        {
            if (mate[u] != 0)
                continue;
            fill(all(label), -1);
            iota(all(fir), 0);
            label[u] = 0;
            dsu.unite(u, 0);
            queue<int> q;
            q.push(u);
            while (!q.empty())
            {
                int x = q.front();
                q.pop();
                for (int y: g[x])
                {
                    if (mate[y] == 0 && y != u)
                    {
                        mate[y] = x;
                        augmentPath(x, y);
                        while (!q.empty())
                            q.pop();
                        mt++;
                        break;
                    }
                    if (label[y] < 0)
                    {
                        int v = mate[y];
                        if (label[v] < 0)
                        {
                            label[v] = x;
                            dsu.unite(v, y);
                            q.push(v);
                        }
                    }
                    else
                    {
                        int r = fir[dsu.find(x)], s = fir[dsu.find(y)];
                        if (r == s)
                            continue;
                        int edgeLabel = (n + 1) * x + y;
                        label[r] = label[s] = -edgeLabel;
                        int join;
                        while (true)
                        {
                            if (s != 0)
                                swap(r, s);
                            r = fir[dsu.find(label[mate[r]])];
                            if (label[r] == -edgeLabel)
                            {
                                join = r;
                                break;
                            }
                            label[r] = -edgeLabel;
                        }
                        for (int z: {x, y})
                        {
                            for (int v = fir[dsu.find(z)];
                                v != join;
                                v = fir[dsu.find(label[mate[v]])])
                            {
                                label[v] = edgeLabel;
                            }
                        }
                    }
                }
            }
        }
        return mt;
    }

    int getMate(int v)
    {
        assert(0 <= v && v < n);
        v++;
        int u = mate[v];
        assert(u == 0 || mate[u] == v);
        u--;
        return u;
    }
}

```

```

if (dsu.unite(v, join))
    fir[dsu.find(join)] = join;
q.push(v);
}
}
}
}
return mt;
}

int getMate(int v)
{
    assert(0 <= v && v < n);
    v++;
    int u = mate[v];
    assert(u == 0 || mate[u] == v);
    u--;
    return u;
}
}

Tutte matrix
Given an undirected graph  $G = (V, E)$ , its Tutte matrix is:


$$T_{ij} = \begin{cases} x_{ij} & \text{if } i < j \text{ and } (i, j) \in E \\ -x_{ji} & \text{if } i > j \text{ and } (i, j) \in E \\ 0 & \text{otherwise.} \end{cases}$$


 $\det(T) \neq 0$  if and only if  $G$  has a perfect matching.

Flows
dinic.hpp
Description: Finds the maximum flow in a network.
Time:  $\mathcal{O}(n^2 m)$ . If all capacities are less than  $c$ , then the complexity of the Dinic is bounded by  $\mathcal{O}\left(\min(n^{\frac{2}{3}}, \sqrt{cm}) \cdot cm\right)$ .
bc6418, 87 lines
```

```

struct Graph
{
    struct Edge
    {
        int from, to;
        ll cap, flow;
    };

    int n;
    vector<Edge> edges;
    vector<VI> g;
    VI d, p;

    Graph(int _n): n(_n), g(n), d(n), p(n) {}

    void addEdge(int from, int to, ll cap)
    {
        assert(0 <= from && from < n);
        assert(0 <= to && to < n);
        assert(0 <= cap);
        g[from].pb(sz(edges));
        edges.pb({from, to, cap, 0});
        g[to].pb(sz(edges));
        edges.pb({to, from, 0, 0});
    }

    int bfs(int s, int t)
    {
        fill(all(d), -1);
        d[s] = 0;
        queue<int> q;
        q.push(s);

```

```

while (!q.empty())
{
    int v = q.front();
    q.pop();
    for (int e : g[v])
    {
        int to = edges[e].to;
        if (edges[e].flow < edges[e].cap && d[to] == -1)
        {
            d[to] = d[v] + 1;
            q.push(to);
        }
    }
    return d[t];
}
ll dfs(int v, int t, ll flow)
{
    if (v == t || flow == 0)
        return flow;
    for (; p[v] < sz(g[v]); p[v]++)
    {
        int e = g[v][p[v]], to = edges[e].to;
        ll c = edges[e].cap, f = edges[e].flow;
        if (f < c && (to == t || d[to] == d[v] + 1))
        {
            ll push = dfs(to, t, min(flow, c - f));
            if (push > 0)
            {
                edges[e].flow += push;
                edges[e ^ 1].flow -= push;
                return push;
            }
        }
    }
    return 0;
}
ll flow(int s, int t)
{
    assert(0 <= s && s < n);
    assert(0 <= t && t < n);
    assert(s != t);
    ll flow = 0;
    while (bfs(s, t) != -1)
    {
        fill(all(p), 0);
        while (true)
        {
            ll f = dfs(s, t, LINF);
            if (f == 0)
                break;
            flow += f;
        }
    }
    return flow;
}

```

successive-shortest-path.hpp

Description: Finds the minimum cost maximum flow in a network. If the network contains negative-cost edges, uncomment `initPotentials`.
Time: $\mathcal{O}(|F| \cdot m \log n)$ without negative-cost edges, and $\mathcal{O}(|F| \cdot m \log n + nm)$ with negative-cost edges.

a220bb, 103 lines

```

struct Graph
{
    struct Edge
    {
        int from, to;
        int cap, flow;
    }

```

successive-shortest-path

```

    ll cost;
};

int n;
vector<Edge> edges;
vector<VI> g;
VL pi, d;
VI pred;

Graph(int _n = 0): n(_n), g(n), pi(n), d(n), pred(n) {}

void addEdge(int from, int to, int cap, ll cost)
{
    assert(0 <= from && from < n);
    assert(0 <= to && to < n);
    assert(0 <= cap);
    g[from].pb(sz(edges));
    edges.pb({from, to, cap, 0, cost});
    g[to].pb(sz(edges));
    edges.pb({to, from, 0, 0, -cost});
}

/*void initPotentials(int s)
{
    vector<vector<pair<int, ll>>> gr(n);
    FOR(v, 0, n)
    {
        for (int e : g[v])
        {
            const Edge& edge = edges[e];
            if (edge.flow < edge.cap)
                gr[v].pb({edge.to, edge.cost});
        }
    }
    pi = spfa(gr, n, s);
}*/

pair<int, ll> flow(int s, int t)
{
    assert(0 <= s && s < n);
    assert(0 <= t && t < n);
    assert(s != t);
    //initPotentials(s);
    int flow = 0;
    ll cost = 0;
    for (int it = 0; ; it++)
    {
        fill(all(d), LINF);
        fill(all(pred), -1);
        d[s] = 0;
        priority_queue<pair<ll, int>> q;
        q.push({0, s});
        while (!q.empty())
        {
            auto [dv, v] = q.top();
            q.pop();
            if (it > 0 && v == t)
                break;
            if (-dv != d[v])
                continue;
            for (int i : g[v])
            {
                if (edges[i].flow == edges[i].cap)
                    continue;
                int to = edges[i].to;
                ll nd = d[v] + edges[i].cost + pi[v] - pi[to];
                if (nd < d[to])
                {
                    d[to] = nd;
                    pred[to] = i;
                    q.push({-nd, to});
                }
            }
        }
    }
}
```

```

    }
}

if (d[t] == LINF)
    break;
int curFlow = INF;
for (int v = t; v != s;)
{
    int i = pred[v];
    curFlow = min(curFlow, edges[i].cap - edges[i].flow);
    v = edges[i].from;
}
for (int v = t; v != s;)
{
    int i = pred[v];
    edges[i].flow += curFlow;
    edges[i ^ 1].flow -= curFlow;
    v = edges[i].from;
}
flow += curFlow;
cost += (d[t] + pi[t] - pi[s]) * curFlow;
FOR(u, 0, n)
    if (it == 0 || d[u] <= d[t])
        pi[u] += d[u] - d[t];
}
return {flow, cost};
}

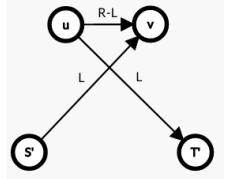
```

Maximum flow with minimum capacities

On the resulting graph, accumulate maximum flow in the following order:

- from S' to T'
- from S' to T
- from S to T'
- from S to T .

An $S - T$ flow that satisfies the minimum capacities exists if and only if, for all outgoing edges from S' and incoming edges to T' , the flow and capacity are equal.



Quadratic supermodular pseudoboolean optimization

$$\sum_i a_i x_i + \sum_i b_i \bar{x}_i + \sum_{i,j} c_{ij} x_i \bar{x}_j \rightarrow \min$$

$$c_{ij} x_i x_j = c_{ij} x_i - c_{ij} x_i \bar{x}_j$$

If $a_i \leq b_i$, add an edge from S to i of capacity $b_i - a_i$ and add a_i to the answer.

Otherwise, add an edge from i to T of capacity $a_i - b_i$ and add b_i to the answer.

Add an edge from i to j of capacity c_{ij} .

Add the $S - T$ minimum cut to the answer.

Matching tricks

Minimum cut

To find the min-cut, search from vertex S on unsaturated edges. Original edges from used vertices to unused ones are in the min-cut.

Minimum vertex cover

The vertex cover problem is not NP-complete in bipartite graphs. The minimum number of vertices required to cover all edges is equal to the size of the maximum matching. To reconstruct the minimum vertex cover, create a directed graph:

- matched edges from the right part to the left part
- unmatched edges from the left part to the right part.

Start traversal from unmatched vertices in the left part. The cover includes vertices from the matching:

- unvisited vertices in the left part
- visited vertices in the right part.

Maximum independent set

The independent set problem is not NP-complete in bipartite graphs. It is the complement of the minimum vertex cover.

Minimum edge cover

A minimum edge cover can be found in any graph. The minimum number of edges required to cover all vertices can only be determined in graphs without isolated vertices. By utilizing one edge in the matching, we cover two vertices, while any other vertices are covered using one edge for each.

DAG paths

In a DAG, you can find the minimum number of non-intersecting paths that cover all vertices. Duplicate vertices and create a bipartite graph with edges $u_L \rightarrow v_R$. Edges in the matching correspond to edges in the paths.

Dominating set

A dominating set for a graph is a subset D of V such that any vertex is in D , or has a neighbor in D . The dominating set problem is NP-complete even on bipartite graphs. It can be found greedily on a tree.

Sqrt problems

3-cycles.hpp

Description: Finds all triangles in a graph. Each triangle (v, u, w) increments the cnt.

Time: $\mathcal{O}(m \cdot \sqrt{m})$

3-cycles 4-cycles aho-corasick suffix-automaton

```
FOR (v, 0, n)
{
    for (auto u : ng[v])
        used[u] = 1;
    for (auto u : ng[v])
        for (auto w : ng[u])
            if (used[w])
                cnt++;
    for (auto u : ng[v])
        used[u] = 0;
}
return cnt;
```

4-cycles.hpp

Description: Sort d and add breaks to speed up. With breaks works 0.5s for $m = 5 \cdot 10^5$.

Time: $\mathcal{O}\left(\sum_{uv \in E} \min(\deg(u), \deg(v))\right) = \mathcal{O}(m \cdot \sqrt{m})$

73a48f, 20 lines

```
ll rect(int n)
{
    ll cnt4 = 0;
    vector<pii> d(n);
    FOR (v, 0, n) d[v] = MP(sz(adj[v]), v);
    VI L(n);
    FOR (v, 0, n)
    {
        for (auto u : adj[v])
            if (d[u] < d[v])
                for (auto y : adj[u])
                    if (d[y] < d[v])
                        cnt4 += L[y], L[y]++;
        for (auto u : adj[v])
            if (d[u] < d[v])
                for (auto y : adj[u])
                    L[y] = 0;
    }
    return cnt4;
}
```

Strings (4)

aho-corasick.hpp

e59836, 64 lines

```
const int AL = 26;

struct Node
{
    int p;
    int c;
    int g[AL];
    int nxt[AL];
    int link;
};

Node(int _c, int _p)
{
    c = _c;
    p = _p;
    fill(g, g + AL, -1);
    fill(nxt, nxt + AL, -1);
    link = -1;
}

struct AC
{
    vector<Node> a;
    AC(): a(1, {-1, -1}) {}
```

int addStr(const string& s)

```
{
    int v = 0;
    FOR (i, 0, sz(s))
    {
        // change to [0 AL)
        int c = s[i] - 'a';
        if (a[v].nxt[c] == -1)
        {
            a[v].nxt[c] = sz(a);
            a.pb(Node(c, v));
        }
        v = a[v].nxt[c];
    }
    return v;
}
```

int go(int v, int c)

```
{
    if (a[v].g[c] != -1)
        return a[v].g[c];

    if (a[v].nxt[c] != -1)
        a[v].g[c] = a[v].nxt[c];
    else if (v != 0)
        a[v].g[c] = go(getLink(v), c);
    else
        a[v].g[c] = 0;
```

return a[v].g[c];

int getLink(int v)

```
{
    if (a[v].link != -1)
        return a[v].link;
    if (v == 0 || a[v].p == 0)
        return 0;
    return a[v].link = go(getLink(a[v].p), a[v].c);
}
```

suffix-automaton.hpp

183478, 57 lines

const int AL = 26;

struct Node

```
{
    int g[AL];
    int link;
    int len;
    int cnt;
    Node(): link(-1), len(0), cnt(1)
    {
        fill(g, g + AL, -1);
    }
};
```

struct Automaton

```
{
    vector<Node> a;
    int head;
    Automaton(): a(1), head(0) {}
    void add(char c)
    {
        // change to [0 AL)
        int ch = c - 'a';
        int nhead = sz(a);
        a.pb(Node());
        a[nhead].len = a[head].len + 1;
        int cur = head;
```

```

head = nhead;
while (cur != -1 && a[cur].g[ch] == -1)
{
    a[cur].g[ch] = head;
    cur = a[cur].link;
}
if (cur == -1)
{
    a[head].link = 0;
    return;
}
int p = a[cur].g[ch];
if (a[p].len == a[cur].len + 1)
{
    a[head].link = p;
    return;
}
int q = sz(a);
a.pb(Node());
a[q] = a[p];
a[q].cnt = 0;
a[q].len = a[cur].len + 1;
a[p].link = a[head].link = q;
while (cur != -1 && a[cur].g[ch] == p)
{
    a[cur].g[ch] = q;
    cur = a[cur].link;
}
}

```

suffix-array.hpp

Description: Cast your string to vector. Don't forget about delimiters. No need to add anything at the end. sa represents permutations of positions if you sort all suffixes.

Time: $\mathcal{O}(n \log n)$

aa241e, 59 lines

```

void countSort(VI& p, const VI& c)
{
    int n = sz(p);
    VI cnt(n);
    FOR (i, 0, n)
        cnt[c[i]]++;
    VI pos(n);
    FOR (i, 1, n)
        pos[i] = pos[i - 1] + cnt[i - 1];
    VI p2(n);
    for (auto x : p)
    {
        int i = c[x];
        p2[pos[i]++] = x;
    }
    p = p2;
}

```

VI suffixArray(VI s)

```

{
    // strictly smaller than any other element
    s.pb(-1);
    int n = sz(s);
    VI p(n), c(n);
    iota(all(p), 0);
    sort(all(p), [&](int i, int j)
    {
        return s[i] < s[j];
    });
    int x = 0;
    c[p[0]] = 0;
    FOR (i, 1, n)
    {

```

```

        if (s[p[i]] != s[p[i - 1]])
            x++;
        c[p[i]] = x;
    }
    int k = 0;
    while ((1 << k) < n)
    {
        FOR (i, 0, n)
            p[i] = (p[i] - (1 << k) + n) % n;
        countSort(p, c);
        VI c2(n);
        pii pr = {c[p[0]], c[(p[0] + (1 << k)) % n]};
        FOR (i, 1, n)
        {
            pii nx = {c[p[i]], c[(p[i] + (1 << k)) % n]};
            c2[p[i]] = c2[p[i - 1]];
            if (pr != nx)
                c2[p[i]]++;
            pr = nx;
        }
        c = c2;
        k++;
    }
    p.erase(p.begin());
    return p;
}

```

lcp.hpp

Description: queryLcp returns the longest common prefix of substrings starting at i and j .

911c8c, 49 lines

```

struct LCP
{
    int n;
    VI s, sa, rnk, lcp;
    SparseTable st;

    LCP(VI _s): n(sz(_s)), s(_s)
    {
        sa = suffixArray(s);
        rnk.resize(n);
        FOR (i, 0, n)
            rnk[sa[i]] = i;
        lcpArray();
        FOR (i, 0, n - 1)
            st.pb(lcp[i]);
    }

    void lcpArray()
    {
        lcp.resize(n - 1);
        int h = 0;
        FOR (i, 0, n)
        {
            if (h > 0)
                h--;
            if (rnk[i] == 0)
                continue;
            int j = sa[rnk[i] - 1];
            for (; j + h < n && i + h < n; h++)
            {
                if (s[j + h] != s[i + h])
                    break;
            }
            lcp[rnk[i] - 1] = h;
        }
        int queryLcp(int i, int j)
        {
            if (i == n || j == n)

```

```

                return 0;
            assert(i != j); // return n - i ??????
            i = rnk[i];
            j = rnk[j];
            if (i > j)
                swap(i, j);
            // query [i, j)
            return st.query(i, j);
        }
    };

```

run-enumerate.hpp

Description: Enumerate all tuples (t, l, r) with t being the minimum period of $s[l, r]$ and $r - l \geq 2 \cdot t$. l and r are maximal. In other words $(t, l - 1, r)$ and $(t, l, r + 1)$ do not satisfy the previous condition.

The number of runs is $\leq |s|$. Other properties are stated at the end of the function.

Time: $\mathcal{O}(n \log n)$, where $n = |s|$.

f9baf1, 62 lines

```

struct Run
{
    int t, l, r;
    bool operator<(const Run& p) const
    {
        return make_tuple(t, l, r) < make_tuple(p.t, p.l, p.r);
    }
    bool operator==(const Run& p) const
    {
        return !(*this < p) && !(p < *this);
    }
};

vector<Run> runEnumerate(VI s)
{
    int n = sz(s);
    LCP lcp(s); reverse(all(s));
    LCP rev(s); reverse(all(s));

    vector<Run> runs;
    FOR(inv, 0, 2)
    {
        VI st = {n};
        auto pop = [&](int i)
        {
            int j = st.back();
            int dist = j - i;
            int distPrev = st[sz(st) - 2] - j;
            int distMn = min(dist, distPrev);

            int len = lcp.queryLcp(i, j);
            if((len >= distMn && dist < distPrev) ||
               (len < distMn && ((s[i + len] < s[j + len]) ^ inv)))
                return true;
            return false;
        };

        RFOR(i, n, 0)
        {
            while(sz(st) > 1 && pop(i))
                st.pop_back();
            int j = st.back();
            int dist = j - i;
            st.pb(i);

            int x = rev.queryLcp(n - i, n - j);
            int y = lcp.queryLcp(i, j);
            if(x < dist && x + y >= dist)
                runs.pb(dist, i - x, j + y);
        }
    }
    sort(all(runs));
    runs.resize(unique(all(runs)) - runs.begin());
}

```

```
//ll sumLen = 0, sumCnt = 0, sum = 0;
//for(auto [len, l, r] : runs)
//    sumLen += len, sumCnt += (r - l) / len, sum += r - l;
//assert(sz(runs) <= sz(s));
//assert(sumLen <= LOG * sz(s));
//assert(sumCnt <= 2 * sz(s));
//assert(sum <= 2 * LOG * sz(s));
//return runs;
}
```

suffix-tree.hpp

Description: Ukkonen's algorithm for building a suffix tree. Cast your string to vector. Don't forget about delimiters. $a[v].g[c]$ is a transition in format (u, l, r) , that goes from v to u and the string spelled out by this transition is the substring $s_{l..r}$. For transitions that go to leaves, $r = \text{INF}$. For the root node which has number 0, link == -1. For leaves, link == -2. For all other nodes, link is maintained explicitly.

Time: $\mathcal{O}(n \log |\Sigma|)$, where Σ is an alphabet

4aa61c, 85 lines

```
struct SuffixTree
{
    struct Transition
    {
        int u, l, r;
    };
    struct Node
    {
        map<int, Transition> g;
        int link;
        Node(): link(-2) {}
    };
    VI s;
    vector<Node> a;
    pair<bool, int> testAndSplit(int v, int l, int r, int c)
    {
        if (v == -1)
            return {true, -1};
        if (l <= r)
        {
            auto [nv, nl, nr] = a[v].g[s[l]];
            if (c == s[nl + r - l + 1])
                return {true, v};
            int newNode = sz(a);
            a.pb(Node());
            a[v].g[s[l]] = {newNode, nl, nl + r - l};
            a[newNode].g[s[nl + r - l + 1]] = {nv, nl + r - l + 1, nr};
        }
        return {false, newNode};
    }
    return {a[v].g.count(c), v};
}
pii canonize(int v, int l, int r)
{
    if (v == -1 && l <= r)
    {
        v = 0;
        l++;
    }
    if (r < l)
        return {v, l};
    Transition cur = a[v].g[s[l]];
    while (cur.r - cur.l <= r - l)
    {
        l += cur.r - cur.l + 1;
        v = cur.u;
        if (l <= r)
            cur = a[v].g[s[l]];
    }
    return {v, l};
}
```

prefix.hpp

Description: Ukkonen's algorithm for building a prefix tree. Cast your string to vector. Don't forget about delimiters. $a[v].g[c]$ is a transition in format (u, l, r) , that goes from v to u and the string spelled out by this transition is the substring $s_{l..r}$. For transitions that go to leaves, $r = \text{INF}$. For the root node which has number 0, link == -1. For leaves, link == -2. For all other nodes, link is maintained explicitly.

Time: $\mathcal{O}(n \log |\Sigma|)$, where Σ is an alphabet

5b81c4, 16 lines

suffix-tree z prefix minimal-cyclic-shift manacher

```
} pii update(int v, int l, int r)
{
    int oldu = 0;
    auto [endPoint, u] = testAndSplit(v, l, r - 1, s[r]);
    while (!endPoint)
    {
        int newNode = sz(a);
        a.pb(Node());
        a[u].g[s[r]] = {newNode, r, INF};
        if (oldu != 0)
            a[oldu].link = u;
        oldu = u;
        tie(v, l) = canonize(a[v].link, l, r - 1);
        tie(endPoint, u) = testAndSplit(v, l, r - 1, s[r]);
    }
    if (oldu != 0)
        a[oldu].link = v;
    return {v, l};
}
SuffixTree(const VI& _s)
{
    s = _s;
    // Add the symbol that was not present in 's'
    s.pb(-1);
    a.reserve(2 * sz(s));
    a = {Node()};
    a[0].link = -1;
    int v = 0, l = 0;
    FOR(i, 0, sz(s))
    {
        tie(v, l) = update(v, l, i);
        tie(v, l) = canonize(v, l, i);
    }
}
z.hpp
```

9da7e8, 23 lines

```
VI zFunction(const string& s)
{
    int n = sz(s);
    VI z(n);
    int l = 0;
    int r = 0;
    FOR (i, 1, n)
    {
        z[i] = 0;
        if (i <= r)
            z[i] = min(r - i + 1, z[i - l]);
        while(i + z[i] < n && s[i + z[i]] == s[z[i]])
            z[i]++;
        if(i + z[i] - 1 > r)
        {
            r = i + z[i] - 1;
            l = i;
        }
    }
    return z;
}
```

prefix.hpp

VI prefixFunction(const string& s)

```
{
    int n = sz(s);
    VI p(n);
    p[0] = 0;
```

```
FOR (i, 1, n)
{
    int j = p[i - 1];
    while(j != 0 && s[i] != s[j])
        j = p[j - 1];
    if (s[i] == s[j]) j++;
    p[i] = j;
}
return p;
```

minimal-cyclic-shift.hpp

Description: $s_{shift}, s_{shift+1}, \dots$ is lexicographically smallest cyclic shift. If more than one answer it finds the minimum value of $shift$.

Time: $\mathcal{O}(n)$ time and memory complexity.

d4d30a, 29 lines

int minimalCyclicShift(VI s)

```
{
    int n = sz(s);
    s.resize(2 * n);
    FOR(i, 0, n)
        s[n + i] = s[i];
    int shift = 0;
    VI f(2 * n);
    FOR(i, 1, 2 * n)
    {
        int j = f[i - 1 - shift];
        while(j > 0 && s[shift + j] != s[i])
        {
            if(s[shift + j] > s[i])
                shift = i - j;
            j = f[j - 1];
        }
        if(j == 0 && s[shift] != s[i])
        {
            if(s[shift] > s[i])
                shift = i;
        }
        else
            j++;
        f[i - shift] = j;
    }
    return shift;
}
```

manacher.hpp

Description: $s[i - d_0, i + d_0 - 1], s[i - d_1, i + d_1 - 1]$ are palindromes.

vector<VI> manacher(const string& s)

```
{
    int n = sz(s);
    vector<VI> d(2);
    FOR (t, 0, 2)
    {
        d[t].resize(n);
        int l = -1;
        int r = -1;
        FOR (i, 0, n)
        {
            if (i <= r)
                d[t][i] = min(r - i + 1, d[t][l + (r - i) + 1 - t]);
            while (i + d[t][i] < n && i + t - d[t][i] - 1 >= 0
                && s[i + d[t][i]] == s[i + t - d[t][i] - 1])
                d[t][i]++;
            if (i + d[t][i] - t > r)
            {
                r = i + d[t][i] - 1;
                l = i - d[t][i] + t;
            }
        }
    }
}
```

```

    }
}

return d;
}

```

palindromic-tree.hpp

62993e, 54 lines

```

const int AL = 26;

struct Node
{
    int to[AL];
    int link;
    int len;
    Node(int _link, int _len)
    {
        fill(to, to + AL, -1);
        link = _link;
        len = _len;
    }
};

struct PalTree
{
    string s;
    vector<Node> a;
    int last;

    PalTree(string t = ""): s(t), a({{-1, -1}, {0, 0}}), last(1)
    {}

    void add(int idx)
    {
        // change to [0, AL)
        int ch = s[idx] - 'a';

        int cur = last;
        while (cur != -1)
        {
            int pos = idx - a[cur].len - 1;
            if (pos >= 0 && s[pos] == s[idx])
                break;
            cur = a[cur].link;
        }

        if (a[cur].to[ch] == -1)
        {
            a[cur].to[ch] = sz(a);
            int link = a[cur].link;
            while (link != -1)
            {
                int pos = idx - a[link].len - 1;
                if (pos >= 0 && s[pos] == s[idx])
                    break;
                link = a[link].link;
            }

            if (link == -1)
                link = 1;
            else
                link = a[link].to[ch];
            a.pb(Node(link, a[cur].len + 2));
        }

        last = a[cur].to[ch];
    }
};

```

palindromic-tree point line

point.hpp

1a2063, 91 lines

```

struct Pt
{
    db x, y;
    Pt operator+(const Pt& p) const
    {
        return {x + p.x, y + p.y};
    }
    Pt operator-(const Pt& p) const
    {
        return {x - p.x, y - p.y};
    }
    Pt operator*(db d) const
    {
        return {x * d, y * d};
    }
    Pt operator/(db d) const
    {
        return {x / d, y / d};
    }
    db sq(const Pt& p)
    {
        return p.x * p.x + p.y * p.y;
    }
    db abs(const Pt& p)
    {
        return sqrt(sq(p));
    }
    int sgn(db x)
    {
        return (EPS < x) - (x < -EPS);
    }
    // Returns 'p' rotated counter-clockwise by 'a'
    Pt rot(const Pt& p, db a)
    {
        db co = cos(a), si = sin(a);
        return {p.x * co - p.y * si,
                p.x * si + p.y * co};
    }
    // Returns 'p' rotated counter-clockwise by 90 degrees
    Pt perp(const Pt& p)
    {
        return {-p.y, p.x};
    }
    db dot(const Pt& p, const Pt& q)
    {
        return p.x * q.x + p.y * q.y;
    }
    // Returns the angle between 'p' and 'q' in [0, pi]
    db angle(const Pt& p, const Pt& q)
    {
        return acos(clamp(dot(p, q) / abs(p) /
                           abs(q), (db)-1.0, (db)1.0));
    }
    db cross(const Pt& p, const Pt& q)
    {
        return p.x * q.y - p.y * q.x;
    }
    // Positive if R is on the left side of PQ,
    // negative on the right side,
    // and zero if R is on the line containing PQ
    db orient(const Pt& p, const Pt& q, const Pt& r)
    {
        return cross(q - p, r - p) / abs(q - p);
    }
    // Checks if argument of 'p' is in [-pi, 0)
    bool half(const Pt& p)
    {

```

```

        assert(sgn(p.x) != 0 || sgn(p.y) != 0);
        return sgn(p.y) == -1 ||
               (sgn(p.y) == 0 && sgn(p.x) == -1);
    }
    void polarSortAround(const Pt& o, vector<Pt>& v)
    {
        sort(all(v), [o](Pt p, Pt q)
        {
            p = p - o;
            q = q - o;
            bool hp = half(p), hq = half(q);
            if (hp != hq)
                return hp < hq;
            int s = sgn(cross(p, q));
            if (s != 0)
                return s == 1;
            return sq(p) < sq(q);
        });
    }
    ostream& operator<<(ostream& os, const Pt& p)
    {
        return os << "(" << p.x << "," << p.y << ")";
    }
}

```

line.hpp

83c9af, 50 lines

```

struct Line
{
    // Equation of the line is dot(n, p) + c = 0
    Pt n;
    db c;
    Line(const Pt& _n, db _c): n(_n), c(_c) {}
    // n is the normal vector to the left of PQ
    Line(const Pt& p, const Pt& q):
        n(perp(q - p)), c(-dot(n, p)) {}
    // The "positive side": dot(n, p) + c > 0
    // The "negative side": dot(n, p) + c < 0
    db side(const Pt& p) const
    {
        return dot(n, p) + c;
    }
    db dist(const Pt& p) const
    {
        return abs(side(p)) / abs(n);
    }
    db sqDist(const Pt& p) const
    {
        return side(p) * side(p) / (db)sq(n);
    }
    Line perpThrough(const Pt& p) const
    {
        return {p, p + n};
    }
    bool cmpProj(const Pt& p, const Pt& q) const
    {
        return sgn(cross(p, n) - cross(q, n)) < 0;
    }
    Pt proj(const Pt& p) const
    {
        return p - n * side(p) / sq(n);
    }
    Pt reflect(const Pt& p) const
    {
        return p - n * 2 * side(p) / sq(n);
    }
};

bool parallel(const Line& l1, const Line& l2)
{

```

```

    return sgn(cross(l1.n, l2.n)) == 0;
}

Pt inter(const Line& l1, const Line& l2)
{
    db d = cross(l1.n, l2.n);
    assert(sgn(d) != 0);
    return perp(l2.n * l1.c - l1.n * l2.c) / d;
}

```

segment.hpp

segment polygon convex-hull tangents-to-convex-polygon minkowski-sum

```

// Checks if 'p' is in the disk (the region in a plane
// bounded by a circle) of diameter [ab]
bool inDisk(const Pt& a, const Pt& b, const Pt& p)
{
    return sgn(dot(a - p, b - p)) <= 0;
}

// Checks if 'p' lies on segment [ab]
bool onSegment(const Pt& a, const Pt& b, const Pt& p)
{
    return sgn(orient(a, b, p)) == 0 && inDisk(a, b, p);
}

// Checks if the segments [ab] and [cd] intersect
// properly (their intersection is one point
// which is not an endpoint of either segment)
bool properInter(const Pt& a, const Pt& b, const Pt& c, const
    Pt& d)
{
    db oa = orient(c, d, a);
    db ob = orient(c, d, b);
    db oc = orient(a, b, c);
    db od = orient(a, b, d);
    return sgn(oa) * sgn(ob) == -1 && sgn(oc) * sgn(od) == -1;
}

// Returns the distance between [ab] and 'p'
db segPt(const Pt& a, const Pt& b, const Pt& p)
{
    Line l(a, b);
    assert(sgn(sq(l.n)) != 0);
    if (l cmpProj(a, p) && l cmpProj(p, b))
        return l.dist(p);
    return min(abs(p - a), abs(p - b));
}

// Returns the distance between [ab] and [cd]
db segSeg(const Pt& a, const Pt& b, const Pt& c, const Pt& d)
{
    if (properInter(a, b, c, d))
        return 0;
    return min({segPt(a, b, c), segPt(a, b, d),
        segPt(c, d, a), segPt(c, d, b)});
}

polygon.hpp
```

d2cc47, 67 lines

```

bool isConvex(const vector<Pt>& v)
{
    bool hasPos = false, hasNeg = false;
    int n = sz(v);
    FOR(i, 0, n)
    {
        int s = sgn(orient(v[i], v[(i + 1) % n], v[(i + 2) % n]));
        hasPos |= s > 0;
        hasNeg |= s < 0;
    }
    return !(hasPos && hasNeg);
}

db areaTriangle(const Pt& a, const Pt& b, const Pt& c)
{
    return abs(cross(b - a, c - a)) / 2.0;
}

```

```

db areaPolygon(const vector<Pt>& v)
{
    db area = 0.0;
    int n = sz(v);
    FOR(i, 0, n)
        area += cross(v[i], v[(i + 1) % n]);
    return abs(area) / 2.0;
}

// Checks if point 'a' is inside the convex
// polygon 'v'. Returns true if on the boundary.
// 'v' must not contain duplicated vertices.
// Time: O(log n)
bool inConvexPolygon(const vector<Pt>& v, const Pt& a)
{
    assert(sz(v) >= 2);
    if (sz(v) == 2)
        return onSegment(v[0], v[1], a);
    if (sgn(orient(v.back(), v[0], a)) < 0
        || sgn(orient(v[0], v[1], a)) < 0)
        return false;
    int i = lower_bound(v.begin() + 2, v.end(), a,
        [&](const Pt& p, const Pt& q)
    {
        return sgn(orient(v[0], p, q)) > 0;
    }) - v.begin();
    return sgn(orient(v[i - 1], v[i], a)) >= 0;
}

bool above(const Pt& a, const Pt& p)
{
    return sgn(p.y - a.y) >= 0;
}

bool crossesRay(const Pt& a, const Pt& p,
    const Pt& q)
{
    return sgn((above(a, q) - above(a, p))
        * orient(a, p, q)) == 1;
}

// Checks if point 'a' is inside the polygon
// If 'strict', false when 'a' is on the boundary
bool inPolygon(const vector<Pt>& v, const Pt& a, bool strict =
    true)
{
    int numCrossings = 0;
    int n = sz(v);
    FOR(i, 0, n)
    {
        if (onSegment(v[i], v[(i + 1) % n], a))
            return !strict;
        numCrossings += crossesRay(a, v[i], v[(i + 1) % n]);
    }
    return numCrossings & 1;
}

convex-hull.hpp
```

67f952, 27 lines

```

vector<Pt> convexHull(vector<Pt> v, bool include_collinear =
    false)
{
    if (sz(v) <= 1)
        return v;
    sort(all(v), [] (const Pt& p, const Pt& q)
    {
        int dx = sgn(p.x - q.x);
        if (dx != 0)
            return dx < 0;
        return sgn(p.y - q.y) < 0;
    });
    vector<Pt> lower, upper;
    for (const Pt& p : v)

```

```

    {
        while (sz(lower) > 1 &&
            sgn(orient(lower[sz(lower) - 2], lower.back(), p)) < (
                include_collinear ? 0 : 1))
            lower.pop_back();
        while (sz(upper) > 1 &&
            sgn(orient(upper[sz(upper) - 2], upper.back(), p)) > (
                include_collinear ? 0 : -1))
            upper.pop_back();
        lower.pb(p);
        upper.pb(p);
    }
    reverse(all(upper));
    lower.insert(lower.end(), next(upper.begin()), prev(upper.end
        ()));
    return lower;
}

```

tangents-to-convex-polygon.hpp

Description: Returns the indices of tangent points from p . p must be strictly outside the polygon.

32608c, 38 lines

```

pii tangentsToConvexPolygon(const vector<Pt>& v, const Pt& p)
{
    int n = sz(v), i = 0;
    if (n == 2)
        return {0, 1};
    while (sgn(orient(p, v[i], v[(i + 1) % n])) *
        sgn(orient(p, v[i], v[(i + n - 1) % n])) > 0)
        i++;
    int s1 = 1, s2 = -1;
    if (sgn(orient(p, v[i], v[(i + 1) % n])) == s1
        || sgn(orient(p, v[i], v[(i + n - 1) % n])) == s2)
        swap(s1, s2);
    pii res;
    int l = i, r = i + n - 1;
    while (r - l > 1)
    {
        int m = (l + r) / 2;
        if (sgn(orient(p, v[i], v[m % n])) != s1
            && sgn(orient(p, v[m % n], v[(m + 1) % n])) != s1)
            l = m;
        else
            r = m;
    }
    res.x = r % n;
    l = i;
    r = i + n - 1;
    while (r - l > 1)
    {
        int m = (l + r) / 2;
        if (sgn(orient(p, v[i], v[m % n])) == s2
            || sgn(orient(p, v[m % n], v[(m + 1) % n])) != s2)
            l = m;
        else
            r = m;
    }
    res.y = r % n;
    return res;
}

```

minkowski-sum.hpp

Description: Returns the Minkowski sum of two convex polygons.

dbcd43, 40 lines

```

vector<Pt> minkowskiSum(const vector<Pt>& v1, const vector<Pt>&
    v2)
{
    if (v1.empty() || v2.empty())
        return {};
    if (sz(v1) == 1 && sz(v2) == 1)

```

```

return {v1[0] + v2[0]};
auto comp = [](const Pt& p, const Pt& q)
{
    return sgn(p.x - q.x) < 0
        || (sgn(p.x - q.x) == 0
            && sgn(p.y - q.y) < 0);
};

int i1 = min_element(all(v1), comp) - v1.begin();
int i2 = min_element(all(v2), comp) - v2.begin();
vector<Pt> res;
int n1 = sz(v1), n2 = sz(v2),
j1 = 0, j2 = 0;
while (j1 < n1 || j2 < n2)
{
    const Pt& p1 = v1[(i1 + j1) % n1];
    const Pt& q1 = v1[(i1 + j1 + 1) % n1];
    const Pt& p2 = v2[(i2 + j2) % n2];
    const Pt& q2 = v2[(i2 + j2 + 1) % n2];
    if (sz(res) >= 2 && onSegment(res[sz(res) - 2], p1 + p2,
        res.back()))
        res.pop_back();
    res.pb(p1 + p2);
    int s = sgn(cross(q1 - p1, q2 - p2));
    if (j1 < n1 && (j2 == n2 || s > 0
        || (s == 0 && (sz(res) < 2
        || sgn(dot(res.back() - res[sz(res) - 2],
            q1 + p2 - res.back())) > 0))))
        j1++;
    else
        j2++;
}
if (sz(res) > 2 && onSegment(res[sz(res) - 2], res[0], res.
back()))
    res.pop_back();
return res;
}

ear-clipping.hpp
Description: Finds an arbitrary triangulation of a simple polygon with no three collinear vertices.
0252d5, 55 lines

```

```

vector<tuple<int, int, int>> earClipping(const vector<Pt>& v)
{
    int n = sz(v);
    vector<tuple<int, int, int>> res;
    VI indices(n), ear(n), reflex(n);
    iota(all(indices), 0);
    auto updReflexStatus = [&](int i)
    {
        int sz = sz(indices),
            pos = find(all(indices), i) - indices.begin();
        int iPrev = indices[(pos + sz - 1) % sz],
            iNext = indices[(pos + 1) % sz];
        reflex[i] = orient(v[iPrev], v[i], v[iNext]) < 0;
    };
    auto updEarStatus = [&](int i)
    {
        if (reflex[i])
        {
            ear[i] = 0;
            return;
        }
        int sz = sz(indices),
            pos = find(all(indices), i) - indices.begin();
        int iPrev = indices[(pos + sz - 1) % sz],
            iNext = indices[(pos + 1) % sz];
        ear[i] = 1;
        for (int j : indices)
        {

```

ear-clipping halfplane-intersection circle tangents

```

        if (j != iPrev && j != i && j != iNext && reflex[j])
            && inConvexPolygon({v[iPrev], v[i], v[iNext], v[j]});
        {
            ear[i] = 0;
            break;
        }
    };
    FOR(i, 0, n)
        updReflexStatus(i);
    FOR(i, 0, n)
        updEarStatus(i);
    RFOR(sz, n + 1, 3)
    {
        int i = 0;
        while (!ear[indices[i]])
            i++;
        int iPrev = indices[(i + sz - 1) % sz], iNext = indices[(i
            + 1) % sz];
        res.pb(iPrev, indices[i], iNext);
        indices.erase(indices.begin() + i);
        updReflexStatus(iPrev);
        updReflexStatus(iNext);
        updEarStatus(iPrev);
        updEarStatus(iNext);
    }
    return res;
}

```

halfplane-intersection.hpp

Description: Returns the counter-clockwise ordered vertices of the half-plane intersection. Returns empty if the intersection is empty. Adds a bounding box to ensure a finite area.

cfc6d03, 47 lines

```

vector<Pt> hplaneInter(vector<Line> lines)
{
    const db C = 1e9;
    lines.pb({{-C, C}, {-C, -C}});
    lines.pb({{-C, -C}, {C, -C}});
    lines.pb({{C, -C}, {C, C}});
    lines.pb({{C, C}, {-C, C}});
    sort(all(lines), [](const Line& l1, const Line& l2)
    {
        bool h1 = half(l1.n), h2 = half(l2.n);
        if (h1 != h2)
            return h1 < h2;
        int p = sgn(cross(l1.n, l2.n));
        if (p != 0)
            return p > 0;
        return sgn(l1.c / abs(l1.n) - l2.c / abs(l2.n)) < 0;
    });
    lines.erase(unique(all(lines)), parallel), lines.end());
    deque<pair<Line, Pt>> d;
    for (const Line& l : lines)
    {
        while (sz(d) > 1 && sgn(l.side((d.end() - 1)->y)) < 0)
            d.pop_back();
        while (sz(d) > 1 && sgn(l.side((d.begin() + 1)->y)) < 0)
            d.pop_front();
        if (!d.empty() && sgn(cross(d.back().x.n, l.n)) <= 0)
            return {};
        if (sz(d) < 2 || sgn(d.front().x.side(inter(l, d.back().x))
            ) >= 0)
        {
            Pt p;
            if (!d.empty())
            {
                p = inter(l, d.back().x);
                if (!parallel(l, d.front().x))
                    d.front().y = inter(l, d.front().x);

```

```

            }
            d.pb({l, p});
        }
    };
    vector<Pt> res;
    for (auto [l, p] : d)
    {
        if (res.empty() || sgn(sq(p - res.back())) > 0)
            res.pb(p);
    }
    return res;
}

```

circle.hpp

ab2e8c, 42 lines

// Returns the circumcenter of triangle abc.
// The circumcircle of a triangle is a circle that passes through all three vertices.

Pt circumCenter(const Pt& a, Pt b, Pt c)

```

{
    b = b - a;
    c = c - a;
    assert(sgn(cross(b, c)) != 0);
    return a + perp(b * sq(c) - c * sq(b)) / cross(b, c) / 2;
}

```

// Returns circle-line intersection points

vector<Pt> circleLine(const Pt& o, db r, const Line& l)

```

{
    db h2 = r * r - l.sqDist(o);
    if (sgn(h2) == -1)
        return {};
    Pt p = l.proj(o);
    if (sgn(h2) == 0)
        return {p};
    Pt h = perp(l.n) * sqrt(h2) / abs(l.n);
    return {p - h, p + h};
}

```

// Returns circle-circle intersection points

vector<Pt> circleCircle(const Pt& o1, db r1, const Pt& o2, db r2)

```

{
    Pt d = o2 - o1;
    db d2 = sq(d);
    if (sgn(d2) == 0)
    {
        // assuming the circles don't coincide
        assert(sgn(r2 - r1) != 0);
        return {};
    }

```

```

    db pd = (d2 + r1 * r1 - r2 * r2) / 2;
    db h2 = r1 * r1 - pd * pd / d2;
    if (sgn(h2) == -1)
        return {};

```

```

    Pt p = o1 + d * pd / d2;
    if (sgn(h2) == 0)
        return {p};

```

```

    Pt h = perp(d) * sqrt(h2 / d2);
    return {p - h, p + h};
}

```

tangents.hpp

Description: Finds common tangents (outer or inner) to two circles. If there are two tangents, returns the pairs of tangency points on each circle (p_1, p_2). If there is one tangent, the circles are tangent to each other at some point p , res contains p four times, and the tangent line can be found as $line(o1, p).perpThrough(p)$. The same code can be used to find the tangent to a circle through a point by setting r_2 to 0 (in which case $inner$ doesn't matter).

82f1dc, 20 lines

```

vector<pair<Pt, Pt>> tangents(const Pt& o1, db r1,
    const Pt& o2, db r2, bool inner)
{

```

```

{
    if (inner)
        r2 = -r2;
    Pt d = o2 - o1;
    db dr = r1 - r2, d2 = sq(d), h2 = d2 - dr * dr;
    if (sgn(d2) == 0 || sgn(h2) < 0)
    {
        assert(sgn(h2) != 0);
        return {};
    }
    vector<pair<Pt, Pt>> res;
    for (db sign : {-1, 1})
    {
        Pt v = (d * dr + perp(d) * sqrt(h2) * sign) / d2;
        res.pb({o1 + v * r1, o2 + v * r2});
    }
    return res;
}

```

welzl.hpp

Description: Returns the smallest enclosing circle of points in v
Time: $\mathcal{O}(n)$ (expected)

f6000c, 36 lines

```

pair<Pt, db> welzl(vector<Pt> v)
{
    int n = sz(v), k = 0, idxes[2];
    mt19937 rng;
    shuffle(all(v), rng);
    Pt c = v[0];
    db r = 0;
    while (true)
    {
        FOR(i, k, n)
        {
            if (sgn(abs(v[i] - c) - r) > 0)
            {
                swap(v[i], v[k]);
                if (k == 0)
                    c = v[0];
                else if (k == 1)
                    c = (v[0] + v[1]) / 2;
                else
                    c = circumCenter(v[0], v[1], v[2]);
                r = abs(v[0] - c);
                if (k < i)
                {
                    if (k < 2)
                        idxes[k++] = i;
                    shuffle(v.begin() + k, v.begin() + i + 1, rng);
                    break;
                }
            }
            while (k > 0 && idxes[k - 1] == i)
                k--;
            if (i == n - 1)
                return {c, r};
        }
    }
}

```

closest-pair.hpp

Description: Returns the distance between the closest points
Time: $\mathcal{O}(n \log n)$

678ecf, 23 lines

```

db closestPair(vector<Pt> v)
{
    sort(all(v), [](const Pt& p, const Pt& q)
    {
        return sgn(p.x - q.x) < 0;
    });
}

```

welzl closest-pair planar-graph

```

set<pdd> s;
int n = sz(v), ptr = 0;
db h = le18;
FOR(i, 0, n)
{
    for (auto it = s.lower_bound(MP(v[i].y - h, v[i].x));
         it != s.end() && sgn(it->x - (v[i].y + h)) <= 0; it++)
    {
        Pt q = {it->y, it->x};
        h = min(h, abs(v[i] - q));
    }
    for (; sgn(v[ptr].x - (v[i].x - h)) <= 0; ptr++)
        s.erase({v[ptr].y, v[ptr].x});
    s.insert({v[i].y, v[i].x});
}
return h;
}

```

planar-graph.hpp

Description: Finds faces in a planar graph. Use addVertex() and addEdge() for initializing the graph and addQueryPoint() for initializing the queries. After initialization, call findFaces() before using other functions. getIncidentFaces(i) returns the pair of faces (u, v) (possibly $u = v$) such that the i -th edge lies on the boundary of these faces. getFaceOfQueryPoint(i) returns the face where the i -th query point lies.

939539, 169 lines

```

namespace PlanarGraph
{
    struct IndexedPt
    {
        Pt p;
        int index;
        bool operator<(const IndexedPt& q) const
        {
            return p.x < q.p.x;
        }
    };
    struct Edge
    {
        // cross(vertices[j].p - vertices[i].p, l.n) > 0
        int i, j;
        Line l;
    };
    vector<IndexedPt> vertices, queryPoints;
    vector<Edge> edges;
    struct Comparator
    {
        using is_transparent = void;
        static IndexedPt vertex;
        db getY(const Line& l) const
        {
            return -(l.n.x * vertex.p.x + l.c) / l.n.y;
        }
        bool operator()(int i, int j) const
        {
            auto [u1, v1, l1] = edges[i];
            auto [u2, v2, l2] = edges[j];
            if (u1 == vertex.index && u2 == vertex.index)
                return sgn(cross(l1.n, l2.n)) > 0;
            if (v1 == vertex.index && v2 == vertex.index)
                return sgn(cross(l1.n, l2.n)) < 0;
            int dy = sgn(getY(l1) - getY(l2));
            assert(dy != 0);
            return dy < 0;
        }
        bool operator()(int i, const Pt& p) const
        {
            int dy = sgn(getY(edges[i].l) - p.y);
            assert(dy != 0);
            return dy < 0;
        }
    };
}

```

```

}
} comparator;
IndexedPt Comparator::vertex;
DSU dsu;
VI upperFace, queryAns;

void addVertex(const Pt& p)
{
    vertices.pb({p, sz(vertices)});
}

void addEdge(int i, int j, const Line l)
{
    assert(0 <= i && i < sz(vertices));
    assert(0 <= j && j < sz(vertices));
    assert(i != j);
    assert(vertices[i].index == i);
    assert(vertices[j].index == j);
    edges.pb({i, j, l});
}

void addEdge(int i, int j)
{
    addEdge(i, j, {vertices[i].p, vertices[j].p});
}

void addQueryPoint(const Pt& p)
{
    queryPoints.pb({p, sz(queryPoints)});
}

void findFaces()
{
    int n = sz(vertices), m = sz(edges);
    const db ROT_ANGLE = 4;
    for (auto& p : vertices)
        p.p = rot(p.p, ROT_ANGLE);
    for (auto& p : queryPoints)
        p.p = rot(p.p, ROT_ANGLE);
    vector<VI> edgesL(n), edgesR(n);
    FOR(k, 0, m)
    {
        auto& [i, j, l] = edges[k];
        l.n = rot(l.n, ROT_ANGLE);
        if (vertices[i].p.x > vertices[j].p.x)
        {
            swap(i, j);
            l.n = l.n * (-1);
            l.c *= -1;
        }
        edgesL[j].pb(k);
        edgesR[i].pb(k);
    }
    sort(all(vertices));
    sort(all(queryPoints));
    // when choosing INF, remember that we rotate the plane
    addVertex({-INF, INF});
    addVertex({INF, INF});
    addEdge(n, n + 1);
    dsu = DSU(n + 1);
    set<int, Comparator> s;
    s.insert(m);
    upperFace.resize(m);
    int ptr = 0;
    queryAns.resize(sz(queryPoints));
    for (const IndexedPt& vertex : vertices)
    {
        int i = vertex.index;
        while (ptr < sz(queryPoints)
               && (i >= n || queryPoints[ptr] < vertex))
        {
            const auto& [pt, j] = queryPoints[ptr++];
            Comparator::vertex = {pt, -1};
            if (sgn(cross(pt - vertices[i].p, edges[i].l)) > 0)
                upperFace[i] |= 1;
            else
                upperFace[i] |= 2;
            if (sgn(cross(pt - vertices[j].p, edges[j].l)) > 0)
                upperFace[j] |= 1;
            else
                upperFace[j] |= 2;
        }
    }
}

```

```

queryAns[j] = *s.lower_bound(pt);
}
if (i >= n)
break;
Comparator::vertex = vertex;
int upper = -1, lower = -1;
if (!edgesL[i].empty())
{
sort(all(edgesL[i]), comparator);
auto it = s.lower_bound(edgesL[i][0]);
lower = edgesL[i][0];
for (int e : edgesL[i])
{
assert(*it == e);
assert(next(it) != s.end());
upperFace[e] = *next(it);
it = s.erase(it);
}
assert(it != s.end());
upper = *it;
}
if (!edgesR[i].empty())
{
sort(all(edgesR[i]), comparator);
if (upper == -1)
{
upper = *s.lower_bound(edgesR[i][0]);
}
int prv = -1;
for (int e : edgesR[i])
{
s.insert(e);
if (prv != -1)
{
upperFace[prv] = e;
}
prv = e;
}
upperFace[edgesR[i].back()] = upper;
dsu.unite(edgesL[i].empty() ? upper : lower, edgesR[i][0]);
}
else if (lower != -1 && upper != -1)
{
dsu.unite(upper, lower);
}
}
pii getIncidentFaces(int i)
{
return {dsu.find(i), dsu.find(upperFace[i])};
}
int getFaceOfQueryPoint(int i)
{
return dsu.find(queryAns[i]);
}

```

Mathematics (6)

Number-theoretic algorithms

modular-arithmetics.hpp

6271b9, 67 lines

```

const int MOD = 998244353;
int add(int a, int b)
{
return a + b < MOD ? a + b : a + b - MOD;
}

```

modular-arithmetics gcd fast-chinese miller-rabin

```

}
void updAdd(int& a, int b)
{
a += b;
if (a >= MOD)
a -= MOD;
}

int sub(int a, int b)
{
return a - b >= 0 ? a - b : a - b + MOD;
}

void updSub(int& a, int b)
{
a -= b;
if (a < 0)
a += MOD;
}

int mult(int a, int b)
{
return (ll)a * b % MOD;
}

int binPow(int a, ll n)
{
int res = 1;
while (n)
{
if (n & 1)
res = mult(res, a);
a = mult(a, a);
n >>= 1;
}
return res;
}

int inv[N], fact[N], ifact[N];

void init()
{
inv[1] = 1;
FOR(i, 2, N)
{
inv[i] = mult(MOD - MOD / i, inv[MOD % i]);
}
fact[0] = ifact[0] = 1;
FOR(i, 1, N)
{
fact[i] = mult(fact[i - 1], i);
ifact[i] = mult(ifact[i - 1], inv[i]);
}
}

int C(int n, int k)
{
if (k < 0 || k > n)
return 0;
return mult(fact[n], mult(ifact[n - k], ifact[k]));
}

```

gcd.hpp

Description: $ax + by = d$, $\gcd(a, b) = |d| \rightarrow (d, x, y)$.
Minimizes $|x| + |y|$. And minimizes $|x - y|$ for $a > 0, b > 0$.

```

tuple<ll, ll, ll> gcdExt(ll a, ll b)
{
ll x1 = 1, y1 = 0;

```

```

ll x2 = 0, y2 = 1;
while (b)
{
ll k = a / b;
x1 -= k * x2;
y1 -= k * y2;
a %= b;
swap(a, b);
swap(x1, x2);
swap(y1, y2);
}
return {a, x1, y1};
}

```

fast-chinese.hpp

Description: $x \% p_i = m_i, \text{lcm}(p_i) \leq 10^{18}, 0 \leq x < \text{lcm}(p_i) \rightarrow x \text{ or } -1$.
Time: $\mathcal{O}(n \log(\text{lcm}(p_i)))$

046449, 24 lines

```

ll fastChinese(vector<ll> m, vector<ll> p)
{
assert(sz(m) == sz(p));
ll aa = p[0];
ll bb = m[0];
FOR(i, 1, sz(m))
{
ll b = (m[i] - bb % p[i] + p[i]) % p[i];
ll a = aa % p[i];
ll c = p[i];

auto [d, x, y] = gcdExt(a, c);
if(b % d != 0)
return -1;
a /= d;
b /= d;
c /= d;
b = (b * (__int128)x % c + c) % c;

bb = aa * b + bb;
aa = aa * c;
}
return bb;
}

```

miller-rabin.hpp

Description: To speed up change candidates to at least 4 random values $\text{rng}() \% (n - 3) + 2$. Use $__int128$ in mult.
Time: $\mathcal{O}(|\text{candidates}| \cdot \log n)$

2f89bb, 33 lines

```

VI candidates = {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 47};
bool millerRabin(ll n)
{
if (n == 1)
return false;
if (n == 2 || n == 3)
return true;
ll d = n - 1;
int s = __builtin_ctzll(d);
d >>= s;

for (ll b : candidates)
{
if (b >= n)
break;
b = binpow(b, d, n);
if (b == 1)
continue;
bool ok = false;
FOR (i, 0, s)
{
if (b + 1 == n)

```

```

    {
        ok = true;
        break;
    }
    b = mult(b, b, n);
}
if (!ok)
    return false;
}
return true;
}

pollard.hpp
Description: Uses the Miller-Rabin test. rho finds a divisor of n. Use __int128
in mult.
Time:  $\mathcal{O}(n^{1/4} \cdot \log n)$ .

```

69a916, 62 lines

```

ll f(ll x, ll c, ll n)
{
    return add(mult(x, x, n), c, n);
}

```

```

ll rho(ll n)
{
    const int iter = 47 * pow(n, 0.25);
    while (true)
    {
        ll x0 = rng() % n;
        ll c = rng() % n;
        ll x = x0;
        ll y = x0;
        ll g = 1;
        FOR(i, 0, iter)
        {
            x = f(x, c, n);
            y = f(y, c, n);
            y = f(y, c, n);
            g = gcd(abs(x - y), n);
            if (g != 1)
                break;
        }
        if (g > 1 && g < n)
            return g;
    }
}

VI primes = {2, 3, 5, 7, 11, 13, 17, 19, 23};

```

```

VL factorize(ll n)
{
    VL ans;

    for (auto p : primes)
    {
        while (n % p == 0)
        {
            ans.pb(p);
            n /= p;
        }
    }
    queue<ll> q;
    q.push(n);

    while (!q.empty())
    {
        ll x = q.front();
        q.pop();
        if (x == 1)
            continue;
        if (millerRabin(x))
            ans.pb(x);
    }
}

```

pollard floor-sum min-mod-linear mod-inequality disLog gaussian

```

    else
    {
        ll y = rho(x);
        q.push(y);
        q.push(x / y);
    }
}
return ans;
}

floor-sum.hpp

```

Description: Computes $\sum_{i=0}^{n-1} \lfloor \frac{a \cdot i + b}{m} \rfloor$.

Time: $\mathcal{O}(\log m)$.

9517db, 16 lines

```

ll floorSum(ll n, ll m, ll a, ll b)
{
    ll ans = 0;
    while (true)
    {
        ans += (a / m) * n * (n - 1) / 2 + (b / m) * n;
        a %= m;
        b %= m;
        if (a == 0)
            return ans;
        ll k = (a * (n - 1) + b) / m;
        b = a * n - m * k + b;
        n = k;
        swap(a, m);
    }
}

```

min-mod-linear.hpp

Description: Finds $\min\{(ax + b) \pmod m \mid 0 \leq x < n\}$.

Time: $\mathcal{O}(\log m)$.

03b25c, 14 lines

```

int minModLinear(ll n, ll m, ll a, ll b)
{
    ll res = m;
    while (n > 0)
    {
        a %= m;
        b = (b % m + m) % m;
        res = min(res, b);
        n = (a * (n - 1) + b) / m;
        b -= m * n;
        swap(a, m);
    }
    return res;
}

```

mod-inequality.hpp

Description: Finds the smallest $x \geq 0$ such that $(ax + b) \pmod m \geq c$. Returns -1, if the solution does not exist.

Time: $\mathcal{O}(\log m)$.

4a4b4a, 15 lines

```

int modInequality(ll m, ll a, ll b, ll c)
{
    a %= m;
    b %= m;
    if (b >= c)
        return 0;
    if (a == 0)
        return -1;
    if (c + a < m)
        return (c - b + a - 1) / a;
    int k = modInequality(a, m, c - b - 1, c + a - m);
    if (k == -1)
        return -1;
    return (k * m + c - b + a - 1) / a;
}

```

disLog.hpp

a986d8, 23 lines

```

// Returns minimum x for which  $(a^x \% MOD = b \% MOD)$ , a and
// MOD are coprime.
int disLog(int a, int b)
{
    int n = sqrt(MOD) + 1;

    int an = binPow(a, n);
    unordered_map<int, int> vals;
    for (int q = 0, cur = b; q <= n; ++q)
    {
        vals[cur] = q;
        cur = mult(cur, a);
    }

    for (int p = 1, cur = 1; p <= n; ++p)
    {
        cur = mult(cur, an);
        if (vals.count(cur))
        {
            return n * p - vals[cur];
        }
    }
    return -1;
}

```

Matrices

gaussian.hpp

Description: Solves the system $Ax = b$. Returns (v, w) such that every solution x can be represented as $v + c_1 w_1 + c_2 w_2 + \dots + c_k w_k$, where v is arbitrary solution, c_i are scalars and w is basis. If there is no solution, returns an empty pair. If the solution is unique, then w is empty.

Time: $\mathcal{O}(nm \min(n, m))$

3fa52c, 66 lines

```

pair<VI, vector<VI>> solveLinearSystem(vector<VI> a, VI b)
{
    int n = sz(a), m = sz(a[0]);
    assert(sz(b) == n);
    FOR(i, 0, n)
    {
        assert(sz(a[i]) == m);
        a[i].pb(b[i]);
    }
    int p = 0;
    VI pivots;
    FOR(j, 0, m)
    {
        // with doubles, abs(a[p][j]) -> max
        if (a[p][j] == 0)
        {
            int l = -1;
            FOR(i, p, n)
                if (a[i][j] != 0)
                    l = i;
            if (l == -1)
                continue;
            swap(a[p], a[l]);
        }
        int in = binPow(a[p][j], MOD - 2);
        FOR(i, p + 1, n)
        {
            int c = mult(a[i][j], in);
            FOR(k, j, m + 1)
                updSub(a[i][k], mult(c, a[p][k]));
        }
        pivots.pb(j);
        p++;
        if (p == n)
            break;
    }
}

```

```

    }
    FOR(i, p, n)
        if (a[i].back() != 0)
            return {};
    VI v(m);
    RFOR(i, p, 0)
    {
        int j = pivots[i];
        v[j] = a[i].back();
        FOR(k, j + 1, m)
            updSub(v[j], mult(a[i][k], v[k]));
        v[j] = mult(v[j], binPow(a[i][j], MOD - 2));
    }
    vector<VI> w;
    FOR(q, 0, m)
    {
        if (find(all(pivots), q) != pivots.end())
            continue;
        VI d(m);
        d[q] = 1;
        RFOR(i, p, 0)
        {
            int j = pivots[i];
            FOR(k, j + 1, m)
                updSub(d[j], mult(a[i][k], d[k]));
            d[j] = mult(d[j], binPow(a[i][j], MOD - 2));
        }
        w.pb(d);
    }
    return {v, w};
}

```

hungarian.hpp

Description: Finds a maximum matching that has the minimum weight in a weighted bipartite graph.

Time: $\mathcal{O}(n^2m)$

792894, 63 lines

```

ll hungarian(const vector<VL>& a)
{
    int n = sz(a), m = sz(a[0]);
    assert(n <= m);
    VL u(n + 1), v(m + 1);
    VI p(m + 1, n), way(m + 1);
    FOR(i, 0, n)
    {
        p[m] = i;
        int j0 = m;
        VL minv(m + 1, LINF);
        VI used(m + 1);
        while (p[j0] != n)
        {
            used[j0] = true;
            int i0 = p[j0], j1 = -1;
            ll delta = LINF;
            FOR(j, 0, m)
            {
                if (!used[j])
                {
                    ll cur = a[i0][j] - u[i0] - v[j];
                    if (cur < minv[j])
                    {
                        minv[j] = cur;
                        way[j] = j0;
                    }
                }
                if (minv[j] < delta)
                {
                    delta = minv[j];
                    j1 = j;
                }
            }
        }
    }
}
```

```

    }
    assert(j1 != -1);
    FOR(j, 0, m + 1)
    {
        if (used[j])
        {
            u[p[j]] += delta;
            v[j] -= delta;
        }
        else
            minv[j] -= delta;
    }
    j0 = j1;
}
while (j0 != m)
{
    int j1 = way[j0];
    p[j0] = p[j1];
    j0 = j1;
}
VI ans(n + 1);
FOR(j, 0, m)
    ans[p[j]] = j;
ll res = 0;
FOR(i, 0, n)
    res += a[i][ans[i]];
assert(res == -v[m]);
return res;
}

```

Polynomials and FFT

fft.hpp

Description: Number-theoretic transform. If you need complex-valued FFT, use the commented out code.

Time: $\mathcal{O}(n \log n)$

1a18a5, 73 lines

```

const int LEN = 1 << 23;
const int GEN = 31;

/*typedef complex<db> com;
com pw[LEN];
void init()
{
    db phi = (db)2 * PI / LEN;
    FOR(i, 0, LEN)
        pw[i] = com(cos(phi * i), sin(phi * i));
}*/
```

```

void fft(VI& a, bool inverse)
{
    const int IGEN = binPow(GEN, MOD - 2);
    int lg = __builtin_ctz(sz(a));
    FOR(i, 0, sz(a))
    {
        int k = 0;
        FOR(j, 0, lg)
            k |= ((i >> j) & 1) << (lg - j - 1);
        if(i < k)
            swap(a[i], a[k]);
    }
    for(int len = 2; len <= sz(a); len *= 2)
    {
        // int diff = inv ? LEN - LEN / len : LEN / len;
        int ml = binPow(inverse ? IGEN : GEN, LEN / len);
        for(int i = 0; i < sz(a); i += len)
        {
            // int pos = 0;
```

hungarian fft

```

int pw = 1;
FOR(j, 0, len / 2)
{
    int u = a[i + j];
    int v = mult(a[i + j + len / 2], pw); // * pw[pos]
    a[i + j] = add(u, v);
    a[i + j + len / 2] = sub(u, v);
    // pos = (pos + diff) % LEN;
    pw = mult(pw, ml);
}
}
if (inverse)
{
    int m = binPow(sz(a), MOD - 2);
    FOR(i, 0, sz(a))
        // a[i] /= SZ(a);
        a[i] = mult(a[i], m);
}
}

VI mult(VI a, VI b)
{
    int n = sz(a), m = sz(b);
    if (n == 0 || m == 0)
        return {};
    int sz = 1, szRes = n + m - 1;
    while (sz < szRes)
        sz *= 2;
    a.resize(sz);
    b.resize(sz);

    fft(a, false);
    fft(b, false);

    FOR(i, 0, sz)
        a[i] = mult(a[i], b[i]);

    fft(a, true);
    a.resize(szRes);
    return a;
}

```

Newton's method

Usable to find the solution of equation $F(Q) = 0$.

For example $F(Q) = x \cdot Q^2 + A - Q = 0$.

Newton's method approximates the solution of the equation using the formula:

$$Q_{k+1} = Q_k - \frac{F(Q_k)}{F'(Q_k)}, \text{ where } F' = \frac{dF}{dQ}$$

Example of the derivative: $F'(Q) = 2 \cdot x \cdot Q - 1$.

Keep in mind that $|Q_k| = 2^k$.

FFT tricks

Two-dimensional FFT

The complexity is $O(nm(\log n + \log m))$. The main problem is to resize the matrix. You must add non-empty vectors.

Divide-and-conquer FFT

Suppose we have the following DP relation:

$f(t) = g(t) - \sum_{u \leq u < t} f(u)h(t-u)$, where $g(t)$ and $h(t)$ are known and we want to compute $f(t)$. We can apply divide-and-conquer FFT.

Let $m = \lfloor \frac{l+r}{2} \rfloor$. We guarantee the following invariant conditions.

By the time we compute the values for the segment $[l, r]$, the following conditions are already met:

- The values for $[0, l]$ on the DP is already determined.
- The sum of contributions from $[0, l]$ through $[l, r]$ is already applied to the DP in $[l, r]$.

When calculate the values for the segment $[l, r]$ do:

- Calculate the values for the segment $[l, m]$ recursively.
- Calculate the contributions from $[l, m]$ to $[m, r]$.
- Calculate the values for the segment $[m, r]$ recursively.

Properties of the discrete Fourier transform

$$DFT(x)_k = \sum_{n=0}^{N-1} x_n \cdot e^{-i2\pi \frac{k}{N} n}$$

Let $x_n^R = x_{N-n \bmod N}$.

$$DFT(x)^R = \overline{DFT(x)}$$

For real x , $DFT(x)^R = \overline{DFT(x)}$.

Interpolation

When x_0, x_1, \dots, x_d and y_0, y_1, \dots, y_d are given (where x_i are pairwise distinct), a polynomial $f(x)$ of degree no more than d such that $f(x_i) = y_i (i = 0, \dots, d)$ is uniquely determined.

Lagrange polynomial

Lagrange basis polynomial: $L_i(x) = \prod_{j \neq i} \frac{x-x_j}{x_i-x_j}$.

$$f(x) = y_0 L_0(x) + y_1 L_1(x) + \dots + y_d L_d(x).$$

Newton polynomial

Divided differences:

$$[y_i] = y_i$$

$$[y_i, y_{i+1}] = \frac{y_{i+1} - y_i}{x_{i+1} - x_i}$$

$$[y_i, \dots, y_j] = \frac{[y_{i+1}, \dots, y_j] - [y_i, \dots, y_{j-1}]}{x_j - x_i}$$

Newton basis polynomial: $N_i(x) = \prod_{j=0}^{i-1} (x - x_j)$.

$$f(x) = [y_0] N_0(x) + \dots + [y_0, y_1, \dots, y_d] N_d(x).$$

berlekamp-massey bostan-mori

Linear recurrence

berlekamp-massey.hpp

Description: Finds a sequence of d integers c_1, \dots, c_d of the minimum length d such that $a_i = \sum_{j=1}^d c_j a_{i-j}$. 9979fe, 36 lines

```
VI berlekampMassey(const VI& a)
{
    VI c = {1}, bp = {1};
    int l = 0, b = 1, x = 1;
    FOR(j, 0, sz(a))
    {
        assert(sz(c) == l + 1);
        int d = a[j];
        FOR(i, 1, l + 1)
            updAdd(d, mult(c[i], a[j - i]));
        if (d == 0)
        {
            x++;
            continue;
        }
        VI t = c;
        int coef = mult(d, binPow(b, MOD - 2));
        if (sz(bp) + x > sz(c))
            c.resize(sz(bp) + x);
        FOR(i, 0, sz(bp))
            updSub(c[i + x], mult(coef, bp[i]));
        if (2 * l > j)
        {
            x++;
            continue;
        }
        l = j + 1 - l;
        bp = t;
        b = d;
        x = 1;
    }
    c.erase(c.begin());
    for (int& ci : c)
        ci = mult(ci, MOD - 1);
    return c;
}
```

bostan-mori.hpp

Description: Computes the n -th term of a given linearly recurrent sequence $a_i = \sum_{j=1}^d c_j a_{i-j}$. The first d terms a_0, a_1, \dots, a_{d-1} are given.

The problem reduces to determining $[x^n] P(x)/Q(x)$.

$$\frac{P(x)}{Q(x)} = \frac{P(x)Q(-x)}{Q(x)Q(-x)} = \frac{U_e(x^2)}{V(x^2)} + x \cdot \frac{U_o(x^2)}{V(x^2)}.$$

Time: $\mathcal{O}(d \log d \log n)$. e2a8cf, 25 lines

```
int bostanMori(const VI& c, VI a, ll n)
{
    int k = sz(c);
    assert(sz(a) == k);
    VI q(k + 1);
    q[0] = 1;
    FOR(i, 0, k)
        q[i + 1] = sub(0, c[i]);
    VI p = mult(a, q);
    p.resize(k);
    while (n)
    {
        VI qMinus = q;
        for (int i = 1; i <= k; i += 2)
            qMinus[i] = sub(0, qMinus[i]);
        VI newP = mult(p, qMinus);
        VI newQ = mult(q, qMinus);
        FOR(i, 0, k)
            p[i] = newP[2 * i + (n & 1)];
```

```
FOR(i, 0, k + 1)
    q[i] = newQ[2 * i];
    n >>= 1;
}
return mult(p[0], binPow(q[0], MOD - 2));
}
```

Mathematical analysis and numerical methods

Taylor series

$$f(x) = \sum_{k=0}^n \frac{f^{(k)}(x_0)}{k!} (x - x_0)^k + o((x - x_0)^n)$$

$$e^x = \sum_{n=0}^{\infty} \frac{x^n}{n!}$$

$$\ln(1+x) = \sum_{n=1}^{\infty} (-1)^{n+1} \frac{x^n}{n}$$

$$\cos x = \sum_{n=0}^{\infty} (-1)^n \frac{x^{2n}}{(2n)!}$$

$$\sin x = \sum_{n=0}^{\infty} (-1)^n \frac{x^{2n+1}}{(2n+1)!}$$

Green's theorem

$$\oint_C (L dx + M dy) = \iint_D \left(\frac{\partial M}{\partial x} - \frac{\partial L}{\partial y} \right) dx dy$$

Runge-Kutta 4th Order

$$\frac{dy}{dx} = f(x, y), y(0) = y_0, x_{i+1} - x_i = h$$

$$y_{i+1} = y_i + \frac{1}{6}(k_1 + 2k_2 + 2k_3 + k_4)h$$

$$k_1 = f(x_i, y_i) \quad k_2 = f(x_i + \frac{1}{2}h, y_i + \frac{1}{2}k_1 h)$$

$$k_3 = f(x_i + \frac{1}{2}h, y_i + \frac{1}{2}k_2 h) \quad k_4 = f(x_i + h, y_i + k_3 h)$$

List of integrals

$$\int \frac{dx}{a^2 + x^2} = \frac{1}{a} \operatorname{arctg} \frac{x}{a} + C$$

$$\int \frac{dx}{a^2 - x^2} = \frac{1}{2a} \ln \left| \frac{x+a}{x-a} \right| + C$$

$$\int \frac{dx}{\sqrt{a^2 - x^2}} = \arcsin \frac{x}{a} + C$$

$$\int \frac{dx}{\sqrt{x^2 + a}} = \ln \left| x + \sqrt{x^2 + a} \right| + C$$

$$\int \frac{dx}{\cos^2 x} = \operatorname{tg} x + C$$

$$\int \frac{dx}{\sin^2 x} = -\operatorname{ctg} x + C$$

Simpson's rule

n — even number, $h = \frac{b-a}{n}$, $x_i = a + ih$

$$\int_a^b f(x)dx \approx \frac{h}{3} \left[f(x_0) + 4 \sum_{i=1}^{\frac{n}{2}} f(x_{2i-1}) + 2 \sum_{i=1}^{\frac{n}{2}-1} f(x_{2i}) + f(x_n) \right]$$

Vandermonde matrix

$$V = V(x_0, x_1, \dots, x_m) = \begin{bmatrix} 1 & x_0 & x_0^2 & \dots & x_0^n \\ 1 & x_1 & x_1^2 & \dots & x_1^n \\ 1 & x_2 & x_2^2 & \dots & x_2^n \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & x_m & x_m^2 & \dots & x_m^n \end{bmatrix}$$

$$V_{i,j} = x_i^j, \quad \det(V) = \prod_{0 \leq i < j \leq n} (x_j - x_i).$$

Hadamard matrix

$$H_1 = [1], \quad H_{2k} = \begin{bmatrix} H_{2k-1} & H_{2k-1} \\ H_{2k-1} & -H_{2k-1} \end{bmatrix}$$

$$\det(H_n) = \pm n^{\frac{n}{2}}$$

For a matrix M such that $|M_{ij}| \leq 1$, holds $|\det(M)| \leq n^{n/2}$.

Number theory**Calculation of $a^b \pmod m$**

if $b \geq \phi(m)$, then value $a^b \equiv a^{[b \pmod{\phi(m)}] + \phi(m)} \pmod m$.

Generators

A generator exists only for $n = 1, 2, 4, p^k, 2p^k$ for odd primes p and positive integers k .

g is a generator modulo n if any number coprime with n can be represented as $[g^i \pmod n], 0 \leq i < \phi(n)$.

To find a generator:

- find $\phi(n)$ and p_1, \dots, p_m — the prime factors of $\phi(n)$
- g is generator only if $g^{\frac{\phi(n)}{p_j}} \not\equiv 1 \pmod n$ for each j
- check $g = 2, 3, 4, \dots, p-1$

Wilson's theorem

p is prime if and only if $(p-1)! \equiv (p-1) \pmod p$.

Quadratic residues

q is a quadratic residue modulo p if there exists an integer x such that $x^2 \equiv q \pmod p$. If p is odd prime then there exist $\frac{p+1}{2}$ residues (including 0).

Number theory functions

$$n = p_1^{\alpha_1} \cdots p_k^{\alpha_k}$$

$$\phi(n) = \prod p_i^{\alpha_i-1} (p_i - 1) \text{ — the number of coprimes}$$

$$F(n) = \frac{n \cdot \phi(n)}{2} \text{ — the sum of coprimes for } n > 1$$

$$\mu(n) = (-1)^k \text{ if } \max(\alpha_i) = 1, \text{ else } 0$$

$$\sigma_k(n) = \sum_{d|n} d^k$$

$$\sigma_0(n) = \prod (\alpha_i + 1)$$

$$\sigma_{k>0}(n) = \prod \frac{p_i^{(\alpha_i+1) \cdot k} - 1}{p_i^k - 1}$$

Möbius

$$g(n) = \sum_{d|n} f(d) \iff f(n) = \sum_{d|n} \mu(d) g\left(\frac{n}{d}\right)$$

$$M(n) = \sum_{k=1}^n \mu(k), \quad \sum_{d=1}^n M\left(\left\lfloor \frac{n}{d} \right\rfloor\right) = 1$$

$$\sum_{d|n} \phi(d) = n, \quad \sum_{d|n} \mu(d) = [n = 1]$$

Combinatorics**Binomials**

$$\sum_{k=0}^n C_n^k = 2^n$$

$$\sum_{k=0}^m C_{n+k}^k = C_{n+m+1}^m$$

$$\sum_{m=0}^n C_m^k = C_{n+1}^{k+1}$$

$$\sum_{k=0}^n (C_n^k)^2 = C_{2n}^n$$

$$\sum_{j=0}^k C_m^j C_{n-m}^{k-j} = C_n^k$$

$$\sum_{j=0}^m C_m^j C_{n-m}^{k-j} = C_{n+1}^{k+1}$$

$$\sum_{k=0}^n C_{n-k}^k = F_{n+1}$$

Catalan numbers

$$C_n = \sum_{k=0}^{n-1} C_k C_{n-1-k} = \frac{1}{n+1} C_{2n}^n = C_{2n}^n - C_{2n}^{n-1}$$

$$1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786$$

Fibonacci numbers

$$F_1 = F_2 = 1$$

$$\gcd(F_m, F_n) = F_{\gcd(m,n)}$$

$$F_n = F_{n-1} + F_{n-2}$$

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

$$F_{n+k} = F_k F_{n+1} + F_{k-1} F_n$$

$$F_{47} \approx 2.9 \cdot 10^9$$

$$F_n = \frac{(\frac{1+\sqrt{5}}{2})^n - (\frac{1-\sqrt{5}}{2})^n}{\sqrt{5}}$$

$$F_{88} \approx 1.1 \cdot 10^{18}$$

Stirling numbers of the second kind

$S(n, k)$ — the number of ways to divide n element into k non-empty groups.

$$S(n, n) = 1, n \geq 0$$

$$S(n, 0) = 0, n > 0$$

$$S(n, k) = S(n-1, k-1) + S(n-1, k) \cdot k.$$

$$B_n = \sum_{k=0}^n S(n, k) \text{ from } n = 0:$$

$$1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, 115975, 678570, 4213597, 27644437, 190899322, 1382958545, 10480142147, 82864869804, \dots$$

Burnside's lemma

Let G be a finite group that acts on a set X .

The *orbit* of an element x in X is the set of elements in X to which x can be moved by the elements of G . The orbit of x is denoted by $G \cdot x$:

$$G \cdot x = \{g \cdot x \mid g \in G\}.$$

For each g in G , let X^g denote the set of elements in X that are fixed by g (also said to be left invariant by g), that is, $X^g = \{x \in X \mid g \cdot x = x\}$. Burnside's lemma asserts the following formula for the number of orbits, denoted $|X/G|$:

$$|X/G| = \frac{1}{|G|} \sum_{g \in G} |X^g|.$$

Graphs**Prüfer sequence**

At step i , remove the leaf with the smallest label and set the i -th element of the Prüfer sequence to be the label of this leaf's neighbour. The Prüfer sequence of a labeled tree is unique and has length $n-2$.

The number of spanning trees of K_n is nn^{n-2} .

The number of spanning trees of $K_{L,R}$ number is $L^{R-1} \cdot R^{L-1}$.

Let $T_{n,k}$ be the number of labelled forests on n vertices with k connected components, such that vertices $1, \dots, k$ all belong to different components. $T_{n,k} = k \cdot n^{n-k-1}$.

The number of spanning trees in a complete graph K_n with the fixed degrees d_i is equal to: $\frac{(n-2)!}{\prod (d_i-1)}$

For a forest graph with connected components of sizes s_0, \dots, s_{k-1} , the number of ways to add edges to make a spanning tree is equal to: $n^{k-2} \cdot \prod s_i$

Chromatic polynomial

For a graph G , $\chi(G, \lambda) = \chi(\lambda)$ counts the number of its vertex λ -colorings. There is a unique polynomial $\chi(\lambda)$.
Deletion-contraction:

- The graph G/uv is obtained by merging u and v .
- The graph $G - uv$ is obtained by deleting the edge uv .
- $\chi(G, \lambda) = \chi(G - uv, \lambda) - \chi(G/uv, \lambda)$.

G is tree	$\chi(\lambda) = \lambda(\lambda - 1)^{n-1}$
G is cycle C_n	$\chi(\lambda) = (\lambda - 1)^n + (-1)^n(\lambda - 1)$

Proposition. $\chi(\lambda)$ is equal to the number of pairs (σ, O) , where σ is any map $\sigma : V \rightarrow \{1, \dots, \lambda\}$ and O is an orientation of G , subject to the two conditions:

- The orientation O is acyclic.
- If $u \rightarrow v$ in O , then $\sigma(u) > \sigma(v)$.

Define $\bar{\chi}(\lambda)$ to be the number of pairs (σ, O) , where σ is any map $\sigma : V \rightarrow \{1, \dots, \lambda\}$ and O is an orientation of G , subject to the two conditions:

- The orientation O is acyclic.
- If $u \rightarrow v$ in O , then $\sigma(u) \geq \sigma(v)$.

Theorem. Suppose that $|V| = n$. Then for all non-negative integers λ holds:

$$\bar{\chi}(\lambda) = (-1)^n \chi(-\lambda)$$

Corollary. $(-1)^n \chi(G, -1)$ is equal to the number of acyclic orientations of G .

Kirchhoff's theorem

Let G be a finite graph, allowing multiple edges but not loops.

The laplacian matrix L of G is the $n \times n$ matrix whose (i, j) -entry L_{ij} is given by

$$L_{ij} = \begin{cases} -m_{ij}, & \text{if } i \neq j, m_{ij} \text{ edges between } v_i \text{ and } v_j, \\ \deg(v_i), & \text{if } i = j. \end{cases}$$

Let L_0 denote L with the i -th row and column removed for any i . Then for a connected graph, $\det(L_0)$ equals the number of spanning trees of G .

Karp's minimum mean-weight cycle algorithm

Let $G = (V, E)$ be a directed graph with weight function $w : E \rightarrow \mathbb{R}$, and let $n = |V|$. We define the **mean weight** of a cycle $c = \langle e_1, e_2, \dots, e_k \rangle$ of edges in E to be

$$\mu(c) = \frac{1}{k} \sum_{i=1}^k w(e_i).$$

Let $\mu^* = \min_c \mu(c)$, where c ranges over all directed cycles in G . We call a cycle c for which $\mu(c) = \mu^*$ a **minimum mean-weight cycle**.

Assume without loss of generality that every vertex $v \in V$ is reachable from a source vertex $s \in V$. Let $\delta_k(s, v)$ be the weight of a shortest path from s to v consisting of *exactly* k edges. If there is no path from s to v with exactly k edges, then $\delta_k(s, v) = \infty$.

$$\mu^* = \min_{v \in V} \max_{0 \leq k \leq n-1} \frac{\delta_n(s, v) - \delta_k(s, v)}{n - k}.$$

This can be computed in time $O(VE)$.

Erdős–Gallai theorem

A sequence of non-negative integers $d_1 \geq \dots \geq d_n$ can be represented as the degree sequence of a finite simple graph on n vertices if and only if $d_1 + \dots + d_n$ is even and $\sum_{i=1}^k d_i \leq k(k-1) + \sum_{i=k+1}^n \min(d_i, k)$ holds for every k in $1 \leq k \leq n$.

Planar graph properties

For a simple, connected, planar graph with v vertices, e edges and f faces, the following simple conditions hold for $v \geq 3$:

- Theorem 1. $e \leq 3 \cdot v - 6$.
- Theorem 2. If there are no cycles of length 3, then $e \leq 2 \cdot v - 4$.
- Theorem 3. $f \leq 2 \cdot v - 4$.
- Euler's formula. $v - e + f = 2$.
- Theorem 4. $3 \cdot f \leq 2 \cdot e$.
- Theorem 5. The dual graph is also planar.
- Theorem 6. There exists a vertex v with $\deg(v) \leq 5$.

Dilworth's theorem

A partially ordered set is a set S with a relation \leq on S satisfying:

1. $a \leq a$ for all $a \in S$ (reflexivity);
2. if $a \leq b$ and $b \leq a$, then $a = b$ (antisymmetry);
3. if $a \leq b$ and $b \leq c$, then $a \leq c$ (transitivity).

A chain is a subset of a set where each pair of distinct elements is comparable. An antichain is a subset of a set where every pair of elements is incomparable.

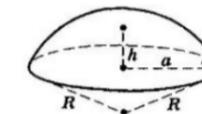
Dilworth's theorem states that, in any finite partially ordered set, the **largest antichain** has the same size as the **smallest chain decomposition**. Here, the size of the antichain is its number of elements, and the size of the chain decomposition is its number of chains.

Geometry

Trigonometry formulas

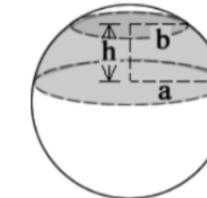
$$\begin{aligned} \sin(v+w) &= \sin v \cos w + \cos v \sin w \\ \sin(v-w) &= \sin v \cos w - \cos v \sin w \\ \tan(v+w) &= \frac{\tan v + \tan w}{1 - \tan v \tan w} \\ \sin v + \sin w &= 2 \sin \frac{v+w}{2} \cos \frac{v-w}{2} \\ \cos v + \cos w &= 2 \cos \frac{v+w}{2} \cos \frac{v-w}{2} \end{aligned}$$

Ball formulas



$$a = \sqrt{h \cdot (2R - h)}$$

$$V = \pi \cdot h^2 (R - \frac{h}{3})$$



$$V = \frac{1}{6} \pi h (3a^2 + 3b^2 + h^2)$$

$$R = \sqrt{\frac{((a-b)^2 + h^2)((a+b)^2 + h^2)}{4h^2}}$$

Triangle formulas

$$S = \sqrt{p(p-a)(p-b)(p-c)} = \frac{abc}{4R}$$

$$m_a^2 = \frac{2b^2 + 2c^2 - a^2}{4} \text{ (median)}$$

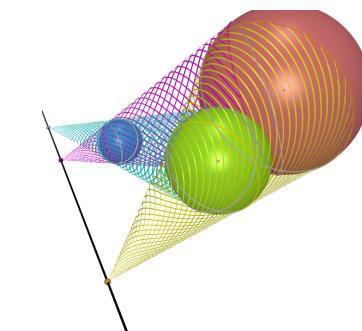
$$w_a^2 = \frac{bc((b+c)^2 - a^2)}{(b+c)^2} \text{ (bisector)}$$

$$\frac{a}{\sin A} = \frac{b}{\sin B} = \frac{c}{\sin C} = 2R$$

$$a^2 = b^2 + c^2 - 2bc \cos A$$

Monge's theorem

There are three circles(balls) of different radii, for each pair of circles find the point of intersection of the external tangents. All three obtained points lie on a line. The point from the pair of the largest and the smallest lies between the other two.



Pick's theorem

Suppose that a polygon has integer coordinates for all of its vertices. Let i be the number of integer points inside, and let b be the number of integer points on boundary. Then the area $S = i + \frac{b}{2} - 1$.

Ptolemy's theorem

For a general quadrilateral $ABCD$ holds:
 $AB \cdot CD + AD \cdot BC \geq AC \cdot BD$.

Equality holds if and only if the quadrilateral is cyclic.

Euler line

For a general triangle, the orthocenter H , the centroid G , and the circumcenter O , in this order, lie on the same line (Euler line) and $\frac{|HG|}{|GO|} = \frac{2}{1}$.

Fermat point

In a given triangle $\triangle ABC$ the Fermat point is the point X , which minimizes the sum of distances from A , B , and C ,
 $|AX| + |BX| + |CX|$.

If all angles of the triangle are less than 120° , the the Fermat point is the interior point X from which each side subtends an angle of 120° , i.e., $\angle BXC = \angle CXA = \angle AXB = 120^\circ$.

If any angle of the triangle formed by those points is 120° or more, then the Fermat point is the vertex of that angle.

Various (7)

golden-section-search.hpp

4c0990, 27 lines

```
db goldenSectionSearch(db l, db r)
{
    const db c = (-1 + sqrt(5)) / 2;
    const int M = 474;
    db m1 = r - c * (r - l), fm1 = f(m1),
        m2 = l + c * (r - l), fm2 = f(m2);
    FOR(i, 0, M)
    {
        if (fm1 < fm2)
        {
            r = m2;
            m2 = m1;
            fm2 = fm1;
            m1 = r - c * (r - l);
            fm1 = f(m1);
        }
        else
        {
            l = m1;
            m1 = m2;
            fm1 = fm2;
            m2 = l + c * (r - l);
            fm2 = f(m2);
        }
    }
    return (l + r) / 2;
}
```

linear-basis.hpp

2ff3bb8, 45 lines

```
const int MAX_BITS = 64;

struct LinearBasis
{
```

golden-section-search linear-basis

```
bitset<MAX_BITS> basis[MAX_BITS];
int size;

LinearBasis()
{
    size = 0;
}

void insert(bitset<MAX_BITS> x)
{
    for (int i = MAX_BITS - 1; i >= 0; --i)
    {
        if (!x[i]) continue;
        if (basis[i].none())
        {
            basis[i] = x;
            ++size;
            return;
        }
        x ^= basis[i];
    }
}

bool canRepresent(bitset<MAX_BITS> x)
{
    RFOR(i, MAX_BITS, 0)
        if (x[i]) x ^= basis[i];
    return x.none();
}

bitset<MAX_BITS> getMaxXOR()
{
    bitset<MAX_BITS> res;
    RFOR(i, MAX_BITS, 0)
    {
        if ((res ^ basis[i]).to_ullong() > res.to_ullong())
            res ^= basis[i];
    }
    return res;
}
```