Contents

1 Template

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

#define dedinhos cin.tie(0)->sync_with_stdio(0)
using ll = long long;
#define vll vector<ll>
#define vvll vector<vll>
#define pll pair<ll, ll>
#define vpll vector<pll>
#define vvpll vector<vpll>
#define endl '\n'
#define all(xs) xs.begin(), xs.end()
#define found(x, xs) (xs.find(x) != xs.end())
#define rep(i, a, b) for(ll i = (a); i < (ll)(b); ++i)
#define per(i, a, b) for(ll i = (a); i >= (ll)(b); --i)
#define eb emplace_back

signed main() {


    return 0;
}
```

2 Search

2.1 Ternary Search

$O(\log n)$

Function f(x) is unimodal on an interval [l, r]. Unimodal means: the function strictly increases first, reaches a maximum, and then strictly decreases OR the function strictly decreases first, reaches a minimum and then strictly decreases

```
double ternary_search(double l, double r) {
    double eps = 1e-9; // error limit
    while(r - l > eps) {
        double m1 = l + (r-l) / 3;
        double m2 = r - (r-l) / 3;

        double f1 = f(m1);
        double f2 = f(m2);

        if(f1 < f2)
            l = m1;
        else
            r = m2;
    }

    return f(l);
}
```

3 Data Structures

3.1 Segment Tree

$O(n \log n)$

Maximum value variation.

```
/**
 * Author: Lucian Bicsi
 * Date: 2017-10-31
 * License: CC0
 * Source: folklore
 * Description: Zero-indexed max-tree. Bounds are inclusive
    to the left and exclusive to the right.
 * Can be changed by modifying T, f and unit.
 * Status: stress-tested
 */

struct Tree {
    typedef int T;
    static constexpr T unit = INT_MIN;
```

```cpp
    T f(const T &a,const T &b) { return max(a, b); } // (any
        associative fn)
    vector<T> s; int n;
    Tree(int n = 0, T def = unit) : s(2*n, def), n(n) {}
    void update(int pos, T val) {
        for (s[pos += n] = val; pos /= 2;)
            s[pos] = f(s[pos * 2], s[pos * 2 + 1]);
    }
    T query(int b, int e) { // query [b, e)
        T ra = unit, rb = unit;
        for (b += n, e += n; b < e; b /= 2, e /= 2) {
            if (b % 2) ra = f(ra, s[b++]);
            if (e % 2) rb = f(s[--e], rb);
        }
        return f(ra, rb);
    }
};
```

3.2 Monotonic Queue

$O(n)$

Can be used to find the nearest max/min element to the left/right

Can be used to find the max/min element to the left/right

Can be used to find the sum of the max/min element of all intervals. Formula:

$L_i = p(i), R_i = n(i)$

If R_i is the new smallest/biggest, $R_i = n$. If L_i is the new smallest/biggest, $L_i = -1$.

$ans+ = a[i](i - L_i)(R_i - i)$

4 Sequences

4.1 Max/Min subsegment

$O(n)$

```cpp

ll kadane(const vll &a) {
    ll n = a.size();
    ll ans = a[0], ans_l = 0, ans_r = 0;
    ll sum = 0, minus_pos = -1;

    for (ll r = 0; r < n; ++r) {
        sum += a[r];
        if (sum > ans) {
            ans = sum;
            ans_l = minus_pos + 1;
```

```
            ans_r = r;
        }
        if (sum < 0) {
            sum = 0;
            minus_pos = r;
        }
    }

    return ans;
}
```

4.1.1 Max/Min submatrix

$O(nm^2)$

```
ll MSR(ll n, ll m, const vvll &a) {
    ll ans = -LLONG_MAX;

    for(ll i=0; i<m; i++) {
        vll r(n+1, 0);

        for(ll j=i; j<m; j++) {
            for(ll k=0; k<n; k++)
                r[k] += a[k][j];

            ans = max(ans, kadane(n, r));
        }
    }

    return ans;
}
```

5 Algebra

5.1 All divisors

$O(\sqrt{n})$

```
vll divisors(ll n) {
  vll divs;
  for (ll i = 1; 1LL * i * i <= n; i++) {
    if (n % i == 0) {
      divs.push_back(i);
      if (i != n / i) {
        divs.push_back(n / i);
      }
      }
    }
```

```

  return divs;
}
```

5.2 Primality test

$O(\sqrt{n})$

```
bool isPrime(ll n)
{
    if(n!=2 && n % 2==0)
        return false;

    for(ll d=3; d*d <= n; d+=2)
    {
        if(n % d==0)
            return false;
    }

    return n >= 2;
}
```

5.3 Binary exponentiation

$O(\log n)$

```
ll binpow(ll a, ll b) {
    ll res = 1;
    while (b > 0) {
        if (b & 1)
            res = res * a;
        a = a * a;
        b >>= 1;
    }
    return res;
}
```

5.4 Greatest common divisor

$O(\log \min(a, b))$

```
ll gcd (ll a, ll b) {
  while (b) {
      a %= b;
      swap(a, b);
  }
  return a;
}
```

5.4.1 Least common multiple

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

5.4.2 Extended Euclides Algorithm

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

5.5 Linear Diophantine Equations

$O(\log \min(a, b))$

5.5.1 Any solution

```
bool find_any_solution(ll a, ll b, ll c, ll &x0, ll &y0, ll
    &g) {
    g = gcd(abs(a), abs(b), x0, y0);
    if (c % g) {
        return false;
    }

    x0 *= c / g;
    y0 *= c / g;
    if (a < 0) x0 = -x0;
    if (b < 0) y0 = -y0;
    return true;
}
```

5.6 Integer Factorization

5.6.1 Pollard's Rho

$O(\sqrt[4]{n} \log n)$

```
/**
 *  @param a first multiplier
 *  @param b second multiplier
 *  @param mod
 *  @return a * b mod n (without overflow)
 *  @brief Multiplies two numbers >= 10^18
 *  Time Complexity: O(log b)
*/
ll mult(ll a, ll b, ll mod) {
    ll result = 0;
    while (b) {
        if (b & 1)
            result = (result + a) % mod;
        a = (a + a) % mod;
        b >>= 1;
    }
    return result;
}

/**
 *  @param x first multiplier
 *  @param c second multiplier
 *  @param mod
 *  @return f(x) = x^2 + c mod (mod)
 *  @brief Polynomial function chosen for pollard's rho
 *  Time Complexity: O(1)
*/
ll f(ll x, ll c, ll mod) {
    return (mult(x, x, mod) + c) % mod;
}

/**
 *  @param n number that we want to find a factor p
 *  @param x0 number where we will start
 *  @param c constant in polynomial function
 *  @return fac
 *  @brief Pollard's Rho algorithm (works only for composite
      numbers)
 *  if(g==n) try other starting values
 *  Time Complexity: O(n^(1/4) log n)
*/
ll rho(ll n, ll x0=2, ll c=1) {
    ll x = x0;
    ll y = x0;
    ll g = 1;
    while (g == 1) {
        x = f(x, c, n);
        y = f(y, c, n);
        y = f(y, c, n);
```

```
        g = gcd(abs(x - y), n);
    }
    return g;
}
```

5.7 Fast Fourier Transform

$O(n \log n)$

```
using cd = complex<double>;
const double PI = acos(-1);

/**
 *  @param a vector that we want to transform
 *  @param invert inverse fft or not
 *  @brief apply fft or inverse fft to a vector
 *  Time Complexity: O(n log n)
*/
void fft(vector<cd> &a, bool invert) {
    ll n = a.size();
    if (n == 1)
        return;

    vector<cd> a0(n / 2), a1(n / 2);
    for (ll i = 0; 2 * i < n; i++) {
        a0[i] = a[2*i];
        a1[i] = a[2*i+1];
    }
    fft(a0, invert);
    fft(a1, invert);

    double ang = 2 * PI / n * (invert ? -1 : 1);
    cd w(1), wn(cos(ang), sin(ang));
    for (ll i = 0; 2 * i < n; i++) {
        a[i] = a0[i] + w * a1[i];
        a[i + n/2] = a0[i] - w * a1[i];
        if (invert) {
            a[i] /= 2;
            a[i + n/2] /= 2;
        }
        w *= wn;
    }
}
```

5.7.1 Polynomial Multiplication

```
/**
 *  @param a first polynomial coefficients
```

```
 *  @param b second polynomial coefficients
 *  @return product of two polynomials
 *  @brief Multiplies two polynomials
 *  Time Complexity: O(n log n)
*/
vll multiply(vll const& a, vll const& b) {
    vector<cd> fa(a.begin(), a.end()), fb(b.begin(), b.end()
        );
    ll n = 1;
    while (n < a.size() + b.size())
        n <<= 1;
    fa.resize(n);
    fb.resize(n);

    fft(fa, false);
    fft(fb, false);
    for (ll i = 0; i < n; i++)
        fa[i] *= fb[i];
    fft(fa, true);

    vll result(n, 0);
    for (ll i = 0; i < n; i++) {
        result[i] += round(fa[i].real());
        if(result[i] >= 10) {
            result[i+1] += result[i] / 10;
            result[i] %= 10;
        }
    }
    return result;
}
```

6 Graphs

6.1 DFS

$O(n+m)$

```
void dfs(ll at, ll n ,vpll adj[], bool visited[]) {
    if(visited[at])
        return;

    visited[at] = true;

    vpll neighbours = adj[at];
    for(auto nex: neighbours)
        dfs(nex.first, n, adj, visited);
}
```

6.2 BFS

$O(n+m)$

```
void bfs(ll s, ll n, vll adj[]) {
    bool visited[n] = {0};
    visited[s] = true;

    queue<ll> q;
    q.push(s);
    while (!q.empty())
    {
        vll neighbours = adj[q.front()];
        for(auto nex: neighbours) {
            if(!visited[nex]) {
                visited[nex]=true;
                q.push(nex);
            }
        }
        cout << q.front() << '\n';
        q.pop();
    }
}
```

6.2.1 Shortest path on unweighted graph

$O(n+m)$

```
vll solve(ll s, ll n, vll adj[]) {
    bool visited[n] = {0};
    visited[s] = true;

    queue<ll> q;
    q.push(s);
    vll prev(n, -1);
    while (!q.empty())
    {
        vll neighbours = adj[q.front()];
        for(auto nex: neighbours) {
            if(!visited[nex]) {
                visited[nex]=true;
                q.push(nex);
                prev[nex] = q.front();
            }
        }
        q.pop();
    }

    return prev;
}
```

```
vll reconstructPath(ll s, ll e, vll prev) {
    vll path;
    for(ll i=e; i!=-1; i=prev[i])
        path.push_back(i);

    reverse(path.begin(), path.end());

    if(path[0]==s)
        return path;
    else {
        vll place;
        return place;
    }
}

vll bfs(ll s, ll e, ll n, vll adj[]) {
    vll prev = solve(s, n, adj);

    return reconstructPath(s, e, prev);
}
```

6.3 Flood Fill

$O(n+m)$

```
int dir_y[] = {};
int dir_x[] = {};

int ff(int i, int j, char c1, char c2) {
    if ((i < 0) || (i >= n)) return 0;
    if ((j < 0) || (j >= m)) return 0;
    if (grid[i][j] != c1) return 0;

    int ans = 1;
    grid[i][j] = c2;

    for (int d = 0; d < 8; ++d)
        ans += floodfill(i+dir_y[d], j+dir_x[d], c1, c2);

    return ans;
}
```

;

6.4 Topological Sort (Directed Acyclic Graph)

6.4.1 DFS Variation

$O(n+m)$

```
void dfs(ll at, ll n ,vpll adj[], bool visited[], vll &ts) {
    if(visited[at])
        return;

    visited[at] = true;

    vpll neighbours = adj[at];
    for(auto nex: neighbours)
        dfs(nex.first, n, adj, visited);
    ts.push_back(at);                          // Only change
}
```

6.4.2 Kahn's Algorithm

```
priority_queue<ll, vll, greater<ll>> pq;
for(ll at=0; at<n; at++)        // Push all sources of connected components in graph
    if(in_degree[at] == 0)
        pq.push(at);

while(!pq.empty()) {
    ll at = pq.top(); pq.pop();
    vll neighbors = adj[at];
    for(auto nex: neighbors) {
        in_degree[nex]--;
        if(in_degree[nex]>0) continue;
        pq.push(nex);
    }
}
```

6.5 Bipartite Graph Check (Undirected Graph)

$O(n+m)$

```
bool isBipartite(ll s, ll n, vll adj[]) {
    queue<ll> q;
    q.push(s);
    vll color(n, -1); color[s]=0;
    bool flag = true;
    while (!q.empty())
    {
        vll neighbours = adj[q.front()];
        for(auto nex: neighbours) {
            if(color[nex] == -1) {
                color[nex] = 1-(color[q.front()]);
                q.push(nex);
            }
```

```
                else if(color[nex] == color[q.front()]) {
                    flag = false;
                    break;
                }
            }
            q.pop();
        }

        return flag;
    }
```

6.6 Cycle Check (Directed Graph)

$O(n + m)$

```
enum { UNVISITED = -1, VISITED = -2,  EXPLORED=-3};

void cycleCheck(ll at, ll n ,vll adj[], int visited[], ll
    dfs_parent[]) {
    visited[at] = EXPLORED;

    vll neighbours = adj[at];
    for(auto nex: neighbours) {
        if(visited[nex] == UNVISITED) {
            // Tree edges (part of the DFS spanning tree)
            dfs_parent[nex] = at;
            cycleCheck(nex, n, adj, visited);
        }
        else if(visited[nex] == EXPLORED) {
            if(nex == dfs_parent[at]) {
                // Trivial cycle
                // Do something
            }
            else {
                // Non trivial cycle - Back Edge ((u, v)
                    such that v is the ancestor of node u but
                     is not part of the DFS tree)
                // Do something
            }

        }
        else if(visited[nex] == VISITED) {
            // Forward/Cross edge ((u, v) such that v is a
                descendant but not part of the DFS tree)
            // Do something
        }

    }

```

```
    visited[at] = VISITED;
}
```

6.7 Dijkstra

$O(n \log n + m \log n)$

```
void dijkstra(ll s, vll & d, vll & p) {
    d.assign(n, LLONG_MAX);
    p.assign(n, -1);

    d[s] = 0;
    priority_queue<pll, vpll, greater<pll>> q;
    q.push({0, s});
    while (!q.empty()) {
        ll v = q.top().second;
        ll d_v = q.top().first;
        q.pop();
        if (d_v != d[v])
            continue;

        for (auto edge : adj[v]) {
            ll to = edge.first;
            ll len = edge.second;

            if (d[v] + len < d[to]) {
                d[to] = d[v] + len;
                p[to] = v;
                q.push({d[to], to});
            }
        }
    }
}
```

7 Dynamic Programming

7.1 Coin Change

$O(nm)$

```
/**
 * @brief Calculates the minimum number of coins required to make a target amount using dynamic programming (memoization).
 * @param m The target amount of money to reach.
 * @param cs Coins
 * @return The minimum number of coins needed to sum up to 'm'
```

```
 */
ll coin_change(ll m, const vll &cs)
{
    if (m == 0)
        return 0;

    if (st[m] != -1)
        return st[m];

    auto res = oo;
    for (auto c : cs)
        if (c <= m)
            res = min(res, coin_change(m - c, cs) + 1);
    return st[m] = res;
}
```

7.1.1 Canonicality check

$O(n^3)$

```
/**
 * @brief Makes change for a given amount using a greedy
     approach.
 * Assumes the coin denominations 'xs' are sorted in
     descending order.
 */
vll greedy(ll x, ll N, const vll &xs)
{
    vll res(N, 0);
    for(ll i=0; i<N; i++)
    {
        auto q = x / xs[i];
        x -= q*xs[i];
        res[i] = q;
    }

    return res;
}

/**
 * @brief Calculates the total monetary value of a given
     combination of coins.
 */
ll value(const vll &M, ll N, const vll &xs)
{
    ll res=0;
    for(ll i=0; i<N; i++)
        res += M[i]*xs[i];
    return res;
```

```
}

/**
 * @brief Finds the smallest amount of money for which the greedy algorithm fails
 * to produce an optimal solution (i.e., the minimum number of coins).
 * This is based on a known algorithm for testing if a coin system is "canonical".
 */
ll min_counterexample(ll N, const vll &xs)
{
    if(N <= 2)
        return -1;

    ll ans=oo;

    for(ll i=N-2; i>=0; --i) {
        auto g = greedy(xs[i]-1, N, xs);

        vll M(N, 0);

        for(ll j=0; j<N; ++j)
        {
            M[j] = g[j] + 1;
            auto w = value(M, N, xs);
            auto G = greedy(w, N, xs);

            auto x = accumulate(M.begin(), M.end(), 0);
            auto y = accumulate(G.begin(), G.end(), 0);

            if(x < y)
                ans = min(ans, w);

            M[j]--;
        }
    }

    return ans == oo ? -1 : ans;
}
```

7.2 Knapsack

$O(nm)$

```
/**
 * @brief Finds the maximum sum possible of the knapsack
 * Can solve subset sum problem (change max to logic OR)
 */
```

```
pair<ll, vll> knapsack(ll M, const vpll &cs)
{
    ll N = cs.size() - 1; // Elements start at 1

    for(ll i=0; i<=N; i++)
        st[i][0] = 0;

    for(ll m=0; m<=M; m++)
        st[0][m] = 0;

    for(ll i=1; i<=N; i++)
    {
        for(ll m = 1; m <= M; m++)
        {
            st[i][m] = st[i-1][m];
            ps[i][m] = 0;
            auto [w, v] = cs[i];

            if(w <= M && st[i-1][m-w] + v > st[i][m])
            {
                st[i][m] = st[i-1][m-w] + v;
                ps[i][m] = 1;
            }
        }
    }

    // Elements recuperation
    ll m = M;
    vll is;

    for(ll i=N; i>=1; --i)
    {
        if(ps[i][m])
        {
            is.push_back(i);
            m -= cs[i].first;
        }
    }

    reverse(is.begin(), is.end());

    return {st[N][M], is};
}
```

7.3 LIS

$O(n \log n)$

```
/**
```

```
 *  @param  xs      Target Vector.
 *  @param  values  True if want values, indexes otherwise.
 *  @return         Longest increasing subsequence as values
    or indexes.
 *  https://judge.yosupo.jp/problem/
    longest_increasing_subsequence
 *  source: Yogi Nam
 *  Time complexity: O(Nlog(N))
*/
vll lis(const vll& xs, bool values) {
    assert(!xs.empty());
    vll ss, idx, pre(xs.size()), ys;
    for(ll i=0; i<xs.size(); i++) {
        // change to upper_bound if want not decreasing
        ll j = lower_bound(all(ss), xs[i]) - ss.begin();
        if (j == ss.size()) ss.eb(), idx.eb();
        if (j == 0) pre[i] = -1;
        else        pre[i] = idx[j - 1];
        ss[j] = xs[i], idx[j] = i;
    }
    ll i = idx.back();
    while (i != -1)
        ys.eb((values ? xs[i] : i)), i = pre[i];
    reverse(all(ys));
    return ys;
}
```

7.4 Travelling Salesman Problem

$O(N^2 2^N)$

```
/**
 * @brief Returns the min cost hamiltonian cycles
 * @param i Current city
 * @param mask Visited cities
 * Can be modified to return the max cost
 * Can include only a set qnt of cities
 * Can modify the dist graph to a non-complete graph:
 * Set dist[i][j] = INT_MAX
 */

int tsp(int i, int mask) {
    if(mask == (1 << n) - 1)
        return dist[i][0];

    if(st[i][mask] == -1)
        return st[i][mask];

    int res = INT_MAX;
```

```
    for(int j=0; j<n; j++) {
        if(mask & (1 << j))
            continue;
        res = min(res, tsp(j, mask | (1 << j), n) + dist[i][
            j]);
    }

    return (st[i][mask] = res);
}
```

8 Math Formulas

8.1 Sum of an arithmetic progression

$S_n = \frac{n}{2}(a_1 + a_n)$

8.2 Permutation with repeated elements

$P_n = \frac{n!}{n_1!n_2!...n_k!}$

8.3 Check if is geometric progression

$a_i^2 = a_{i-1}a_{i+1}$

8.4 Bitwise equations

$a|b = a \oplus b + a\&b$
$a \oplus (a\&b) = (a|b) \oplus b$
$(a\&b) \oplus (a|b) = a \oplus b$

$a + b = a|b + a\&b$
$a + b = a \oplus b + 2(a\&b)$

$a - b = (a \oplus (a\&b)) - ((a|b) \oplus a)$
$a - b = ((a|b) \oplus b) - ((a|b) \oplus a)$
$a - b = (a \oplus (a\&b)) - (b \oplus (a\&b))$
$a - b = ((a|b) \oplus b) - (b \oplus (a\&b))$

8.5 Cube of Binomial

$(a + b)^3 = a^3 + 3a^2b + 3ab^2 + b^3$
$(a - b)^3 = a^3 - 3a^2b + 3ab^2 - b^3$

8.5.1 Sum of Cubes

$a^3 + b^3 = (a + b)(a^2 - ab + b^2)$

8.5.2 Difference of Cubes

$a^3 - b^3 = (a - b)(a^2 + ab + b^2)$

8.6 Binomial expansion

$\binom{n}{k} = \frac{n!}{k!(n-k)!}$
$(a + b)^n = \sum_{k=0}^{n} \binom{n}{k} a^k b^{n-k}$

9 Facts

9.1 XOR

9.1.1 Self-inverse property

To cancel a XOR, you can XOR again the same value because $a \oplus a = 0$, so $(value \oplus a) \oplus a = value$

9.1.2 Identity element

$a \oplus 0 = a$

9.1.3 Commutative

$a \oplus b = b \oplus a$

9.1.4 Associative

$(a \oplus b) \oplus c = a \oplus (b \oplus c)$