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## 1 Setup

### 1.1 header.h

```

1 #pragma once // Delete this when copying this
  file
2 #include <bits/stdc++.h>
3 using namespace std;
4
5 #define ll long long
6 #define ull unsigned ll

```

```

7 #define ld long double
8 #define pl pair<ll, ll>
9 #define pi pair<int, int> // use pl where
  possible/necessary
10 #define vl vector<ll>
11 #define vi vector<int> // change to vl where
  possible/necessary
12 #define vb vector<bool>
13 #define vvi vector<vi>
14 #define vvl vector<vl>
15 #define vpl vector<pl>
16 #define vpi vector<pi>
17 #define vld vector<ld>

```

```

18 #define vvpi vector<vpi>
19 #define in_fast(el, cont) (cont.find(el) != cont.
  end())
20 #define in(el, cont) (find(cont.begin(), cont.end
  (), el) != cont.end())
21
22 constexpr int INF = 2000000010;
23 constexpr ll LLINF = 9000000000000000010LL;
24
25 template <typename T, template <typename ELEM,
  typename ALLOC = std::allocator<ELEM> > class
  Container>
26 std::ostream& operator<<(std::ostream& o, const

```

---

```

    Container<T>& container) {
27  typename Container<T>::const_iterator beg =
        container.begin();
28  if (beg != container.end()) {
29      o << *beg++;
30      while (beg != container.end()) {
31          o << " " << *beg++;
32      }
33  }
34  return o;
35 }
36
37 // int main() {
38 //  ios::sync_with_stdio(false); // do not use
39 //  cout << printf
40 //  cin.tie(NULL);
41 //  cout << fixed << setprecision(12);
42 //  return 0;
43 // }

```

---

## 1.2 Bash for c++ compile with header.h

---

```

1 #!/bin/bash
2 if [ $# -ne 1 ];then echo "Usage: $0 <input_file
>"; exit 1;fi
3 f="$1";d=code/o=a.out
4 [ -f $d/$f ] || { echo "Input file not found: $f
"; exit 1; }
5 g++ -I$d $d/$f -o $o && echo "Compilation
successful. Executable '$o' created." || echo
"Compilation failed."

```

---

## 1.3 Bash for run tests c++

---

```

1 g++ $1/$1.cpp -o $1/$1.out
2 for file in $1/*.in; do diff <($1/$1.out < "$file
") "${file%.in}.ans"; done

```

---

## 1.4 Bash for run tests python

---

```

1 for file in $1/*.in; do diff <(python3 $1/$1.py <
"$file") "${file%.in}.ans"; done

```

---

### 1.4.1 Aux. helper C++

---

```

1 #include "header.h"
2
3 int main() {
4     // Read in a line including white space
5     string line;
6     getline(cin, line);
7     // When doing the above read numbers as
        follows:
8     int n;
9     getline(cin, line);
10    stringstream ss(line);
11    ss >> n;
12
13    // Count the number of 1s in binary
        represnatation of a number
14    ull number;
15    __builtin_popcountll(number);
16 }
17
18 // __int128
19 using lll = __int128;
20 ostream& operator<<( ostream& o, __int128 n ) {
21     auto t = n<0 ? -n : n; char b[128], *d = end(b)
        ;
22     do *--d = '0'+t%10, t /= 10; while (t);
23     if(n<0) *--d = '-';
24     o.rdbuf()->sputn(d,end(b)-d);
25     return o;
26 }

```

---

### 1.4.2 Aux. helper python

---

```

1 from functools import lru_cache
2
3 # Read until EOF
4 while True:
5     try:
6         pattern = input()
7     except EOFError:
8         break
9
10 @lru_cache(maxsize=None)
11 def smth_memoi(i, j, s):
12     # Example in-built cache
13     return "sol"

```

---

## 2.1 Graphs

### 2.1.1 BFS

---

```

1 from collections import deque
2 def bfs(g, roots, n):
3     q = deque(roots)
4     explored = set()
5     distances = [0 if v in roots else float('inf')
        ] for v in range(n)]
6
7     while len(q) != 0:
8         node = q.popleft()
9         if node in explored: continue
10        explored.add(node)
11        for neigh in g[node]:
12            if neigh not in explored:
13                q.append(neigh)
14                distances[neigh] = distances[node
                    ] + 1
15    return distances

```

---

### 2.1.2 Dijkstra

---

```

1 from heapq import *
2 def dijkstra(n, root, g): # g = {node: (cost,
        neigh)}
3     dist = [float("inf")]*n
4     dist[root] = 0
5     prev = [-1]*n
6
7     pq = [(0, root)]
8     heapify(pq)
9     visited = set([])
10
11    while len(pq) != 0:
12        _, node = heappop(pq)
13
14        if node in visited: continue
15        visited.add(node)
16
17        # In case of disconnected graphs
18        if node not in g:
19            continue
20
21        for cost, neigh in g[node]:
22            alt = dist[node] + cost
23            if alt < dist[neigh]:
24                dist[neigh] = alt
25                prev[neigh] = node
26                heappush(pq, (alt, neigh))
27    return dist

```

---

## 2 Python

### 2.1.3 Topological Sort

```

1 #Python program to print topological sorting of a
  DAG
2 from collections import defaultdict
3
4 #Class to represent a graph
5 class Graph:
6     def __init__(self,vertices):
7         self.graph = defaultdict(list) #
          dictionary containing adjacency List
8         self.V = vertices #No. of vertices
9
10    # function to add an edge to graph
11    def addEdge(self,u,v):
12        self.graph[u].append(v)
13
14    # A recursive function used by
      topologicalSort
15    def topologicalSortUtil(self,v,visited,stack)
      :
16
17        # Mark the current node as visited.
18        visited[v] = True
19
20        # Recur for all the vertices adjacent to
          this vertex
21        for i in self.graph[v]:
22            if visited[i] == False:
23                self.topologicalSortUtil(i,
                    visited,stack)
24
25        # Push current vertex to stack which
          stores result
26        stack.insert(0,v)
27
28    # The function to do Topological Sort. It
      uses recursive
29    # topologicalSortUtil()
30    def topologicalSort(self):
31        # Mark all the vertices as not visited
32        visited = [False]*self.V
33        stack =[]
34
35        # Call the recursive helper function to
          store Topological
36        # Sort starting from all vertices one by
          one
37        for i in range(self.V):
38            if visited[i] == False:
39                self.topologicalSortUtil(i,
                    visited,stack)
40
41        # Print contents of stack
42        return stack
43

```

```

44 def isCyclicUtil(self, v, visited, recStack):
45
46     # Mark current node as visited and
47     # adds to recursion stack
48     visited[v] = True
49     recStack[v] = True
50
51     # Recur for all neighbours
52     # if any neighbour is visited and in
53     # recStack then graph is cyclic
54     for neighbour in self.graph[v]:
55         if visited[neighbour] == False:
56             if self.isCyclicUtil(neighbour,
                visited, recStack) == True:
57                 return True
58             elif recStack[neighbour] == True:
59                 return True
60
61     # The node needs to be popped from
62     # recursion stack before function ends
63     recStack[v] = False
64     return False
65
66 # Returns true if graph is cyclic else false
67 def isCyclic(self):
68     visited = [False] * (self.V + 1)
69     recStack = [False] * (self.V + 1)
70     for node in range(self.V):
71         if visited[node] == False:
72             if self.isCyclicUtil(node,
                visited, recStack) == True:
73                 return True
74     return False

```

#### 2.1.4 Kruskal (UnionFind)

```

1 class UnionFind:
2     def __init__(self, n):
3         self.parent = [-1]*n
4
5     def find(self, x):
6         if self.parent[x] < 0:
7             return x
8         self.parent[x] = self.find(self.parent[x])
9         return self.parent[x]
10
11    def connect(self, a, b):
12        ra = self.find(a)
13        rb = self.find(b)
14        if ra == rb:
15            return False
16        if self.parent[ra] > self.parent[rb]:
17            self.parent[rb] += self.parent[ra]

```

```

18         self.parent[ra] = rb
19     else:
20         self.parent[ra] += self.parent[rb]
21         self.parent[rb] = ra
22     return True
23
24 # Full MST is len(spanning==n-1)
25 def kruskal(n, edges):
26     uf = UnionFind(n)
27     spanning = []
28     edges.sort(key = lambda d: -d[2])
29     while edges and len(spanning) < n-1:
30         u, v, w = edges.pop()
31         if not uf.connect(u, v):
32             continue
33         spanning.append((u, v, w))
34     return spanning
35
36 # Example
37 edges = [(1, 2, 10), (2, 3, 20)]

```

## 2.2 Num. Th. / Comb.

### 2.2.1 nCk % prime

```

1 # Note: p must be prime and k < p
2 def fermat_binom(n, k, p):
3     if k > n:
4         return 0
5     # calculate numerator
6     num = 1
7     for i in range(n-k+1, n+1):
8         num *= i % p
9     num %= p
10    # calculate denominator
11    denom = 1
12    for i in range(1,k+1):
13        denom *= i % p
14    denom %= p
15    # numerator * denominator^(p-2) (mod p)
16    return (num * pow(denom, p-2, p)) % p

```

### 2.2.2 Sieve of E. $O(n)$ so actually faster than C++ version, but more memory

```

1 MAX_SIZE = 10**8+1
2 isprime = [True] * MAX_SIZE
3 prime = []
4 SPF = [None] * (MAX_SIZE)
5
6 def manipulated_seive(N): # Up to N (not
    included)

```

```

7 isprime[0] = isprime[1] = False
8 for i in range(2, N):
9     if isprime[i] == True:
10         prime.append(i)
11         SPF[i] = i
12     j = 0
13     while (j < len(prime) and
14            i * prime[j] < N and
15            prime[j] <= SPF[i]):
16         isprime[i * prime[j]] = False
17         SPF[i * prime[j]] = prime[j]
18         j += 1

```

## 2.3 Strings

### 2.3.1 LCS

```

1 def longestCommonSubsequence(text1, text2): # O(
2     m*n) time, O(m) space
3     n = len(text1)
4     m = len(text2)
5
6     # Initializing two lists of size m
7     prev = [0] * (m + 1)
8     cur = [0] * (m + 1)
9
10    for idx1 in range(1, n + 1):
11        for idx2 in range(1, m + 1):
12            # If characters are matching
13            if text1[idx1 - 1] == text2[idx2 -
14                1]:
15                cur[idx2] = 1 + prev[idx2 - 1]
16            else:
17                # If characters are not matching
18                cur[idx2] = max(cur[idx2 - 1],
19                    prev[idx2])
20
21    prev = cur.copy()
22
23    return cur[m]

```

### 2.3.2 KMP

```

1 class KMP:
2     def partial(self, pattern):
3         """ Calculate partial match table: String
4             -> [Int]"""
5         ret = [0]
6         for i in range(1, len(pattern)):
7             j = ret[i - 1]
8             while j > 0 and pattern[j] != pattern
9                 [i]: j = ret[j - 1]

```

```

8         ret.append(j + 1 if pattern[j] ==
9             pattern[i] else j)
10        return ret
11
12    def search(self, T, P):
13        """KMP search main algorithm: String ->
14            String -> [Int]
15        Return all the matching position of
16        pattern string P in T"""
17        partial, ret, j = self.partial(P), [], 0
18        for i in range(len(T)):
19            while j > 0 and T[i] != P[j]: j =
20                partial[j - 1]
21            if T[i] == P[j]: j += 1
22            if j == len(P):
23                ret.append(i - (j - 1))
24                j = partial[j - 1]
25        return ret

```

### 2.3.3 Edit distance

```

1 def editDistance(str1, str2):
2     # Get the lengths of the input strings
3     m = len(str1)
4     n = len(str2)
5
6     # Initialize a list to store the current row
7     curr = [0] * (n + 1)
8
9     # Initialize the first row with values from 0
10    to n
11    for j in range(n + 1):
12        curr[j] = j
13
14    # Initialize a variable to store the previous
15    value
16    previous = 0
17
18    # Loop through the rows of the dynamic
19    programming matrix
20    for i in range(1, m + 1):
21        # Store the current value at the beginning of
22        the row
23        previous = curr[0]
24        curr[0] = i
25
26    # Loop through the columns of the dynamic
27    programming matrix
28    for j in range(1, n + 1):
29        # Store the current value in a temporary
30        variable
31        temp = curr[j]
32
33    # Check if the characters at the current
34    positions in str1 and str2 are the same

```

```

28 if str1[i - 1] == str2[j - 1]:
29     curr[j] = previous
30 else:
31     # Update the current cell with the
32     minimum of the three adjacent cells
33     curr[j] = 1 + min(previous, curr[j - 1],
34         curr[j])
35
36     # Update the previous variable with the
37     temporary value
38     previous = temp
39
40 # The value in the last cell represents the
41 minimum number of operations
42 return curr[n]

```

## 2.4 Other Algorithms

### 2.4.1 Rotate matrix

```

1 def rotate_matrix(m):
2     return [[m[j][i] for j in range(len(m))] for
3         i in range(len(m[0])-1,-1,-1)]

```

## 2.5 Geometry

### 2.5.1 Convex Hull

```

1 def vec(a,b):
2     return (b[0]-a[0],b[1]-a[1])
3
4 def det(a,b):
5     return a[0]*b[1] - b[0]*a[1]
6
7 def convexhull(P):
8     if len(P) == 1:
9         return [(p[0][0], p[0][1])]
10
11    h = sorted(P)
12    lower = []
13    i = 0
14    while i < len(h):
15        if len(lower) > 1:
16            a = vec(lower[-2], lower[-1])
17            b = vec(lower[-1], h[i])
18            if det(a,b) <= 0 and len(lower) > 1:
19                lower.pop()
20                continue
21            lower.append(h[i])
22            i += 1
23
24    upper = []
25    i = 0

```

```

25 while i < len(h):
26     if len(upper) > 1:
27         a = vec(upper[-2], upper[-1])
28         b = vec(upper[-1], h[i])
29         if det(a,b) >= 0:
30             upper.pop()
31             continue
32         upper.append(h[i])
33         i += 1
34
35 reversedupper = list(reversed(upper[1:-1:]))
36 reversedupper.extend(lower)
37 return reversedupper

```

## 2.5.2 Geometry

```

1
2 def vec(a,b):
3     return (b[0]-a[0],b[1]-a[1])
4
5 def det(a,b):
6     return a[0]*b[1] - b[0]*a[1]
7
8     lower = []
9     i = 0
10    while i < len(h):
11        if len(lower) > 1:
12            a = vec(lower[-2], lower[-1])
13            b = vec(lower[-1], h[i])
14            if det(a,b) <= 0 and len(lower) > 1:
15                lower.pop()
16                continue
17            lower.append(h[i])
18            i += 1
19
20    # find upper hull
21    # det <= 0 -> replace
22    upper = []
23    i = 0
24    while i < len(h):
25        if len(upper) > 1:
26            a = vec(upper[-2], upper[-1])
27            b = vec(upper[-1], h[i])
28            if det(a,b) >= 0:
29                upper.pop()
30                continue
31            upper.append(h[i])
32            i += 1

```

## 2.6 Other Data Structures

### 2.6.1 Segment Tree

```

1 N = 100000 # limit for array size
2 tree = [0] * (2 * N) # Max size of tree
3
4 def build(arr, n): # function to build the tree
5     # insert leaf nodes in tree
6     for i in range(n):
7         tree[n + i] = arr[i]
8
9     # build the tree by calculating parents
10    for i in range(n - 1, 0, -1):
11        tree[i] = tree[i << 1] + tree[i << 1 | 1]
12
13 def updateTreeNode(p, value, n): # function to
14     update a tree node
15     # set value at position p
16     tree[p + n] = value
17     p = p + n
18
19     i = p # move upward and update parents
20     while i > 1:
21         tree[i >> 1] = tree[i] + tree[i ^ 1]
22         i >>= 1
23
24 def query(l, r, n): # function to get sum on
25     interval [l, r]
26     res = 0
27     # loop to find the sum in the range
28     l += n
29     r += n
30     while l < r:
31         if l & 1:
32             res += tree[l]
33             l += 1
34         if r & 1:
35             r -= 1
36             res += tree[r]
37         l >>= 1
38         r >>= 1
39     return res

```

### 2.6.2 Trie

```

1 class TrieNode:
2     def __init__(self):
3         self.children = [None]*26
4         self.isEndOfWord = False
5
6 class Trie:
7     def __init__(self):
8         self.root = self.getNode()
9
10    def getNode(self):
11        return TrieNode()
12

```

```

13 def _charToIndex(self, ch):
14     return ord(ch)-ord('a')
15
16
17 def insert(self, key):
18     pCrawl = self.root
19     length = len(key)
20     for level in range(length):
21         index = self._charToIndex(key[level])
22         if not pCrawl.children[index]:
23             pCrawl.children[index] = self.
24             getNode()
25             pCrawl = pCrawl.children[index]
26             pCrawl.isEndOfWord = True
27
28 def search(self, key):
29     pCrawl = self.root
30     length = len(key)
31     for level in range(length):
32         index = self._charToIndex(key[level])
33         if not pCrawl.children[index]:
34             return False
35         pCrawl = pCrawl.children[index]
36
37     return pCrawl.isEndOfWord

```

## 3 C++

### 3.1 Graphs

#### 3.1.1 BFS

```

1 #include "header.h"
2 #define graph unordered_map<ll, unordered_set<ll
3 >>
4 vi bfs(int n, graph& g, vi& roots) {
5     vi parents(n+1, -1); // nodes are 1..n
6     unordered_set<int> visited;
7     queue<int> q;
8     for (auto x: roots) {
9         q.emplace(x);
10        visited.insert(x);
11    }
12    while (not q.empty()) {
13        int node = q.front();
14        q.pop();
15
16        for (auto neigh: g[node]) {
17            if (not in(neigh, visited)) {
18                parents[neigh] = node;
19                q.emplace(neigh);
20                visited.insert(neigh);
21            }
22        }
23    }
24 }

```

```

21     }
22 }
23 return parents;
24 }
25 vi reconstruct_path(vi parents, int start, int
    goal) {
26     vi path;
27     int curr = goal;
28     while (curr != start) {
29         path.push_back(curr);
30         if (parents[curr] == -1) return vi(); //
            No path, empty vi
31         curr = parents[curr];
32     }
33     path.push_back(start);
34     reverse(path.begin(), path.end());
35     return path;
36 }

```

### 3.1.2 DFS Cycle detection / removal

```

1 #include "header.h"
2 void removeCyc(ll node, unordered_map<ll, vector<
    pair<ll, ll>>& neighs, vector<bool>& visited
    ,
3 vector<bool>& recStack, vector<ll>& ans) {
4     if (!visited[node]) {
5         visited[node] = true;
6         recStack[node] = true;
7         auto it = neighs.find(node);
8         if (it != neighs.end()) {
9             for (auto util: it->second) {
10                 ll nnode = util.first;
11                 if (recStack[nnode]) {
12                     ans.push_back(util.second);
13                 } else if (!visited[nnode]) {
14                     removeCyc(nnode, neighs,
                        visited, recStack, ans);
15                 }
16             }
17         }
18     }
19     recStack[node] = false;
20 }

```

### 3.1.3 Dijkstra

```

1 #include "header.h"
2 vector<int> dijkstra(int n, int root, map<int,
    vector<pair<int, int>>& g) {
3     unordered_set<int> visited;
4     vector<int> dist(n, INF);
5     priority_queue<pair<int, int>> pq;

```

```

6     dist[root] = 0;
7     pq.push({0, root});
8     while (!pq.empty()) {
9         int node = pq.top().second;
10        int d = -pq.top().first;
11        pq.pop();
12
13        if (in(node, visited)) continue;
14        visited.insert(node);
15
16        for (auto e : g[node]) {
17            int neigh = e.first;
18            int cost = e.second;
19            if (dist[neigh] > dist[node] + cost)
20            {
21                dist[neigh] = dist[node] + cost;
22                pq.push({-dist[neigh], neigh});
23            }
24        }
25    }
26    return dist;

```

### 3.1.4 Floyd-Warshall

```

1 #include "header.h"
2 // g[i][j] = inf if not path from i to j
3 // if g[i][i] < 0, i is contained in a negative
    cycle
4 void warshall(vvl g) {
5     for (int i=0; i<g.size(); ++i) {
6         for (int j=0; j<g.size(); ++j) {
7             for (int k=0; k<g.size(); ++k) {
8                 if (g[i][k] < LLINF and g[k][j] <
                    LLINF and g[i][j] > g[i][k]
                    + g[k][j]) {
9                     g[i][j] = g[i][k] + g[k][j];
10                }
11            }
12        }
13    }
14 }

```

### 3.1.5 Kruskal Minimum spanning tree of undirected weighted graph

```

1 #include "header.h"
2 #include "disjoint_set.h"
3 // O(E log E)
4 pair<set<pair<ll, ll>>, ll> kruskal(vector<tuple
    <ll, ll, ll>>& edges, ll n) {
5     set<pair<ll, ll>> ans;
6     ll cost = 0;
7
8     sort(edges.begin(), edges.end());
9     DisjointSet<ll> fs(n);
10

```

```

11     ll dist, i, j;
12     for (auto edge: edges) {
13         dist = get<0>(edge);
14         i = get<1>(edge);
15         j = get<2>(edge);
16
17         if (fs.find_set(i) != fs.find_set(j)) {
18             fs.union_sets(i, j);
19             ans.insert({i, j});
20             cost += dist;
21         }
22     }
23     return pair<set<pair<ll, ll>>, ll> {ans, cost
    };
24 }

```

### 3.1.6 Hungarian algorithm

```

1 #include "header.h"
2
3 template <class T> bool ckmin(T &a, const T &b) {
4     return b < a ? a = b, 1 : 0; }
5
6 /**
7  * Given J jobs and W workers (J <= W), computes
8  * the minimum cost to assign each
9  * job to a distinct worker.
10  * @tparam T a type large enough to represent
11  * integers on the order of J *
12  * max(|C|)
13  * @param C a matrix of dimensions JxW such that
14  * C[j][w] = cost to assign j-th
15  * job to w-th worker (possibly negative)
16  * @return a vector of length J, with the j-th
17  * entry equaling the minimum cost
18  * to assign the first (j+1) jobs to distinct
19  * workers
20  */
21 template <class T> vector<T> hungarian(const
    vector<vector<T>> &C) {
22     const int J = (int)size(C), W = (int)size(C
        [0]);
23     assert(J <= W);
24     // job[w] = job assigned to w-th worker, or
25     // -1 if no job assigned
26     // note: a W-th worker was added for
27     // convenience
28     vector<int> job(W + 1, -1);
29     vector<T> ys(J), yt(W + 1); // potentials
30     // -yt[W] will equal the sum of all deltas
31     vector<T> answers;
32     const T inf = numeric_limits<T>::max();
33     for (int j_cur = 0; j_cur < J; ++j_cur) { //
        assign j_cur-th job

```

```

26 int w_cur = W;
27 job[w_cur] = j_cur;
28 // min reduced cost over edges from Z to
   worker w
29 vector<T> min_to(W + 1, inf);
30 vector<int> prv(W + 1, -1); // previous
   worker on alternating path
31 vector<bool> in_Z(W + 1); // whether
   worker is in Z
32 while (job[w_cur] != -1) { // runs at
   most j_cur + 1 times
33   in_Z[w_cur] = true;
34   const int j = job[w_cur];
35   T delta = inf;
36   int w_next;
37   for (int w = 0; w < W; ++w) {
38     if (!in_Z[w]) {
39       if (ckmin(min_to[w], C[j][w]
   - ys[j] - yt[w]))
40         prv[w] = w_cur;
41       if (ckmin(delta, min_to[w]))
42         w_next = w;
43     }
44   }
45   // delta will always be non-negative,
   // except possibly during the first
   // time this loop runs
46   // if any entries of C[j_cur] are
   // negative
47   for (int w = 0; w <= W; ++w) {
48     if (in_Z[w]) ys[job[w]] += delta,
49       yt[w] -= delta;
50     else min_to[w] -= delta;
51   }
52   w_cur = w_next;
53   // update assignments along alternating
   path
54   for (int w; w_cur != W; w_cur = w) job[
55     w_cur] = job[w = prv[w_cur]];
56   answers.push_back(-yt[W]);
57 }
58 return answers;
59 }

```

### 3.1.7 Suc. shortest path Calculates max flow, min cost

```

1 #include "header.h"
2 // map<node, map<node, pair<cost, capacity>>>
3 #define graph unordered_map<int, unordered_map<
   int, pair<ld, int>>>
4 graph g;
5 const ld inf = 1e60; // Change if necessary

```

```

6 ld fill(int n, vld& potential) { // Finds max
   flow, min cost
7   priority_queue<pair<ld, int>> pq;
8   vector<bool> visited(n+2, false);
9   vi parent(n+2, 0);
10  vld dist(n+2, inf);
11  dist[0] = 0.1;
12  pq.emplace(make_pair(0.1, 0));
13  while (not pq.empty()) {
14    int node = pq.top().second;
15    pq.pop();
16    if (visited[node]) continue;
17    visited[node] = true;
18    for (auto& x : g[node]) {
19      int neigh = x.first;
20      int capacity = x.second.second;
21      ld cost = x.second.first;
22      if (capacity and not visited[neigh]) {
23        ld d = dist[node] + cost + potential[node]
   - potential[neigh];
24        if (d + 1e-10 < dist[neigh]) {
25          dist[neigh] = d;
26          pq.emplace(make_pair(-d, neigh));
27          parent[neigh] = node;
28        }
29      }
30    }
31    for (int i = 0; i < n+2; i++) {
32      potential[i] = min(inf, potential[i] + dist
   [i]);
33    }
34    if (not parent[n+1]) return inf;
35    ld ans = 0.1;
36    for (int x = n+1; x; x=parent[x]) {
37      ans += g[parent[x]][x].first;
38      g[parent[x]][x].second--;
39      g[x][parent[x]].second++;
40    }
41    return ans;
42  }

```

### 3.1.8 Bipartite check

```

1 #include "header.h"
2 int main() {
3   int n;
4   vvi adj(n);
5
6   vi side(n, -1); // will have 0's for one
   side 1's for other side
7   bool is_bipartite = true; // becomes false
   if not bipartite
8   queue<int> q;
9   for (int st = 0; st < n; ++st) {
10    if (side[st] == -1) {

```

```

11      q.push(st);
12      side[st] = 0;
13      while (!q.empty()) {
14        int v = q.front();
15        q.pop();
16        for (int u : adj[v]) {
17          if (side[u] == -1) {
18            side[u] = side[v] ^ 1;
19            q.push(u);
20          } else {
21            is_bipartite &= side[u]
   != side[v];
22          }
23        }
24      }

```

### 3.1.9 Find cycle directed

```

1 #include "header.h"
2 int n;
3 const int mxN = 2e5+5;
4 vvi adj(mxN);
5 vector<char> color;
6 vi parent;
7 int cycle_start, cycle_end;
8 bool dfs(int v) {
9   color[v] = 1;
10  for (int u : adj[v]) {
11    if (color[u] == 0) {
12      parent[u] = v;
13      if (dfs(u)) return true;
14    } else if (color[u] == 1) {
15      cycle_end = v;
16      cycle_start = u;
17      return true;
18    }
19  }
20  color[v] = 2;
21  return false;
22 }
23 void find_cycle() {
24   color.assign(n, 0);
25   parent.assign(n, -1);
26   cycle_start = -1;
27   for (int v = 0; v < n; v++) {
28     if (color[v] == 0 && dfs(v)) break;
29   }
30   if (cycle_start == -1) {
31     cout << "Acyclic" << endl;
32   } else {
33     vector<int> cycle;
34     cycle.push_back(cycle_start);
35     for (int v = cycle_end; v != cycle_start;
   v = parent[v])
36       cycle.push_back(v);

```



```

37 cycle.push_back(cycle_start);
38 reverse(cycle.begin(), cycle.end());
39
40 cout << "Cycle Found: ";
41 for (int v : cycle) cout << v << " ";
42 cout << endl;
43 }
44 }

```

### 3.1.10 Find cycle directed

```

1 #include "header.h"
2 int n;
3 const int mxN = 2e5 + 5;
4 vvi adj(mxN);
5 vector<bool> visited;
6 vi parent;
7 int cycle_start, cycle_end;
8 bool dfs(int v, int par) { // passing vertex and
    its parent vertex
    visited[v] = true;
    for (int u : adj[v]) {
        if (u == par) continue; // skipping edge
        to parent vertex
        if (visited[u]) {
            cycle_end = v;
            cycle_start = u;
            return true;
        }
        parent[u] = v;
        if (dfs(u, parent[u]))
            return true;
    }
    return false;
}
22 }
23 void find_cycle() {
24     visited.assign(n, false);
25     parent.assign(n, -1);
26     cycle_start = -1;
27     for (int v = 0; v < n; v++) {
28         if (!visited[v] && dfs(v, parent[v]))
29             break;
30     }
31     if (cycle_start == -1) {
32         cout << "Acyclic" << endl;
33     } else {
34         vector<int> cycle;
35         cycle.push_back(cycle_start);
36         for (int v = cycle_end; v != cycle_start;
37             v = parent[v])
38             cycle.push_back(v);
39         cycle.push_back(cycle_start);
40         cout << "Cycle Found: ";
41         for (int v : cycle) cout << v << " ";

```

```

40 cout << endl;
41 }
42 }

```

### 3.1.11 Tarjan's SCC

```

1 #include "header.h"
2
3 struct Tarjan {
4     vvi &edges;
5     int V, counter = 0, C = 0;
6     vi n, l;
7     vector<bool> vs;
8     stack<int> st;
9     Tarjan(vvi &e) : edges(e), V(e.size()), n(V,
        -1), l(V, -1), vs(V, false) {}
10    void visit(int u, vi &com) {
11        l[u] = n[u] = counter++;
12        st.push(u);
13        vs[u] = true;
14        for (auto &&v : edges[u]) {
15            if (n[v] == -1) visit(v, com);
16            if (vs[v]) l[u] = min(l[u], l[v]);
17        }
18        if (l[u] == n[u]) {
19            while (true) {
20                int v = st.top();
21                st.pop();
22                vs[v] = false;
23                com[v] = C; //<== ACT HERE
24                if (u == v) break;
25            }
26            C++;
27        }
28    }
29    int find_sccs(vi &com) { // component indices
        will be stored in 'com'
30        com.assign(V, -1);
31        C = 0;
32        for (int u = 0; u < V; ++u)
33            if (n[u] == -1) visit(u, com);
34        return C;
35    }
36    // scc is a map of the original vertices of the
        graph to the vertices
37    // of the SCC graph, scc_graph is its adjacency
        list.
38    // SCC indices and edges are stored in 'scc'
        and 'scc_graph'.
39    void scc_collapse(vi &scc, vvi &scc_graph) {
40        find_sccs(scc);
41        scc_graph.assign(C, vi());
42        set<pi> rec; // recorded edges
43        for (int u = 0; u < V; ++u) {

```

```

44        assert(scc[u] != -1);
45        for (int v : edges[u]) {
46            if (scc[v] == scc[u] ||
47                rec.find({scc[u], scc[v]}) != rec.end())
48                continue;
49            scc_graph[scc[u]].push_back(scc[v]);
50            rec.insert({scc[u], scc[v]});
51        }
52    }
53    // Function to find sources and sinks in the
        SCC graph
54    // The number of edges needed to be added is
        max(sources.size(), sinks.size())
55    void findSourcesAndSinks(const vvi &scc_graph,
        vi &sources, vi &sinks) {
56        vi in_degree(C, 0), out_degree(C, 0);
57        for (int u = 0; u < C; u++) {
58            for (auto v : scc_graph[u]) {
59                in_degree[v]++;
60                out_degree[u]++;
61            }
62        }
63        for (int i = 0; i < C; ++i) {
64            if (in_degree[i] == 0) sources.push_back(i);
65            if (out_degree[i] == 0) sinks.push_back(i);
66        }
67    }
68 };

```

### 3.1.12 SCC edges Prints out the missing edges to make the input digraph strongly connected

```

1 #include "header.h"
2 const int N=1e5+10;
3 int n,a[N],cnt[N],vis[N];
4 vector<int> hd,tl;
5 int dfs(int x){
6     vis[x]=1;
7     if(!vis[a[x]])return vis[x]=dfs(a[x]);
8     return vis[x]=x;
9 }
10 int main(){
11     scanf("%d",&n);
12     for(int i=1;i<=n;i++){
13         scanf("%d",&a[i]);
14         cnt[a[i]]++;
15     }
16     int k=0;
17     for(int i=1;i<=n;i++){
18         if(!cnt[i]){
19             k++;
20             hd.push_back(i);

```



```

21         tl.push_back(dfs(i));
22     }
23 }
24 int tk=k;
25 for(int i=1;i<=n;i++){
26     if(!vis[i]){
27         k++;
28         hd.push_back(i);
29         tl.push_back(dfs(i));
30     }
31 }
32 if(k==1&&!tk)k=0;
33 printf("%d\n",k);
34 for(int i=0;i<k;i++)printf("%d_ %d\n",tl[i],hd
35     [(i+1)%k]);
36 return 0;
37 }

```

### 3.1.13 Find Bridges

```

1 #include "header.h"
2 int n; // number of nodes
3 vvi adj; // adjacency list of graph
4 vector<bool> visited;
5 vi tin, low;
6 int timer;
7 void dfs(int v, int p = -1) {
8     visited[v] = true;
9     tin[v] = low[v] = timer++;
10    for (int to : adj[v]) {
11        if (to == p) continue;
12        if (visited[to]) {
13            low[v] = min(low[v], tin[to]);
14        } else {
15            dfs(to, v);
16            low[v] = min(low[v], low[to]);
17            if (low[to] > tin[v])
18                IS_BRIDGE(v, to);
19        }
20    }
21 }
22 void find_bridges() {
23     timer = 0;
24     visited.assign(n, false);
25     tin.assign(n, -1);
26     low.assign(n, -1);
27     for (int i = 0; i < n; ++i) {
28         if (!visited[i]) dfs(i);
29     }
30 }

```

### 3.1.14 Artic. points (i.e. cut off points)

```

1 #include "header.h"
2 int n; // number of nodes
3 vvi adj; // adjacency list of graph
4 vector<bool> visited;
5 vi tin, low;
6 int timer;
7 void dfs(int v, int p = -1) {
8     visited[v] = true;
9     tin[v] = low[v] = timer++;
10    int children=0;
11    for (int to : adj[v]) {
12        if (to == p) continue;
13        if (visited[to]) {
14            low[v] = min(low[v], tin[to]);
15        } else {
16            dfs(to, v);
17            low[v] = min(low[v], low[to]);
18            if (low[to] >= tin[v] && p!=-1)
19                IS_CUTPOINT(v);
20            ++children;
21        }
22    }
23    if(p == -1 && children > 1)
24        IS_CUTPOINT(v);
25 void find_cutpoints() {
26     timer = 0;
27     visited.assign(n, false);
28     tin.assign(n, -1);
29     low.assign(n, -1);
30     for (int i = 0; i < n; ++i) {
31         if (!visited[i]) dfs(i);
32     }
33 }

```

### 3.1.15 Topological sort

```

1 #include "header.h"
2 int n; // number of vertices
3 vvi adj; // adjacency list of graph
4 vector<bool> visited;
5 vi ans;
6 void dfs(int v) {
7     visited[v] = true;
8     for (int u : adj[v]) {
9         if (!visited[u]) dfs(u);
10    }
11    ans.push_back(v);
12 }
13 void topological_sort() {
14     visited.assign(n, false);
15     ans.clear();
16     for (int i = 0; i < n; ++i) {
17         if (!visited[i]) dfs(i);

```

```

18     }
19     reverse(ans.begin(), ans.end());
20 }

```

### 3.1.16 Bellmann-Ford Same as Dijkstra but allows neg. edges

```

1 #include "header.h"
2 // Switch vi and vvpi to vl and vvpl if necessary
3 void bellmann_ford_extended(vvpi &e, int source,
4     vi &dist, vb &cyc) {
5     dist.assign(e.size(), INF);
6     cyc.assign(e.size(), false); // true when u is
7     // in a <0 cycle
8     dist[source] = 0;
9     for (int iter = 0; iter < e.size() - 1; ++iter)
10    {
11        bool relax = false;
12        for (int u = 0; u < e.size(); ++u)
13            if (dist[u] == INF) continue;
14            else for (auto &e : e[u])
15                if (dist[u]+e.second < dist[e.first])
16                    dist[e.first] = dist[u]+e.second, relax
17                        = true;
18        if(!relax) break;
19    }
20    bool ch = true;
21    while (ch) { // keep going untill no
22        // more changes
23        ch = false; // set dist to -INF when in
24        // cycle
25        for (int u = 0; u < e.size(); ++u)
26            if (dist[u] == INF) continue;
27            else for (auto &e : e[u])
28                if (dist[e.first] > dist[u] + e.second
29                    && !cyc[e.first]) {
30                    dist[e.first] = -INF;
31                    ch = true; //return true for cycle
32                    // detection only
33                    cyc[e.first] = true;
34                }
35    }
36 }

```

### 3.1.17 Ford-Fulkerson Basic Max. flow

```

1 #include "header.h"
2 #define V 6 // Num. of vertices in given graph
3
4 /* Returns true if there is a path from source 's'
5    ' to sink
6    't' in residual graph. Also fills parent[] to
7    store the

```

```

6 path */
7 bool bfs(int rGraph[V][V], int s, int t, int
    parent[]) {
8     bool visited[V];
9     memset(visited, 0, sizeof(visited));
10    queue<int> q;
11    q.push(s);
12    visited[s] = true;
13    parent[s] = -1;
14
15    // Standard BFS Loop
16    while (!q.empty()) {
17        int u = q.front();
18        q.pop();
19
20        for (int v = 0; v < V; v++) {
21            if (visited[v] == false && rGraph[u][v] >
22                0) {
23                if (v == t) {
24                    parent[v] = u;
25                    return true;
26                }
27                q.push(v);
28                parent[v] = u;
29                visited[v] = true;
30            }
31        }
32    }
33    return false;
34 }
35 // Returns the maximum flow from s to t in the
36 // given graph
37 int fordFulkerson(int graph[V][V], int s, int t)
38 {
39     int u, v;
40     int rGraph[V][V];
41     for (u = 0; u < V; u++)
42         for (v = 0; v < V; v++)
43             rGraph[u][v] = graph[u][v];
44     int parent[V]; // This array is filled by BFS
45     // and to
46     // store path
47     int max_flow = 0; // There is no flow initially
48     while (bfs(rGraph, s, t, parent)) {
49         int path_flow = INT_MAX;
50         for (v = t; v != s; v = parent[v]) {
51             u = parent[v];
52             path_flow = min(path_flow, rGraph[u][v]);
53         }
54         for (v = t; v != s; v = parent[v]) {
55             u = parent[v];

```

```

56         rGraph[u][v] -= path_flow;
57         rGraph[v][u] += path_flow;
58     }
59     max_flow += path_flow;
60 }
61 return max_flow;
62 }

```

### 3.1.18 Dinic max flow $O(V^2E), O(Ef)$

```

1 using F = ll; using W = ll; // types for flow and
2 // weight/cost
3 struct S{
4     const int v; // neighbour
5     const int r; // index of the reverse edge
6     F f; // current flow
7     const F cap; // capacity
8     const W cost; // unit cost
9     S(int v, int ri, F c, W cost = 0) :
10         v(v), r(ri), f(0), cap(c), cost(cost) {}
11     inline F res() const { return cap - f; }
12 };
13 struct FlowGraph : vector<vector<S>> {
14     FlowGraph(size_t n) : vector<vector<S>>(n) {}
15     void add_edge(int u, int v, F c, W cost = 0){
16         auto &t = *this;
17         t[u].emplace_back(v, t[v].size(), c, cost);
18         t[v].emplace_back(u, t[u].size()-1, c, -cost);
19     }
20     void add_arc(int u, int v, F c, W cost = 0){
21         auto &t = *this;
22         t[u].emplace_back(v, t[v].size(), c, cost);
23         t[v].emplace_back(u, t[u].size()-1, 0, -cost);
24     }
25     void clear() { for (auto &E : *this) for (
26         auto &e : E) e.f = 0LL; }
27 };
28 struct Dinic{
29     FlowGraph &edges; int V,s,t;
30     vi l; vector<vector<S>::iterator> its; //
31     // levels and iterators
32     Dinic(FlowGraph &edges, int s, int t) :
33         edges(edges), V(edges.size()), s(s), t(t),
34         l(V,-1), its(V) {}
35     ll augment(int u, F c) { // we reuse the same
36         // iterators
37         if (u == t) return c; ll r = 0LL;
38         for(auto &i = its[u]; i != edges[u].end()
39             ; i++){

```

```

33         auto &e = *i;
34         if (e.res() && l[u] < l[e.v]) {
35             auto d = augment(e.v, min(c, e.
36                 res()));
37             if (d > 0) { e.f += d; edges[e.v
38                 ][e.r].f -= d; c -= d;
39                 r += d; if (!c) break; }
40         }
41     }
42     return r;
43 }
44 ll run() {
45     ll flow = 0, f;
46     while(true) {
47         fill(l.begin(), l.end(),-1); l[s]=0;
48         // recalculate the layers
49         queue<int> q; q.push(s);
50         while(!q.empty()){
51             auto u = q.front(); q.pop(); its[
52                 u] = edges[u].begin();
53             for(auto &e : edges[u]) if(e.res
54                 () && l[e.v]<0)
55                 l[e.v] = l[u]+1, q.push(e.v);
56         }
57         if (l[t] < 0) return flow;
58         while ((f = augment(s, INF)) > 0)
59             flow += f;
60     }
61 }

```

## 3.2 Dynamic Programming

### 3.2.1 Longest Incr. Subseq.

```

1 #include "header.h"
2 template<class T>
3 vector<T> index_path_lis(vector<T>& nums) {
4     int n = nums.size();
5     vector<T> sub;
6     vector<int> subIndex;
7     vector<T> path(n, -1);
8     for (int i = 0; i < n; ++i) {
9         if (sub.empty() || sub[sub.size() - 1] <
10             nums[i]) {
11             path[i] = sub.empty() ? -1 : subIndex[sub.
12                 size() - 1];
13             sub.push_back(nums[i]);
14             subIndex.push_back(i);
15         } else {
16             int idx = lower_bound(sub.begin(), sub.end(),
17                 nums[i]) - sub.begin();
18             path[i] = idx == 0 ? -1 : subIndex[idx - 1];
19             sub[idx] = nums[i];
20             subIndex[idx] = i;
21         }
22     }
23 }

```

```

19 }
20 vector<T> ans;
21 int t = subIndex[subIndex.size() - 1];
22 while (t != -1) {
23     ans.push_back(t);
24     t = path[t];
25 }
26 reverse(ans.begin(), ans.end());
27 return ans;
28 }
29 // Length only
30 template<class T>
31 int length_lis(vector<T> &a) {
32     set<T> st;
33     typename set<T>::iterator it;
34     for (int i = 0; i < a.size(); ++i) {
35         it = st.lower_bound(a[i]);
36         if (it != st.end()) st.erase(it);
37         st.insert(a[i]);
38     }
39     return st.size();
40 }

```

### 3.2.2 0-1 Knapsack

```

1 #include "header.h"
2 // given a number of coins, calculate all
   possible distinct sums
3 int main() {
4     int n;
5     vi coins(n); // all possible coins to use
6     int sum = 0; // sum of the coins
7     vi dp(sum + 1, 0); // dp[x] = 1 if sum
   x can be made
8     dp[0] = 1; // sum 0 can be
   made
9     for (int c = 0; c < n; ++c) // first
   iteration: sums with first
10     for (int x = sum; x >= 0; --x) // coin,
   next first 2 coins etc
11     if (dp[x]) dp[x + coins[c]] = 1; // if sum
   x valid, x+c valid
12 }

```

**3.2.3 Coin change** Number of coins required to achieve a given value

```

1 #include "header.h"
2 // Returns total distinct ways to make sum using
   n coins of
3 // different denominations
4 int count(vi& coins, int n, int sum) {
5     // 2d dp array where n is the number of coin

```

```

6     // denominations and sum is the target sum
7     vector<vector<int>> dp(n + 1, vector<int>(
   sum + 1, 0));
8     dp[0][0] = 1;
9     for (int i = 1; i <= n; i++) {
10         for (int j = 0; j <= sum; j++) {
11
12             // without using the current coin,
13             dp[i][j] += dp[i - 1][j];
14
15             // using the current coin
16             if ((j - coins[i - 1]) >= 0)
17                 dp[i][j] += dp[i][j - coins[i -
   1]];
18         }
19     }
20     return dp[n][sum];
21 }

```

## 3.3 Trees

### 3.3.1 Tree diameter

```

1 #include "header.h"
2 const int mxN = 2e5 + 5;
3 int n, d[mxN]; // distance array
4 vi adj[mxN]; // tree adjacency list
5 void dfs(int s, int e) {
6     d[s] = 1 + d[e]; // recursively calculate
   the distance from the starting node to each
   node
7     for (auto u : adj[s]) { // for each adjacent
   node
8         if (u != e) dfs(u, s); // don't move
   backwards in the tree
9     }
10 }
11 int main() {
12     // read input, create adj list
13     dfs(0, -1); // first dfs call
   to find farthest node from arbitrary node
14     dfs(distance(d, max_element(d, d + n)), -1);
   // second dfs call to find farthest node
   from that one
15     cout << *max_element(d, d + n) - 1 << '\n'; //
   distance from second node to farthest is
   the diameter
16 }

```

### 3.3.2 Tree Node Count

```

1 #include "header.h"

```

```

2 // calculate amount of nodes in each node's
   subtree
3 const int mxN = 2e5 + 5;
4 int n, cnt[mxN];
5 vi adj[mxN];
6 void dfs(int s = 0, int e = -1) {
7     cnt[s] = 1; // count leaves as one
8     for (int u : adj[s]) {
9         dfs(u, s);
10         cnt[s] += cnt[u]; // add up nodes of the
   subtrees
11     }
12 }

```

## 3.4 Num. Th. / Comb.

### 3.4.1 Basic stuff

```

1 #include "header.h"
2 ll gcd(ll a, ll b) { while (b) { a %= b; swap(a,
   b); } return a; }
3 ll lcm(ll a, ll b) { return (a / gcd(a, b)) * b;
   }
4 ll mod(ll a, ll b) { return ((a % b) + b) % b; }
5 // Finds x, y s.t. ax + by = d = gcd(a, b).
6 void extended_euclid(ll a, ll b, ll &x, ll &y, ll
   &d) {
7     ll xx = y = 0;
8     ll yy = x = 1;
9     while (b) {
10         ll q = a / b;
11         ll t = b; b = a % b; a = t;
12         t = xx; xx = x - q * xx; x = t;
13         t = yy; yy = y - q * yy; y = t;
14     }
15     d = a;
16 }
17 // solves ab = 1 (mod n), -1 on failure
18 ll mod_inverse(ll a, ll n) {
19     ll x, y, d;
20     extended_euclid(a, n, x, y, d);
21     return (d > 1 ? -1 : mod(x, n));
22 }
23 // All modular inverses of [1..n] mod P in O(n)
   time.
24 vi inverses(ll n, ll P) {
25     vi I(n+1, 1LL);
26     for (ll i = 2; i <= n; ++i)
27         I[i] = mod(-(P/i) * I[P%i], P);
28     return I;
29 }
30 // (a*b)%m
31 ll mulmod(ll a, ll b, ll m){
32     ll x = 0, y=a%m;

```

```

33 while(b>0){
34     if(b&1) x = (x+y)%m;
35     y = (2*y)%m, b /= 2;
36 }
37 return x % m;
38 }
39 // Finds b^e % m in O(lg n) time, ensure that b <
    m to avoid overflow!
40 ll powmod(ll b, ll e, ll m) {
41     ll p = e<2 ? 1 : powmod((b*b)%m,e/2,m);
42     return e&1 ? p*b%m : p;
43 }
44 // Solve ax + by = c, returns false on failure.
45 bool linear_diophantine(ll a, ll b, ll c, ll &x,
    ll &y) {
46     ll d = gcd(a, b);
47     if (c % d) {
48         return false;
49     } else {
50         x = c / d * mod_inverse(a / d, b / d);
51         y = (c - a * x) / b;
52         return true;
53     }
54 }

```

### 3.4.2 Mod. exponentiation Or use pow() in python

```

1 #include "header.h"
2 ll mod_pow(ll base, ll exp, ll mod) {
3     if (mod == 1) return 0;
4     if (exp == 0) return 1;
5     if (exp == 1) return base;
6
7     ll res = 1;
8     base %= mod;
9     while (exp) {
10        if (exp % 2 == 1) res = (res * base) % mod;
11        exp >>= 1;
12        base = (base * base) % mod;
13    }
14
15    return res % mod;
16 }

```

### 3.4.3 GCD Or math.gcd in python, std::gcd in C++

```

1 #include "header.h"
2 ll gcd(ll a, ll b) {
3     if (a == 0) return b;
4     return gcd(b % a, a);
5 }

```

### 3.4.4 Sieve of Eratosthenes

```

1 #include "header.h"
2 vl primes;
3 void getprimes(ll n) { // Up to n (not included)
4     vector<bool> p(n, true);
5     p[0] = false;
6     p[1] = false;
7     for(ll i = 0; i < n; i++) {
8         if(p[i]) {
9             primes.push_back(i);
10            for(ll j = i*2; j < n; j+=i) p[j] =
                false;
11        }
12    }
13 }

```

### 3.4.5 Fibonacci % prime

```

1 #include "header.h"
2 const ll MOD = 1000000007;
3 unordered_map<ll, ll> Fib;
4 ll fib(ll n) {
5     if (n < 2) return 1;
6     if (Fib.find(n) != Fib.end()) return Fib[n];
7     Fib[n] = (fib((n + 1) / 2) * fib(n / 2) + fib
        ((n - 1) / 2) * fib((n - 2) / 2)) % MOD;
8     return Fib[n];
9 }

```

### 3.4.6 nCk % prime

```

1 #include "header.h"
2 ll binom(ll n, ll k) {
3     ll ans = 1;
4     for(ll i = 1; i <= min(k,n-k); ++i) ans = ans
        *(n+1-i)/i;
5     return ans;
6 }
7 ll mod_nCk(ll n, ll k, ll p){
8     ll ans = 1;
9     while(n){
10        ll np = n%p, kp = k%p;
11        if(kp > np) return 0;
12        ans *= binom(np,kp);
13        n /= p; k /= p;
14    }
15    return ans;
16 }

```

### 3.4.7 Chin. rem. th.

```

1 #include "header.h"
2 #include "elementary.cpp"

```

```

3 // Solves x = a1 mod m1, x = a2 mod m2, x is
    unique modulo lcm(m1, m2).
4 // Returns {0, -1} on failure, {x, lcm(m1, m2)}
    otherwise.
5 pair<ll, ll> crt(ll a1, ll m1, ll a2, ll m2) {
6     ll s, t, d;
7     extended_euclid(m1, m2, s, t, d);
8     if (a1 % d != a2 % d) return {0, -1};
9     return {mod(s*a2 %m2 * m1 + t*a1 %m1 * m2, m1 *
        m2) / d, m1 / d * m2};
10 }
11
12 // Solves x = ai mod mi. x is unique modulo lcm
    mi.
13 // Returns {0, -1} on failure, {x, lcm mi}
    otherwise.
14 pair<ll, ll> crt(vector<ll> &a, vector<ll> &m) {
15     pair<ll, ll> res = {a[0], m[0]};
16     for (ull i = 1; i < a.size(); ++i) {
17         res = crt(res.first, res.second, mod(a[i], m[
            i]), m[i]);
18         if (res.second == -1) break;
19     }
20     return res;
21 }

```

## 3.5 Strings

### 3.5.1 Z alg. KMP alternative

```

1 #include "../header.h"
2 void Z_algorithm(const string &s, vi &Z) {
3     Z.assign(s.length(), -1);
4     int L = 0, R = 0, n = s.length();
5     for (int i = 1; i < n; ++i) {
6         if (i > R) {
7             L = R = i;
8             while (R < n && s[R - L] == s[R]) R++;
9             Z[i] = R - L; R--;
10        } else if (Z[i - L] >= R - i + 1) {
11            L = i;
12            while (R < n && s[R - L] == s[R]) R++;
13            Z[i] = R - L; R--;
14        } else Z[i] = Z[i - L];
15    }
16 }

```

### 3.5.2 KMP

```

1 #include "header.h"
2 void compute_prefix_function(string &w, vi &
   prefix) {
3     prefix.assign(w.length(), 0);
4     int k = prefix[0] = -1;
5
6     for(int i = 1; i < w.length(); ++i) {
7         while(k >= 0 && w[k + 1] != w[i]) k = prefix[k];
8         if(w[k + 1] == w[i]) k++;
9         prefix[i] = k;
10    }
11 }
12 void knuth_morris_pratt(string &s, string &w) {
13     int q = -1;
14     vi prefix;
15     compute_prefix_function(w, prefix);
16     for(int i = 0; i < s.length(); ++i) {
17         while(q >= 0 && w[q + 1] != s[i]) q = prefix[q];
18         if(w[q + 1] == s[i]) q++;
19         if(q + 1 == w.length()) {
20             // Match at position (i - w.length() + 1)
21             q = prefix[q];
22         }
23     }
24 }

```

### 3.5.3 Aho-Corasick Also can be used as Knuth-Morris-Pratt algorithm

```

1 #include "header.h"
2
3 map<char, int> cti;
4 int cti_size;
5 template <int ALPHABET_SIZE, int (*mp)(char)>
6 struct AC_FSM {
7     struct Node {
8         int child[ALPHABET_SIZE], failure = 0,
9         match_par = -1;
10        vi match;
11        Node() { for (int i = 0; i < ALPHABET_SIZE;
12            ++i) child[i] = -1; }
13    };
14    vector<Node> a;
15    vector<string> &words;
16    AC_FSM(vector<string> &words) : words(words) {
17        a.push_back(Node());
18        construct_automaton();
19    }
20    void construct_automaton() {
21        for (int w = 0, n = 0; w < words.size(); ++w,
22            n = 0) {

```

```

20        for (int i = 0; i < words[w].size(); ++i) {
21            if (a[n].child[mp(words[w][i])] == -1) {
22                a[n].child[mp(words[w][i])] = a.size();
23                a.push_back(Node());
24            }
25            n = a[n].child[mp(words[w][i])];
26        }
27        a[n].match.push_back(w);
28    }
29    queue<int> q;
30    for (int k = 0; k < ALPHABET_SIZE; ++k) {
31        if (a[0].child[k] == -1) a[0].child[k] = 0;
32        else if (a[0].child[k] > 0) {
33            a[a[0].child[k]].failure = 0;
34            q.push(a[0].child[k]);
35        }
36    }
37    while (!q.empty()) {
38        int r = q.front(); q.pop();
39        for (int k = 0, arck; k < ALPHABET_SIZE; ++
40            k) {
41            if ((arck = a[r].child[k]) != -1) {
42                q.push(arck);
43                int v = a[r].failure;
44                while (a[v].child[k] == -1) v = a[v].
45                    failure;
46                a[arck].failure = a[v].child[k];
47                a[arck].match_par = a[v].child[k];
48                while (a[arck].match_par != -1
49                    && a[a[arck].match_par].match.empty
50                    ())
51                    a[arck].match_par = a[a[arck].
52                        match_par].match_par;
53            }
54        }
55    }
56    void aho_corasick(string &sentence, vvi &
57        matches){
58        matches.assign(words.size(), vi());
59        int state = 0, ss = 0;
60        for (int i = 0; i < sentence.length(); ++i,
61            ss = state) {
62            while (a[ss].child[mp(sentence[i])] == -1)
63                ss = a[ss].failure;
64            state = a[ss].child[mp(sentence[i])];
65            = a[ss].child[mp(sentence[i])];
66            for (ss = state; ss != -1; ss = a[ss].
67                match_par)
68                for (int w : a[ss].match)
69                    matches[w].push_back(i + 1 - words[w].
70                        length());
71        }
72    }
73    }
74 }
75 }
76 }
77 }
78 }
79 }
80 }
81 }
82 }
83 }
84 }
85 }
86 }
87 }
88 }
89 }
90 }
91 }
92 }
93 }
94 }
95 }
96 }
97 }
98 }
99 }
100 }
101 }
102 }
103 }

```

```

67 int char_to_int(char c) {
68     return cti[c];
69 }
70 int main() {
71     ll n;
72     string line;
73     while(getline(cin, line)) {
74         stringstream ss(line);
75         ss >> n;
76
77         vector<string> patterns(n);
78         for (auto& p: patterns) getline(cin, p);
79
80         string text;
81         getline(cin, text);
82
83         cti = {}, cti_size = 0;
84         for (auto c: text) {
85             if (not in(c, cti)) {
86                 cti[c] = cti_size++;
87             }
88         }
89         for (auto& p: patterns) {
90             for (auto c: p) {
91                 if (not in(c, cti)) {
92                     cti[c] = cti_size++;
93                 }
94             }
95         }
96
97         vvi matches;
98         AC_FSM <128+1, char_to_int> ac_fsm(patterns);
99         ac_fsm.aho_corasick(text, matches);
100         for (auto& x: matches) cout << x << endl;
101     }
102 }
103 }

```

### 3.5.4 Long. palin. subs Manacher - $O(n)$

```

1 #include "header.h"
2 void manacher(string &s, vi &pal) {
3     int n = s.length(), i = 1, l, r;
4     pal.assign(2 * n + 1, 0);
5     while (i < 2 * n + 1) {
6         if ((i&1) && pal[i] == 0) pal[i] = 1;
7         l = i / 2 - pal[i] / 2; r = (i-1) / 2 + pal[i]
8             / 2;
9
10        while (l - 1 >= 0 && r + 1 < n && s[l - 1] ==
11            s[r + 1])
12            --l, ++r, pal[i] += 2;
13
14        for (l = i - 1, r = i + 1; l >= 0 && r < 2 *
15            n + 1; --l, ++r) {

```

```

13     if (1 <= i - pal[i]) break;
14     if (1 / 2 - pal[l] / 2 > i / 2 - pal[i] /
15         2)
16         pal[r] = pal[l];
17     else { if (1 >= 0)
18         pal[r] = min(pal[l], i + pal[i] - r);
19         break;
20     }
21     i = r;
22 } }

```

## 3.6 Geometry

### 3.6.1 essentials.cpp

```

1 #include "../header.h"
2 using C = ld; // could be long long or long
3 double
4 constexpr C EPS = 1e-10; // change to 0 for C=ll
5 struct P { // may also be used as a 2D vector
6     C x, y;
7     P(C x = 0, C y = 0) : x(x), y(y) {}
8     P operator+ (const P &p) const { return {x + p.
9         x, y + p.y}; }
10    P operator- (const P &p) const { return {x - p.
11        x, y - p.y}; }
12    P operator* (C c) const { return {x * c, y * c
13        }; }
14    P operator/ (C c) const { return {x / c, y / c
15        }; }
16    C operator* (const P &p) const { return x*p.x +
17        y*p.y; }
18    C operator^ (const P &p) const { return x*p.y -
19        p.x*y; }
20    P perp() const { return P{y, -x}; }
21    C lensq() const { return x*x + y*y; }
22    ld len() const { return sqrt((ld)lensq()); }
23    static ld dist(const P &p1, const P &p2) {
24        return (p1-p2).len(); }
25    bool operator==(const P &r) const {
26        return ((*this)-r).lensq() <= EPS*EPS; }
27 };
28 C det(P p1, P p2) { return p1^p2; }
29 C det(P p1, P p2, P o) { return det(p1-o, p2-o);
30 }
31 C det(const vector<P> &ps) {
32     C sum = 0; P prev = ps.back();
33     for(auto &p : ps) sum += det(p, prev), prev = p
34     ;
35     return sum;
36 }
37 // Careful with division by two and C=ll

```

```

29 C area(P p1, P p2, P p3) { return abs(det(p1, p2,
30     p3))/C(2); }
31 C area(const vector<P> &poly) { return abs(det(
32     poly))/C(2); }
33 int sign(C c){ return (c > C(0)) - (c < C(0)); }
34 int ccw(P p1, P p2, P o) { return sign(det(p1, p2
35     , o)); }
36 // Only well defined for C = ld.
37 P unit(const P &p) { return p / p.len(); }
38 P rotate(P p, ld a) { return P{p.x*cos(a)-p.y*sin
39     (a), p.x*sin(a)+p.y*cos(a)}; }

```

### 3.6.2 Two segs. itersec.

```

1 #include "header.h"
2 #include "essentials.cpp"
3 bool intersect(P a1, P a2, P b1, P b2) {
4     if (max(a1.x, a2.x) < min(b1.x, b2.x)) return
5         false;
6     if (max(b1.x, b2.x) < min(a1.x, a2.x)) return
7         false;
8     if (max(a1.y, a2.y) < min(b1.y, b2.y)) return
9         false;
10    if (max(b1.y, b2.y) < min(a1.y, a2.y)) return
11        false;
12    bool l1 = ccw(a2, b1, a1) * ccw(a2, b2, a1) <=
13        0;
14    bool l2 = ccw(b2, a1, b1) * ccw(b2, a2, b1) <=
15        0;
16    return l1 && l2;
17 }

```

### 3.6.3 Convex Hull

```

1 #include "header.h"
2 #include "essentials.cpp"
3 struct ConvexHull { // O(n lg n) monotone chain.
4     size_t n;
5     vector<size_t> h, c; // Indices of the hull
6     // are in 'h', ccw.
7     const vector<P> &p;
8     ConvexHull(const vector<P> &p) : n(p.size()),
9         c(n), p(p) {
10         std::iota(c.begin(), c.end(), 0);
11         std::sort(c.begin(), c.end(), [this](size_t l
12             , size_t r) -> bool { return p[l].x != p[
13                 r].x ? p[l].x < p[r].x : p[l].y < p[r].y;
14             });
15         c.erase(std::unique(c.begin(), c.end(), [this
16             ](size_t l, size_t r) { return p[l] == p[
17                 r]; }), c.end());
18     }
19 };

```

```

11     for (size_t s = 1, r = 0; r < 2; ++r, s = h.
12         size()) {
13         for (size_t i : c) {
14             while (h.size() > s && ccw(p[h.end()
15                 [-2]], p[h.end()[-1]], p[i]) <= 0)
16                 h.pop_back();
17             h.push_back(i);
18         }
19         reverse(c.begin(), c.end());
20     }
21     if (h.size() > 1) h.pop_back();
22 }
23 size_t size() const { return h.size(); }
24 template <class T, void U(const P &, const P &,
25     const P &, T &)>
26 void rotating_calipers(T &ans) {
27     if (size() <= 2)
28         U(p[h[0]], p[h.back()], p[h.back()], ans);
29     else
30         for (size_t i = 0, j = 1, s = size(); i < 2
31             * s; ++i) {
32             while (det(p[h[(i + 1) % s]] - p[h[i % s
33                 ]], p[h[(j + 1) % s]] - p[h[j]]) >=
34                 0)
35                 j = (j + 1) % s;
36             U(p[h[i % s]], p[h[(i + 1) % s]], p[h[j
37                 % s]], ans);
38         }
39 }
40 // Example: furthest pair of points. Now set ans
41 // = 0LL and call
42 // ConvexHull(pts).rotating_calipers<ll, update>(
43 // ans);
44 void update(const P &p1, const P &p2, const P &o,
45     ll &ans) {
46     ans = max(ans, (ll)max((p1 - o).lensq(), (p2 -
47         o).lensq()));
48 }
49 int main() {
50     ios::sync_with_stdio(false); // do not use
51     cout << printf
52     cin.tie(NULL);
53     int n;
54     cin >> n;
55     while (n) {
56         vector<P> ps;
57         int x, y;
58         for (int i = 0; i < n; i++) {
59             cin >> x >> y;
60             ps.push_back({x, y});
61         }
62         ConvexHull ch(ps);

```



```

54     cout << ch.h.size() << endl;
55     for(auto& p: ch.h) {
56         cout << ps[p].x << " " << ps[p].y <<
            endl;
57     }
58     cin >> n;
59 }
60
61 return 0;
62 }

```

## 3.7 Other Algorithms

### 3.7.1 2-sat

```

1 #include "../header.h"
2 #include "../Graphs/tarjan.cpp"
3 struct TwoSAT {
4     int n;
5     vvi imp; // implication graph
6     Tarjan tj;
7
8     TwoSAT(int _n) : n(_n), imp(2 * _n, vi()), tj(
        imp) { }
9
10    // Only copy the needed functions:
11    void add_implies(int c1, bool v1, int c2, bool
        v2) {
12        int u = 2 * c1 + (v1 ? 1 : 0),
13            v = 2 * c2 + (v2 ? 1 : 0);
14        imp[u].push_back(v); // u => v
15        imp[v^1].push_back(u^1); // -v => -u
16    }
17    void add_equivalence(int c1, bool v1, int c2,
        bool v2) {
18        add_implies(c1, v1, c2, v2);
19        add_implies(c2, v2, c1, v1);
20    }
21    void add_or(int c1, bool v1, int c2, bool v2) {
22        add_implies(c1, !v1, c2, v2);
23    }
24    void add_and(int c1, bool v1, int c2, bool v2)
        {
25        add_true(c1, v1); add_true(c2, v2);
26    }
27    void add_xor(int c1, bool v1, int c2, bool v2)
        {
28        add_or(c1, v1, c2, v2);
29        add_or(c1, !v1, c2, !v2);
30    }
31    void add_true(int c1, bool v1) {
32        add_implies(c1, !v1, c1, v1);
33    }
34 }

```

```

35 // on true: a contains an assignment.
36 // on false: no assignment exists.
37 bool solve(vb &a) {
38     vi com;
39     tj.find_sccs(com);
40     for (int i = 0; i < n; ++i)
41         if (com[2 * i] == com[2 * i + 1])
42             return false;
43
44     vvi bycom(com.size());
45     for (int i = 0; i < 2 * n; ++i)
46         bycom[com[i]].push_back(i);
47
48     a.assign(n, false);
49     vb vis(n, false);
50     for(auto &&component : bycom){
51         for (int u : component) {
52             if (vis[u / 2]) continue;
53             vis[u / 2] = true;
54             a[u / 2] = (u % 2 == 1);
55         }
56     }
57     return true;
58 }
59 };

```

### 3.7.2 Matrix Solve

```

1 #include "header.h"
2 #define REP(i, n) for(auto i = decltype(n)(0); i
    < (n); i++)
3 using T = double;
4 constexpr T EPS = 1e-8;
5 template<int R, int C>
6 using M = array<array<T,C>,R>; // matrix
7 template<int R, int C>
8 T ReducedRowEchelonForm(M<R,C> &m, int rows) {
9     // return the determinant
10    int r = 0; T det = 1; // MODIFIES
        the input
11    for(int c = 0; c < rows && r < rows; c++) {
12        int p = r;
13        for(int i=r+1; i<rows; i++) if(abs(m[i][c]) >
            abs(m[p][c])) p=i;
14        if(abs(m[p][c]) < EPS){ det = 0; continue; }
15        swap(m[p], m[r]); det = -det;
16        T s = 1.0 / m[r][c], t; det *= m[r][c];
17        REP(j,C) m[r][j] *= s; // make leading
            term in row 1
18        REP(i,rows) if (i!=r){ t = m[i][c]; REP(j,C)
            m[i][j] -= t*m[r][j]; }
19        ++r;
20    }
21    return det;

```

```

21 }
22 bool error, inconst; // error => multiple or
    inconsistent
23 template<int R,int C> // Mx = a; M:R*R, v:R*C =>
    x:R*C
24 M<R,C> solve(const M<R,R> &m, const M<R,C> &a,
    int rows){
25     M<R,R+C> q;
26     REP(r,rows){
27         REP(c,rows) q[r][c] = m[r][c];
28         REP(c,C) q[r][R+c] = a[r][c];
29     }
30     ReducedRowEchelonForm<R,R+C>(q,rows);
31     M<R,C> sol; error = false, inconst = false;
32     REP(c,C) for(auto j = rows-1; j >= 0; --j){
33         T t=0; bool allzero=true;
34         for(auto k = j+1; k < rows; ++k)
35             t += q[j][k]*sol[k][c], allzero &= abs(q[j]
                [k]) < EPS;
36         if(abs(q[j][j]) < EPS)
37             error = true, inconst |= allzero && abs(q[j]
                [R+c]) > EPS;
38         else sol[j][c] = (q[j][R+c] - t) / q[j][j];
39         // usually q[j][j]=1
40     }
41     return sol;

```

### 3.7.3 Matrix Exp.

```

1 #include "header.h"
2 #define ITERATE_MATRIX(w) for (int r = 0; r < (w)
    ; ++r) \
3         for (int c = 0; c < (w); ++c)
4 template <class T, int N>
5 struct M {
6     array<array<T,N>,N> m;
7     M() { ITERATE_MATRIX(N) m[r][c] = 0; }
8     static M id() {
9         M I; for (int i = 0; i < N; ++i) I.m[i][i] =
            1; return I;
10    }
11    M operator*(const M &rhs) const {
12        M out;
13        ITERATE_MATRIX(N) for (int i = 0; i < N; ++i)
14            out.m[r][c] += m[r][i] * rhs.m[i][c];
15        return out;
16    }
17    M raise(ll n) const {
18        if(n == 0) return id();
19        if(n == 1) return *this;
20        auto r = (*this**this).raise(n / 2);
21        return (n%2 ? *this*r : r);
22    }

```



23 };

### 3.7.4 Finite field For FFT

```

1 #include "header.h"
2 #include "../NumberTheory/elementary.cpp"
3 template<ll p, ll w> // prime, primitive root
4 struct Field { using T = Field; ll x; Field(ll x
    =0) : x{x} {}
5     T operator+(T r) const { return {(x+r.x)%p}; }
6     T operator-(T r) const { return {(x-r.x+p)%p}; }
7     T operator*(T r) const { return {(x*r.x)%p}; }
8     T operator/(T r) const { return (*this)*r.inv()
    ; }
9     T inv() const { return {mod_inverse(x,p)}; }
10    static T root(ll k) { assert( (p-1)%k==0 );
    // (p-1)%k == 0?
11    auto r = powmod(w, (p-1)/abs(k), p); // k-
    th root of unity
12    return k>0 ? T{r} : T{r}.inv();
13 }
14 bool zero() const { return x == 0LL; }
15 };
16 using F1 = Field<1004535809, 3>;
17 using F2 = Field<1107296257, 10>; // 1<<30 + 1<<25
    + 1
18 using F3 = Field<2281701377, 3>; // 1<<31 + 1<<27
    + 1

```

### 3.7.5 Complex field For FFR

```

1 #include "header.h"
2 const double m_pi = M_PI*64;
3 struct Complex { using T = Complex; double u, v;
4     Complex(double u=0, double v=0) : u{u}, v{v} {}
5     T operator+(T r) const { return {u+r.u, v+r.v}; }
6     T operator-(T r) const { return {u-r.u, v-r.v}; }
7     T operator*(T r) const { return {u*r.u - v*r.v,
    u*r.v + v*r.u}; }
8     T operator/(T r) const {
9     auto norm = r.u*r.u + v*r.v;
10    return {(u*r.u + v*r.v)/norm, (v*r.u - u*r.v)
    /norm};
11 }
12 T operator*(double r) const { return T{u*r, v*r}
    ; }
13 T operator/(double r) const { return T{u/r, v/r}
    ; }
14 T inv() const { return T{1,0}/ *this; }
15 T conj() const { return T{u, -v}; }

```

```

16 static T root(ll k){ return {cos(2*m_pi/k), sin
    (2*m_pi/k)}; }
17 bool zero() const { return max(abs(u), abs(v))
    < 1e-6; }
18 };

```

### 3.7.6 FFT

```

1 #include "header.h"
2 #include "complex_field.cpp"
3 #include "fin_field.cpp"
4 void brinc(int &x, int k) {
5     int i = k - 1, s = 1 << i;
6     x ^= s;
7     if ((x & s) != s) {
8         --i; s >>= 1;
9         while (i >= 0 && ((x & s) == s))
10             x = x &~ s, --i, s >>= 1;
11         if (i >= 0) x |= s;
12     }
13 }
14 using T = Complex; // using T=F1,F2,F3
15 vector<T> roots;
16 void root_cache(int N) {
17     if (N == (int)roots.size()) return;
18     roots.assign(N, T{0});
19     for (int i = 0; i < N; ++i)
20         roots[i] = ((i&1) == i)
21             ? T{cos(2.0*m_pi*i/N), sin(2.0*m_pi*i/N)}
22             : roots[i&~1] * roots[i-(i&~1)];
23 }
24 void fft(vector<T> &A, int p, bool inv = false) {
25     int N = 1<<p;
26     for(int i = 0, r = 0; i < N; ++i, brinc(r, p))
27         if (i < r) swap(A[i], A[r]);
28     // Uncomment to precompute roots (for T=Complex)
    // Slower but more precise.
29     // root_cache(N);
30     // , sh=p-1 , --sh
31     for (int m = 2; m <= N; m <= 1) {
32         T w, w_m = T::root(inv ? -m : m);
33         for (int k = 0; k < N; k += m) {
34             w = T{1};
35             for (int j = 0; j < m/2; ++j) {
36                 // T w = (!inv ? roots[j<<sh] : roots[j<<
    sh].conj());
37                 T t = w * A[k + j + m/2];
38                 A[k + j + m/2] = A[k + j] - t;
39                 A[k + j] = A[k + j] + t;
40                 w = w * w_m;
41             }
42         }
43     }
44     if(inv){ T inverse = T(N).inv(); for(auto &x :
    A) x = x*inverse; }

```

```

45 }
46 // convolution leaves A and B in frequency domain
    state
47 // C may be equal to A or B for in-place
    convolution
48 void convolution(vector<T> &A, vector<T> &B,
    vector<T> &C){
49     int s = A.size() + B.size() - 1;
50     int q = 32 - __builtin_clz(s-1), N=1<<q; //
    fails if s=1
51     A.resize(N, {}); B.resize(N, {}); C.resize(N, {});
52     fft(A, q, false); fft(B, q, false);
53     for (int i = 0; i < N; ++i) C[i] = A[i] * B[i];
54     fft(C, q, true); C.resize(s);
55 }
56 void square_inplace(vector<T> &A) {
57     int s = 2*A.size()-1, q = 32 - __builtin_clz(s
    -1), N=1<<q;
58     A.resize(N, {}); fft(A, q, false);
59     for(auto &x : A) x = x*x;
60     fft(A, q, true); A.resize(s);
61 }

```

### 3.7.7 Polyn. inv. div.

```

1 #include "header.h"
2 #include "fft.cpp"
3 vector<T> &rev(vector<T> &A) { reverse(A.begin(),
    A.end()); return A; }
4 void copy_into(const vector<T> &A, vector<T> &B,
    size_t n) {
5     std::copy(A.begin(), A.begin()+min({n, A.size()
    , B.size()}), B.begin());
6 }
7
8 // Multiplicative inverse of A modulo x^n.
    Requires A[0] != 0!!
9 vector<T> inverse(const vector<T> &A, int n) {
10     vector<T> Ai{A[0].inv()};
11     for (int k = 0; (1<<k) < n; ++k) {
12         vector<T> As(4<<k, T{0}), Ais(4<<k, T{0});
13         copy_into(A, As, 2<<k); copy_into(Ai, Ais, Ai
    .size());
14         fft(As, k+2, false); fft(Ais, k+2, false);
15         for (int i = 0; i < (4<<k); ++i) As[i] = As[i]
    *Ais[i]*Ais[i];
16         fft(As, k+2, true); Ai.resize(2<<k, {});
17         for (int i = 0; i < (2<<k); ++i) Ai[i] = T(2)
    * Ai[i] - As[i];
18     }
19     Ai.resize(n);
20     return Ai;
21 }
22 // Polynomial division. Returns {Q, R} such that
    A = QB+R, deg R < deg B.

```

```

23 // Requires that the leading term of B is nonzero
24 pair<vector<T>, vector<T>> divmod(const vector<T>
    &A, const vector<T> &B) {
25     size_t n = A.size()-1, m = B.size()-1;
26     if (n < m) return {vector<T>(1, T(0)), A};
27
28     vector<T> X(A), Y(B), Q, R;
29     convolution(rev(X), Y = inverse(rev(Y), n-m+1),
        Q);
30     Q.resize(n-m+1); rev(Q);
31
32     X.resize(Q.size()), copy_into(Q, X, Q.size());
33     Y.resize(B.size()), copy_into(B, Y, B.size());
34     convolution(X, Y, X);
35
36     R.resize(m), copy_into(A, R, m);
37     for (size_t i = 0; i < m; ++i) R[i] = R[i] - X[
        i];
38     while (R.size() > 1 && R.back().zero()) R.
        pop_back();
39     return {Q, R};
40 }
41 vector<T> mod(const vector<T> &A, const vector<T>
    &B) {
42     return divmod(A, B).second;
43 }

```

**3.7.8 Linear recurs.** Given a linear recurrence of the form

$$a_n = \sum_{i=0}^{k-1} c_i a_{n-i-1}$$

this code computes  $a_n$  in  $O(k \log k \log n)$  time.

```

1 #include "header.h"
2 #include "poly.cpp"
3 // x^k mod f
4 vector<T> xmod(const vector<T> f, ll k) {
5     vector<T> r{T(1)};
6     for (int b = 62; b >= 0; --b) {
7         if (r.size() > 1)
8             square_inplace(r), r = mod(r, f);
9         if ((k >> b) & 1) {
10             r.insert(r.begin(), T(0));
11             if (r.size() == f.size()) {
12                 T c = r.back() / f.back();
13                 for (size_t i = 0; i < f.size(); ++i)
14                     r[i] = r[i] - c * f[i];
15                 r.pop_back();
16             }
17         }
18     }

```

```

19     return r;
20 }
21 // Given A[0,k) and C[0, k), computes the n-th
    term of:
22 // A[n] = \sum_i C[i] * A[n-i-1]
23 T nth_term(const vector<T> &A, const vector<T> &C
    , ll n) {
24     int k = (int)A.size();
25     if (n < k) return A[n];
26
27     vector<T> f(k+1, T{1});
28     for (int i = 0; i < k; ++i)
29         f[i] = T{-1} * C[k-i-1];
30     f = xmod(f, n);
31
32     T r = T{0};
33     for (int i = 0; i < k; ++i)
34         r = r + f[i] * A[i];
35     return r;
36 }

```

### 3.7.9 Convolution Precise up to 9e15

```

1 #include "header.h"
2 #include "fft.cpp"
3 void convolution_mod(const vi &A, const vi &B, ll
    MOD, vi &C) {
4     int s = A.size() + B.size() - 1; ll m15 = (1LL
        <<15)-1LL;
5     int q = 32 - __builtin_clz(s-1), N=1<<q; //
        fails if s=1
6     vector<T> Ac(N), Bc(N), R1(N), R2(N);
7     for (size_t i = 0; i < A.size(); ++i) Ac[i] = T
        {A[i]&m15, A[i]>>15};
8     for (size_t i = 0; i < B.size(); ++i) Bc[i] = T
        {B[i]&m15, B[i]>>15};
9     fft(Ac, q, false); fft(Bc, q, false);
10    for (int i = 0, j = 0; i < N; ++i, j = (N-1)&(N
        -i)) {
11        T as = (Ac[i] + Ac[j].conj()) / 2;
12        T al = (Ac[i] - Ac[j].conj()) / T{0, 2};
13        T bs = (Bc[i] + Bc[j].conj()) / 2;
14        T bl = (Bc[i] - Bc[j].conj()) / T{0, 2};
15        R1[i] = as*bs + al*bl*T{0,1}, R2[i] = as*bl +
            al*bs;
16    }
17    fft(R1, q, true); fft(R2, q, true);
18    ll p15 = (1LL<<15)%MOD, p30 = (1LL<<30)%MOD; C.
        resize(s);
19    for (int i = 0; i < s; ++i) {
20        ll l = llround(R1[i].u), m = llround(R2[i].u)
            , h = llround(R1[i].v);
21        C[i] = (l + m*p15 + h*p30) % MOD;
22    }

```

```

23 }

```

### 3.7.10 Partitions of $n$ Finds all possible partitions of a number

```

1 #include "header.h"
2 void printArray(int p[], int n) {
3     for (int i = 0; i < n; i++)
4         cout << p[i] << " ";
5     cout << endl;
6 }
7
8 void printAllUniqueParts(int n) {
9     int p[n]; // An array to store a partition
10    int k = 0; // Index of last element in a
        partition
11    p[k] = n; // Initialize first partition as
        number itself
12
13    // This loop first prints current partition
        then generates next
14    // partition. The loop stops when the current
        partition has all 1s
15    while (true) {
16        printArray(p, k + 1);
17
18        // Find the rightmost non-one value in p[].
        Also, update the
19        // rem_val so that we know how much value can
        be accommodated
20        int rem_val = 0;
21        while (k >= 0 && p[k] == 1) {
22            rem_val += p[k];
23            k--;
24        }
25
26        // if k < 0, all the values are 1 so there
        are no more partitions
27        if (k < 0) return;
28
29        // Decrease the p[k] found above and adjust
        the rem_val
30        p[k]--;
31        rem_val++;
32
33        // If rem_val is more, then the sorted order
        is violated. Divide
34        // rem_val in different values of size p[k]
        and copy these values at
35        // different positions after p[k]
36        while (rem_val > p[k]) {
37            p[k + 1] = p[k];
38            rem_val = rem_val - p[k];
39            k++;

```

```

40 }
41
42 // Copy rem_val to next position and
   increment position
43 p[k + 1] = rem_val;
44 k++;
45 }
46 }

```

## 3.8 Other Data Structures

### 3.8.1 Disjoint set (i.e. union-find)

```

1 template <typename T>
2 class DisjointSet {
3     typedef T * iterator;
4     T *parent, n, *rank;
5     public:
6         // O(n), assumes nodes are [0, n)
7         DisjointSet(T n) {
8             this->parent = new T[n];
9             this->n = n;
10            this->rank = new T[n];
11
12            for (T i = 0; i < n; i++) {
13                parent[i] = i;
14                rank[i] = 0;
15            }
16        }
17
18        // O(log n)
19        T find_set(T x) {
20            if (x == parent[x]) return x;
21            return parent[x] = find_set(parent[x]);
22        }
23
24        // O(log n)
25        void union_sets(T x, T y) {
26            x = this->find_set(x);
27            y = this->find_set(y);
28
29            if (x == y) return;
30
31            if (rank[x] < rank[y]) {
32                T z = x;
33                x = y;
34                y = z;
35            }
36
37            parent[y] = x;
38            if (rank[x] == rank[y]) rank[x]++;
39        }
40 };

```

**3.8.2 Fenwick tree** (i.e. BIT) eff. update + prefix sum calc.

```

1 #include "header.h"
2 #define maxn 200010
3 int t,n,m,tree[maxn],p[maxn];
4
5 void update(int k, int z) {
6     while (k <= maxn) {
7         tree[k] += z;
8         k += k & (-k);
9     }
10 }
11
12 int sum(int k) {
13     int ans = 0;
14     while(k) {
15         ans += tree[k];
16         k -= k & (-k);
17     }
18     return ans;
19 }

```

### 3.8.3 Fenwick2d tree

```

1 #include "header.h"
2 template <class T>
3 struct FenwickTree2D {
4     vector< vector<T> > tree;
5     int n;
6     FenwickTree2D(int n) : n(n) { tree.assign(n + 1, vector<T>(n + 1, 0)); }
7     T query(int x1, int y1, int x2, int y2) {
8         return query(x2,y2)+query(x1-1,y1-1)-query(x2,y1-1)-query(x1-1,y2);
9     }
10    T query(int x, int y) {
11        T s = 0;
12        for (int i = x; i > 0; i -= (i & (-i)))
13            for (int j = y; j > 0; j -= (j & (-j)))
14                s += tree[i][j];
15        return s;
16    }
17    void update(int x, int y, T v) {
18        for (int i = x; i <= n; i += (i & (-i)))
19            for (int j = y; j <= n; j += (j & (-j)))
20                tree[i][j] += v;
21    }
22 };

```

### 3.8.4 Trie

```

1 #include "header.h"

```

```

2 const int ALPHABET_SIZE = 26;
3 inline int mp(char c) { return c - 'a'; }
4
5 struct Node {
6     Node* ch[ALPHABET_SIZE];
7     bool isleaf = false;
8     Node() {
9         for(int i = 0; i < ALPHABET_SIZE; ++i) ch[i] = nullptr;
10    }
11
12    void insert(string &s, int i = 0) {
13        if (i == s.length()) isleaf = true;
14        else {
15            int v = mp(s[i]);
16            if (ch[v] == nullptr)
17                ch[v] = new Node();
18            ch[v]->insert(s, i + 1);
19        }
20    }
21
22    bool contains(string &s, int i = 0) {
23        if (i == s.length()) return isleaf;
24        else {
25            int v = mp(s[i]);
26            if (ch[v] == nullptr) return false;
27            else return ch[v]->contains(s, i + 1);
28        }
29    }
30
31    void cleanup() {
32        for (int i = 0; i < ALPHABET_SIZE; ++i)
33            if (ch[i] != nullptr) {
34                ch[i]->cleanup();
35                delete ch[i];
36            }
37    }
38 };

```

**3.8.5 Treap** A binary tree whose nodes contain two values, a key and a priority, such that the key keeps the BST property

```

1 #include "header.h"
2 struct Node {
3     ll v;
4     int sz, pr;
5     Node *l = nullptr, *r = nullptr;
6     Node(ll val) : v(val), sz(1) { pr = rand(); }
7 };
8 int size(Node *p) { return p ? p->sz : 0; }
9 void update(Node* p) {
10    if (!p) return;
11    p->sz = 1 + size(p->l) + size(p->r);

```

```

12 // Pull data from children here
13 }
14 void propagate(Node *p) {
15     if (!p) return;
16     // Push data to children here
17 }
18 void merge(Node *t, Node *l, Node *r) {
19     propagate(l), propagate(r);
20     if (!l) t = r;
21     else if (!r) t = l;
22     else if (l->pr > r->pr)
23         merge(l->r, l->r, r), t = l;
24     else merge(r->l, l, r->l), t = r;
25     update(t);
26 }
27 void spliti(Node *t, Node *&l, Node *&r, int
    index) {
28     propagate(t);
29     if (!t) { l = r = nullptr; return; }
30     int id = size(t->l);
31     if (index <= id) // id \in [index, \infty), so
        move it right
32         spliti(t->l, l, t->l, index), r = t;
33     else
34         spliti(t->r, t->r, r, index - id), l = t;
35     update(t);
36 }
37 void splitv(Node *t, Node *&l, Node *&r, ll val)
    {
38     propagate(t);
39     if (!t) { l = r = nullptr; return; }
40     if (val <= t->v) // t->v \in [val, \infty), so
        move it right
41         splitv(t->l, l, t->l, val), r = t;
42     else
43         splitv(t->r, t->r, r, val), l = t;
44     update(t);
45 }
46 void clean(Node *p) {
47     if (p) { clean(p->l), clean(p->r); delete p; }
48 }

```

### 3.8.6 Segment tree

```

1 #include "../header.h"
2 template <class T, const T&(*op)(const T&, const
    T&)>
3 struct SegmentTree {
4     int n; vector<T> tree; T id;
5     SegmentTree(int _n, T _id) : n(_n), tree(2 * n,
        _id), id(_id) { }
6     void update(int i, T val) {
7         for (tree[i+n] = val, i = (i+n)/2; i > 0; i
            /= 2)

```

```

8         tree[i] = op(tree[2*i], tree[2*i+1]);
9     }
10     T query(int l, int r) {
11         T lhs = T(id), rhs = T(id);
12         for (l += n, r += n; l < r; l >>= 1, r >>= 1)
13             if (l&1) lhs = op(lhs, tree[l++]);
14             if (!(r&1)) rhs = op(tree[r--], rhs);
15         }
16         return op(l == r ? op(lhs, tree[l]) : lhs,
            rhs);
17     }
18 };

```

### 3.8.7 Lazy segment tree Optimizes range updates

```

1 #include "../header.h"
2 using T=int; using U=int; using I=int; //
    exclusive right bounds
3 T t_id; U u_id;
4 T op(T a, T b){ return a+b; }
5 void join(U &a, U b){ a+=b; }
6 void apply(T &t, U u, int x){ t+=x*u; }
7 T convert(const I &i){ return i; }
8 struct LazySegmentTree {
9     struct Node { int l, r, lc, rc; T t; U u;
10         Node(int l, int r, T t=t_id, U u=u_id){ l(l), r(r), lc(-1), rc(-1), t(t), u(u_id) }
11     };
12     int N; vector<Node> tree; vector<I> &init;
13     LazySegmentTree(vector<I> &init) : N(init.size()
        ), init(init){
14         tree.reserve(2*N-1); tree.push_back({0,N});
15         build(0, 0, N);
16     }
17     void build(int i, int l, int r) { auto &n =
        tree[i];
18         if (r > l+1) { int m = (l+r)/2;
19             n.lc = tree.size(); n.rc = n.lc+1;
20             tree.push_back({l,m}); tree.push_back({m,
                r});
21             build(n.lc,l,m); build(n.rc,m,r);
22             n.t = op(tree[n.lc].t, tree[n.rc].t);
23         } else n.t = convert(init[l]);
24     }
25     void push(Node &n, U u){ apply(n.t, u, n.r-n.l)
        ; join(n.u,u); }
26     void push(Node &n){ push(tree[n.lc],n.u); push(
        tree[n.rc],n.u); n.u=u_id; }
27     T query(int l, int r, int i = 0) { auto &n =
        tree[i];
28         if(r <= n.l || n.r <= l) return t_id;
29         if(l <= n.l && n.r <= r) return n.t;
30         return push(n, op(query(l,r,n.lc),query(l,r,
            n.rc));

```

```

30     }
31     void update(int l, int r, U u, int i = 0) {
32         auto &n = tree[i];
33         if(r <= n.l || n.r <= l) return;
34         if(l <= n.l && n.r <= r) return push(n,u);
35         push(n); update(l,r,u,n.lc); update(l,r,u,n.
            rc);
36         n.t = op(tree[n.lc].t, tree[n.rc].t);
37     };

```

### 3.8.8 Suffix tree

```

1 #include "../header.h"
2 using T = char;
3 using M = map<T,int>; // or array<T,
    ALPHABET_SIZE>
4 using V = string; // could be vector<T> as
    well
5 using It = V::const_iterator;
6 struct Node{
7     It b, e; M edges; int link; // end is
    exclusive
8     Node(It b, It e) : b(b), e(e), link(-1) {}
9     int size() const { return e-b; }
10 };
11 struct SuffixTree{
12     const V &s; vector<Node> t;
13     int root,n,len,remainder,llink; It edge;
14     SuffixTree(const V &s) : s(s) { build(); }
15     int add_node(It b, It e){ return t.push_back({b,
        e}), t.size()-1; }
16     int add_node(It b){ return add_node(b,s.end()); }
17     void link(int node){ if(llink) t[llink].link =
        node; llink = node; }
18     void build(){
19         len = remainder = 0; edge = s.begin();
20         n = root = add_node(s.begin(), s.begin());
21         for(auto i = s.begin(); i != s.end(); ++i){
22             ++remainder; llink = 0;
23             while(remainder){
24                 if(len == 0) edge = i;
25                 if(t[n].edges[*edge] == 0){ // add
                    new leaf
26                     t[n].edges[*edge] = add_node(i); link(n
                        );
27             } else {
28                 auto x = t[n].edges[*edge]; // neXt
                    node [with edge]
29                 if(len >= t[x].size()){ // walk to
                    next node
30                     len -= t[x].size(); edge += t[x].size()
                        ; n = x;

```

```

31     continue;
32 }
33 if(*(t[x].b + len) == *i){    // walk
    along edge
34     ++len; link(n); break;
35 }                             // split edge
36 auto split = add_node(t[x].b, t[x].b+
    len);
37 t[n].edges[*edge] = split;
38 t[x].b += len;
39 t[split].edges[*i] = add_node(i);
40 t[split].edges[*t[x].b] = x;
41 link(split);
42 }
43 --remainder;
44 if(n == root && len > 0)
45     --len, edge = i - remainder + 1;
46 else n = t[n].link > 0 ? t[n].link : root
    ;
47 }
48 }
49 }
50 };

```

### 3.8.9 UnionFind

```

1 #include "header.h"
2 struct UnionFind {
3     std::vector<int> par, rank, size;
4     int c;
5     UnionFind(int n) : par(n), rank(n, 0), size(n,
        1), c(n) {
6         for(int i = 0; i < n; ++i) par[i] = i;
7     }
8     int find(int i) { return (par[i] == i ? i : (
        par[i] = find(par[i]))); }
9     bool same(int i, int j) { return find(i) ==
        find(j); }
10    int get_size(int i) { return size[find(i)]; }
11    int count() { return c; }
12    int merge(int i, int j) {
13        if((i = find(i)) == (j = find(j))) return -1;
14        --c;
15        if(rank[i] > rank[j]) swap(i, j);
16        par[i] = j;
17        size[j] += size[i];
18        if(rank[i] == rank[j]) rank[j]++;
19        return j;
20    }
21 };

```

## 4.1 Helpful functions

**4.1.1 Euler's Totient Function**  $n = p_1^{k_1-1} \cdot (p_1 - 1) \cdot \dots \cdot p_r^{k_r-1} \cdot (p_r - 1)$ , where  $p_1^{k_1} \cdot \dots \cdot p_r^{k_r}$  is the prime factorization of  $n$ .

```

1 #include "header.h"
2 ll phi(ll n) { // \Phi(n)
3     ll ans = 1;
4     for (ll i = 2; i*i <= n; i++) {
5         if (n % i == 0) {
6             ans *= i-1;
7             n /= i;
8             while (n % i == 0) {
9                 ans *= i;
10                n /= i;
11            }
12        }
13    }
14    if (n > 1) ans *= n-1;
15    return ans;
16 }
17 vi phis(int n) { // All \Phi(i) up to n
18     vi phi(n + 1, 0LL);
19     iota(phi.begin(), phi.end(), 0LL);
20     for (ll i = 2LL; i <= n; ++i)
21         if (phi[i] == i)
22             for (ll j = i; j <= n; j += i)
23                 phi[j] -= phi[j] / i;
24     return phi;
25 }

```

**Formulas**  $\Phi(n)$  counts all numbers in  $1, \dots, n-1$  coprime to  $n$ .

$a^{\varphi(n)} \equiv 1 \pmod n$ ,  $a$  and  $n$  are coprimes.

$\forall e > \log_2 m : n^e \pmod m = n^{\Phi(m)+e \pmod{\Phi(m)}} \pmod m$ .

$\gcd(m, n) = 1 \Rightarrow \Phi(m \cdot n) = \Phi(m) \cdot \Phi(n)$ .

**4.1.2 Pascal's trinagle**  $\binom{n}{k}$  is  $k$ -th element in the  $n$ -th row, indexing both from 0

```

1 #include "header.h"
2 void printPascal(int n) {
3     for (int line = 1; line <= n; line++) {
4         int C = 1; // used to represent C(line, i)
5         for (int i = 1; i <= line; i++) {
6
7             // The first value in a line is
                always 1

```

```

8         cout << C << " ";
9         C = C * (line - i) / i;
10    }
11    cout << "\n";
12 }
13 }

```

## 4.2 Theorems and definitions

### Fermat's little theorem

$$a^p \equiv a \pmod{p}$$

### Subfactorial

$$!n = n! \sum_{i=0}^n \frac{(-1)^i}{i!}$$

$$!(0) = 1, !n = n!(n-1) + (-1)^n$$

### Binomials and other partitionings

$$\binom{n}{k} = \binom{n-1}{k} + \binom{n-1}{k-1} = \prod_{i=1}^k \frac{n-i+1}{i}$$

This last product may be computed incrementally since any product of  $k'$  consecutive values is divisible by  $k'!$ .

Basic identities: The hockeystick identity:

$$\sum_{k=r}^n \binom{k}{r} = \binom{n+1}{r+1}$$

or

$$\sum_{k \leq n} \binom{r+k}{k} = \binom{r+n+1}{n}$$

Also

$$\sum_{k=0}^n \binom{k}{m} = \binom{n+1}{m+1}$$

$$\sum_{i=0}^n \binom{n}{i} = 2^n$$

For  $n, m \geq 0$  and  $p$  prime: write  $n, m$  in base  $p$ , i.e.  $n = n_k p^k + \dots + n_1 p + n_0$  and  $m = m_k p^k + \dots + m_1 p + m_0$ . Then by Lucas theorem we have  $\binom{n}{m} \equiv \prod_{i=0}^k \binom{n_i}{m_i} \pmod{p}$ , with the convention that  $n_i < m_i \implies \binom{n_i}{m_i} = 0$ .

**Fibonacci** (See also number theory section)

$$\sum_{0 \leq k \leq n} \binom{n-k}{k} = F_{n+1}$$

$$F_n = \frac{1}{\sqrt{5}} \left( \frac{1+\sqrt{5}}{2} \right)^n - \frac{1}{\sqrt{5}} \left( \frac{1-\sqrt{5}}{2} \right)^n$$

$$\sum_{i=1}^n F_i = F_{n+2} - 1, \sum_{i=1}^n F_i^2 = F_n F_{n+1}$$

$$\gcd(F_m, F_n) = F_{\gcd(m, n)}$$

$$\gcd(F_n, F_{n+1}) = \gcd(F_n, F_{n+2}) = 1$$

**Bit stuff**  $a + b = a \oplus b + 2(a \& b) = a|b + a \& b$ .

$k$ th bit is set in  $x$  iff  $x \bmod 2^{k-1} \geq 2^k$ , or iff  $x \bmod 2^{k-1} - x \bmod 2^k \neq 0$  (i.e.  $= 2^k$ ) It comes handy when you need to look at the bits of the numbers which are pair sums or subset sums etc.

$n \bmod 2^i = n \& (2^i - 1)$ .

$$\forall k: 1 \oplus 2 \oplus \dots \oplus (4k-1) = 0$$

**Stirling's numbers First kind:**  $S_1(n, k)$  count permutations on  $n$  items with  $k$  cycles.  $S_1(n, k) = S_1(n-1, k-1) + (n-1)S_1(n-1, k)$  with  $S_1(0, 0) = 1$ . Note:

$$\sum_{k=0}^n S_1(n, k) x^k = x(x+1) \dots (x+n-1)$$

$$\sum_{k=0}^n S_1(n, k) = n!$$

**Second kind:**  $S_2(n, k)$  count partitions of  $n$  distinct elements into exactly  $k$  non-empty groups.

$$S_2(n, k) = S_2(n-1, k-1) + k S_2(n-1, k)$$

$$S_2(n, 1) = S_2(n, n) = 1$$

$$S_2(n, k) = \frac{1}{k!} \sum_{i=0}^k (-1)^{k-i} \binom{k}{i} i^n$$

## 4.3 Geometry Formulas

$$[ABC] = rs = \frac{1}{2} ab \sin \gamma$$

$$= \frac{abc}{4R} = \sqrt{s(s-a)(s-b)(s-c)} = \frac{1}{2} |(B-A, C-A)^T|$$

$$s = \frac{a+b+c}{2}$$

$$2R = \frac{a}{\sin \alpha}$$

cosine rule:

$$c^2 = a^2 + b^2 - 2ab \cos \gamma$$

Euler:

$$1 + CC = V - E + F$$

Pick:

$$\text{Area} = \text{itr pts} + \frac{\text{bdry pts}}{2} - 1$$

$$p \cdot q = |p||q| \cos(\theta) \quad |p \times q| = |p||q| \sin(\theta)$$

Given a non-self-intersecting closed polygon on  $n$  vertices, given as  $(x_i, y_i)$ , its centroid  $(C_x, C_y)$  is given as:

$$C_x = \frac{1}{6A} \sum_{i=0}^{n-1} (x_i + x_{i+1})(x_i y_{i+1} - x_{i+1} y_i),$$

$$C_y = \frac{1}{6A} \sum_{i=0}^{n-1} (y_i + y_{i+1})(x_i y_{i+1} - x_{i+1} y_i)$$

$$A = \frac{1}{2} \sum_{i=0}^{n-1} (x_i y_{i+1} - x_{i+1} y_i) = \text{polygon area}$$

**Inclusion-Exclusion** For appropriate  $f$  compute  $\sum_{S \subseteq T} (-1)^{|T \setminus S|} f(S)$ , or if only the size of  $S$  matters,  $\sum_{s=0}^n (-1)^{n-s} \binom{n}{s} f(s)$ . In some contexts we might use Stirling numbers, not binomial coefficients!

Some useful applications:

**Graph coloring** Let  $I(S)$  count the number of independent sets contained in  $S \subseteq V$  ( $I(\emptyset) = 1$ ,  $I(S) = I(S \setminus v) + I(S \setminus N(v))$ ). Let  $c_k = \sum_{S \subseteq V} (-1)^{|V \setminus S|} I(S)$ . Then  $V$  is  $k$ -colorable iff  $v > 0$ . Thus we can compute the chromatic number of a graph in  $O^*(2^n)$  time.

**Burnside's lemma** Given a group  $G$  acting on a set  $X$ , the number of elements in  $X$  up to symmetry is

$$\frac{1}{|G|} \sum_{g \in G} |X^g|$$

with  $X^g$  the elements of  $X$  invariant under  $g$ . For example, if  $f(n)$  counts “configurations” of some sort of length  $n$ , and we want to count them up to rotational symmetry using  $G = \mathbb{Z}/n\mathbb{Z}$ , then

$$g(n) = \frac{1}{n} \sum_{k=0}^{n-1} f(\gcd(n, k)) = \frac{1}{n} \sum_{k \parallel n} f(k) \phi(n/k)$$

I.e. for coloring with  $c$  colors we have  $f(k) = k^c$ .

Relatedly, in Pólya's enumeration theorem we imagine  $X$  as a set of  $n$  beads with  $G$  permuting the beads (e.g. a necklace, with  $G$  all rotations and reflections of the  $n$ -cycle, i.e. the dihedral group  $D_n$ ). Suppose further that we had  $Y$  colors, then the number of  $G$ -invariant colorings  $Y^X/G$  is counted by

$$\frac{1}{|G|} \sum_{g \in G} |Y|^{c(g)}$$

with  $c(g)$  counting the number of cycles of  $g$  when viewed as a permutation of  $X$ . We can generalize this to a weighted version: if the color  $i$  can occur exactly  $r_i$  times, then this is counted by the coefficient of  $t_1^{r_1} \dots t_n^{r_n}$  in the polynomial

$$Z(t_1, \dots, t_n) = \frac{1}{|G|} \sum_{g \in G} \prod_{m \geq 1} (t_1^m + \dots + t_n^m)^{c_m(g)}$$

where  $c_m(g)$  counts the number of length  $m$  cycles in  $g$  acting as a permutation on  $X$ . Note we get the original formula by setting all  $t_i = 1$ . Here  $Z$  is the cycle index. Note: you can cleverly deal with even/odd sizes by setting some  $t_i$  to  $-1$ .

**Lucas Theorem** If  $p$  is prime, then:

$$\frac{p^a}{k} \equiv 0 \pmod{p}$$

Thus for non-negative integers  $m = m_k p^k + \dots + m_1 p + m_0$  and  $n = n_k p^k + \dots + n_1 p + n_0$ :

$$\frac{m}{n} = \prod_{i=0}^k \frac{m_i}{n_i} \pmod{p}$$

Note: The fraction's mean integer division.

**Catalan Numbers** - Number of correct bracket sequence consisting of  $n$  opening and  $n$  closing brackets.

The number of ways to completely parenthesize  $n+1$  factors.

The number of triangulations of a convex polygon with  $n+2$  sides (i.e. the number of partitions of polygon into disjoint triangles by using the diagonals).

The number of ways to connect the  $2n$  points on a circle to form  $n$  disjoint i.e. non-intersecting chords.

$$C_n = \frac{1}{n+1} \binom{2n}{n}$$

$$C_0 = 1, C_1 = 1, C_n = \sum_{k=0}^{n-1} C_k C_{n-1-k}$$

**Narayana numbers** The number of expressions containing  $n$  pairs of parentheses, which are correctly matched and which contain  $k$  distinct nestings.

$$N(n, k) = \frac{1}{n} \frac{n}{k} \frac{n}{k-1}$$