

Formulaire BAPC 2013

Team UCool

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1 Remarks

1.1 Warning!

1. Read every statement!
2. Do not copy-paste without thinking about it.
3. Be careful of overflows! Use long!
4. **Do not trust this document!**

1.2 Operations on bits

1. Check parity of n : $(n \& 1) == 0$
2. $2^n : 1 \ll n$.
3. Test of the i th bit of n is 0 : $(n \& 1 \ll i) != 0$
4. Set the i th bit of n at 0 : $n \&= \sim(1 \ll i)$
5. Set the i th bit of n at 1 : $n |= (1 \ll i)$
6. Union : $a | b$
7. Intersection : $a \& b$
8. Subtraction bits : $a \& \sim b$
9. Verify if n is a power of 2 : $(n \& (n-1)) == 0$
10. Least significant bit not null of n : $(n \& (-n))$
11. Negate : $0 \times 7fffffff \hat{~} n$

1.3 Complexity table

$n \leq$	Maximum complexity
[10, 11]	$O(n!), O(n^6)$
[15, 18]	$O(2^n n^2)$
[18, 22]	$O(2^n n)$
100	$O(n^4)$
400	$O(n^3)$
2K	$O(n^2 \log(n))$
10K	$O(n^2)$
1M	$O(n \log(n))$
10M	$O(n), O(\log(n)), O(1)$

Not so obvious complexity :

$$\sum_{k=1}^n \frac{1}{k} = O(\log(n))$$

2 Graphs

2.1 Basics

- Adjacency matrix : $A[i][j] = 1$ if i is connected to j and 0 otherwise
- Undirected graph : $A[i][j] = A[j][i] \forall i, j$ ($A = A^T$)
- Adjacency list : `LinkedList<Integer>[] g`; $g[i]$ stores all neighbors of i
- Useful alternatives :
`HashSet<Integer>[] g`; // for edge deletion
`HashMap<Integer, Integer>[] g`; // for weighted graph
- Basic classes

```

class Edge implements Comparable<Edge> {
    int o, d, w;
    public Edge(int o, int d, int w) {
        this.o = o; this.d = d; this.w = w;
    }
    public int compareTo(Edge o) {
        return w - o.w;
    }
}
        
```

2.2 BFS

Computes d , an array of distance from start vertex v . $d[v] = 0$, $d[u] = \infty$ if u not connected to v . If $(u, w) \in E$ and $d[u]$ known and $d[w]$ unknown, $d[w] = d[u] + 1$.

```

int[] bfsVisit(LinkedList<Integer>[] g, int v, int c[])
{
    //c is for connected components only
    Queue<Integer> Q = new LinkedList<Integer>();
    Q.add(v);
    int[] d = new int[g.length];
    c[v]=v; //for connected components
    Arrays.fill(d, Integer.MAX_VALUE);
    // set distance to origin to 0
    d[v] = 0;
    while(!Q.isEmpty()) {
        int cur = Q.poll();
        // go over all neighbors of cur
        for(int u : g[cur]) {
            // if u is unvisited
            if(d[u] == Integer.MAX_VALUE) { //or c[u] == -1
                if we calculate connected components
                c[u] = v; //for connected components
                Q.add(u);
                // set the distance from v to u
                d[u] = d[cur] + 1;
            }
        }
    }
    return d;
}
    
```

2.2.1 Connected components

```

int[] bfs(LinkedList<Integer>[] g)
{
    int[] c = new int[g.length];
    Arrays.fill(c, -1);
    for(int v = 0; v < g.length; v++)
        if(c[v] == -1)
            bfsVisit(g, v, c);
    return c;
}
    
```

2.2.2 Girth

The girth of an undirected graph is the length of its shortest cycle (∞ if none). Complexity $O(|V||E|)$.

```

int girth(LinkedList<Integer>[] g) {
    int girth = Integer.MAX_VALUE;
    for(int v = 0; v < g.length; v++) {
        girth = Math.min(girth, checkFromV(v, g));
    }
    return girth;
}

int checkFromV(int v, LinkedList<Integer>[] g) {
    int[] parent = new int[g.length];
    Arrays.fill(parent, -1);
    int[] d = new int[g.length];
    Arrays.fill(d, Integer.MAX_VALUE);
    Queue<Integer> Q = new LinkedList<Integer>();
    Q.add(v);
    d[v] = 0;
    while(!Q.isEmpty()) {
        int cur = Q.poll();
        for(int u : g[cur]) {
            if(u != parent[cur]) {
                if(d[u] == Integer.MAX_VALUE) {
                    parent[u] = cur;
                    d[u] = d[cur] + 1;
                    Q.add(u);
                } else {
                    return d[cur] + d[u] + 1;
                }
            }
        }
    }
}
    
```

```

    }
}
return Integer.MAX_VALUE;
}

```

2.3 DFS

Equals to BFS with *Stack* instead of *Queue* or recursive implementation. Complexity $O(|V| + |E|)$

```

int UNVISITED = 0, OPEN = 1, CLOSED = 2;
boolean cycle; // true iff there is a cycle

void dfsVisit(LinkedList<Integer>[] g, int v, int[]
    label) {
    label[v] = OPEN;
    for(int u : g[v]) {
        if(label[u] == UNVISITED)
            dfsVisit(g, u, label);
        if(label[u] == OPEN)
            cycle = true;
    }
    label[v] = CLOSED;
}

void dfs(LinkedList<Integer>[] g) {
    int[] label = new int[g.length];
    Arrays.fill(label, UNVISITED);
    cycle = false;
    for(int v = 0; v < g.length; v++)
        if(label[v] == UNVISITED)
            dfsVisit(g, v, label);
}

```

2.3.1 Topological order

Graph must be acyclic.

```

Stack<Integer> toposort; // add stack to global
                        // variables
/* ... */
void dfs(LinkedList<Integer>[] g) {
    /* ... */
    toposort = new Stack<Integer>();
    for(int v = 0; v < g.length; v++) { /* ... */ }
}

void dfsVisit(LinkedList<Integer>[] g, int v, int[]
    label) {
    /* ... */
    toposort.push(v); // push vertex when closing it
    label[v] = CLOSED;
}

```

2.3.2 Strongly connected components

Uses BFS following the topologic order.

```

int[] scc(LinkedList<Integer>[] g) {
    // compute the reverse graph
    LinkedList<Integer>[] gt = transpose(g);
    // compute ordering
    dfs(gt);
    // !! last position will contain the number of scc's
    int[] scc = new int[g.length + 1];
    Arrays.fill(scc, -1);
    int nbComponents = 0;
    // simulate bfs loop but in toposort ordering
    while(!toposort.isEmpty()) {
        int v = toposort.pop();
        if(scc[v] == -1) {
            nbComponents++;
            bfsVisit(g, v, scc);
        }
    }
    scc[g.length] = nbComponents;
}

```

```

return scc;
}

```

2.3.3 SCC and Articulation Points in C

C version of SCC (shorter).

```

void tarjanSCC(int u) {
    dfs_low[u] = dfs_num[u] = dfsNumberCounter++; //
    dfs_low[u] <= dfs_num[u]
    S.push_back(u); // stores u in a vector based on
                    // order of visitation
    visited[u] = 1;
    for(int j = 0; j < (int)AdjList[u].size(); j++) {
        int v = AdjList[u][j];
        if(dfs_num[v.first] == UNVISITED)
            tarjanSCC(v.first);
        if(visited[v.first]) // condition for update
            dfs_low[u] = min(dfs_low[u], dfs_low[v.first]);
    }
    if(dfs_low[u] == dfs_num[u]) { // if this is a root (
        // start) of an SCC
        printf("SCC %d:", ++numSCC); // this part is done
        // after recursion
        while(1) {
            int v = S.back(); S.pop_back(); visited[v] = 0;
            printf(" %d", v);
            if(u == v) break;
        }
        printf("\n");
    }
}

```

```

int main() {
    dfs_num.assign(V, UNVISITED); dfs_low.assign(V, 0);
    visited.assign(V, 0); dfsNumberCounter = numSCC = 0;
    for(int i = 0; i < V; i++)
        if(dfs_num[i] == UNVISITED)
            tarjanSCC(i);
}

```

Articulation points.

```

void articulationPointAndBridge(int u) {
    dfs_low[u] = dfs_num[u] = dfsNumberCounter++; //
    dfs_low[u] <= dfs_num[u]
    for(int j = 0; j < (int)AdjList[u].size(); j++) {
        int v = AdjList[u][j];
        if(dfs_num[v.first] == UNVISITED) { // a tree edge
            dfs_parent[v.first] = u;
            if(u == dfsRoot) rootChildren++; // special case
            if u is a root
                articulationPointAndBridge(v.first);
            if(dfs_low[v.first] >= dfs_num[u]) // for
            articulation point
                articulation_vertex[u] = true; // store this
            information first
            if(dfs_low[v.first] > dfs_num[u]) // for bridge
                printf("Edge (%d %d) is a bridge\n", u, v.first);
        }
        dfs_low[u] = min(dfs_low[u], dfs_low[v.first]);
        // update dfs_low[u]
    }
    else if(v.first != dfs_parent[u]) // a back edge
        and not direct cycle
        dfs_low[u] = min(dfs_low[u], dfs_num[v.first]);
        // update dfs_low[u]
    }
}

```

```

int main() {
    dfsNumberCounter = 0; dfs_num.assign(V, UNVISITED);
    dfs_low.assign(V, 0); dfs_parent.assign(V, 0);
    articulation_vertex.assign(V, 0);
    printf("Bridges:\n");
    for(int i = 0; i < V; i++) {
        dfsRoot = i; rootChildren = 0;
        articulationPointAndBridge(i);
        articulation_vertex[dfsRoot] = (rootChildren > 1);
        // special case
    }
}

```

```

printf("Articulation Points :\n");
for(int i = 0; i < V; i++)
    if(articulation_vertex[i])
        printf("Vertex %d\n", i);
}

```

2.3.4 Directed Graph to toposorted DAG

In $O(n + m)$, with Tarjan SCC algo, we merge the SCCs and take the resulting DAG, (remembering their size in `scc_size`) which is reverse toposorted (i.e. node 0 has no outgoing edge), ready for bottom up DP (starting with node 0 ending with node N)!

```

static Integer[] dfs_num;
static int[] dfs_low, scc_id;
static BitSet visited;
static int dfsNumberCounter;
static Stack<Integer> S;
static void tarjanSCC(LinkedList<Integer>[] g, int u,
    LinkedList< LinkedList<Integer>> SCCs) {
    dfs_low[u] = dfsNumberCounter;
    dfs_num[u] = dfsNumberCounter++; // dfs_low[u] <=
    dfs_num[u]
    S.add(u); // stores u in a vector based on order of
    visitation
    visited.set(u);
    for(int v : g[u]) {
        if(dfs_num[v] == null)
            tarjanSCC(g, v, SCCs);
        if(visited.get(v)) // condition for update
            dfs_low[u] = Math.min(dfs_low[u], dfs_low[v]);
    }
    if(dfs_low[u] == dfs_num[u]) { // if this is a root (
    start) of an SCC
        LinkedList<Integer> newSCC = new LinkedList<Integer>();
        int id = SCCs.size();
        for(;;) {
            int v = S.pop(); visited.clear(v);
            newSCC.add(v);
            scc_id[v] = id;
            if(u == v) break;
        }
        SCCs.add(newSCC);
    }
}
static LinkedList<Integer>[] DirectedGraphToDag (
    LinkedList<Integer>[] g) {
    int n = g.length;
    dfs_num = new Integer[n];
    dfs_low = new int[n];
    scc_id = new int[n];
    visited = new BitSet(n);
    dfsNumberCounter = 0;
    S = new Stack<Integer>();
    LinkedList< LinkedList<Integer>> SCCs = new
    LinkedList< LinkedList<Integer>>();
    for(int i = 0; i < n; i++)
        if(dfs_num[i] == null)
            tarjanSCC(g, i, SCCs);
    int N = SCCs.size();
    @SuppressWarnings("unchecked")
    LinkedList<Integer>[] G = new LinkedList[N];
    scc_size = new int[N];
    int i = 0;
    for (LinkedList<Integer> SCC : SCCs) {
        G[i] = new LinkedList<Integer>();
        scc_size[i] = SCC.size();
        BitSet reachable = new BitSet(N);
        reachable.set(i);
        for (int u : SCC) {
            for (int v : g[u])
                if (!reachable.get(scc_id[v])) {
                    G[i].add(scc_id[v]);
                }
        }
        i++;
    }
}

```

```

return G;
}
static int[] scc_size; // bonus information

```

2.4 Minimum Spanning Tree

2.4.1 Prim

```

double prim(LinkedList<Edge>[] g) {
    boolean[] inTree = new boolean[g.length];
    PriorityQueue<Edge> PQ = new PriorityQueue<Edge>();
    // add 0 to the tree and initialize the priority
    queue
    inTree[0] = true;
    for(Edge e : g[0]) PQ.add(e);
    double weight = 0;
    int size = 1;
    while(size != g.length) {
        // poll the minimum weight edge in PQ
        Edge minE = PQ.poll();
        // if its endpoint is not in the tree, add it
        if(!inTree[minE.d]) {
            // add edge minE to the MST
            inTree[minE.d] = true;
            weight += minE.w;
            size++;
            // add edge leading to new endpoints to the PQ
            for(Edge e : g[minE.d])
                if(!inTree[e.d]) PQ.add(e);
        }
    }
    return weight;
}

```

2.4.2 Kruskal

Uses Union-Find (See section 7.4).

```

double kruskal(LinkedList<Edge> g, int n) {
    Collections.sort(g);
    UnionFind uf = new UnionFind(n);
    double w = 0;
    int c = 0;
    for(Edge e : g) {
        if(c == n-1) return w;
        if(uf.find(e.o) != uf.find(e.d)) {
            w += e.w;
            c++;
            uf.union(e.o, e.d);
        }
    }
    return w;
}

```

2.5 Dijkstra

Shortest path from a node v to other nodes. Graph must not have any negative weighted cycle.

```

double[] dijkstra(LinkedList<Edge>[] g, int v) {
    double[] d = new double[g.length];
    Arrays.fill(d, Double.POSITIVE_INFINITY);
    d[v] = 0;
    PriorityQueue<Edge> PQ = new PriorityQueue<Edge>();
    for(Edge e : g[v])
        PQ.add(e);
    while(!PQ.isEmpty()) {
        Edge minE = PQ.poll();
        if(d[minE.d] == Double.POSITIVE_INFINITY) {
            d[minE.d] = minE.w;
            for(Edge e : g[minE.dest])
                if(d[e.d] == Double.POSITIVE_INFINITY)
                    PQ.add(new Edge(e.o, e.d, e.w + d[e.o]));
        }
    }
    return d;
}

```

2.6 Bellman-Ford

Shortest path from a node v to other nodes. Graph can have negative weighted cycles : Bellman-Ford won't give the correct shortest path, but will warn that a negative cycle exists.

```
static double[] bellmanFord(LinkedList<Edge> gt, int v,
    int n) {
    double[] dist = new double[n];
    Arrays.fill(dist, Double.POSITIVE_INFINITY);
    dist[v] = 0;
    for(int i=0; i < n-1; i++)
        for(Edge e : gt)
            if(dist[e.o] + e.w < dist[e.d])
                dist[e.d] = dist[e.o] + e.w;
    for(Edge e : gt)
        if(dist[e.o] + e.w < dist[e.d])
            return null;
    return dist;
}

static double[] spfa(LinkedList<Edge> g, int s) {
    int n = g.length;
    double[] dist = new double[n];
    Arrays.fill(dist, Double.POSITIVE_INFINITY);
    Queue<Integer> q = new LinkedList<Integer>();
    BitSet inQueue = new BitSet(n);
    int[] timesIn = new int[n];
    dist[s] = 0;
    q.add(s);
    inQueue.set(s);
    timesIn[s]++;
    while (!q.isEmpty()) {
        int cur = q.poll(); inQueue.clear(cur);
        for (Edge next : g[cur]) {
            int v = next.d, w = next.w;
            if (dist[cur] + w < dist[v]) {
                dist[v] = dist[cur] + w;
                if (!inQueue.get(v)) {
                    q.add(v);
                    inQueue.set(v);
                    timesIn[v]++;
                    if (timesIn[v] >= n) {
                        return null; // Infinite loop
                    }
                }
            }
        }
    }
    return dist;
}
```

2.7 Floyd-Warshall

Shortest path from a node v to other nodes. Graph can have negative weighted cycles : Floyd-Warshall won't give the correct shortest path, but will warn that a negative cycle exists. Negative weighted cycles exists iff $result[v][v] < 0$. $O(|V|^3)$ in time and $O(|V|^2)$ in memory.

```
double[][] floydWarshall(double[][] A)
{
    int n = A.length;
    for(int k = 0; k < n; k++)
        for(int v = 0; v < n; v++)
            for(int u = 0; u < n; u++)
                A[v][u] = Math.min(A[v][u], A[v][k] + A[k][u]);
    //or :
    A[v][u] = min(A[v][u], max(A[v][k], A[k][u]));
    //minimax
    A[v][u] = max(A[v][u], min(A[v][k], A[k][u]));
    //maximin
    A[v][u] = max(A[v][u], A[v][k] * A[k][u]); //
    safest path (A contains probability)
    return A;
}
```

2.8 Directed Max flow

2.8.1 Edmonds-Karps (BFS)

Path in residual graph searched via BFS. $O(|V||E|^2)$.

```
int maxflowEK(TreeMap<Integer, Integer>[] g, int source,
    int sink) {
    int flow = 0;
    int pcap;
    while((pcap = augmentBFS(g, source, sink)) != -1) {
        flow += pcap;
    }
    return flow;
}

int augmentBFS(TreeMap<Integer, Integer>[] g, int
    source, int sink) {
    // initialize bfs
    Queue<Integer> Q = new LinkedList<Integer>();
    Integer[] p = new Integer[g.length];
    int[] pcap = new int[g.length];
    pcap[source] = Integer.MAX_VALUE;
    p[source] = -1;
    Q.add(source);
    // compute path
    while(p[sink] == null && !Q.isEmpty()) {
        int u = Q.poll();
        for(Entry<Integer, Integer> e : g[u].entrySet()) {
            int v = e.getKey();
            if(e.getValue() > 0 && p[v] == null) {
                p[v] = u;
                pcap[v] = Math.min(pcap[u], e.getValue());
                Q.add(v);
            }
        }
    }
    if(p[sink] == null) return -1;
    // update graph
    int cur = sink;
    while(cur != source) {
        int prev = p[cur];
        int cap = g[prev].get(cur);
        g[prev].put(cur, cap - pcap[sink]);
        Integer backcap = g[cur].get(prev);
        g[cur].put(prev, backcap == null ? pcap[sink] :
            backcap + pcap[sink]);
        cur = prev;
    }
    return pcap[sink];
}
```

2.8.2 Ford-Fulkerson

Equals to Edmonds-Karps, but with a DFS. $O(|E|f^*)$ where f^* is the value of the max flow.

```
int pcap;

int maxflowFF(TreeMap<Integer, Integer>[] g, int source,
    int sink) {
    int flow = 0;
    pcap = Integer.MAX_VALUE;
    while(augmentDFS(g, source, sink, new boolean[g.
        length])) {
        flow += pcap;
        pcap = Integer.MAX_VALUE;
    }
    return flow;
}

boolean augmentDFS(TreeMap<Integer, Integer>[] g, int
    cur, int sink, boolean[] done) {
    if(cur == sink) return true;
    if(done[cur]) return false;
    done[cur] = true;
    for(Entry<Integer, Integer> e : g[cur].entrySet()) {
        if(e.getValue() > 0) {
```

```

    int oldcap = pcap;
    pcap = Math.min(pcap, e.getValue());
    if(augmentDFS(g, e.getKey(), sink, done)) {
        g[cur].put(e.getKey(), e.getValue() - pcap);
        Integer backcap = g[e.getKey()].get(cur);
        g[e.getKey()].put(cur, backcap == null ? pcap :
            backcap + pcap);
        return true;
    } else {
        pcap = oldcap;
    }
}
}
return false;
}

```

2.8.3 Min cut

We search, between two nodes s and t , V_1 and V_2 so as $s \in V_1$, $t \in V_2$ and $\sum_{e \in E(V_1, V_2)} w(e)$ minimum.

We just have to compute the max-flow between s and t and to apply a BFS/DFS on the residual graph. All node which are visited are in V_1 , others in V_2 . The weight from the cut is the max-flow.

2.8.4 Maximum number of disjoint paths

For edge disjoint paths just compute the max flow with unit capacities. For vertex disjoint paths split vertices into two with unit capacity edge between them.

2.8.5 Maximum weighted bipartite matching

Assignment problem : Given a set of n persons and n jobs, an a cost matrix M assign a job to each person so that the sum of the costs is minimized. It also works for n persons and m jobs with $n \neq m$. Just fill make a square matrix using dummy values. Can also be solve with min cost max flow but it is slower.

$O(n^3)$ solution :

```

static int [][] cost;
static int n;
static int [] lx, ly;
static int maxMatch;
static boolean [] S, T;
static int [] slack, slackx, prev, xy, yx;

```

```

static int [] minHungarian(int [][] M) {
    for(int i = 0; i < M.length; i++)
        for(int j = 0; j < M.length; j++)
            M[i][j] = -M[i][j];
    return maxHungarian(M);
}

```

```

static int [] maxHungarian(int [][] M) {
    cost = M;
    n = cost.length;
    slack = new int[n];
    slackx = new int[n];
    prev = new int[n];
    xy = new int[n];
    yx = new int[n];
    maxMatch = 0;
    for(int i = 0; i < n; i++) {
        xy[i] = -1;
        yx[i] = -1;
    }
    initLabels();
    augment();
    int ret = 0;
    int [] assignment = new int[n];
    for(int x = 0; x < n; x++) {
        ret += cost[x][xy[x]];
        assignment[x] = xy[x];
    }
}

```

```

}
return assignment;
}

static void initLabels() {
    lx = new int[n];
    ly = new int[n];
    for(int x = 0; x < n; x++)
        for(int y = 0; y < n; y++)
            lx[x] = Math.max(lx[x], cost[x][y]);
}

static void augment() {
    if(maxMatch == n) {return;}
    int x, y, root = 0;
    int [] q = new int[n];
    int wr = 0, rd = 0;
    S = new boolean[n];
    T = new boolean[n];
    for(x = 0; x < n; x++)
        prev[x] = -1;
    for(x = 0; x < n; x++) {
        if(xy[x] == -1) {
            q[wr++] = root = x;
            prev[x] = -2;
            S[x] = true;
            break;
        }
    }
    for(y = 0; y < n; y++) {
        slack[y] = lx[root] + ly[y] - cost[root][y];
        slackx[y] = root;
    }
    while(true) {
        while(rd < wr) {
            x = q[rd++];
            for(y = 0; y < n; y++) {
                if(cost[x][y] == lx[x] + ly[y] && !T[y]) {
                    if(yx[y] == -1) {break;}
                    T[y] = true;
                    q[wr++] = yx[y];
                    addToTree(yx[y], x);
                }
            }
            if(y < n) {break;}
        }
        if(y < n) {break;}
        updateLabels();
        wr = rd = 0;
        for(y = 0; y < n; y++) {
            if(!T[y] && slack[y] == 0) {
                if(yx[y] == -1) {
                    x = slackx[y];
                    break;
                }
                else {
                    T[y] = true;
                    if(!S[yx[y]]) {
                        q[wr++] = yx[y];
                        addToTree(yx[y], slackx[y]);
                    }
                }
            }
        }
        if(y < n) {break;}
    }
    maxMatch++;
    for(int cx=x, cy=y, ty; cx!=-2; cx=prev[cx], cy=ty) {
        ty = xy[cx];
        yx[cy] = cx;
        xy[cx] = cy;
    }
    augment();
}

static void updateLabels() {
    int delta = Integer.MAX_VALUE;
}

```



```

for(int y = 0; y < n; y++)
    if(!T[y])
        delta = Math.min(delta, slack[y]);
for(int i = 0; i < n; i++) {
    if(S[i]) {lx[i] -= delta;}
    if(T[i]) {ly[i] += delta;}
    if(!T[i]) {slack[i] -= delta;}
}
}

static void addToTree(int x, int prevx) {
    S[x] = true;
    prev[x] = prevx;
    for(int y = 0; y < n; y++) {
        if(lx[x] + ly[y] - cost[x][y] < slack[y]) {
            slack[y] = lx[x] + ly[y] - cost[x][y];
            slackx[y] = x;
        }
    }
}
}

```

$O(n^2)$ solution using DP (very simple to code) :

```

int n;
double [][] w;
Double [] memo;

double minCostMatching(int paired) {
    if(memo[paired] != null) return memo[paired];
    if(paired == (1 << n) - 1) return 0.0;
    double min = Double.POSITIVE_INFINITY;
    int i = 0;
    while(((paired >> i) & 1) == 1) i++;
    for(int j = i + 1; j < n; j++) {
        if(((paired >> j) & 1) == 0) {
            min = Math.min(min, w[i][j] + minCostMatching(
                paired | (1 << i) | (1 << j)));
        }
    }
    memo[paired] = min;
    return min;
}

```

2.9 Directed Min cost flow

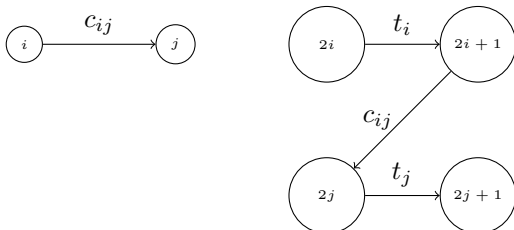
Avoiding parallel edges :

1. Split nodes



where t_i is the number of times node i can be used (usually ∞).

2. Link nodes



```

TreeMap<Integer, Edge>[] preprocess(TreeMap<Integer, Edge>
    >[] g) {
    TreeMap<Integer, Edge>[] h =
        new TreeMap[2*g.length];
    for(int v = 0; v < h.length; v++)
        h[v] = new TreeMap<Integer, Edge>();
    for(int v = 0; v < g.length; v++) {
        for(Entry<Integer, Edge> entry : g[v].entrySet()) {
            int u = entry.getKey();
            Edge e = entry.getValue();
            h[2*v+1].put(2*u, e);
        }
    }
}

```

```

    }
    h[2*v+1].put(2*u+1, new Edge(Integer.MAX_VALUE, 0));
}
return h;
}

```

Min cost flow analogous to max flow but using Bellman-Ford to find paths (can be made faster using Dijkstra by changing costs). Using SPFA achieves similar performance than Dijkstra if test cases are not designed to break it.

```

int [] p;

int minCostFlow(TreeMap<Integer, Edge>[] g, int s, int
    t) {
    int mincost = 0;
    while(spfa(g, s) != null && p[t] != -1) {
        // compute path capacity
        int cur = t;
        int pcap = Integer.MAX_VALUE;
        while(cur != s) {
            int prev = p[cur];
            pcap = Math.min(pcap, g[prev].get(cur).cap);
            cur = prev;
        }
        // update graph
        cur = t;
        int pcost = 0;
        while(cur != s) {
            int prev = p[cur];
            Edge epath = g[prev].get(cur);
            pcost += epath.cost * pcap;
            // update current edge
            if(epath.cap == pcap) g[prev].remove(cur);
            else epath.cap -= pcap;
            // update reverse edge
            Edge eback = g[cur].get(prev);
            if(eback != null) eback.cap += pcap;
            else g[cur].put(prev, new Edge(pcap, -epath.cost));
            cur = prev;
        }
        mincost += pcost;
    }
    return mincost;
}

```

Some changes to SPFA may be necessary. Computation of global variable p containing parents is required.

2.10 Chinese Postman Problem

Given an undirected weighted graph, compute the minimum length tour that visits every edge (edges may be visited several times, unavoidable if odd degree vertices exist). The number of odd degree vertices is even. Hence we can compute the minimum weight bipartite matching between them where w_{ij} is the length of the shortest path between i and j . Then the length of the tour is given by the sum of the lengths of all edges plus the weight of the matching.

2.11 Bipartite graph

Check if bipartite

```

boolean isBipartite(LinkedList<Integer>[] g)
{
    int [] d = bfs(g);
    for(int u = 0; u < g.length; u++)
        for(Integer v : g[u])
            if((d[u]%2) != (d[v]%2)) return false;
    return true;
}

```

2.11.1 Max Cardinality Bipartite Matching (MCBM)

Pairing of adjacent nodes. No node in two different pairs.

- Max Flow.
- Augmenting Path : path starting at non matched, ending at non-matched, even edges are matching. MCBM ssi no augmenting path. Start from non-matched, if augmenting path, augment (do not have to take all matching in the augmenting path).

MCBM : Number of matching.

2.11.2 Independent Set (or Dominating Set)

Set of vertices with no edges between them. MIS, add a vertex create an edge. In **bipartite** graph, MIS + MCBM = V.

2.11.3 Vertex Cover

Vertices such that each edge is adjacent to at least one vertex. Min Vertex Cover (MVC). In **bipartite** graph, MVC = MCBM.

In **general** graph, MVC = MIS and the MVC is the complementary of MIS.

```
static int n; // V
static int m; // vertex on the left subset of V
static LinkedList<Integer>[] g;
static int[] match;
static BitSet visited;

private static int Aug(int left) {
    if (visited.get(left)) return 0;
    visited.set(left);

    for (int right : g[left]) {
        if (match[right] == -1 || Aug(match[right]) == 1) {
            match[right] = left;
            return 1; // we found one matching
        }
    }

    return 0; // no matching
}

static int mcbm () {
    int MCBM = 0;
    match = new int[n];
    for (int i = 0; i < n; i++) {
        match[i] = -1;
    }
    for (int l = 0; l < m; l++) {
        visited = new BitSet(n);
        MCBM += Aug(l);
    }
    return MCBM;
}
```

3 Dynamic programming

3.1 Bottom-up

Give n objects of value $v[i]$ to 3 people such that $\max_i V_i - \min_i V_i$ is minimum (V_i is total value for person i).

$\text{canDo}[i][v_1][v_2] = 1$ if we can give the objects $0, 1, \dots, i$ such that v_1 is going to P_1 and v_2 to P_2 , 0 otherwise. v_3 is determined from the sum.

Base case $i = 0$:

- $\text{canDo}[0][0][0] = 1$
- $\text{canDo}[0][v[0]][0] = 1$
- $\text{canDo}[0][0][v[0]] = 1$

Case $i \geq 1$:

```
canDo[i][v1][v2] =
    canDo[i-1][v1][v2] ∨
    canDo[i-1][v1-v[i]][v2] ∨
    canDo[i-1][v1][v2-v[i]]
```

Sol. : $\min_{v_1, v_2: \text{canDo}[n-1][v_1][v_2]} [\max(v_1, v_2, S - v_1 - v_2) - \min(v_1, v_2, S - v_1 - v_2)]$

```
int solveDP () {
    boolean[][][] canDo = new boolean[v.length][sum + 1][sum + 1];
    // initialize base cases
    canDo[0][0][0] = true;
    canDo[0][v[0]][0] = true;
    canDo[0][0][v[0]] = true;
    // compute solutions using recurrence relation
    for (int i = 1; i < v.length; i++) {
        for (int a = 0; a <= sum; a++) {
            for (int b = 0; b <= sum; b++) {
                boolean giveA = a - v[i] >= 0 && canDo[i-1][a - v[i]][b];
                boolean giveB = b - v[i] >= 0 && canDo[i-1][a][b - v[i]];
                boolean giveC = canDo[i-1][a][b];
                canDo[i][a][b] = giveA || giveB || giveC;
            }
        }
    }
    // compute best solution
    int best = Integer.MAX_VALUE;
    for (int a = 0; a <= sum; a++) {
        for (int b = 0; b <= sum; b++) {
            if (canDo[v.length-1][a][b]) {
                best = Math.min(best, max(a, b, sum - a - b) - min(a, b, sum - a - b));
            }
        }
    }
    return best;
}
```

3.2 Top-down

Same problem as bottom-up. Main idea : memoization (Remember intermediate results).

```
int solve(int i, int a, int b) {
    if (i == n) {
        memo[i][a][b] = max(a, b, sum - a - b) - min(a, b, sum - a - b);
        return memo[i][a][b];
    }
    if (memo[i][a][b] != null) {
        return memo[i][a][b];
    }
    int giveA = solve(i+1, a + v[i], b);
    int giveB = solve(i+1, a, b + v[i]);
    int giveC = solve(i+1, a, b);
    memo[i][a][b] = min(giveA, giveB, giveC);
    return memo[i][a][b];
}
```

3.3 Knapsack problem

Given n objects of value $v[i]$ and weight $w[i]$, an integer W :

- Maximize $\sum_i x[i]v[i]$
- Such that $\sum_i x[i]w[i] \leq W$ where $x[i] = 0$ (not taken) or 1 (taken)

3.3.1 No repetition

$\text{best}[i][w]$ = best way to take objects $0, 1, \dots, i$ in a knapsack of capacity w .

Base case :

- $\text{best}[0][w] = v[0]$ si $w[0] \leq w$
- 0 else

Other cases :

$\text{best}[i][w] = \max\{\text{best}[i-1][w], \text{best}[i-1][w - w[i]] + v[i]\}$

3.3.2 An object can be repeated

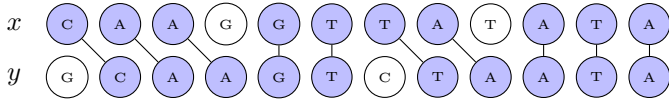
- $best[0] = 0$
- $best[w] = \max_{i:w[i] < w} \{best[w - w[i]] + v[i]\}$

3.3.3 Several knapsacks

$best[i][w_1][w_2]$ = best way to take objects $0, 1, \dots, i$ in knapsacks of capacity w_1 and w_2 .

3.4 Longest common sub-sequence (LCS)

Given two String x and y . Find the longest common sub-sequence between x and y .



- **Formulation** : $lcs[i][j]$ = size of $LCS(x[0]x[1] \dots x[i-1], y[0]y[1] \dots y[j-1])$
- **Base case** : $lcs[0][j] = 0$ $lcs[i][0] = 0$
- **Other cases** :
 - Si $x[i-1] = y[j-1]$ alors :
 $lcs[i][j] = 1 + lcs[i-1][j-1]$
 - Si $x[i-1] \neq y[j-1]$ alors :
 $lcs[i][j] = \max\{lcs[i-1][j], lcs[i][j-1]\}$

3.5 Matrix Chain Multiplication (MCM)

Given a list of matrices, find the order minimizing the number of multiplications to compute their product.

- Number to multiply a matrix of size $n \times m$ by a matrix of size $m \times r$: $n \cdot m \cdot r$.
- Example : $A : 10 \times 30$, $B : 30 \times 5$ et $C : 5 \times 60$.
 - For $(AB)C$: $10 \cdot 30 \cdot 5 + 10 \cdot 5 \cdot 60 = 4500$ multiplications.
 - For $A(BC)$: $30 \cdot 5 \cdot 60 + 10 \cdot 30 \cdot 60 = 27000$ multiplications.
- **Formulation** : $best[i][j]$ = min cost to multiply A_i, \dots, A_j
- **Base case** : $best[i][i] = 0$
- **Other cases** :

$$best[i][j] = \min_{i \leq k < j} best[i][k] + best[k+1][j] + A_i.n_1 \times A_k.n_2 \times A_j.n_2$$

3.5.1 Generalized MCM

Given a list of objects $x[0], \dots, x[n-1]$ and an operation \odot with an associated cost, find the order in which perform the operations to minimize the total cost. The matrix product is replaced by \odot .

$$best[i][j] = \min_{i \leq k < j} best[i][k] + best[k+1][j] + cost(i, j, k)$$

$cost(i, j, k)$ is the cost of $(x[i] \odot \dots \odot x[k]) \odot (x[k+1] \odot \dots \odot x[j])$.

```
int bestParenthesize() {
    int n = x.length; // x is a global variable
    int [][] best = new int[n][n];
    for(int i = 0; i < n; i++) {
        best[i][i] = 0;
    }
    for(int l = 1; l <= n; l++) {
```

```
    for(int i = 0; i < n - 1; i++) {
        int j = i + 1;
        int min = Integer.MAX_VALUE;
        for(int k = i; k < j; k++) {
            min = Math.min(min, best[i][k] + best[k+1][j]
                + cost(i, j, k)); // cost is problem-independent
        }
        best[i][j] = min;
    }
    return best[0][n-1];
}
```

3.6 Edit distance

Given two String x and y , by performing operations on x , compute the minimal cost to transform x into y .

We can (operation cost) :

1. Remove a character (D=1)
2. Insert a character (I=1)
3. Replace a character (R=2)

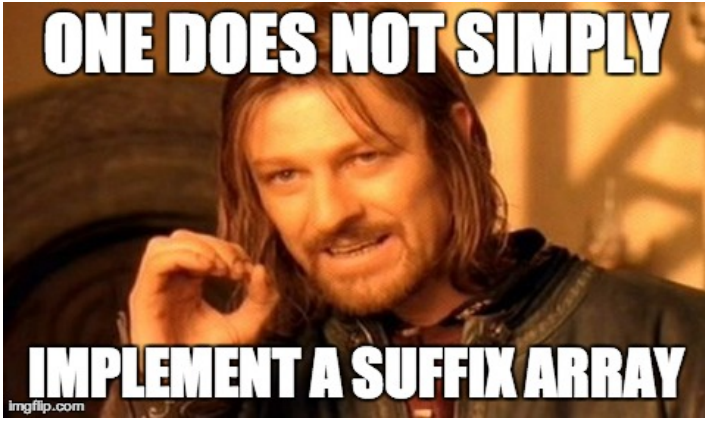
- **Formulation** : $editDist[i][j]$ = min. cost to transform $x_0 \dots x_{i-1}$ into $y_0 \dots y_{j-1}$
- **Base case** :
 $editDist[i][0] = i \cdot D$ $editDist[0][j] = j \cdot I$
- **Other cases** :

$$editDist[i][j] = \min \begin{cases} editDist[i-1][j] + D, \\ editDist[i][j-1] + I, \\ editDist[i-1][j-1] + R^* \end{cases}$$

where $R^* = R$ if $x[i-1] \neq y[j-1]$, 0 else.

```
int editDistance(String txt1, String txt2, int I, int D,
    int R){
    int [][] d = new int[txt1.length()+1][txt2.length()+1];
    for(int i=0; i <= txt1.length(); i++){
        d[i][0] = i*D;
    }
    for(int j=0; j <= txt2.length(); j++){
        d[0][j] = j*I;
    }
    for(int i=1; i <= txt1.length(); i++){
        for(int j=1; j <= txt2.length(); j++){
            int cost;
            // Non-equality cost
            if(txt1.charAt(i-1) != txt2.charAt(j-1))
                cost = R;
            else
                cost = 0;
            // Deletion, Insertion, Replacement
            d[i][j] = Math.min(Math.min(d[i-1][j] + D, d[i][j-1] + I), d[i-1][j-1] + cost);
        }
    }
    // Last computed element is the edit distance
    return d[txt1.length()][txt2.length()];
}
```

3.7 Suffix array



3.7.1 $O(n \log(n)^2)$, full matrix, need $n \leq 10K$

- Suffix array of *algorithm* = algorithm, gorithm, hm, ithm, lgorithm, m, orithm, rithm, thm
- Characterized by its starting index
Example : Suffix array of *algorithm* :

[0, 2, 7, 5, 1, 8, 3, 4, 6]

Example : Given suf_j suffix beginning at index j , and $C(i, j, k)$ comparison result of suf_j and suf_k on the 2^i first characters.

$$C(i, j, k) = C(i-1, j, k) \quad \text{si } C(i-1, j, k) \neq 0$$

$$C(i-1, j+2^{i-1}, k+2^{i-1}) \quad \text{else}$$

- Define a matrix so such that :

$$so[i][j] = so[i][k] \Leftrightarrow C(i, j, k) = 0$$

$$so[i][j] < so[i][k] \Leftrightarrow C(i, j, k) < 0$$

$$so[i][j] > so[i][k] \Leftrightarrow C(i, j, k) > 0$$

$so[i]$ is the order of sorted suffixes on the 2^i first characters.

- **Base case** : $so[0][j] = (int)s.charAt(i)$
Example : for $s = ccacab$ we have
 $s[0] = [97, 97, 95, 97, 95, 96]$
- For every j we define a triplet (l, r, j) :

$$(s[i-1][j], s[i-1][j+2^{i-1}], j) \quad \text{si } j+2^{i-1} < n$$

$$(s[i-1][j], -1, j) \quad \text{si } j+2^{i-1} \geq n$$

```
class Triple implements Comparable<Triple> {
    int l, r, index;
    public Triple(int half1, int half2, int index) {
        this.l = half1;
        this.r = half2;
        this.index = index;
    };
    public int compareTo(Triple other) {
        if(l != other.l) {
            return l - other.l;
        }
        return r - other.r;
    }
}
```

```
int [][] suffixOrder(String s) { // O(n log^2(n))
    int n = s.length();
    int lg = (int) Math.ceil((Math.log(n) / Math.log(2)))
        + 1;
    int [][] so = new int[lg][n];
    // initialize so[0] with character order
    for(int i = 0; i < n; i++) {
        so[0][i] = s.charAt(i);
    }
    Triple[] next = new Triple[n];
    for(int i = 1; i < lg; i++) {
        // build the next array
        for(int j = 0; j < n; j++) {
            int k = j + (1 << (i - 1));
            next[j] = new Triple(so[i-1][j], k < n ? so[i-1][k] : -1, j);
        }
        // sort next array
        Arrays.sort(next);
        // build so[i]
        for(int j = 0; j < n; j++) {
            if(j == 0) {
                // smallest elements gets value 0
                so[i][next[j].index] = 0;
            } else if(next[j].compareTo(next[j-1]) == 0) {
                // equal to previous so it gets the same value
                so[i][next[j].index] = so[i][next[j-1].index];
            } else {
                // largest than previous so get + 1
                so[i][next[j].index] = so[i][next[j-1].index] + 1;
            }
        }
    }
    return so;
}

//Calcule le Suffix Array pour un so donne :
int [] suffixArray(int [][] so) {
    int [] sa = new int[so[0].length];
    for(int j = 0; j < so[0].length; j++) {
        sa[so[so.length-1][j]] = j;
    }
    return sa;
}

//Retourne le plus long prefixe commun de suf_j (le
//suffixe de s commençant a j = s.substr(j)) et suf_k
//pour un so donne :
int lcp(int [][] so, int j, int k) { // O(log(n))
    int lcp = 0;
    int n = so[0].length;
    for(int i = so.length-1; i >= 0; i--) {
        if(j < n && k < n && so[i][j] == so[i][k]) {
            lcp += (1 << i);
            j += (1 << i);
            k += (1 << i);
        }
    }
    return lcp;
}

//Quelques exemples
String maxStrRepeatedKTimes(String s, int k) {
    int [][] so = suffixOrder(s);
    int [] SA = suffixArray(so);
    int n = s.length();
    int max = Integer.MIN_VALUE;
    int j = 0;
    for(int i = 0; i <= n-k; i++) {
        int lcp = lcp(so, SA[i], SA[i+k-1]);
        if(lcp > max) {
            max = lcp;
            j = SA[i];
        }
    }
    return s.substring(j, j+max);
}
```

```
String minLexicographicRotation(String s) {
    int n = s.length();
    s += s;
    int[] SA = suffixArray(suffixOrder(s));
    int i = 0;
    while (!(0 <= SA[i] && SA[i] < n)) {
        i++;
    }
    return s.substring(SA[i], SA[i] + n);
}

class MaxLexConc implements Comparator<String> {
    public int compare(String x, String y) {
        String xy = x + y;
        String yx = y + x;
        if (xy.compareTo(yx) < 0 ||
            (xy.equals(yx) && x.length() < y.length())) {
            return 1;
        }
        return -1;
    }
}
```

3.7.2 $O(n \log(n))$, only last line, need $n \leq 100K$

```
static final int MAX_N = 100010;
static Integer[] tempSA, sa;
static int[] c, ra;
static int[] lcp, plcp;
static void countingSort(int n, int k) {
    int i, sum, maxi = Math.max(300, n); // up to 255
    ASCII chars or length of n
    for (i = 0; i < MAX_N; i++) c[i] = 0; // clear
    frequency table
    for (i = 0; i < n; i++) // count the frequency of
    each rank
        c[i + k < n ? ra[i + k] : 0]++;
    for (i = sum = 0; i < maxi; i++) {
        int t = c[i]; c[i] = sum; sum += t;
    }
    for (i = 0; i < n; i++) // shuffle the
    suffix array if necessary
        tempSA[c[sa[i] + k < n ? ra[sa[i] + k] : 0]++] = sa[i];
    for (i = 0; i < n; i++) //
    update the suffix array SA
        sa[i] = tempSA[i];
}

static void constructSA(char[] s) { //  $O(n \log(n)) \rightarrow n \leq 100K$ 
    int i, k, r, n = s.length;
    tempSA = new Integer[n]; sa = new Integer[n];
    ra = new int[n]; int[] tempRA = new int[n];
    c = new int[MAX_N];
    for (i = 0; i < n; i++) ra[i] = s[i];
    // initial rankings
    for (i = 0; i < n; i++) sa[i] = i; //
    initial SA: {0, 1, 2, ..., n-1}
    for (k = 1; k < n; k <= 1) { // repeat
        sorting process log n times
        countingSort(n, k); // actually radix sort:
        sort based on the second item
        countingSort(n, 0); // then (stable)
        sort based on the first item
        tempRA[sa[0]] = r = 0; // re-
        ranking; start from rank r = 0
        for (i = 1; i < n; i++) //
        compare adjacent suffixes
            tempRA[sa[i]] = // if same pair => same rank
            r; otherwise, increase r
            (ra[sa[i]] == ra[sa[i-1]] && ra[sa[i+k]] == ra[sa[i-1+k]]) ? r : ++r;
        for (i = 0; i < n; i++) //
        update the rank array RA
            ra[i] = tempRA[i];
    }
}

static void computeLCP(char[] s) {
    int i, L, n = s.length;
```

```
int[] phi = new int[n];
lcp = new int[n]; plcp = new int[n];
phi[sa[0]] = -1; // default value
for (i = 1; i < n; i++) // compute Phi in  $O(n)$ 
    phi[sa[i]] = sa[i-1]; // remember which suffix is
    behind this suffix
for (i = L = 0; i < n; i++) { // compute Permuted LCP
    in  $O(n)$ 
    if (phi[i] == -1) { plcp[i] = 0; continue; } //
    special case
    while (i + L < n && phi[i] + L < n && s[i + L] == s[phi[i] + L]) L++; // L will be increased max n
    times
    plcp[i] = L;
    L = Math.max(L-1, 0); // L will be decreased max n
    times
}
for (i = 1; i < n; i++) // compute LCP in  $O(n)$ 
    lcp[i] = plcp[sa[i]]; // put the permuted LCP back
    to the correct position
}

static int strcmp(char[] a, int i, char[] b, int j,
    int n) {
    for (int k=0; i+k < a.length && j+k < b.length; k++){
        if (a[i+k] != b[j+k]) return a[i+k] - b[j+k];
    }
    return 0;
}

static int[] stringMatching(char[] s, char[] p) { //
    string matching in  $O(m \log n)$ 
    int n = s.length, m = p.length;
    constructSA(s);
    int lo = 0, hi = n-1, mid = lo; // valid matching =
    [0 .. n-1]
    while (lo < hi) { // find lower bound
        mid = (lo + hi) / 2;
        int res = strcmp(s, sa[mid], p, 0, m); // try to
        find P in suffix 'mid'
        if (res >= 0) hi = mid;
        else lo = mid + 1;
    }
    if (strcmp(s, sa[lo], p, 0, m) != 0) return new int[]{-1, -1}; // not found
    int[] ans = new int[] { lo, 0 };

    lo = 0; hi = n - 1; mid = lo;
    while (lo < hi) { // if lower bound is found, find
        upper bound
        mid = (lo + hi) / 2;
        int res = strcmp(s, sa[mid], p, 0, m);
        if (res > 0) hi = mid;
        else lo = mid + 1;
    }
    if (strcmp(s, sa[hi], p, 0, m) != 0) hi--; // special
    case
    ans[1] = hi;
    return ans;
} // return lower/upper bound as the first/second item
    of the pair, respectively

static String LRS(char[] s) { // Longest Repeating
    substring
    int n = s.length;
    constructSA(s);
    computeLCP(s);
    int i, idx = 0, maxLCP = 0;

    for (i = 1; i < n; i++) //  $O(n)$ 
        if (lcp[i] > maxLCP) {
            maxLCP = lcp[i];
            idx = i;
        }
    return new String(s).substring(sa[idx], sa[idx]+
        maxLCP);
}

static int owner(int idx, int n, int m) { return (idx < n
```

```

    -m-1) ? 1 : 2; }

static String LCS(String T, String P) { // Longest
    common substring
    int i, idx = 0;

    int m = P.length();
    char[] s = (T + "$" + P + "#").toCharArray(); //
        append P and '#'
    int n = s.length; // update n
    constructSA(s); // O(n log n)
    computeLCP(s); // O(n)

    int maxLCP = -1;
    for (i = 1; i < n; i++)
        if (lcp[i] > maxLCP && owner(sa[i], n, m) != owner(sa[i-1], n, m)) { // different owner
            maxLCP = lcp[i];
            idx = i;
        }

    return new String(s).substring(sa[idx], sa[idx] +
        maxLCP);
}

```

4 Geometry

Be careful of rounding errors. Define E in function of the problem. `Double.parseDouble` est bien plus lent que `Integer.parseInt`.

```

boolean eq(double a, double b) {return Math.abs(a - b) <= E;}
boolean le(double a, double b) {return a < b - E;}
boolean leq(double a, double b) {return a <= b + E;}

```

4.1 Vectors

4.1.1 Rotation around (0,0)

$$(x, y) \leftrightarrow x + yi$$

$$\rho e^{i\theta} = \rho \cos(\theta) + i\rho \sin(\theta)$$

(x, y) rotated by α is $(\cos(\alpha)x - \sin(\alpha)y, \sin(\alpha)x + \cos(\alpha)y)$

4.2 Points

```

class Point implements Comparable<Point> {
    double x, y;
    public int compareTo(Point o) { //xcomp
        if (a.x < b.x) return -1;
        if (a.x > b.x) return 1;
        if (a.y < b.y) return -1;
        if (a.y > b.y) return 1;
        return 0;
    }
}

class yComp implements Comparator<Point> {
    public int compare(Point p, Point q) {
        if (p.y == q.y) {return Double.compare(p.x, q.x);}
        return Double.compare(p.y, q.y);
    }
}

```

4.2.1 Point in box

```

boolean inBox(Point p1, Point p2, Point p) {
    return Math.min(p1.x, p2.x) <= p.x && p.x <= Math.max(p1.x, p2.x) &&
        Math.min(p1.y, p2.y) <= p.y && p.y <= Math.max(p1.y, p2.y);
}

```

4.2.2 Polar sort

```

LinkedList<Point> sortPolar(Point[] P, Point o)
{
    LinkedList<Point> above = new LinkedList<Point>();
    LinkedList<Point> samePos = new LinkedList<Point>();
}

```

```

LinkedList<Point> sameNeg = new LinkedList<Point>();
LinkedList<Point> below = new LinkedList<Point>();
for (Point p : P)
{
    if (p.y > o.y)
        above.add(p);
    else if (p.y < o.y)
        below.add(p);
    else
    {
        if (p.x < o.x)
            sameNeg.add(p);
        else
            samePos.add(p);
    }
}

PolarComp comp = new PolarComp(o);
Collections.sort(samePos, comp);
Collections.sort(sameNeg, comp);
Collections.sort(above, comp);
Collections.sort(below, comp);
LinkedList<Point> sorted = new LinkedList<Point>();
for (Point p : samePos) sorted.add(p);
for (Point p : above) sorted.add(p);
for (Point p : sameNeg) sorted.add(p);
for (Point p : below) sorted.add(p);
return sorted;
}

```

```

class PolarCmp implements Comparator<Point> {
    static Point orig = new Point(0, 0);
    public int compare(Point p, Point q) {
        double o = orient(orig, p, q);
        if (o == 0) {
            if (p.x * p.x + p.y * p.y > q.x * q.x + q.y * q.y)
                return 1;
            return -1;
        }
        return -(int) Math.signum(o);
    }
}

```

4.2.3 Closest pair of points

```

double closestPair(Point[] points) {
    if (points.length == 1) {return Double.
        POSITIVE_INFINITY;}
    Arrays.sort(points, new xComp());
    double min = dist(points[0], points[1]);
    // keep track of the leftmost point
    int leftmost = 0;
    TreeSet<Point> candidates = new TreeSet<Point>(new
        yComp());
    candidates.add(points[0]);
    candidates.add(points[1]);
    for (int i = 2; i < points.length; i++) {
        Point cur = points[i];
        // eliminate points s.t cur.x - x > min
        while (cur.x - points[leftmost].x > min) {
            candidates.remove(points[leftmost]);
            leftmost++;
        }
        Point low = new Point(0, cur.y - min);
        Point high = new Point(0, cur.y + min);
        // check all points in the rectangle
        for (Point point : candidates.subSet(low, high))
            min = Math.min(min, dist(cur, point));
        candidates.add(cur);
    }
    return min;
}

```

4.2.4 Orientation

$$orient(p, q, r) = \begin{vmatrix} 1 & p_x & p_y \\ 1 & q_x & q_y \\ 1 & r_x & r_y \end{vmatrix}$$

$$\text{orient}(p, q, r) \begin{cases} = 0 & p, q, r \text{ are collinear} \\ < 0 & p \rightarrow q \rightarrow r \text{ is clockwise} \\ > 0 & p \rightarrow q \rightarrow r \text{ is counterclockwise} \end{cases}$$

$$|\text{orient}(p, q, r)| = 2 \cdot \text{area} \triangle(p, q, r)$$

```
double orient(Point p, Point q, Point r) {
    return q.x * r.y - r.x * q.y - p.x * (r.y - q.y) + p.
        y * (r.x - q.x);
}
```

4.2.5 Angle visibility

x lies strictly inside the angle formed by p, q, r iff

$$\text{sgn}(\text{orient}(p, q, x)) = \text{sgn}(\text{orient}(p, x, r))$$

$$\text{sgn}(\text{orient}(p, r, x)) = \text{sgn}(\text{orient}(p, x, q))$$

To allow it to lie on the border simply check if

$$\text{sgn}(\text{orient}(p, q, x)) = 0 \text{ or } \text{sgn}(\text{orient}(p, r, x)) = 0$$

4.2.6 Fixed radius neighbors (1D)

```
List<Double[]> findPairs1D(double[] x, double r) {
    HashMap<Integer, List<Double>> H = new HashMap<
        Integer, List<Double>>();
    // fill buckets
    for(int i = 0; i < x.length; i++) {
        int b = (int)(x[i] / r);
        if(H.containsKey(b)) {
            H.get(b).add(x[i]);
        } else {
            List<Double> L = new ArrayList<Double>();
            L.add(x[i]);
            H.put(b, L);
        }
    }
    // find pairs in consecutive buckets
    List<Double[]> pairs = new LinkedList<Double[]>();
    for(int i = 0; i < x.length; i++) {
        int b = (int)(x[i] / r);
        List<Double> bucket = H.get(b + 1);
        if(bucket != null)
            for(double y : bucket)
                if(y - x[i] <= r)
                    pairs.add(new Double[] {x[i], y});
    }
    // add points in buckets
    for(List<Double> bucket : H.values())
        for(int i = 0; i < bucket.size(); i++)
            for(int j = i + 1; j < bucket.size(); j++)
                pairs.add(new Double[] {bucket.get(i), bucket.
                    get(j)});
    return pairs;
}
```

4.2.7 Fixed radius neighbors (2D)

```
List<Point[]> findPairs2D(Point[] points, double r) {
    HashMap<Integer, List<Point>> H = new HashMap<Integer,
        List<Point>>();
    // fill buckets
    for(int i = 0; i < points.length; i++) {
        int bx = (int)(points[i].x / r);
        int by = (int)(points[i].y / r);
        int key = 33 * bx + by;
        if(H.containsKey(key)) {
            H.get(key).add(points[i]);
        } else {
            List<Point> L = new ArrayList<Point>();
            L.add(points[i]);
            H.put(key, L);
        }
    }
}
```

```
}
// find pairs in adjacent buckets
List<Point[]> pairs = new LinkedList<Point[]>();
int[][] dir = new int[][] {new int[] {1,0}, new int[]
    {0,1}, new int[] {1,1}};
for(int i = 0; i < points.length; i++) {
    int bx = (int)(points[i].x / r);
    int by = (int)(points[i].y / r);
    for(int[] d : dir) {
        List<Point> bucket = H.get(33 * (bx + d[0]) + (by
            + d[1]));
        if(bucket != null)
            for(Point y : bucket)
                if(sqDist(points[i], y) <= r * r)
                    pairs.add(new Point[] {points[i], y});
    }
}
// add points in buckets
for(List<Point> bucket : H.values())
    for(int i = 0; i < bucket.size(); i++)
        for(int j = i + 1; j < bucket.size(); j++)
            if(sqDist(bucket.get(i), bucket.get(j)) <= r *
                r)
                pairs.add(new Point[] {bucket.get(i), bucket.
                    get(j)});
return pairs;
}
```

4.3 Lines

General equation : $Ax + By = C$. The line through $(x_1, y_1), (x_2, y_2)$ is given by : $A = y_2 - y_1$, $B = x_1 - x_2$, $C = Ax_1 + By_1$.

4.3.1 Intersections

Intersection exists there is a solution for $A_1x + B_1y = C_1$ and $A_2x + B_2y = C_2$. This happens if and only if

$$d := \det \begin{pmatrix} A_1 & B_1 \\ A_2 & B_2 \end{pmatrix} \neq 0$$

Intersection is given by

$$\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} A_1 & B_1 \\ A_2 & B_2 \end{pmatrix}^{-1} \begin{pmatrix} C_1 \\ C_2 \end{pmatrix} = \frac{1}{d} \begin{pmatrix} B_2 & -B_1 \\ -A_2 & A_1 \end{pmatrix} \begin{pmatrix} C_1 \\ C_2 \end{pmatrix}$$

4.3.2 Perpendicular line

The lines perpendicular to $Ax + By = C$ are

$$-Bx + Ay = D \quad \text{for } D \in \mathbb{R}$$

If we want the one that goes through (x_0, y_0) set

$$D = -Bx_0 + Ay_0$$

4.3.3 Orthogonal Symmetry

For a line, find X' , the point which is the orthogonal symmetry of X on line a .

Computes the perpendicular of the given line that goes through X . Compute intersection Y . $X' = Y - (X - Y)$.

4.4 Segments

4.4.1 Intersection

- Treat segments as lines.
- If $d \neq 0$, compute line intersection (x, y) .
- Segments intersect iff

$$\min(x_1, x_2) \leq x \leq \max(x_1, x_2)$$

$$\min(y_1, y_2) \leq y \leq \max(y_1, y_2)$$


```

boolean intersects(Point p1, Point p2, Point p3, Point
    p4) {
    double o1 = orient(p1, p2, p3);
    double o2 = orient(p1, p2, p4);
    double o3 = orient(p3, p4, p1);
    double o4 = orient(p3, p4, p2);
    // check first condition of the lemma
    if(o1 * o2 < 0 && o3 * o4 < 0) return true;
    // check seconds condition of the lemma
    if(o1 == 0 && inBox(p1, p2, p3)) return true;
    if(o2 == 0 && inBox(p1, p2, p4)) return true;
    if(o3 == 0 && inBox(p3, p4, p1)) return true;
    if(o4 == 0 && inBox(p3, p4, p2)) return true;
    return false;
}

```

4.4.2 Intersections problem

Given a lot of segments, return true if it exists a pair that intersects.

```

boolean segmentIntersection(Segment[] S) {
    Event[] events = new Event[2 * S.length];
    // create event points
    for(int i = 0, j = 0; i < S.length; i++) {
        events[j++] = new Event(S[i].l.x, true, S[i]);
        events[j++] = new Event(S[i].r.x, false, S[i]);
    }
    Arrays.sort(events);
    SegmentCmp cmp = new SegmentCmp();
    TreeSet<Segment> T = new TreeSet<Segment>(cmp);
    // sweep line
    for(Event event : events) {
        Segment s = event.s;
        cmp.x = event.x;
        if(event.isLeft) {
            // new segment found. check if it intersects one
            // of its neighbors
            T.add(s);
            Segment above = T.higher(s);
            Segment below = T.lower(s);
            if((above != null && intersects(above, s)) ||
                (below != null && intersects(below, s)))
                return true;
        } else {
            // end of segment. check if its neighbors
            // intersect
            Segment above = T.higher(s);
            Segment below = T.lower(s);
            if(above != null && below != null && intersects(
                above, below))
                return true;
            T.remove(s);
        }
    }
    return false;
}

class Event implements Comparable<Event> {
    double x;
    boolean isLeft;
    Segment s;
    public Event(double x, boolean isLeft, Segment s) {
        this.x = x;
        this.isLeft = isLeft;
        this.s = s;
    }
    public int compareTo(Event other) {
        int cmp = Double.compare(x, other.x);
        // ensure that left comes before right
        if(cmp == 0) return isLeft ? -1 : 1;
        return cmp;
    }
    public String toString() {
        return x + " " + isLeft;
    }
}

class SegmentCmp implements Comparator<Segment> {
    double x;

```

```

public int compare(Segment s1, Segment s2) {
    // compute A,B,C from eq Ax + by = C for each
    // segment
    double A1 = s1.r.y - s1.l.y;
    double B1 = s1.l.x - s1.r.x;
    double C1 = A1 * s1.l.x + B1 * s1.l.y;

    double A2 = s2.r.y - s2.l.y;
    double B2 = s2.l.x - s2.r.x;
    double C2 = A2 * s2.l.x + B2 * s2.l.y;

    // no divisions ==
    double t1 = B2 * (C1 - A1 * x);
    double t2 = B1 * (C2 - A2 * x);
    if(t1 == t2) {
        return s1 == s2 ? 0 : -1;
    } else if(B1 * B2 > 0) {
        return Double.compare(t1, t2);
    } else {
        return Double.compare(t2, t1);
    }
}

```

4.5 Circles

4.5.1 Circles from 3 points

- 3 non collinear points define a unique circle.
- c = intersection of bisectors of XY and YZ .

4.6 Polygon

4.6.1 Triangles

- côtés a, b, c , angles A, B, C , hauteurs h_A, h_B, h_C , $s = \frac{a+b+c}{2}$, aire S .
- Aire : $S = \frac{ah_A}{2}$, $S = \frac{ab \sin C}{2}$, $S = \frac{\sqrt{s(s-a)(s-b)(s-c)}}{1}$.
- Inradius $r = \frac{S}{s}$.
- Outradius $2R = \frac{a}{\sin A} = \frac{b}{\sin B} = \frac{c}{\sin C}$.
- $rR = \frac{abc}{4s}$.

4.6.2 Check convexity

```

boolean isConvex(Point[] P) {
    if(P.length < 3) return false;
    double o1 = orient(P[P.length-1], P[0], P[1]);
    for (int i = 0; i < P.length; i++) {
        double o2 = orient(P[i], P[i+1], P[i+2]);
        if(o1 * o2 < 0) {
            return false;
        } else if (o2 != 0) {
            o1 = o2;
        }
    }
    return true;
}

```

4.6.3 Winding number

```

// assumes p is not on P
double winding(Point[] P, Point p) {
    //make a translation so p = (0, 0)
    for(Point q : P) {
        q.x -= p.x;
        q.y -= p.y;
    }
    double w = 0;
    for(int i = 0; i < P.length - 1; i++) {
        if(P[i].y * P[i+1].y < 0) {
            // segment crosses the x-axis
            double r = (P[i].y - P[i+1].y) * P[i].x + P[i].y
                * (P[i+1].x - P[i].x);
            //check for intersection with the positive x-axis

```



```

    if((P[i].y - P[i+1].y > 0 && r > 0) || (P[i].y -
P[i+1].y < 0 && r < 0)) {
        // segment fully crosses the x-axis
        // - to + add 1, + to - subtract 1
        w += P[i].y < 0 ? 1 : -1;
    } else if(P[i].y == 0 && P[i].x > 0) {
        // the segment starts at the x-axis
        // 0 to + add 0.5, 0 to - subtract 0.5
        w += P[i+1].y > 0 ? 0.5 : -0.5;
    } else if(P[i+1].y == 0 && P[i+1].x > 0) {
        // the segment ends at the x-axis
        // - to 0 add 0.5, + to 0 subtract 0.5
        w += P[i].y < 0 ? 0.5 : -0.5;
    }
}
return w;
}

```

4.6.4 Convex Hull

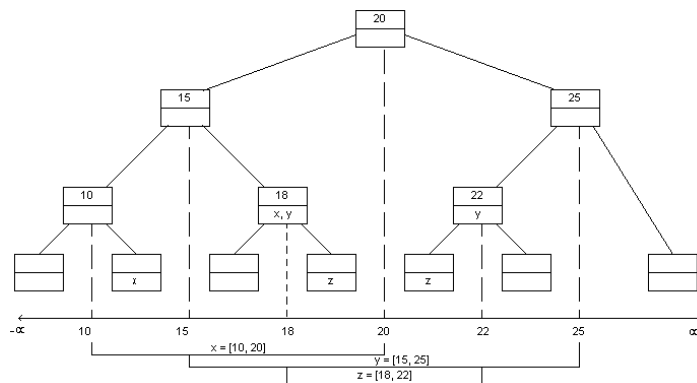
```

Point[] convexHull(Point[] points) {
    // sort points by increasing x coordinates
    Arrays.sort(points, new xComp());
    // build upper chain
    Point[] upChain = buildChain(points, 1);
    // build lower chain
    Point[] loChain = buildChain(points, -1);
    Point[] hull = new Point[upChain.length + loChain.
length - 2];
    int i;
    // build convex hull from upper and lower chain
    for(i = 0; i < upChain.length; i++) {
        hull[i] = upChain[i];
    }
    for(int j = loChain.length - 2; j >= 1; j--) {
        hull[i] = loChain[j];
    }
    return hull;
}

Point[] buildChain(Point[] points, int sgn) {
    Point[] S = new Point[points.length];
    int k = 0;
    S[k++] = points[0]; // push points[0]
    S[k++] = points[1]; // push points[1]
    // build chain
    for(int i = 2; i < points.length; i++) {
        //double orient = orient(S[k - 2], S[k - 1], points
[i]);
        while(k >= 2 && sgn * orient(S[k - 2], S[k - 1],
points[i]) >= 0) {
            S[k - 1] = null; // pop
            k--;
        }
        S[k++] = points[i]; // push points[i]
    }
    return Arrays.copyOf(S, k);
}

```

4.7 Interval Tree



```

class IntervalTree {
    Node root;
    public IntervalTree(int[] x) {
        root = new Node();
    }
}

```

```

    buildTree(root, 0, x.length - 1, x);
}

public int measure() {
    return root.measure;
}

public void buildTree(Node node, int i, int j, int[]
x) {
    if(j - i == 1) {
        node.l = x[i];
        node.r = x[j];
        node.m = -1;
    } else {
        node.l = x[i];
        node.r = x[j];
        int mid = (i + j) / 2;
        Node left = new Node();
        buildTree(left, i, mid, x);
        Node right = new Node();
        buildTree(right, mid, j, x);
        node.m = x[mid];
        node.left = left;
        left.parent = node;
        node.right = right;
        right.parent = node;
    }
}

public void remove(int x1, int x2) {
    remove(root, x1, x2);
}

private void remove(Node node, int x1, int x2) {
    if(node.l == x1 && node.r == x2) {
        node.count = Math.max(0, node.count - 1);
        if(node.left == null || node.right == null) {
            node.measure = node.count == 0 ? 0 : node.
measure;
        } else {
            node.measure = node.count == 0 ? node.left.
measure + node.right.measure : node.measure;
        }
    } else {
        // go down the three to delete new interval
        int mid = node.m;
        if(x1 < mid && mid < x2) {
            // split
            remove(node.left, x1, mid);
            remove(node.right, mid, x2);
        } else if(node.l <= x1 && x2 <= mid) {
            // contained on left
            remove(node.left, x1, x2);
        } else {
            // contained on right
            remove(node.right, x1, x2);
        }
        // update measures when going up
        if(node.count == 0) {
            node.measure = node.left.measure + node.right.
measure;
        }
    }
}

public void add(int x1, int x2) {
    add(root, x1, x2);
}

private void add(Node node, int x1, int x2) {
    if(node.l == x1 && node.r == x2) {
        node.measure = x2 - x1;
        node.count++;
    } else {
        // go down the three to add new interval
        int mid = node.m;
        if(x1 < mid && mid < x2) {
            // split
            add(node.left, x1, mid);
            add(node.right, mid, x2);
        } else if(node.l <= x1 && x2 <= mid) {
            // contained on left
            add(node.left, x1, x2);
        } else {
            // contained on right

```

```

        add(node.right, x1, x2);
    }
    // update measures when going up
    if (node.count == 0) {
        node.measure = node.left.measure + node.right.measure;
    }
}
}
public class Node {
    int l, r, m;
    int count, measure;
    Node left, right, parent;
}
}

```

4.8 Area of union of rectangles

```

long area(R[] r) {
    // sort y coordinates
    int[] y = new int[2 * r.length];
    int k = 0;
    for (R rect : r) {
        y[k++] = rect.y1;
        y[k++] = rect.y2;
    }
    Arrays.sort(y);
    // build interval tree
    IntervalTree T = new IntervalTree(y);
    // initialize event queue
    PriorityQueue<Event> Q = new PriorityQueue<Event>();
    for (R rectangle : r) {
        Q.add(new Event(rectangle.x1, rectangle));
        Q.add(new Event(rectangle.x2, rectangle));
    }
    long area = 0;
    Event previous = null;
    // loop over all events
    while (!Q.isEmpty()) {
        // poll next event
        Event e = Q.poll();
        if (previous == null) {
            // first vertical line
            T.add(e.r.y1, e.r.y2);
        } else {
            // found a new vertical line
            // update area by dx * tree measure
            int dx = e.x - previous.x;
            area += dx * T.measure();
            if (e.x == e.r.x1) {
                // new rectangle, add segment to T
                T.add(e.r.y1, e.r.y2);
            } else {
                // exiting rectangle, remove segment from T
                T.remove(e.r.y1, e.r.y2);
            }
        }
        // update previous
        previous = e;
    }
    return area;
}

class Event implements Comparable<Event> {
    int x;
    R r;
    public Event(int x, R r) {
        this.x = x;
        this.r = r;
    }
    public int compareTo(Event other) {
        return x - other.x;
    }
}

class R {
    int x1, y1, x2, y2;
    public R(int x1, int y1, int x2, int y2) {
        this.x1 = x1; this.y1 = y1; this.x2 = x2; this.y2 = y2;
    }
}

```

```

    }
}

```

4.9 C library by Xiao

```

#include <cmath>
#include <algorithm>
#include <iostream>
#include <vector>

using namespace std;

#define PI acos(-1)
#define EPS 1E-9

//_point _vector
typedef struct _point {double x, y; _point(double _x = 0, double _y = 0) : x(_x), y(_y) {}
    bool operator==(const _point other) const {return (fabs(x - other.x) < EPS) && (fabs(y - other.y) < EPS);}};
}_vector; //_vector(AB) = _point(B) - _point(A)
_vector operator+(_vector v1, _vector v2) {return _vector(v1.x + v2.x, v1.y + v2.y);}
_vector operator-(_vector v1, _vector v2) {return _vector(v1.x - v2.x, v1.y - v2.y);}
_vector operator*(_vector v, double p) {return _vector(v.x * p, v.y * p);}
_vector operator/(_vector v, double p) {return _vector(v.x / p, v.y / p);}
double norm(_vector v) {return v.x * v.x + v.y * v.y;}

//product of 2 vectors
double dot(_vector v1, _vector v2) {return v1.x * v2.x + v1.y * v2.y;}
double cross(_vector v1, _vector v2) {return v1.x * v2.y - v1.y * v2.x;}

//add_square / hypot
double add_square(double x, double y) {return x * x + y * y;}
double hypot(double dx, double dy) {return sqrt(add_square(dx, dy));}

//distance between 2 points
double distance(_point p1, _point p2) {return hypot(p1.x - p2.x, p1.y - p2.y);}

//rotate vector (if t is not in rad, just do: t = t * PI / 180)
_vector rotate_counter_clockwise(_vector v, double t) {return _vector(v.x * cos(t) - v.y * sin(t), v.x * sin(t) + v.y * cos(t));}
_vector rotate_clockwise(_vector v, double t) {return _vector(v.x * cos(t) + v.y * sin(t), v.y * cos(t) - v.x * sin(t));}

//_line (ax + by + c = 0 with b = 0 for vertical lines; b = 1 for non vertical lines)
struct _line {double a, b, c;
    _line(double _a = 0, double _b = 0, double _c = 0) : a(_a), b(_b), c(_c) {}};

//build line with 2 points
_line points_to_line(_point p1, _point p2) {if (fabs(p1.x - p2.x) < EPS) return _line(1, 0, -p1.x); else {double la = (p2.y - p1.y) / (p1.x - p2.x), lc = -la * p1.x - p1.y; return _line(la, 1, lc);}}

//test if 2 lines are parallel / same / intersect (with intersection point)
bool are_parallel(_line l1, _line l2) {return (fabs(l1.a - l2.a) < EPS) && (fabs(l1.b - l2.b) < EPS);}
bool are_same(_line l1, _line l2) {return are_parallel(l1, l2) && (fabs(l1.c - l2.c) < EPS);}
bool are_intersect(_line l1, _line l2, _point &p) {if (are_parallel(l1, l2)) return false; p.x = (l2.b * l1.c - l1.b * l2.c) / (l2.a * l1.b - l1.a * l2.b);}

```

```

if(fabs(l1.b) > EPS) p.y = -(l1.a * p.x + l1.c); else
    p.y = -(l2.a * p.x + l2.c);
return true;}

//intersection of a line(AB) and a segment(pq)
_point line_intersect_segment(_point p, _point q,
    _point A, _point B)
{double a = B.y - A.y, b = A.x - B.x, c = B.x * A.y - A
    .x * B.y, u = fabs(a * p.x + b * p.y + c), v = fabs
    (a * q.x + b * q.y + c);
    return _point((p.x * v + q.x * u) / (u + v), (p.y * v
        + q.y * u) / (u + v));}

//distance from point to line defined by 2 points and
    find the closest point
double distance_to_line(_point p, _point a, _point b,
    _point &c)
{vector ap = p - a, ab = b - a; double u = dot(ap, ab)
    / norm(ab);
    c = a + ab * u; return distance(p, c);}

//distance from point to line segment defined by 2 end
    points and find the closest point
double distance_to_line_segment(_point p, _point a,
    _point b, _point &c)
{vector ap = p - a, ab = b - a; double u = dot(ap, ab)
    / norm(ab);
    if(u < 0) {c = _point(a.x, a.y); return distance(p, a)
        ;}
    if(u > 1) {c = _point(b.x, b.y); return distance(p, b)
        ;}
    return distance_to_line(p, a, b, c);}

//given 3 points / 2 vectors, compute the angle
double angle(_point a, _point o, _point b)
{vector oa = a - o, ob = b - o; return acos(dot(oa, ob)
    ) / sqrt(norm(oa) * norm(ob));}
double angle(_vector v1, _vector v2) {_point o(0, 0);
    return angle(o + v1, o, o + v2);}

//test if a point is on the left of a line defined by 2
    points / they are all collinear
bool is_on_the_left(_point p, _point a, _point b) {
    return cross(b - a, p - a) > 0;}
bool are_collinear(_point p, _point a, _point b) {
    return fabs(cross(b - a, p - a)) < EPS;}

//test if a point is inside a circle (0:inside 1:border
    2:outside)
int is_inside(_point p, _point o, double r)
{double dx = p.x - o.x, dy = p.y - o.y, Euc =
    add_square(dx, dy), rSq = r * r;
    return Euc < rSq ? 0 : Euc == rSq ? 1 : 2;}

//length of arc / chord (if t is not in rad, just do: t
    = t * PI / 180)
//area of circular segment 弓形
double length_arc(double r, double t) {return r * t;}
double length_chord(double r, double t) {return sqrt(2
    * r * r * (1 - cos(t)));}
double area_circular_segment(double r, double t) {
    return r * r / 2 * (PI * t - sin(t));}

//given 2 points and radius, find the center of circle
    (max 2 possible circles)
bool circle_center(_point p1, _point p2, double r,
    _point &o)
{double d2 = add_square(p1.x - p2.x, p1.y - p2.y), det
    = r * r / d2 - 0.25;
    if(det < 0) return false; //reverse p1 and p2 to get
        another circle center if there're 2 circles
    double h = sqrt(det); o.x = (p1.x + p2.x) * 0.5 + (p1
        .y - p2.y) * h;
    o.y = (p1.y + p2.y) * 0.5 + (p2.x - p1.x) * h; return
        true;}

//number of tangents from a point to a circle (with
    tangent vectors)

```

```

int getTangents(_point p, _point o, double r, _vector *
    tangents)
{vector u = o - p; double dist = norm(u); if(dist < r)
    return 0; else if(fabs(dist - r) < EPS)
    {tangents[0] = rotate_counter_clockwise(u, PI / 2);
        return 1;} else {double ang = asin(r / dist);
        tangents[0] = rotate_counter_clockwise(u, -ang);
        tangents[1] = rotate_counter_clockwise(u, ang);
        return 2;}}

//area of triangle
double area(double a, double b, double c)
{double p = (a + b + c) / 2; return sqrt(p * (p - a) *
    (p - b) * (p - c));}
double area(_point a, _point b, _point c) {return fabs(
    cross(b - a, c - a));}

//inscribed circle of triangle
double r_inscribed_circle(double a, double b, double c)
{return area(a, b, c) / (0.5 * (a + b + c));}
double r_inscribed_circle(_point a, _point b, _point c)
{return r_inscribed_circle(distance(a, b), distance(b,
    c), distance(c, a));}
bool inscribed_circle(_point a, _point b, _point c,
    _point &oic, double &ric)
{ric = r_inscribed_circle(a, b, c); if(fabs(ric) < EPS)
    return false;
    double ratio = distance(a, b) / distance(a, c);
    _point p = b + (c - b) * ratio / (1 + ratio); _line l1
        = points_to_line(a, p);
    ratio = distance(b, a) / distance(b, c); p = a + (c -
        a) * ratio / (1 + ratio);
    _line l2 = points_to_line(b, p); are_intersect(l1, l2,
        oic); return true;}

//circumcircle of triangle
double r_circum_circle(double a, double b, double c)
{return a * b * c / (4.0 * area(a, b, c));}
double r_circum_circle(_point a, _point b, _point c)
{return r_circum_circle(distance(a, b), distance(b, c),
    distance(c, a));}

//test if 3 segments can form a triangle
bool can_form_triangle(double a, double b, double c)
{return (a + b - c > 0) && (a + c - b > 0) && (b + c -
    a > 0);}

//law of Cosines: c^2 = a^2 + b^2 - 2 * a * b * cos(
    opposite_angle_c)
//law of Sines: for any side s of triangle, we have: s
    / sin(opposite_angle_s) = 2 * radius_circum_circle
double opposite_angle_c(double a, double b, double c)
{return acos((a * a + b * b - c * c) / 2 / a / b);}
double c(double a, double b, double opposite_angle_c)
{return sqrt(a * a + b * b - 2 * a * b * cos(
    opposite_angle_c));}

//polygon representation: vector<_point> poly; remember
    that poly[0] = poly[n - 1] (the last point = the
    first point)
//add points: poly.push_back(_point(1, 1)); poly.
    push_back(_point(2, 4)); poly.push_back(_point(3,
    7)); poly.push_back(P[0]);
//perimeter / area of polygon
double perimeter(const vector<_point> &poly)
{double result = 0; for(int i = 0; i < (int)poly.size()
    - 1; i++) result += distance(poly[i], poly[i + 1])
    ; return result;}
double area(const vector<_point> &poly)
{double result = 0, x1, x2, y1, y2; for(int i = 0; i <
    (int)poly.size() - 1; i++)
    {x1 = poly[i].x; x2 = poly[i + 1].x; y1 = poly[i].y; y2
        = poly[i + 1].y; result += (x1 * y2 - x2 * y1);}
    return fabs(result / 2);}

//test if polygon is convex
bool is_convex(const vector<_point> &poly)
{int s = (int)poly.size(); if(s <= 3) return false;
    bool l = is_on_the_left(poly[2], poly[0], poly[1]);

```

```

for(int i = 1; i < s - 1; i++) if(is_on_the_left(poly
    [(i + 2) == s ? 1 : i + 2], poly[i], poly[i + 1])
    != 1) return false; return true;}

//test if point is in polygon
bool is_inside(_point p, const vector<_point> &poly)
{if((int)poly.size() == 0) return false; double sum =
    0; for(int i = 0; i < (int)poly.size() - 1; i++) {
    if(is_on_the_left(poly[i + 1], p, poly[i])) sum +=
        angle(poly[i], p, poly[i + 1]); else sum -= angle(
        poly[i], p, poly[i + 1]);}
    return fabs(fabs(sum) - 2 * PI) < EPS;}

//cut polygon along a line(result is the left part
    after cutting)
vector<_point> cut_polygon(_point a, _point b, const
    vector<_point> &poly)
{vector<_point> result; for(int i = 0; i < (int)poly.
    size() - 1; i++) {double left1 = cross(b - a, poly[
    i] - a), left2 = 0;
    if(i != (int)poly.size() - 1) left2 = cross(b - a,
        poly[i + 1] - a); if(left1 > -EPS) result.push_back
        (poly[i]);
    if(left1 * left2 < -EPS) result.push_back(
        line_intersect_segment(poly[i], poly[i + 1], a, b))
        ;}
    if(!result.empty() && !(result.back() == result.front
        ())) result.push_back(result.front()); return
        result;}

//find the convex hull of a set of points
_point pivot(0, 0);
bool angle_compare(_point a, _point b)
{if(are_collinear(b, pivot, a)) return distance(pivot,
    a) < distance(pivot, b);
    double d1x = a.x - pivot.x, d1y = a.y - pivot.y, d2x =
        b.x - pivot.x, d2y = b.y - pivot.y;
    return (atan2(d1y, d1x) - atan2(d2y, d2x)) > 0;}
vector<_point> convex_hull(vector<_point> P)
{int i, j, n = (int)P.size(); if(n <= 3) {if(!(P[0] ==
    P[n - 1])) P.push_back(P[0]); return P;}
    int P0 = 0; for(int i = 1; i < n; i++) if(P[i].y < P[
    P0].y || (P[i].y == P[P0].y && P[i].x > P[P0].x))
        P0 = i;
    _point temp = P[0]; P[0] = P[P0]; P[P0] = temp; pivot
        = P[0]; sort(++P.begin(), P.end(), angle_compare);
    vector<_point> S; S.push_back(P[n - 1]); S.push_back(P
    [0]); S.push_back(P[1]); i = 2;
    while(i < n) {j = (int)S.size() - 1; if(is_on_the_left
        (P[i], S[j - 1], S[j])) S.push_back(P[i++]); else S
        .pop_back();} return S;}

//area / radius of inscribed circle / radius of
    circumcircle of regular polygon
double area(double a, int n) {return n * a * a / 4 /
    tan(PI / n);}
double r_inscribed_circle(double a, int n) {return a /
    2 / tan(PI / n);}
double r_circum_circle(double a, int n) {return a / 2 /
    sin(PI / n);}

//volume of pyramid
//surface area of pyramid with regular bottom
double surface_area_pyramid_regular(double a, int n,
    double h)
{return area(a, n) + n * a / 2 * sqrt(h * h + a * a / 4
    / tan(PI / n) / tan(PI / n));}
double volume_pyramid(double area_bottom, double h) {
    return area_bottom * h / 3;}
double volume_pyramid_regular(double a, int n, double h)
    {return volume_pyramid(area(a, n), h);}

//surface area(include the bottom) / volume of cone 圓
    錐
double surface_area_cone(double r, double h) {return PI
    * r * (r + hypot(r, h));}
double volume_cone(double r, double h) {return PI * r *
    r * h / 3;}

```

```

//surface area / volume of sphere
double surface_area_sphere(double r) {return 4 * PI * r
    * r;}
double volume_sphere(double r) {return 4 * PI / 3 * r *
    r * r;}

//surface area(include the top and the bottom) / volume
    of spherical segment 球
    台
double surface_area_spherical_segment(double rt, double
    rb, double R, double h) {return 2 * PI * R * h +
    PI * rt * rt + PI * rb * rb;}
double volume_spherical_segment(double rt, double rb,
    double R, double h) {return PI * h / 6 * (3 * rt *
    rt + 3 * rb * rb + h * h);}

//surface area(include the bottom) / volume of
    spherical cap 球
    冠
double surface_area_spherical_cap(double r, double R,
    double h) {return 2 * PI * R * h + PI * r * r;}
double volume_spherical_cap(double r, double h) {return
    PI * h / 6 * (3 * r * r + h * h);}

```

5 Math

5.1 Permutations, Combinations, Arrangements... *untested*

```

void nextPerm(int[] p) {
    int n = p.length;
    int k = n - 2;
    while(k >= 0 && p[k] >= p[k + 1]) {k--;}
    int l = n - 1;
    while(p[k] >= p[l]) {l--;}
    swap(p, k, l);
    reverse(p, k + 1, n);
}

LinkedList<Integer> getIPermutation(int n, int index) {
    LeftRightArray lr = new LeftRightArray(n);
    lr.freeAll();
    LinkedList<Integer> perm = new
        LinkedList<Integer>();
    getPermutation(lr, index, fact(n), perm);
    return perm;
}

void getPermutation(LeftRightArray lr, int i, long fact
    , LinkedList<Integer> perm) {
    int n = lr.size();
    if(n == 1) {
        perm.add(lr.freeIndex(0, false));
    } else {
        fact /= n;
        int j = (int)(i / fact);
        perm.add(lr.freeIndex(j, true));
        i -= j * fact;
        getPermutation(lr, i, fact, perm);
    }
}

int[] getICombinadic(int n, int k, long i) {
    int[] comb = new int[k];
    int j = 0;
    for(int z = 1; z <= n; z++) {
        if (k == 0) {
            break;
        }
        long threshold = C(n - z, k - 1);
        if (i < threshold) {
            comb[j] = z - 1;
            j++;
            k = k - 1;
        } else if (i >= threshold) {
            i = i - threshold;
        }
    }
    return comb;
}

```

```

}

void combinations(int n, int k) {
    combinations(n, 0, new int[k], 0);
}

void combinations(int n, int j, int[] comb, int k) {
    if(k == comb.length) {
        System.out.println(Arrays.toString(comb));
    } else {
        for(int i = j; i < n; i++) {
            comb[k] = i;
            combinations(n, i + 1, comb, k + 1);
        }
    }
}

void subsets(int[] set) {
    int n = (1 << set.length);
    for(int i = 0; i < n; i++) {
        int[] sub = new int[Integer.bitCount(i)];
        int k = 0, j = 0;
        while((1 << j) <= i) {
            if((i & (1 << j)) == (1 << j)) {
                sub[k++] = set[j];
            }
            j++;
        }
        System.out.println(Arrays.toString(sub));
    }
}

```

5.2 Decomposition in unit fractions *untested*

Write $0 < \frac{p}{q} < 1$ as a sum of $\frac{1}{k}$

```

void expandUnitFrac(long p, long q) {
    if(p != 0) {
        long i = q % p == 0 ? q/p : q/p + 1;
        System.out.println("1/" + i);
        expandUnitFrac(p*i-q, q*i);
    }
}

```

5.3 Combination

Number of combinations of k elements within n ones (C_n^k)

Special case : $C_n^k \bmod 2 = n \oplus k$

```

long C(int n, int k) {
    double r = 1;
    k = Math.min(k, n - k);
    for(int i = 1; i <= k; i++)
        r /= i;
    for(int i = n; i >= n - k + 1; i--)
        r *= i;
    return Math.round(r);
}

```

5.3.1 Catalan numbers

$$\text{cat}(n) = \frac{C_n^{2n}}{n+1} \text{cat}(n+1) = \frac{(2n+2)(2n+1)}{(n+2)(n+1)} \text{cat}(n)$$

- distinct binary trees with n vertices.
- expressions containing n pairs of parentheses correctly matched (e.g. $n = 3$ $()()(), ()(()), ((()))(), ((()))(), ()()()$).
- parenthesize $n + 1$ factors (e.g. $n = 3$ $(ab)(cd), a(b(cd)), ((ab)c)(d), (a(bc))(d), a((bc)d)$).
- triangulate a convex polygon of $n + 2$ sides.
- number of monotonic paths along the edge of a $n \times n$ grid which do not pass above the diagonal.

Compute all Catalan number $\leq n$

```

long[] allCatalan(int n) {
    long[] catalanNumbers = new long[n];
    catalanNumbers[0] = 1;
    for(int i = 1; i < n; i++) {
        int j = i - 1;
        long b = j * j;
    }
}

```

```

long a = 4 * b + 6 * j + 2;
b += 3 * j + 2;
catalanNumbers[i] = catalanNumbers[j] * a/b;
}
return catalanNumbers;
}

```

5.4 Fibonacci series

$$f(0) = 0, f(1) = 1 \text{ et } f(n) = f(n-1) + f(n-2).$$

The following relation enables us to compute every number of the series in $O(\log(n))$:

$$\begin{pmatrix} 1 & 1 \\ 1 & 0 \end{pmatrix}^n = \begin{pmatrix} f_{n+1} & f_n \\ f_n & f_{n-1} \end{pmatrix}$$

5.5 Cycle finding

```

int[] floydCycleFinding (int x0) {
    int tortoise = f(x0), hare = f(f(x0));
    while (tortoise != hare) {
        tortoise = f(tortoise);
        hare = f(f(hare));
    }
    int mu = 0; hare = x0; // first
    while (tortoise != hare) {
        tortoise = f(tortoise); hare = f(hare); mu++;
    }
    int lambda = 1; hare = f(tortoise); // length
    while (tortoise != hare) {
        hare = f(hare); lambda++;
    }
    return new int[] {mu, lambda};
}

```

5.6 Number theory

5.6.1 Misc

$$ax \leq b \Leftrightarrow x \leq \left\lfloor \frac{b}{a} \right\rfloor \quad ax \geq b \Leftrightarrow x \leq \left\lceil \frac{b}{a} \right\rceil \quad \left\lceil \frac{a}{b} \right\rceil = \left\lfloor \frac{a+b-1}{b} \right\rfloor.$$

```

long gcd (long a, long b) {
    return (b == 0) ? a : gcd(b, a % b);
}

long lcm (long a, long b) {
    return a * (b / gcd(a,b));
}

long modInverse (long a, long b) {
    return big(a).modInverse(big(b)).longValue();
}

long modInverse (long a, long b) {
    extendedEuclid(a, b);
    return x;
}

```

In prime factorization of n , the power of p is

$$\sum_{i=1}^{\infty} \left\lfloor \frac{n}{p^i} \right\rfloor$$

```

int factopower (int n, int p) {
    int pow = 0;
    while (n > 0) {
        pow += n / p;
        n /= p;
    }
    return pow;
}

```

5.6.2 Équations diophantiennes

$ax + by = c$. $d = \gcd(a, b)$, no sol si d divise pas c sinon $(a, b) = (x(n/d) + (b/d)n, y(n/d) + (a/d)n)$ où $ax + by = d$ $n \in \mathbb{Z}$.

```

static int x, y;
static int extendedEuclid(int a, int b) {
    if (b == 0) { x = 1; y = 0; return a; }
    int d = extendedEuclid(b, a % b);
    int x1 = y;
    int y1 = x - (a / b) * y;
    x = x1;
    y = y1;
    return d;
}

```

5.6.3 Chinese remainder theorem

```

static long[] chinese(long[] b, long[] m) {
    long x = b[0], l = m[0];
    for (int i = 1; i < m.length; i++) {
        long m1 = m[i], b1 = b[i];
        long d = gcd(l, m1);
        if ((x - b1) % d != 0) return null;
        long lcm = l * (m1 / d);
        long t1 = (((x - b1) / d) % lcm) * (modInverse(m1/d, l/d) % lcm) % lcm;
        x = (b1 + ((t1 * m1) % lcm)) % lcm;
        l = lcm;
    }
    return new long[] {x, l};
}

```

5.6.4 Euler phi

$\phi(N) = N \times \prod_{p|N} (1 - \frac{1}{p}) = \#\{k < N | \gcd(k, N) = 1\}$
 long phi(long n, int primes[]) {
 long ans = n; // Method 1
 for (int i = 0; i < primes.length && primes[i] * primes[i] <= n; i++) {
 int p = primes[i];
 if (n % p == 0) ans -= ans / p;
 while (n % p == 0) n /= p;
 }
 if (n != 1) ans -= ans / n;
 return ans;
 }
 for (int i = 1; i <= 1000000; i++) phi[i] = i;
 for (int i = 2; i <= 1000000; i++) // Method 2
 if (phi[i] == i) // i is prime
 for (int j = i; j <= 1000000; j += i)
 phi[j] = (phi[j] / i) * (i - 1);
 — If $\phi(1) = 1$, $n = \sum_{d|n} \phi(d)$.
 — p prime iff there exists a number relatively prime with p of order $p - 1$ (primitive root of p).
 — There is $\phi(d)$ number of orders d modulo p .
 — If g is order d mod p , $\{g^k | k = 1, \dots, d - 1 : (k, d) = 1\}$ are the $\phi(d)$ numbers of order d mod p .

Discrete log

$$a^x \equiv a^y \pmod{n} \Leftrightarrow x \equiv y \pmod{O_n(a)} \\ \Leftrightarrow x \equiv y \pmod{\phi(n)}$$

and in particular, if g is a primitive root of p ,

$$g^x \equiv g^y \pmod{p} \Leftrightarrow x \equiv y \pmod{p-1}$$

so for an equation $(p \nmid a, b)$

$$a^{k_1} \equiv b^{k_2} \pmod{p}$$

we take ℓ_1 and ℓ_2 such that $a = g^{\ell_1}$ and $b = g^{\ell_2}$ and it becomes

$$k_1 \ell_1 \equiv k_2 \ell_2 \pmod{p-1}$$

5.6.5 Quadratic residue (QR)

p odd prime. Let g primitive root mod p . $\forall n$, g^{2n} is QR mod p and g^{2n+1} is not. There is $\frac{p-1}{2}$ QR and $\frac{p-1}{2}$ not QR.

$$\left(\frac{a}{p}\right) \equiv a^{\frac{p-1}{2}} \pmod{p} \\ = \prod_{r=1}^{\frac{p-1}{2}} \varepsilon(ar)$$

where $\varepsilon(x) = 1$ if $x \equiv 1, \dots, \frac{p-1}{2} \pmod{p}$ and -1 otherwise.
 b odd $\left(\frac{a}{b}\right) = 1$ does not mean a QR mod b !!!

$$\left(\frac{a}{b}\right) \triangleq \prod \left(\frac{a}{p_i}\right)^{e_i}$$

$$\begin{aligned} & \text{— } \left(\frac{-1}{b}\right) = 1 \text{ iff } b \equiv 1 \pmod{4}. \\ & \text{— } \left(\frac{2}{b}\right) = 1 \text{ iff } b \equiv \pm 1 \pmod{8}. \end{aligned}$$

b odd

$$\left(\frac{ac}{b}\right) = \left(\frac{a}{b}\right) \left(\frac{c}{b}\right)$$

a, b odd

$$\left(\frac{a}{b}\right) \left(\frac{b}{a}\right) = (-1)^{\frac{a-1}{2} \frac{b-1}{2}}.$$

```

static long modpow(long a, long n, long m) {
    if (n == 0) {
        return 1 % m;
    }
    if (n % 2 == 0) {
        long demi = modpow(a, n/2, m);
        return (demi * demi) % m;
    } else {
        return (modpow(a, n-1, m) * a) % m;
    }
}

static long modular_sqrt(long a, long p) {
    /*
     * Solve the congruence of the form :
     * x^2 = a (mod p)
     * And returns x. Note that p - x is also a root.
     *
     * 0 is returned is no square root exists for
     * these a and p.
     */
    /*
     * The Tonelli-Shanks algorithm is used (except
     * for some simple cases in which the solution
     * is known from an identity). This algorithm
     * runs in polynomial time (unless the
     * generalized Riemann hypothesis is false).
     */
    /* Simple cases
    if (legendre_symbol(a, p) != 1) {
        return 0;
    } else if (a == 0) {
        return 0;
    } else if (p == 2) {
        return a;
    } else if (p % 4 == 3) {
        return modpow(a, (p + 1) / 4, p);
    }

    /* Partition p-1 to s * 2^e for an odd s (i.e.
    reduce all the powers of 2 from p-1)
    */
    long s = p - 1;
    long e = 0;
    while (s % 2 == 0) {
        s /= 2;
        e += 1;
    }
}

```



```

/* Find some 'n' with a legendre symbol n|p = -1.
   Shouldn't take long.*/
long n = 2;
while (legendre_symbol(n, p) != -1) {
    n += 1;
}

/* x is a guess of the square root that gets better
   * with each iteration.
   * b is the "fudge factor" - by how much we're off
   * with the guess. The invariant x^2 = ab (mod p)
   * is maintained throughout the loop.
   * g is used for successive powers of n to update
   * both a and b
   * r is the exponent - decreases with each update
   */
long x = modpow(a, (s + 1) / 2, p);
long b = modpow(a, s, p);
long g = modpow(n, s, p);
long r = e;

for (;;) {
    long t = b;
    long m = 0;
    for (m = 0; m < r; m++) {
        if (t == 1) {
            break;
        }
        t = (t * t) % p;
    }

    if (m == 0) {
        return x;
    }

    long pow2 = 1;
    for (int i = 0; i < r-m-1; i++) { pow2 *= 2; }
    long gs = modpow(g, pow2, p);
    g = (gs * gs) % p;
    x = (x * gs) % p;
    b = (b * g) % p;
    r = m;
}

static long legendre_symbol1(long a, long p) {
    // p is prime and a is rel. prime to b
    long ls = modpow(a, (p - 1) / 2, p);
    return ls == p - 1 ? -1 : ls;
}

static long legendre_symbol(long a, long b) {
    // b is odd and rel. prime to a
    a %= b;
    if (a == 0) {
        return 0;
    }
    int exp2 = 0;
    while (a % 2 == 0) {
        a /= 2;
        exp2++;
    }
    int cur = 1;
    if (exp2 % 2 == 1 && (b % 8 == 3 || b % 8 == 5)) {
        cur *= -1;
    }
    if (a < 0) {
        if (b % 4 == 3) {
            cur *= -1;
        }
        a *= -1;
    }
    if (a == 1) {
        return cur;
    }
    if (a % 4 == 3 && b % 4 == 3) {
        cur *= -1;
    }
}

```

```

return cur * legendre_symbol(b, a);
}

```

5.7 Linear equations

Solve $Ax = b$.

```

double[] gaussElim(double[][] A, double[] b) {
    int N = b.length;
    for (int p = 0; p < N; p++) {
        int max = p;
        for (int i = p + 1; i < N; i++) {
            if (Math.abs(A[i][p]) > Math.abs(A[max][p])) {
                max = i;
            }
        }
        swap(A, p, max);
        swap(b, p, max);
        // singular or nearly singular
        if (Math.abs(A[p][p]) <= E) {
            return null;
        }
        // pivot within A and b
        for (int i = p + 1; i < N; i++) {
            double alpha = A[i][p] / A[p][p];
            b[i] -= alpha * b[p];
            for (int j = p; j < N; j++) {
                A[i][j] -= alpha * A[p][j];
            }
        }
        // back substitution
        double[] x = new double[N];
        for (int i = N - 1; i >= 0; i--) {
            double sum = 0.0;
            for (int j = i + 1; j < N; j++) {
                sum += A[i][j] * x[j];
            }
            x[i] = (b[i] - sum) / A[i][i];
        }
        return x;
    }
}

```

5.8 Ternary Search

Find minimum of unimodal function.

```

double ternarySearch(double left, double right) {
    if (right - left < E) {
        return (right + left) / 2;
    }
    double leftThird = (left * 2 + right) / 3;
    double rightThird = (left + right * 2) / 3;
    // minimize >, maximize <
    if (f(leftThird) > f(rightThird)) {
        return ternarySearch(leftThird, right);
    }
    return ternarySearch(left, rightThird);
}

```

5.9 Integration

Compute integral.

```

double integral(double a, double b) {
    double h = b - a;
    double c = (a + b) / 2.0;
    double d = (a + c) / 2.0;
    double e = (b + c) / 2.0;
    double Q1 = h/6 * (f(a) + 4*f(c) + f(b));
    double Q2 = h/12 * (f(a) + 4*f(d) + 2*f(c) + 4*f(e) + f(b));
    if (Math.abs(Q2 - Q1) <= E) {
        return Q2 + (Q2 - Q1) / 15;
    } else {
        return integral(a, c) + integral(c, b);
    }
}

```

```
}
}
```

6 Strings *untested*

Reverse a String

```
new StringBuilder(line).reverse().toString()
```

6.1 Longest palindrome

```
int[] calculateAtCenters(String s) {
    int n = s.length();
    int[] L = new int[2 * n + 1];
    int i = 0, palLen = 0, k = 0;
    while(i < n) {
        if((i > palLen) &&
            (s.charAt(i - palLen - 1) == s.charAt(i))) {
            palLen += 2;
            i += 1;
            continue;
        }
        L[k++] = palLen;
        int e = k - 2 - palLen;
        boolean found = false;
        for(int j = k - 2; j > e; j--) {
            if(L[j] == j - e - 1) {
                palLen = j - e - 1;
                found = true;
                break;
            }
            L[k++] = Math.min(j - e - 1, L[j]);
        }
        if(!found) {
            i += 1;
            palLen = 1;
        }
    }
    L[k++] = palLen;
    int e = 2 * (k - n) - 3;
    for(i = k - 2; i > e; i--) {
        int d = i - e - 1;
        L[k++] = Math.min(d, L[i]);
    }
    return L;
}
```

```
String getPalindrome(String s, int[] L) {
    int max = L[0];
    int maxI = 0;
    for(int i = 1; i < L.length; i++) {
        if(L[i] > max) {
            max = L[i];
            maxI = i;
        }
    }
    int b = 0, e = 0;
    b = maxI / 2 - L[maxI] / 2;
    e = maxI / 2 + L[maxI] / 2;
    e += maxI % 2 == 0 ? 0 : 1;
    return s.substring(b, e);
}
```

```
String getPalindrome(String s)
{
    return getPalindrome(s, calculateAtCenters(s));
}
```

6.2 Occurrences in a string

KMP(s,p) returns occurrences index of p in s.

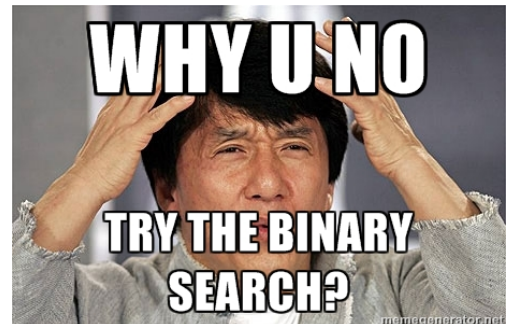
```
int[] kmpPreprocess(char[] p) {
    int m = p.length;
    int[] b = new int[m+1];
    int i = 0, j = -1; b[0] = -1; // starting values
    while (i < m) { // pre-process the pattern string p
        while (j >= 0 && p[i] != p[j]) j = b[j]; // if
        different, reset j using b
        i++; j++; // if same, advance both pointers
```

```
b[i] = j;
}
return b; }
```

```
LinkedList<Integer> kmpSearchAll(char[] s, char[] p) {
    // text, pattern
    int[] b = kmpPreprocess(p); // back table
    int n = s.length, m = p.length;
    LinkedList<Integer> found = new LinkedList<Integer>();
    ;
    int i = 0, j = 0; // starting values
    while (i < n) { // search through string s
        while (j >= 0 && s[i] != p[j]) j = b[j]; // if
        different, reset j using b
        i++; j++; // if same, advance both pointers
        if (j == m) { // a match found when j == m
            found.add(i-j);
            j = b[j]; // prepare j for the next possible
            match
        }
    }
    return found; }
```

```
int kmpSearchFirst(char[] s, char[] p) { // text,
    pattern
    int[] b = kmpPreprocess(p); // back table
    int n = s.length, m = p.length;
    int i = 0, j = 0; // starting values
    while (i < n) { // search through string s
        while (j >= 0 && s[i] != p[j]) j = b[j]; // if
        different, reset j using b
        i++; j++; // if same, advance both pointers
        if (j == m) { // a match found when j == m
            return i - j;
        }
    }
    return n - j; }
```

7 Miscellaneous



7.1 The answer

```
int reponse() { return 42; }
```

7.2 Sort algorithms *untested*

```
int findKth(int[] A, int k, int n) {
    if(n <= 10) {
        Arrays.sort(A, 0, n);
        return A[k];
    }
    int nG = (int) Math.ceil(n / 5.0);
    int[][] group = new int[nG][];
    int[] kth = new int[nG];
    for(int i = 0; i < nG; i++) {
        if(i == nG - 1 && n % 5 != 0) {
            group[i] = Arrays.copyOfRange(A, (n/5)*5, n);
            kth[i] = findKth(group[i], group[i].length / 2,
                            group[i].length);
        } else {
            group[i] = Arrays.copyOfRange(A, i*5, (i+1)*5);
            kth[i] = findKth(group[i], 2, group[i].length);
        }
    }
    int M = findKth(kth, nG / 2, nG);
    int[] S = new int[n];
```

```

int[] E = new int[n];
int[] B = new int[n];
int s = 0, e = 0, b = 0;
for(int i = 0; i < n; i++) {
    if(A[i] < M) {
        S[s++] = A[i];
    } else if(A[i] > M) {
        B[b++] = A[i];
    } else {E[e++] = A[i];}
}
if(k < s) {
    return findKth(S, k, s);
} else if(k >= s + e) {
    return findKth(B, k - s - e, b);
}
return M;
}

int[] countSort(int[] A, int k) { // O(n + k)
    int[] C = new int[k];
    for(int j = 0; j < A.length; j++) {
        C[A[j]]++;
    }
    for(int j = 1; j < k; j++) {
        C[j] += C[j - 1];
    }
    int[] B = new int[A.length];
    for(int j = A.length - 1; j >= 0; j--) {
        B[C[A[j]] - 1] = A[j];
        C[A[j]]--;
    }
    return B;
}

int[][] radixSort(int[][] nums, int k) { // O(d*(n+k))
    int n = nums.length;
    int m = nums[0].length;
    int[][] B = null;
    for(int i = m - 1; i >= 0; i--) {
        int[] C = new int[k];
        for(int j = 0; j < n; j++) {
            C[nums[j][i]]++;
        }
        for(int j = 1; j < k; j++) {
            C[j] += C[j - 1];
        }
        B = new int[n][m];
        for(int j = n - 1; j >= 0; j--) {
            B[C[nums[j][i]] - 1] = nums[j];
            C[nums[j][i]] = C[nums[j][i]] - 1;
        }
        nums = B;
    }
    return nums;
}

int mergeSort(int[] a) {
    int n = a.length;
    if(n == 1) {return 0;}
    int m = n / 2;
    int[] left = Arrays.copyOfRange(a, 0, m);
    int[] right = Arrays.copyOfRange(a, m, n);
    int inv = mergeSort(left);
    inv += mergeSort(right);
    inv += merge(left, right, a);
    return inv;
}

int merge(int[] left, int[] right, int[] a) {
    int i = 0, l = 0, r = 0, inv = 0;
    while(l < left.length && r < right.length) {
        if(left[l] <= right[r]) {
            a[i++] = left[l++];
        } else {
            inv += left.length - l;
            a[i++] = right[r++];
        }
    }
    for(int j = l; j < left.length; j++) {

```

```

        a[i++] = left[j];
    }
    for(int j = r; j < right.length; j++) {
        a[i++] = right[j];
    }
    return inv;
}

int countMinSwapsToSort(int[] a) {
    int[] b = a.clone();
    Arrays.sort(b);
    int nSwaps = 0;
    for(int i = 0; i < a.length; i++) {
        // cuidado com elementos repetidos!
        int j = Arrays.binarySearch(b, a[i]);
        if(b[i] == a[j] && i != j) {
            nSwaps++;
            swap(a, i, j);
        }
    }
    for(int i = 0; i < a.length; i++) {
        if(a[i] != b[i]) {
            nSwaps++;
        }
    }
    return nSwaps;
}

//Count (i, j) :h[i] <= h[k] <= h[j], k = i+1,...,j-1.
int countVisiblePairs(int[] h) { // O(n)
    int n = h.length;
    int[] p = new int[n];
    int[] r = new int[n];
    Stack<Integer> S = new Stack<Integer>();
    for(int i = 0; i < n; i++) {
        int c = 0;
        if(S.isEmpty()) {
            S.push(h[i]);
            p[i] = 0;
        } else {
            if(S.peek() == h[i]) {
                p[i] = p[i - 1] + 1 - r[i - 1];
            } else {
                while(!S.isEmpty() && S.peek() < h[i]) {
                    S.pop();
                    c++;
                }
                p[i] = c;
                r[i] = c;
                if(!S.isEmpty()) {
                    p[i]++;
                }
                S.push(h[i]);
            }
        }
    }
    return sum(p);
}

void shuffle(Object[] a)
{
    int N = a.length;
    for (int i = 0; i < N; i++) {
        int r = i + (int) (Math.random() * (N-i));
        swap(a, i, r);
    }
}

```

7.3 Huffman (compression)

Usually used for characters, but usable with everything in which we can count occurrences.

Make a prefix tree we use to decode and we unstack to encode.

```

class HuffmanNode implements Comparable<HuffmanNode>
{
    public boolean isLeaf;
    public int occurrences;
    public int charIndex;
    public HuffmanNode left, right;
}

```

```

public HuffmanNode(HuffmanNode left, HuffmanNode
    right)
{
    this.occurrences = left.occurrences+right.occurrences;
    this.left = left;
    this.right = right;
    isLeaf = false;
}
public HuffmanNode(int charIndex, int occurrences)
{
    this.charIndex = charIndex;
    this.occurrences = occurrences;
    isLeaf = true;
}
@Override
public int compareTo(HuffmanNode o) {
    return occurrences-o.occurrences;
}
}
HuffmanNode getHuffmanTree(int[] occurrences) {
    PriorityQueue<HuffmanNode> q = new PriorityQueue<
        HuffmanNode>();
    for(int i = 0; i < occurrences.length; i++)
        q.add(new HuffmanNode(i, occurrences[i]));
    while(q.size() != 1) {
        HuffmanNode right = q.poll();
        HuffmanNode left = q.poll();
        q.add(new HuffmanNode(left, right));
    }
    return q.poll();
}
void getHuffmanTable(HuffmanNode tree, BitSet[] result,
    BitSet current, int pos){
    if(tree.isLeaf) {
        BitSet finalBitSet = new BitSet();
        for(int i = 0; i < pos; i++)
            finalBitSet.set(i, current.get(pos-i-1));
        result[tree.charIndex] = finalBitSet;
    } else {
        BitSet leftBitSet = new BitSet();
        leftBitSet.or(current);
        leftBitSet.set(pos, false);
        getHuffmanTable(tree.left, result, leftBitSet, pos
            +1);

        BitSet rightBitSet = new BitSet();
        rightBitSet.or(current);
        rightBitSet.set(pos, true);
        getHuffmanTable(tree.right, result, rightBitSet,
            pos+1);
    }
}

//n=occurrences.length
static BitSet[] getHuffmanTable(int n, HuffmanNode tree
    ) {
    BitSet[] result = new BitSet[n];
    getHuffmanTable(tree, result, new BitSet(), 0);
    return result;
}

```

7.4 Union Find

```

static class UnionFind {
    int[] depth; int[] leader; int[] size;
    public UnionFind(int n) {

```

```

        depth = new int[n]; leader = new int[n]; size = new
            int[n];
        Arrays.fill(depth, 1); Arrays.fill(size, 1);
        for(int i = 0; i < n; i++) leader[i] = i;
    }
    public int find(int a) {
        if(a != leader[a])
            leader[a] = find(leader[a]);
        return leader[a];
    }
    public void union(int a, int b) {
        int leaderA = find(a);
        int leaderB = find(b);
        if(leaderA == leaderB) return;
        if(size[leaderA] > size[leaderB]) {
            union(leaderB, leaderA); return;
        }
        leader[leaderA] = leaderB;
        depth[leaderB] = Math.max(depth[leaderA]+1, depth[
            leaderB]);
        size[leaderB] += size[leaderA];
    }
}

```

7.5 Fenwick Tree (RSQ solver)

```

static class FenwickTree {
    private int[] ft;
    private int LOne(int S) { return (S & (-S)); }
    public FenwickTree(int n) { // ignore index 0
        ft = new int[n+1];
        for (int i = 0; i <= n; i++) ft[i] = 0;
    }
    public int rsq(int b) { // returns RSQ(1, b)
        PRE 1 <= b <= n
        int sum = 0; for (; b > 0; b -= LOne(b)) sum += ft
            [b];
        return sum;
    }
    public int rsq(int a, int b) { // returns RSQ(a, b)
        PRE 1 <= a, b <= n
        return rsq(b) - (a == 1 ? 0 : rsq(a - 1));
    }
    void adjust(int k, int v) { // n = ft.size() - 1
        PRE 1 <= k <= n
        for (; k < ft.length; k += LOne(k)) ft[k] += v;
    }
}

```

