# LU ICPC kladīte ;)

## Contents



# C++ programming language

### 1.1. Input/Output disable sync

```
ios_base::sync_with_stdio(false);
cin.tie(NULL); cout.tie(NULL);
```

### 1.2. Optimization pragmas

```
// change to O3 to disable fast-math for geometry problems
#pragma GCC optimize("Ofast,unroll-loops")
#pragma GCC target("avx2,bmi,bmi2,lzcnt,popcnt,tune=native")
```

### 1.3. Printing structs

```
ostream& operator<<(ostream& os, const pair<int, int>& p) {
    return os << "(" << p.first << ", " << p.second << ")";
}
```

### 1.4. Lambda func for sorting

```
using ii = pair<int,int>;
vector<ii> fracs = {{1, 2}, {3, 4}, {1, 3}};
// sort positive rational numbers
sort(fracs.begin(), fracs.end(),
    [](const ii& a, const ii& b) {
    return a.fi*b.se < b.fi*a.se;
});
```

# Algebra

### 2.1. Binary exponentiation

```
ll m_pow(ll base, ll exp, ll mod) {
    base %= mod;
    ll result = 1;
    while (exp > 0) {
        if (exp & 1) result = ((ll)result * base) % mod;
        base = ((ll)base * base) % mod;
        exp >>= 1;
    }
    return result;
}
```

### 2.2. Extended euclidean

$$a \cdot x + b \cdot y = \gcd(a, b)$$

```
int gcd_ext(int a, int b, int& x, int& y) {
    if (b == 0) {
        x = 1; y = 0;
        return a;
    }
    int x1, y1;
    int d = gcd(b, a % b, x1, y1);
    x = y1;
    y = x1 - y1 * (a / b);
    return d;
}
```

### 2.3. Modular inversion & division

`gcd_ext` defined in Section 2.2.

$$\exists x(a \cdot x \equiv 1 (\bmod m)) \Leftrightarrow \gcd(a, m) = 1$$

```
int mod_inv(int b, int m) {
    int x, y;
    int g = gcd_ext(b, m, &x, &y);
    if (g != 1) return -1;
    return (x%m + m) % m;
}
int m_divide(ll a, ll b, ll m) {
    int inv = mod_inv(b, m);
    assert(inv != -1);
    return (inv * (a % m)) % m;
}
```

### 2.4. Linear Diophantine equation

`gcd_ext` defined in Section 2.2.

$$a \cdot x + b \cdot y = c$$

$$\left\{x = x_0 + k \cdot \frac{b}{g}; y = y_0 - k \cdot \frac{a}{g}\right\}$$

```
bool find_x0_y0(int a, int b, int c, int &x0, int &y0, int &g) {
    g = gcd_ext(abs(a), abs(b), x0, y0);
    if (c % g) return false;
    x0 *= c / g;
    y0 *= c / g;
    if (a < 0) x0 = -x0;
    if (b < 0) y0 = -y0;
    return true;
}
```

## 2.5. Linear sieve

```
const int N = 10000000;
vector<int> lp(N+1);
vector<int> pr;

for (int i=2; i <= N; ++i) {
    if (lp[i] == 0) {
        lp[i] = i;
        pr.push_back(i);
    }
    for (int j = 0; i * pr[j] <= N; ++j) {
        lp[i * pr[j]] = pr[j];
        if (pr[j] == lp[i]) break;
    }
}
```

## 2.6. Matrix multiplication

```
struct Matrix:vector<vector<int>>
{
    // "inherit" vector's constructor
    using vector::vector;

    Matrix operator *(Matrix other)
    {
        int rows = size();
        int cols = other[0].size();
        Matrix res(rows, vector<int>(cols));
        for(int i=0;i<rows;i++)
            for(int j=0;j<other.size();j++)
                for(int k=0;k<cols;k++)
                    res[i][k]+=at(i).at(j)*other[j][k];
        return res;
    }
};
```

## 2.7. FFT

```
using ld = long double;
const int N = 1<<18;
const ld PI = acos(-1.0);
struct T {
  ld x, y;
  T() : x(0), y(0) {}
  T(ld a, ld b=0) : x(a), y(b) {}

  T operator/=(ld k) { x/=k; y/=k; return (*this); }
 T operator*(T a) const { return T(x*a.x - y*a.y, x*a.y + y*a.x); }
  T operator+(T a) const { return T(x+a.x, y+a.y); }
  T operator-(T a) const { return T(x-a.x, y-a.y); }
};

void fft(T* a, int n, int s) {
  for (int i=0, j=0; i<n; i++) {
    if (i>j) swap(a[i], a[j]);
    for (int l=n/2; (j^=l) < l; l>>=1);
  }

  for(int i = 1; (1<<i) <= n; i++){
    int M = 1 << i;
    int K = M >> 1;
    T wn = T(cos(s*2*PI/M), sin(s*2*PI/M));
    for(int j = 0; j < n; j += M) {
      T w = T(1, 0);
      for(int l = j; l < K + j; ++l){
        T t = w*a[l + K];
        a[l + K] = a[l]-t;
        a[l] = a[l] + t;
        w = wn*w;
      }
    }
  }
}

void multiply(T* a, T* b, int n) {
    while (n&(n-1)) n++; // ensure n is a power of two
    fft(a,n,1);
    fft(b,n,1);
    for (int i = 0; i < n; i++) a[i] = a[i]*b[i];
    fft(a,n,-1);
    for (int i = 0; i < n; i++) a[i] /= n;
}

int main() {
  // Example polynomials: (2 + 3x) and (1 - x)
  T a[10] = {T(2), T(3)};
  T b[10] = {T(1), T(-1)};
  multiply(a, b, 4);
  for (int i = 0; i < 10; i++)
    std::cout << int(a[i].x) << " ";
}
```

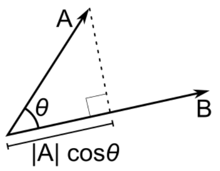
# Geometry

## 3.1. Dot product

$$a \cdot b = |a|\ |b| \cos(\theta)$$

$$a \cdot b = a_x b_x + a_y b_y$$

$$\theta = \arccos\left(\frac{a_x b_x + a_y b_y}{|a|\ |b|}\right)$$




Projection of a onto b:

$$\frac{a \cdot b}{|b|}$$

## 3.2. Cross product

$$a \times b = |a|\ |b| \sin(\theta)$$

$$a \times b = a_x b_y - a_y b_x$$

$\theta$ is positive if a is clockwise from b

## 3.3. Line-point distance

Line given by $ax + by + c = 0$ and point $(x_0, y_0)$.

$$\text{distance} = \frac{|ax_0 + by_0 + c|}{\sqrt{a^2 + b^2}}$$

The coordinates of this point are:

$$x = \frac{b(bx_0 - ay_0) - ac}{a^2 + b^2}$$

$$y = \frac{a(-bx_0 + ay_0) - bc}{a^2 + b^2}$$

## 3.4. Shoelace formula

$$2A = \sum_{i=1}^{n} \begin{vmatrix} x_i & y_i \\ x_{i+1} & y_{i+1} \end{vmatrix}$$

## 3.5. Segment to line

$$((P_x, P_y), (Q_x, Q_y)) \to Ax + By + C = 0$$

$$A = P_y - Q_y$$

$$B = Q_x - P_x$$

$$C = -AP_x - BP_y$$

Rationing the obtained line equation:
1. divide $A$,$B$,$C$ by their GCD
2. if $A < 0$ or $A = 0 \land B < 0$ then multiply all by $-1$

## 3.6. Three point orientation

```
// 0 --> p, q and r are collinear
// 1 --> Clockwise
// 2 --> Counterclockwise
int orientation(Point p1, Point p2, Point p3)
{
    // See 10th slides from following link for derivation
    // of the formula
    int val = (p2.y - p1.y) * (p3.x - p2.x)
              - (p2.x - p1.x) * (p3.y - p2.y);

    if (val == 0)
        return 0; // collinear

    return (val > 0) ? 1 : 2; // clock or counterclock wise
}
```

## 3.7. Line-line intersection

From system of linear equations derived Cramer's rule:

$$x = -\frac{c_1 b_2 - c_2 b_1}{a_1 b_2 - a_2 b_1}$$

$$y = -\frac{a_1 c_2 - a_2 c_1}{a_1 b_2 - a_2 b_1}$$

If the denominator equals zero, the lines are parallel or coincident.

## 3.8. Check if two segments intersect

```
bool on_segment(Point p, Point q, Point r)
{
    if (q.x <= max(p.x, r.x) && q.x >= min(p.x, r.x) &&
        q.y <= max(p.y, r.y) && q.y >= min(p.y, r.y))
       return true;

    return false;
}
bool do_intersect(Point p1, Point q1, Point p2, Point q2)
{
    // Find the four orientations needed for general and
    // special cases
    int o1 = orientation(p1, q1, p2);
    int o2 = orientation(p1, q1, q2);
    int o3 = orientation(p2, q2, p1);
    int o4 = orientation(p2, q2, q1);

    if (o1 != o2 && o3 != o4)
        return true;
    if (o1 == 0 && on_segment(p1, p2, q1)) return true;
    if (o2 == 0 && on_segment(p1, q2, q1)) return true;
    if (o3 == 0 && on_segment(p2, p1, q2)) return true;
    if (o4 == 0 && on_segment(p2, q1, q2)) return true;
}
```

## 3.9. Heron's formula

Let $a$, $b$, $c$ - sides of a triangle. Then the area $A$ is:

$$A = \frac{1}{4}\sqrt{(a+b+c)(-a+b+c)(a-b+c)(a+b-c)} = \frac{1}{4}\sqrt{4a^2b^2 - (a^2+b^2-c^2)^2}$$

Numerically stable version:

$$a \geq b \geq c, A = \frac{1}{4}\sqrt{(a+(b+c))(c-(a-b))(c+(a-b))(a+(b-c))}$$

## 3.10. Graham's scan

```
struct pt {double x, y;};
int orientation(pt a, pt b, pt c) {
    double v = a.x*(b.y-c.y)+b.x*(c.y-a.y)+c.x*(a.y-b.y);
    if (v < 0) return -1; // clockwise
    if (v > 0) return +1; // counter-clockwise
    return 0;
}

bool cw(pt a, pt b, pt c, bool include_collinear) {
    int o = orientation(a, b, c);
    return o < 0 || (include_collinear && o == 0);
}
bool collinear(pt a, pt b, pt c) { return orientation(a, b, c) ==
0; }

void convex_hull(vector<pt>& a, bool include_collinear = false) {
    pt p0 = *min_element(a.begin(), a.end(), [](pt a, pt b) {
        return make_pair(a.y, a.x) < make_pair(b.y, b.x);
    });
    sort(a.begin(), a.end(), [&p0](const pt& a, const pt& b) {
        int o = orientation(p0, a, b);
        if (o == 0)
            return (p0.x-a.x)*(p0.x-a.x) + (p0.y-a.y)*(p0.y-a.y)
                < (p0.x-b.x)*(p0.x-b.x) + (p0.y-b.y)*(p0.y-b.y);
        return o < 0;
    });
    if (include_collinear) {
        int i = (int)a.size()-1;
        while (i >= 0 && collinear(p0, a[i], a.back())) i--;
        reverse(a.begin()+i+1, a.end());
    }

    vector<pt> st;
    for (int i = 0; i < (int)a.size(); i++) {
         while (st.size() > 1 && !cw(st[st.size()-2], st.back(),
a[i], include_collinear))
            st.pop_back();
        st.push_back(a[i]);
    }

    a = st;
}
```

## 3.11. Circumradius

Let $a$, $b$, $c$ - sides of a triangle. $A$ - area of the triangle. Then the circumradius is:

$$R = \frac{abc}{4A}$$

# Data structures

## 4.1. Treap

```
// Implicit segment tree implementation

struct Node{
    int value, cnt, priority;
    Node *left, *right;
    Node(int p) : value(p), cnt(1), priority(gen()), left(NULL),
right(NULL) {};
};

typedef Node* pnode;

int get(pnode q){
    if(!q) return 0;
    return q->cnt;
}

void update_cnt(pnode &q){
    if(!q) return;
    q->cnt = get(q->left) + get(q->right) + 1;
}

void merge(pnode &T, pnode lef, pnode rig){
    if(!lef) {T=rig;return;}
    if(!rig){T=lef;return;}
    if(lef->priority > rig->priority){
        merge(lef->right, lef->right, rig);
        T = lef;
    }
    else{
        merge(rig->left, lef, rig->left);
        T = rig;
    }
    update_cnt(T);
}

void split(pnode cur, pnode &lef, pnode &rig, int key){
    if(!cur){
        lef = rig = NULL;
        return;
    }
    int id = get(cur->left) + 1;
    if(id <= key){
        split(cur->right, cur->right, rig, key - id);
        lef = cur;
    }
    else{
        split(cur->left, lef, cur->left, key);
        rig = cur;
    }
    update_cnt(cur);
}
```

## 4.2. Lazy segment tree

```
struct SumSegmentTree{
    vector<ll> S, O, L;
    void build(ll ti, ll tl, ll tr){
        if(tl==tr){S[ti]=O[tl]; return;}
        build(ti*2, tl, (tl+tr)/2);
        build((ti*2)+1, ((tl+tr)/2)+1, tr);
        S[ti]=S[ti*2]+S[(ti*2)+1];
    }
    void push(ll ti, ll tl, ll tr){
        S[ti] += L[ti]*(tr-tl+1);
        if(tl==tr){L[ti]=0;return;}
        L[ti+ti] += L[ti],L[ti+ti+1] += L[ti];
        L[ti] = 0;
    }
    ll query(ll ti, ll tl, ll tr, ll i, ll j){
        push(ti, tl, tr);
        if(i<=tl&&tr<=j) return S[ti];
        if(tr<i||tl>j) return 0;
        ll a = query(ti*2, tl, (tl+tr)/2, i, j);
        ll b = query((ti*2)+1, ((tl+tr)/2)+1,tr, i, j);
        return a+b;
    }
    void update(ll ti, ll tl, ll tr, ll i, ll j, ll v){
        if(i<=tl&&tr<=j){L[ti]+=v;return;}
        if(tr<i||tl>j) return;
        S[ti]+=v*(i-j+1);
        update(ti*2, tl, (tl+tr)/2, i, j, v);
        update((ti*2)+1, ((tl+tr)/2)+1, tr, i, j, v);
    };
    ST(vector<ll> &V){
        O = V;
        S.resize(O.size()*4, 0);
        L.resize(O.size()*4, 0);
        build(1, 0, O.size()-1);
    }
};
```

## 4.3. Sparse table

```
const int N;
const int M; //log2(N)
int sparse[N][M];

void build() {
  for(int i = 0; i < n; i++)
    sparse[i][0] = v[i];

  for(int j = 1; j < M; j++)
    for(int i = 0; i < n; i++)
      sparse[i][j] =
        i + (1 << j - 1) < n
        ? min(sparse[i][j - 1], sparse[i + (1 << j - 1)][j - 1])
        : sparse[i][j - 1];
}

int query(int a, int b){
  int pot = 32 - __builtin_clz(b - a) - 1;
  return min(sparse[a][pot], sparse[b - (1 << pot) + 1][pot]);
}
```

## 4.4. Fenwick tree

```
struct FenwickTree {
    vector<ll> bit;  // binary indexed tree
    int n;

    FenwickTree(int n) {
        this->n = n;
        bit.assign(n, 0);
    }

    ll sum(int r) {
        ll ret = 0;
        for (; r >= 0; r = (r & (r + 1)) - 1)
            ret += bit[r];
        return ret;
    }

    ll sum(int l, int r) { // l to r of the og array INCLUSIVE
        return sum(r) - sum(l - 1);
    }

    void add(int idx, ll delta) {
        for (; idx < n; idx = idx | (idx + 1))
            bit[idx] += delta;
    }
};
```

## 4.5. Trie

```
const int K = 26;

struct Vertex {
    int next[K];
    bool output = false;
    Vertex() {fill(begin(next), end(next), -1);}
};

vector<Vertex> t(1); // trie nodes

void add_string(string const& s) {
    int v = 0;
    for (char ch : s) {
        int c = ch - 'a';
        if (t[v].next[c] == -1) {
            t[v].next[c] = t.size();
            t.emplace_back();
        }
        v = t[v].next[c];
    }
    t[v].output = true;
}
```

## 4.6. Aho-Corasick

```
const int K = 26;

struct Vertex {
    int next[K];
    bool output = false;
    int p = -1; // parent node
    char pch; // "transition" character from parent to this node
    int link = -1; // fail link
   int go[K]; // if need more memory can delete this and use “next”

    // additional potentially useful things
    int depth = -1;
    // longest string that has an output from this vertex
    int exitlen = -1;

    Vertex(int p=-1, char ch='$') : p(p), pch(ch) {
        fill(begin(next), end(next), -1);
        fill(begin(go), end(go), -1);
    }
};
vector<Vertex> t(1);
void add_string(string const& s) {
    int v = 0;
    for (char ch : s) {
        int c = ch - 'a';
        if (t[v].next[c] == -1) {
            t[v].next[c] = t.size();
            t.emplace_back(v, ch); // !!!!! ch not c
        }
        v = t[v].next[c];
    }
    t[v].output = true;
}
int go(int v, char ch);
int get_link(int v) {
    if (t[v].link == -1) {
        if (v == 0 || t[v].p == 0)
            t[v].link = 0;
        else
            t[v].link = go(get_link(t[v].p), t[v].pch);
    }
    return t[v].link;
}
int go(int v, char ch) {
    int c = ch - 'a';
    if (t[v].go[c] == -1) {
        if (t[v].next[c] != -1)
            t[v].go[c] = t[v].next[c];
        else
            // !!!!! ch not c
            t[v].go[c] = v == 0 ? 0 : go(get_link(v), ch);
    }
    return t[v].go[c];
}
```

```
// int go(int v, char ch) { // go without the go[K] variable
//     int c = ch - 'a';
//     if (t[v].next[c] == -1) {
//         // !!!!! ch not c
//         t[v].next[c] = v == 0 ? 0 : go(get_link(v), ch);
//     }
//     return t[v].next[c];
// }

// helper function
int get_depth(int v){
    if (t[v].depth == -1){
        if (v == 0) {
            t[v].depth = 0;
        } else {
            t[v].depth = get_depth(t[v].p)+1;
        }
    }
    return t[v].depth;
}
// helper function
int get_exitlen(int v){
    if (t[v].exitlen == -1){
        if (v == 0){
            t[v].exitlen = 0;
        } else if (t[v].output) {
            t[v].exitlen = get_depth(v);
        } else {
            t[v].exitlen = get_exitlen(get_link(v));
        }
    }
    return t[v].exitlen;
}
```

## 4.7. Disjoint Set Union

```
struct DSU {
    vector<int> parent, rank;
    DSU(int n) {
        parent.resize(n); rank.resize(n);
        for (int i = 0; i < n; i++)
            parent[i] = i;
    }
    int root(int a) {
        if (parent[a] == a) return a;
        return parent[a] = find(parent[a]);
    }
    void unite(int a, int b) {
        a = find(a), b = find(b);
        if (a == b) return;
        if (rank[a] < rank[b]) {
            parent[a] = b;
        } else if (rank[a] > rank[b]) {
            parent[b] = a;
        } else {
            parent[b] = a;
            rank[a] = rank[a] + 1;
        }
    }
};
```

## 4.8. Merge sort tree

```
struct MergeSortTree {

    int size;
    vector<vector<ll>> values;

    void init(int n){
        size = 1;
        while (size < n){
            size *= 2;
        }
        values.resize(size*2, vl(0));
    }

    void build(vl &arr, int x, int lx, int rx){
        if (rx - lx == 1){
            if (lx < arr.size()){
                values[x].pb(arr[lx]);
            } else {
                values[x].pb(-1);
            }
            return;
        }
        int m = (lx+rx)/2;
        build(arr, 2 * x + 1, lx, m);
        build(arr, 2 * x + 2, m, rx);

        int i = 0;
        int j = 0;
        int asize = values[2*x+1].size();
        while (i < asize && j < asize){
            if (values[2*x+1][i] < values[2*x+2][j]){
                values[x].pb(values[2*x+1][i]);
                i++;
            } else {
                values[x].pb(values[2*x+2][j]);
                j++;
            }
        }
        while (i < asize) {
            values[x].pb(values[2*x+1][i]);
            i++;
        }
        while (j < asize){
            values[x].pb(values[2*x+2][j]);
            j++;
        }
    }
    void build(vl &arr){
        build(arr, 0, 0, size);
    }
```

```
    int calc(int l, int r, int x, int lx, int rx, int k){
        if (lx >= r || rx <= l) return 0;

        // (elements strictly less than k currently)
        if (lx >= l && rx <= r) { // CHANGE HEURISTIC HERE
            int lft = -1;
            int rght = values[x].size();
            while (rght - lft > 1){
                int mid = (lft+rght)/2;
                if (values[x][mid] < k){
                    lft = mid;
                } else {
                    rght = mid;
                }
            }
            return lft+1;
        }

        int m = (lx+rx)/2;
        int values1 = calc(l, r, 2*x+1, lx, m, k);
        int values2 = calc(l, r, 2*x+2, m, rx, k);
        return values1 + values2;
    }
    int calc(int l, int r, int k){
        return calc(l, r, 0, 0, size, k);
    }
};
```

# Graph algorithms

## 5.1. Bellman-Ford

```
void solve()
{
    vector<int> d(n, INF);
    d[v] = 0;
    for (;;) {
        bool any = false;

        for (Edge e : edges)
            if (d[e.a] < INF)
                if (d[e.b] > d[e.a] + e.cost) {
                    d[e.b] = d[e.a] + e.cost;
                    any = true;
                }

        if (!any)
            break;
    }
    // display d, for example, on the screen
}
```

## 5.2. Dijkstra

```
vector<int> adj[N], adjw[N];
int dist[N];

memset(dist, 63, sizeof(dist));
priority_queue<pii> pq;
pq.push(mp(0,0));

while (!pq.empty()) {
  int u = pq.top().nd;
  int d = -pq.top().st;
  pq.pop();

  if (d > dist[u]) continue;
  for (int i = 0; i < adj[u].size(); ++i) {
    int v = adj[u][i];
    int w = adjw[u][i];
    if (dist[u] + w < dist[v])
      dist[v] = dist[u]+w, pq.push(mp(-dist[v], v));
  }
}
```

## 5.3. Floyd-Warshall

```
int adj[N][N]; // no-edge = INF

for (int k = 0; k < n; ++k)
  for (int i = 0; i < n; ++i)
    for (int j = 0; j < n; ++j)
      adj[i][j] = min(adj[i][j], adj[i][k]+adj[k][j]);
```

## 5.4. Bridges & articulations

```
// Articulation points and Bridges O(V+E)
int par[N], art[N], low[N], num[N], ch[N], cnt;

void articulation(int u) {
  low[u] = num[u] = ++cnt;
  for (int v : adj[u]) {
    if (!num[v]) {
      par[v] = u; ch[u]++;
      articulation(v);
      if (low[v] >= num[u]) art[u] = 1;
      if (low[v] >  num[u]) { /* u-v bridge */ }
      low[u] = min(low[u], low[v]);
    }
    else if (v != par[u]) low[u] = min(low[u], num[v]);
  }
}

for (int i = 0; i < n; ++i) if (!num[i])
  articulation(i), art[i] = ch[i]>1;
```

## 5.5. Dinic's max flow / matching

Time complexity:

- generally: $O(EV^2)$
- small flow: $O(F(V+E))$
- bipartite graph or unit flow: $O\left(E\sqrt{V}\right)$

Usage:

- dinic()
- add_edge(from, to, capacity)
- recover() (optional)

```
const ll N=1e5+5, INF=1e9;
struct edge{ll v, c, f;};

ll src=0, snk=N-1, h[N], ptr[N];
vector<edge> edgs;

vector<ll> g[N];

void add_edge(ll u, ll v, ll c) {
    edgs.push_back({v,c,0}), edgs.push_back({u,0,0});
    ll k=edgs.size();
    g[u].push_back(k), g[v].push_back(k+1);
}

bool bfs() {
    memset(h, 0, sizeof(h));
    queue<ll> q;
    h[src]=1;
    q.push(src);
    while(!q.empty()){
        ll u=q.front();q.pop();
        for(ll i:g[u]){
            ll v=edgs[i].v;
            if(!h[v]&&edgs[i].f<edgs[i].c)
                q.push(v),h[v]=h[u]+1;
        }
    }
    return h[snk];
}

ll dfs(ll u, ll flow){
    if(!flow or u==snk) return flow;
    for(ll &i=ptr[u];i<g[u].size();i++){
        edge &dir=edgs[g[u][i]],&rev=edgs[g[u][i]^1];
        if(h[dir.v]!=h[u]+1) continue;
        ll inc=min(flow,dir.c-dir.f);
        inc=dfs(dir.v,inc);
        if(inc){ dir.f+=inc,rev.f-=inc; return inc;}
    }
    return 0;
}

ll dinic(){
    ll flow=0;
    while(bfs()){
        memset(ptr,0,sizeof(ptr));
        while(ll inc=dfs(src,INF)) flow += inc;
    }
    return flow;
}

vector<pair<ii,ll>> recover() {
    vector<pair<ii,ll>> res;
    for(ll i=0;i<edgs.size();i+=2){
        if(edgs[i].f>0){
            ll v=edgs[i].v, u=edgs[i^1].v;
            res.push_back({{u,v},edgs[i].f});
        }
    }
    return res;
}
```

## 5.6. Flow with demands

Finding an arbitrary flow

- Assume a network with $[L; R]$ on edges (some may have $L = 0$), let's call it old network.
- Create a New Source and New Sink (this will be the src and snk for Dinic).
- Modelling network:
  1. Every edge from the old network will have cost $R - L$
  2. Add an edge from New Source to every vertex $v$ with cost:
     - $S(L)$ for every $(u, v)$. (sum all $L$ that LEAVES $v$)
  3. Add an edge from every vertex $v$ to New Sink with cost:
     - $S(L)$ for every $(v, w)$. (sum all $L$ that ARRIVES $v$)
  4. Add an edge from Old Source to Old Sink with cost INF (circulation problem)
- The Network will be valid if and only if the flow saturates the network (max flow == $S(L)$)

Finding Min Flow

- To find min flow that satisfies just do a binary search in the (Old Sink -> Old Source) edge
- The cost of this edge represents all the flow from old network
- Min flow = $S(L)$ that arrives in Old Sink + flow that leaves (Old Sink -> Old Source)

## 5.7. Kosaraju's algorithm

```
const int N = 2e5 + 5;

vector<int> adj[N], adjt[N];
int n, ordn, scc_cnt, vis[N], ord[N], scc[N];

//Directed Version
void dfs(int u) {
  vis[u] = 1;
  for (auto v : adj[u]) if (!vis[v]) dfs(v);
  ord[ordn++] = u;
}

void dfst(int u) {
  scc[u] = scc_cnt, vis[u] = 0;
  for (auto v : adjt[u]) if (vis[v]) dfst(v);
}

// add edge: u -> v
void add_edge(int u, int v){
  adj[u].push_back(v);
  adjt[v].push_back(u);
}

// run kosaraju
void kosaraju(){
  for (int i = 1; i <= n; ++i) if (!vis[i]) dfs(i);
  for (int i = ordn - 1; i >= 0; --i) if (vis[ord[i]]) scc_cnt++,
dfst(ord[i]);
}
```

## 5.8. Lowest Common Ancestor

```
const int N = 1e6, M = 25;
int anc[M][N], h[N], rt;

// TODO: Calculate h[u] and set anc[0][u] = parent of node u for
each u

// build (sparse table)
anc[0][rt] = rt; // set parent of the root to itself
for (int i = 1; i < M; ++i)
  for (int j = 1; j <= n; ++j)
    anc[i][j] = anc[i-1][anc[i-1][j]];

// query
int lca(int u, int v) {
  if (h[u] < h[v]) swap(u, v);
  for (int i = M-1; i >= 0; --i) if (h[u]-(1<<i) >= h[v])
    u = anc[i][u];

  if (u == v) return u;

  for (int i = M-1; i >= 0; --i) if (anc[i][u] != anc[i][v])
    u = anc[i][u], v = anc[i][v];
  return anc[0][u];
}
```

## 5.9. General matching in a graph

```
vector<int> Blossom(vector<vector<int>> graph){
  int n = graph.size();
  int timer = -1;
  vector<int> mate(n, -1), label(n), parent(n),
              orig(n), aux(n, -1), q;
  auto lca = [&](int x, int y) {
    for (timer++; ; swap(x, y)) {
      if (x == -1) continue;
      if (aux[x] == timer) return x;
      aux[x] = timer;
      x = (mate[x] == -1 ? -1 : orig[parent[mate[x]]]);
    }
  };
  auto blossom = [&](int v, int w, int a) {
    while (orig[v] != a) {
      parent[v] = w; w = mate[v];
      if (label[w] == 1) label[w] = 0, q.push_back(w);
      orig[v] = orig[w] = a; v = parent[w];
    }
  };
  auto augment = [&](int v) {
    while (v != -1) {
      int pv = parent[v], nv = mate[pv];
      mate[v] = pv; mate[pv] = v; v = nv;
    }
  };
  auto bfs = [&](int root) {
    fill(label.begin(), label.end(), -1);
    iota(orig.begin(), orig.end(), 0);
    q.clear();
    label[root] = 0; q.push_back(root);
    for (int i = 0; i < (int)q.size(); ++i) {
      int v = q[i];
      for (auto x : graph[v]) {
        if (label[x] == -1) {
          label[x] = 1; parent[x] = v;
          if (mate[x] == -1)
            return augment(x), 1;
          label[mate[x]] = 0; q.push_back(mate[x]);
        } else if (label[x] == 0 && orig[v] != orig[x]) {
          int a = lca(orig[v], orig[x]);
          blossom(x, v, a); blossom(v, x, a);
        }
      }
    }
    return 0;
  };
  for (int i = 0; i < n; i++)
    if (mate[i] == -1)
      bfs(i);
  return mate;
}
```

# String Processing

## 6.1. Knuth-Morris-Pratt (KMP)

```
// Knuth-Morris-Pratt - String Matching O(n+m)
char s[N], p[N];
int b[N], n, m; // n = strlen(s), m = strlen(p);

void kmppre() {
  b[0] = -1;
  for (int i = 0, j = -1; i < m; b[++i] = ++j)
    while (j >= 0 and p[i] != p[j])
      j = b[j];
}

void kmp() {
  for (int i = 0, j = 0; i < n;) {
    while (j >= 0 and s[i] != p[j]) j=b[j];
    i++, j++;
    if (j == m) {
      // match position i-j
      j = b[j];
    }
  }
}
```

## 6.2. Suffix Array

```
// s.push('$');
vector<int> suffix_array(string &s){
  int n = s.size(), alph = 256;
  vector<int> cnt(max(n, alph)), p(n), c(n);

  for(auto c : s) cnt[c]++;
  for(int i = 1; i < alph; i++) cnt[i] += cnt[i - 1];
  for(int i = 0; i < n; i++) p[--cnt[s[i]]] = i;
  for(int i = 1; i < n; i++)
    c[p[i]] = c[p[i - 1]] + (s[p[i]] != s[p[i - 1]]);

  vector<int> c2(n), p2(n);

  for(int k = 0; (1 << k) < n; k++){
    int classes = c[p[n - 1]] + 1;
    fill(cnt.begin(), cnt.begin() + classes, 0);

    for(int i = 0; i < n; i++) p2[i] = (p[i] - (1 << k) + n)%n;
    for(int i = 0; i < n; i++) cnt[c[i]]++;
    for(int i = 1; i < classes; i++) cnt[i] += cnt[i - 1];
    for(int i = n - 1; i >= 0; i--) p[--cnt[c[p2[i]]]] = p2[i];

    c2[p[0]] = 0;
    for(int i = 1; i < n; i++){
      pair<int, int> b1 = {c[p[i]], c[(p[i] + (1 << k))%n]};
     pair<int, int> b2 = {c[p[i - 1]], c[(p[i - 1] + (1 << k))%n]};
      c2[p[i]] = c2[p[i - 1]] + (b1 != b2);
    }

    c.swap(c2);
  }
  return p;
}
```

## 6.3. Longest common prefix with SA

```
vector<int> lcp(string &s, vector<int> &p){
  int n = s.size();
  vector<int> ans(n - 1), pi(n);
  for(int i = 0; i < n; i++) pi[p[i]] = i;

  int lst = 0;
  for(int i = 0; i < n - 1; i++){
    if(pi[i] == n - 1) continue;
    while(s[i + lst] == s[p[pi[i] + 1] + lst]) lst++;

    ans[pi[i]] = lst;
    lst = max(0, lst - 1);
  }

  return ans;
}
```

## 6.4. Rabin-Karp

```
// Rabin-Karp - String Matching + Hashing O(n+m)
const int B = 31;
char s[N], p[N];
int n, m; // n = strlen(s), m = strlen(p)

void rabin() {
  if (n<m) return;

  ull hp = 0, hs = 0, E = 1;
  for (int i = 0; i < m; ++i)
    hp = ((hp*B)%MOD + p[i])%MOD,
    hs = ((hs*B)%MOD + s[i])%MOD,
    E = (E*B)%MOD;

  if (hs == hp) { /* matching position 0 */ }
  for (int i = m; i < n; ++i) {
    hs = ((hs*B)%MOD + s[i])%MOD;
    hhs = (hs - s[i-m]*E%MOD + MOD)%MOD;
    if (hs == hp) { /* matching position i-m+1 */ }
  }
}
```

## 6.5. Z-function

The Z-function of a string $s$ is an array $z$ where $z_i$ is the length of the longest substring starting from $s_i$ which is also a prefix of $s$.

Examples:

- “aaaaa”: $[0, 4, 3, 2, 1]$
- “aaabaab”: $[0, 2, 1, 0, 2, 1, 0]$
- “abacaba”: $[0, 0, 1, 0, 3, 0, 1]$

```
vector<int> zfunction(const string& s){
  vector<int> z (s.size());
  for (int i = 1, l = 0, r = 0, n = s.size(); i < n; i++){
    if (i <= r) z[i] = min(z[i-l], r - i + 1);
    while (i + z[i] < n and s[z[i]] == s[z[i] + i]) z[i]++;
    if (i + z[i] - 1 > r) l = i, r = i + z[i] - 1;
  }
  return z;
}
```

## 6.6. Manacher’s

```
// Manacher (Longest Palindromic String) - O(n)
int lps[2*N+5];
char s[N];

int manacher() {
  int n = strlen(s);

  string p (2*n+3, '#');
  p[0] = '^';
  for (int i = 0; i < n; i++) p[2*(i+1)] = s[i];
  p[2*n+2] = '$';

  int k = 0, r = 0, m = 0;
  int l = p.length();
  for (int i = 1; i < l; i++) {
    int o = 2*k - i;
    lps[i] = (r > i) ? min(r-i, lps[o]) : 0;
    while (p[i + 1 + lps[i]] == p[i - 1 - lps[i]]) lps[i]++;
    if (i + lps[i] > r) k = i, r = i + lps[i];
    m = max(m, lps[i]);
  }
  return m;
}
```

# Dynamic programming

## 7.1. Convex hull trick

```
// Convex Hull Trick

// ATTENTION: This is the maximum convex hull. If you need the
minimum
// CHT use {-b, -m} and modify the query function.

// In case of floating point parameters swap long long with long
double
typedef long long type;
struct line { type b, m; };

line v[N]; // lines from input
int n; // number of lines
// Sort slopes in ascending order (in main):
sort(v, v+n, [](line s, line t){
     return (s.m == t.m) ? (s.b < t.b) : (s.m < t.m); });

// nh: number of lines on convex hull
// pos: position for linear time search
// hull: lines in the convex hull
int nh, pos;
line hull[N];

bool check(line s, line t, line u) {
  // verify if it can overflow. If it can just divide using long
double
  return (s.b - t.b)*(u.m - s.m) < (s.b - u.b)*(t.m - s.m);
}
```

```
// Add new line to convex hull, if possible
// Must receive lines in the correct order, otherwise it won't work
void update(line s) {
  // 1. if first lines have the same b, get the one with bigger m
  // 2. if line is parallel to the one at the top, ignore
  // 3. pop lines that are worse
  // 3.1 if you can do a linear time search, use
  // 4. add new line

  if (nh == 1 and hull[nh-1].b == s.b) nh--;
  if (nh > 0  and hull[nh-1].m >= s.m) return;
  while (nh >= 2 and !check(hull[nh-2], hull[nh-1], s)) nh--;
  pos = min(pos, nh);
  hull[nh++] = s;
}

type eval(int id, type x) { return hull[id].b + hull[id].m * x; }

// Linear search query - O(n) for all queries
// Only possible if the queries always move to the right
type query(type x) {
  while (pos+1 < nh and eval(pos, x) < eval(pos+1, x)) pos++;
  return eval(pos, x);
  // return -eval(pos, x);    ATTENTION: Uncomment for minimum CHT
}
```

### 7.2. Longest Increasing Subsequence

```
memset(dp, 63, sizeof dp);
for (int i = 0; i < n; ++i) {
  // increasing: lower_bound
  // non-decreasing: upper_bound
  int j = lower_bound(dp, dp + lis, v[i]) - dp;
  dp[j] = min(dp[j], v[i]);
  lis = max(lis, j + 1);
}
```

### 7.3. SOS DP (Sum over Subsets)

```
// O(bits*(2^bits))

const int bits = 20;

vector<int> a(1<<bits); // initial value of each subset
vector<int> f(1<<bits); // sum over all subsets
// (at f[011] = a[011]+a[001]+a[010]+a[000])

for (int i = 0; i<(1<<bits); i++){
    f[i] = a[i];
}
for (int i = 0; i < bits; i++) {
  for(int mask = 0; mask < (1<<bits); mask++){
    if(mask & (1<<i)){
        f[mask] += f[mask^(1<<i)];
    }
  }
}
```