

Team Notebook

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1 Algorithms

1.1 BFS

```
void bfs(vector<int> &lvl, int root)
{ queue<int> q;
  vector<int> used(n+1);
  q.push(root);
  used[root]=1;

  while(!q.empty())
  { int v = q.front();
    q.pop();
    for(auto u : adj[v])
    { if(!used[u])
      { q.push(u);
        used[u]=1;
        lvl[u]=lvl[v]+1;
      }
    }
  }
}
```

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: adj[v])
  if(!vis[u])
  dfs(u);
}
int main() {
  int n,m,u,v;
  cin>>n>>m;
  for(int i=0;i<m;i++)
  { 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++){
    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];
}
```

1.3 Minimum Spanning Tree

1.3.1 Kruskal Algorithm

```
#include <bits/stdc++.h>
using namespace std;
#define ll long long
const int Max = 1e5 + 5;
pair <ll, pair<int, int> > p[Max];
int root[Max];
int size[Max];
int nodes, edges;

void initialize(){
  for(int i = 0;i < Max;++i){
    root[i] = i;
    size[i]=1;
  }
}

int find_root(int x){
  if(root[x] != x)
    root[x]=find_root(root[x]);

  return root[x];
}

void union_set(int u, int v){
  int root_u = find_root(u);
  int root_v = find_root(v);
  if(root_u!=root_v){
    if(size[root_u]<size[root_v]){
      int temp=root_u; root_u=root_v; root_v=temp;
    }
    root[root_v]=root_u;
    size[root_u]+=size[v];
  }
}

ll kruskal_Algo()
{
  int u, v;
  ll cost, minimum_Cost = 0;
  for(int i = 0;i < edges;++i){
    u = p[i].second.first;
    v = p[i].second.second;
    cost = p[i].first;
    if(find_root(u) != find_root(v)){
      minimum_Cost += cost;
      union_set(u, v);
    }
  }
}
```

```

    }
}

cout<<minimum_Cost<<endl;
}

int main(){
    ios_base::sync_with_stdio(0); cin.tie(0);
    initialize();
    cin >> nodes >> edges;
    for(int i = 0; i < edges; ++i){
        int x, y;
        ll weight;
        cin >> x >> y >> weight;
        p[i] = make_pair(weight, make_pair(x, y));
    }
    sort(p, p + edges);
    kruskal_Algo();
    return 0;
}

```

1.3.2 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>adj[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=q.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++){
            int x=adj[u][i].first;
            int y=adj[u][i].second;
            if(visit[x]==false)
                q.push({-1*y,x});
        }
    }
}

```

```

}
cout<<minimum_cost;
}

int main() {
    ios_base::sync_with_stdio(0); cin.tie(0);
    cin>>nodes>>edges;
    for(int i=0;i<edges;i++){
        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()){
        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 DSU

```

#include <bits/stdc++.h>
using namespace std;
#define ll long long
const int Max=1e5+5;
int root[Max];
int size[Max];
int nodes,edges;

void initialize()
{
    for(int i = 0; i < Max; ++i){
        root[i] = i;
        size[i]=1;
    }
}

```

```

int find_root(int x){
    if(root[x]!=x)
        root[x]=find_root(root[x]);
    return root[x];
}

void union_set(int u, int v){
    int root_u=find_root(u);
    int root_v=find_root(v);
    if(root_u!=root_v){
        if(size[root_u]<size[root_v]){
            int temp=root_u; root_u=root_v; root_v=temp;
        }
        root[root_v]=root_u;
        size[root_u]+=size[v];
    }
}

int main() {
    ios_base::sync_with_stdio(0); cin.tie(0);
    initialize();
    cin>>n>>edges;
    for(int i=1;i<=edges;i++){
        int u,v;
        cin>>u>>v;
        union_set(u,v);
    }
    for(int i=1;i<=nodes;i++)
        cout<<root[i]<<" ";

    return 0;
}

```

2.2 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, 0LL);
    }
    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;
        }
        int m = (lx+rx)/2;
        build(a,2*x+1,lx,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 = (lx+rx)/2;
    if(idx<m)
        update(idx,val,2*x+1,lx,m);
    else
        update(idx,val,2*x+2,m,rx);
    pull(x);
}

void update(int idx,int val)
{
    update(idx,val,0,0,size);
}

ll query(int l,int r, int x, int lx, int rx)
{
    if(r<=lx || l>=rx) return 0;
    if( l<=lx && rx<=r ) return sums[x];
    int m = (lx+rx)/2;
    ll a = query(l,r,2*x+1,lx,m);
    ll b = query(l,r,2*x+2,m,rx);
    return a+b;
}

ll query(int l,int r)
{
    return query(l,r,0,0,size);
}
};

```