Team Notebook

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Contents	1.2.2 DFS on tree	
1 Algorithms 2 1.1 BFS	1.2.3 Flatten tree 2 1.3 Minimum Spanning Tree 2 1.5 Subset Sum 2	
1.1 BFS	1.3.1 Prim's Algorithm	9
1.2.1 DFS on graph 2	1.4 String	

1 Algorithms

1.1 BFS

1.2 DFS

1.2.1 DFS on graph

```
#include <bits/stdc++.h>
using namespace std;
vector<int> adj[10001];
bool vis[10001]={0}:
int ii;
void dfs(int v)
{ vis[v]=true; ii++;
  cout<<v;
  for(auto u: adi[v])
  if(!vis[u])
  dfs(u):
int main() {
int n,m,u,v;
cin>>n>>m;
for(int i=0;i<m;i++)</pre>
{ cin>>u>>v:
  adj[u].push_back(v);
  adj[v].push_back(u);
dfs(1);
```

```
return 0;
}
```

1.2.2 DFS on tree

```
#include <bits/stdc++.h>
using namespace std;
vector<int> adj[10001];
int ii;
void dfs(int v, int par){
cout<<v<" ":
for(auto u: adj[v])
 { if (u == par) continue:
 dfs(u, v);
int main() {
int n.u.v:
cin>>n:
for(int i=0;i<n-1;i++)</pre>
{ cin>>u>>v:
  adj[u].push_back(v);
  adj[v].push_back(u);
dfs(1,-1);
return 0;
```

1.2.3 Flatten tree

```
int timer = 0;
void dfs(int v, int par){
  entr[v] = timer++;
  for(auto u: adj[v])
  { if (u == par) continue;
  dfs(u, v);
  }
  ext[v] = timer++;
  }

vector<LL> flattenedTree(2*n);
  for(int u = 0; u < n; u++)
  {
    flattenedTree[entr[u]] = s[u];
    flattenedTree[ext[u]] = -s[u];
  }</pre>
```

1.3 Minimum Spanning Tree

1.3.1 Prim's Algorithm

```
#include <bits/stdc++.h>
using namespace std;
typedef pair<int ,int>PII;
const int Max=1e6+5;
bool visit[Max]:
vector<PII>adi[Max]:
int nodes,edges;
void Prim_Algorithm(int x){
priority_queue<PII>q;
int minimum_cost=0;
q.push(\{0,x\});
while(!q.empty()){
PII curr node=a.top():
q.pop();
int u=curr_node.second;
if(visit[u]==true)
continue:
visit[u]=true;
minimum_cost+=(-1*curr_node.first);
for(int i=0;i<adj[u].size();i++){</pre>
int x=adj[u][i].first;
int y=adj[u][i].second;
if(visit[x]==false)
q.push(\{-1*y,x\});
cout<<minimum_cost;</pre>
int main() {
ios base::svnc with stdio(0): cin.tie(0):
cin>>nodes>>edges;
for(int i=0;i<edges;i++){</pre>
int u,v,weight;
cin>>u>>v>>weight;
adj[u].push_back({v,weight});
adj[v].push_back({u,weight});
Prim_Algorithm(1);
return 0;
}
```

1.4 String

1.4.1 kmp

```
#include<iostream>
using namespace std;
#define MAXN 100000
int b[MAXN]={0};
void preprocess(string s){
   int i = 0, j =-1;
   b[0] = -1;
   while(i<s.size()){</pre>
       while(j>=0 && s[i]!=s[j])
           j = b[j];
       j++;i++;
       b[i] = j;
void kmpsearch(string t, string s){
   int i=0, j=0;
   int n = t.size(), m = s.size();
   while(i<n){
       while(j>=0 && t[i] != s[j])
           j = b[j];
       j++:i++:
       if(j == m){
           printf("Pattern found at position %d\n",i-j);
           j = b[j];
   }
}
int main(){
   string t, s;
   getline(cin,t);
   getline(cin,s);
   preprocess(s);
   kmpsearch(t,s);
   return 0;
```

1.5 Subset Sum

```
bool is_subset_sum(vector<int>& v,int sum)
{
    int n=v.size();
    vector<int>dp(sum+1,0);
    dp[0]=1; //sum =0 is always attainable.

for(int i=0;i<n;i++)
    for(int j=sum;j>=v[i];j--)
        dp[j]|=dp[j-v[i]];

return dp[sum];
}
```

2 Data Structure

2.1 segment tree l to r-1

```
struct segtree
{ int size;
  vector<ll> sums;
  void init(int n)
  {    size = 1;
      while(size<n) size*=2;
      sums.assign(2 * size, OLL);
  }
  void pull(int x)
  {
      sums[x] = sums[2*x+1] + sums[2*x+2];
  }
  void build(vector<int> &a, int x, int lx, int rx)
  {
      if(rx-lx==1)
      {
        if(lx<(int)a.size())
        {
            sums[x]=a[lx];
        }
      return;</pre>
```

```
int m = (1x+rx)/2:
     build(a,2*x+1,1x,m);
     build(a,2*x+2,m,rx);
     pull(x);
  void build(vector<int> &a)
     build(a,0,0,size);
  void update(int idx, int val, int x, int lx, int rx)
    if(rx-lx==1)
        sums[x] = val;
        return;
    int m = (1x+rx)/2;
    if(idx<m)</pre>
    update(idx,val,2*x+1,lx,m);
    update(idx,val,2*x+2,m,rx);
    pull(x);
 void update(int idx,int val)
     update(idx,val,0,0,size);
 11 query(int l,int r, int x, int lx, int rx)
     if(r<=lx || 1>=rx) return 0;
     if( 1<=1x && rx<=r ) return sums[x];</pre>
     int m = (1x+rx)/2:
     11 a = query(1,r,2*x+1,1x,m);
     11 b = query(1,r,2*x+2,m,rx);
     return a+b:
 11 query(int 1,int r)
     return query(1,r,0,0,size);
};
```