

Contest (1)

template.cpp14 lines

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

#define rep(i, a, b) for(int i = a; i < (b); ++i)
#define all(x) begin(x), end(x)
#define sz(x) (int)(x).size()
typedef long long ll;
typedef pair<int, int> pii;
typedef vector<int> vi;

int main() {
    cin.tie(0)->sync_with_stdio(0);
    cin.exceptions(cin.failbit);
}
```

.bashrc2 lines

```
alias c='g++ -Wall -Wconversion -Wfatal-errors -g -std=c++20 \
-fsanitize=undefined,address -Wl,--stack=2147483648'
```

troubleshoot.txt52 lines

Pre-submit:
Write a few simple test cases if sample is not enough.
Are time limits close? If so, generate max cases.
Is the memory usage fine?
Could anything overflow?
Make sure to submit the right file.

Wrong answer:
Print your solution! Print debug output, as well.
Are you clearing all data structures between test cases?
Can your algorithm handle the whole range of input?
Read the full problem statement again.
Do you handle all corner cases correctly?
Have you understood the problem correctly?
Any uninitialized variables?
Any overflows?
Confusing N and M, i and j, etc.?
Are you sure your algorithm works?
What special cases have you not thought of?
Are you sure the STL functions you use work as you think?
Add some assertions, maybe resubmit.
Create some testcases to run your algorithm on.
Go through the algorithm for a simple case.
Go through this list again.
Explain your algorithm to a teammate.
Ask the teammate to look at your code.
Go for a small walk, e.g. to the toilet.
Is your output format correct? (including whitespace)
Rewrite your solution from the start or let a teammate do it.

Runtime error:
Have you tested all corner cases locally?
Any uninitialized variables?
Are you reading or writing outside the range of any vector?
Any assertions that might fail?
Any possible division by 0? (mod 0 for example)
Any possible infinite recursion?
Invalidated pointers or iterators?
Are you using too much memory?
Debug with resubmits (e.g. remapped signals, see Various).

Time limit exceeded:
Do you have any possible infinite loops?

What is the complexity of your algorithm?
Are you copying a lot of unnecessary data? (References)
How big is the input and output? (consider scanf)
Avoid vector, map. (use arrays/unordered_map)
What do your teammates think about your algorithm?

Memory limit exceeded:
What is the max amount of memory your algorithm should need?
Are you clearing all data structures between test cases?

Mathematics (2)

2.1 Elimination

gauss.hDescription: Gauss eliminationbdfbab, 41 lines

```
template<typename T>
int gauss (vector < vector<T> > a, vector<T> & ans) {
    int n = (int) a.size();
    int m = (int) a[0].size() - 1;

    vector<int> where (m, -1);
    for (int col=0, row=0; col<m && row<n; ++col) {
        int sel = row;
        for (int i=row; i<n; ++i){
            if ((a[i][col].val) > (a[sel][col].val))sel = i;
        }
        if ((a[sel][col]) == 0)continue;
        for (int i=col; i<=m; ++i){
            swap (a[sel][i], a[row][i]);
        }
        where[col] = row;

        for (int i=0; i<n; ++i){
            if (i != row) {
                T c = a[i][col] / a[row][col];
                for (int j=col; j<=m; ++j){
                    a[i][j] -= a[row][j] * c;
                }
            }
        }
        ++row;
    }
    for (int i=0; i<m; ++i){
        if (where[i] != -1)ans[i] = a[where[i]][m] / a[where[i]][i];
    }
    for (int i=0; i<n; ++i) {
        T sum = 0;
        for (int j=0; j<m; ++j)sum += ans[j] * a[i][j];
        if ((sum - a[i][m]) != 0 )return 0; // No solution
    }

    for (int i=0; i<m; ++i){
        if (where[i] == -1)return 2; // infinite solutions
    }
    return 1; // unique solution
}
```

xorbasis.hDescription: XOR basisb82739, 29 lines

```
// check int or long long int
struct Basis {
    int bits = 30; // check
    array<int, 30> b; // basis
    Basis ()
```

```
{ for (int i = 0; i < bits; i++) b[i] = 0; }
void add (int x) {
    for (int i = bits-1; i >= 0 && x > 0; --i)
        if (b[i]) x = min(x, x ^ b[i]);
        else b[i] = x, x = 0;
}
void merge (const Basis &other) {
    for (int i = bits-1; i >= 0; --i) {
        if (!other.b[i]) break;
        add(other.b[i]);
    }
}
int getmax () {
    int ret = 0;
    for (int i = bits-1; i >= 0; --i)
        ret = max(ret, ret ^ b[i]);
    return ret;
}
bool isPossible (int k) const {
    for (int i = bits-1; i >= 0; --i)
        k = min(k, k ^ b[i]);
    return k == 0;
}
};
```

2.2 Equations

$$\begin{matrix} ax+by=e & x=\frac{ed-bf}{ad-bc} \\ cx+dy=f & \Rightarrow y=\frac{af-ec}{ad-bc} \end{matrix}$$

In general, given an equation $Ax = b$, the solution to a variable x_i is given by

$$x_i = \frac{\det A'_i}{\det A}$$

where A'_i is A with the i 'th column replaced by b .

2.3 Recurrences

If $a_n = c_1a_{n-1} + \cdots + c_ka_{n-k}$, and r_1, \dots, r_k are distinct roots of $x^k - c_1x^{k-1} - \cdots - c_k$, there are d_1, \dots, d_k s.t.

$$a_n = d_1r_1^n + \cdots + d_kr_k^n.$$

Non-distinct roots r become polynomial factors, e.g.

$$a_n = (d_1n + d_2)r^n.$$

2.4 Trigonometry

$$\sin A + \sin B = 2 \sin \frac{A+B}{2} \cos \frac{A-B}{2}$$

$$\cos A + \cos B = 2 \cos \frac{A+B}{2} \cos \frac{A-B}{2}$$

$$(a+b)\tan(A-B)/2 = (a-b)\tan(A+B)/2$$

Where a, b are lengths of sides opposite angles A, B .

$$a \cos x + b \sin x = r \cos(x - \phi)$$

where $r = \sqrt{a^2 + b^2}, \phi = \operatorname{atan2}(b, a)$.

2.5 Geometry

2.5.1 Triangles

Side lengths: a, b, c

Semiperimeter: $p = \frac{a + b + c}{2}$

Area: $A = \sqrt{p(p-a)(p-b)(p-c)}$

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

Inradius: $r = \frac{A}{p}$

Length of median (divides triangle into two equal-area triangles):

$$m_a = \frac{1}{2}\sqrt{2b^2 + 2c^2 - a^2}$$

Length of bisector (divides angles in two):

$$s_a = \sqrt{bc\left[1 - \left(\frac{a}{b+c}\right)^2\right]}$$

Law of sines: $\frac{\sin \alpha}{a} = \frac{\sin \beta}{b} = \frac{\sin \gamma}{c} = \frac{1}{2R}$

Law of cosines: $a^2 = b^2 + c^2 - 2bc \cos \alpha$

Law of tangents: $\frac{a+b}{a-b} = \frac{\tan \frac{\alpha+\beta}{2}}{\tan \frac{\alpha-\beta}{2}}$

2.5.2 Quadrilaterals

With side lengths a, b, c, d , diagonals e, f , diagonals angle θ , area A and magic flux $F = b^2 + d^2 - a^2 - c^2$:

$$4A = 2ef \cdot \sin \theta = F \tan \theta = \sqrt{4e^2f^2 - F^2}$$

For cyclic quadrilaterals the sum of opposite angles is 180° , $ef = ac + bd$, and $A = \sqrt{(p-a)(p-b)(p-c)(p-d)}$.

2.6 Sums

$$1^4 + 2^4 + 3^4 + \dots + n^4 = \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30}$$

2.7 Series

$$e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots, \, (-\infty < x < \infty)$$

$$\ln(1+x) = x - \frac{x^2}{2} + \frac{x^3}{3} - \frac{x^4}{4} + \dots, \, (-1 < x \leq 1)$$

$$\sqrt{1+x} = 1 + \frac{x}{2} - \frac{x^2}{8} + \frac{2x^3}{32} - \frac{5x^4}{128} + \dots, \, (-1 \leq x \leq 1)$$

$$\sin x = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots, \, (-\infty < x < \infty)$$

$$\cos x = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots, \, (-\infty < x < \infty)$$

OrderStatisticTree HashMapSegmentTree LazySegTree

2.8 Lagrange Interpolation

For a set of nodes $\{x_0, x_1, \dots x_k\}$ the Lagrange basis $\{l_0, l_1, \dots l_k\}$ is given as

$$l_j(x) = \prod_{i \neq j} \frac{x - x_i}{x_j - x_i}$$

The Lagrange interpolating polynomial corresponding to the values $\{y_0, y_1, \dots y_k\}$ is given as

$$L(x) = \sum_j y_j l_j(x)$$

2.9 Generating Functions

Multiplication of EGFs $P_r(x) \leftrightarrow p_r^{(n)}$ yields

$$\prod_r P_r(x) \leftrightarrow \sum_{x_1+x_2+\dots x_k=n} \frac{n!}{x_1!x_2!\dots x_k!} p_1^{(x_1)} p_2^{(x_2)} \dots p_k^{(x_k)}$$

Catalan numbers $C(x) = \frac{1 - \sqrt{1 - 4x}}{2x}$

Bell numbers (set partitions) $B(x) = e^{e^x - 1}$

Stirling numbers of the 1^{st} kind (count permutations with exactly k cycles)

$$H(x, y) = (1 + x)^y = \sum_n \sum_k \begin{bmatrix} n \\ k \end{bmatrix} \frac{x^n}{n!} y^k$$

$$H_k(x) = [y^k]H(x, y) = [y^k] \exp(y \log(1 + x)) = \frac{(\log(1 + x))^k}{k!}$$

Stirling numbers of the 2^{nd} kind (count partitions into k subsets)

$$B(x, y) = e^{y(e^x - 1)} = \sum_n \sum_k \left\{ \begin{matrix} n \\ k \end{matrix} \right\} \frac{x^n}{n!} y^k$$

$$B_k(x) = [y^k]B(x, y) = \frac{(e^x - 1)^k}{k!}$$

2.9.1 Continuous distributions

Normal distribution

Most real random values with mean μ and variance σ^2 are well described by $\mathcal{N}(\mu, \sigma^2)$, $\sigma > 0$.

$$f(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

If $X_1 \sim \mathcal{N}(\mu_1, \sigma_1^2)$ and $X_2 \sim \mathcal{N}(\mu_2, \sigma_2^2)$ then

$$aX_1 + bX_2 + c \sim \mathcal{N}(\mu_1 + \mu_2 + c, a^2\sigma_1^2 + b^2\sigma_2^2)$$

Data structures (3)

OrderStatisticTree.h

Description: A set (not multiset!) with support for finding the n'th element, and finding the index of an element. To get a map, change null_type. **Time:** $\mathcal{O}(\log N)$

```
<ext/pb_ds/assoc.container.hpp>, <ext/pb_ds/tree_policy.hpp>
647225, 5 lines
using namespace __gnu_pbds;
```

```
template<typename T>
using ordered_set = tree<T, null_type, less<T>, rb_tree_tag,
    tree_order_statistics_node_update>;
```

HashMap.h

Description: Hash map with mostly the same API as unordered_map, but ~3x faster. Uses 1.5x memory. Initial capacity must be a power of 2 (if provided).

```
<ext/pb_ds/assoc.container.hpp>, <ext/pb_ds/tree_policy.hpp>
aa73f0, 8 lines
struct chash {
    ll operator()(ll x) const {
        static const int64_t C = chrono::high_resolution_clock
            ::now().time_since_epoch().count();
        return __builtin_bswap64(x * C);
    }
};
template<typename key, typename value>
using hmap1 = __gnu_pbds::gp_hash_table<key, value, chash>;
```

SegmentTree.h

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.

Time: $\mathcal{O}(\log N)$

```
0f4bdb, 19 lines
struct Tree {
    typedef int T;
    static constexpr T unit = INT_MIN;
    T f(T a, 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);
    }
};
```

LazySegTree.h

Description: Lazy segment tree. Pass Node and Lazy classes and fill out F, L, A, DO NOT MESS with order of member declaration.

Time: $\mathcal{O}(\log N)$.

```
e9c70c, 59 lines
template<typename Node, typename Lazy>
class LazySegtree {
    const int sz, N;
    const Node id;
    const Lazy null;
    vector<Node> a; vector<Lazy> b;
    Node F(Node, Node);
    Lazy L(Lazy, Lazy);
    Node A(Node, Lazy);

    inline void on_all (int i, Lazy u)
        { a[i] = A(a[i], u); if (i < N) b[i] = L(b[i], u); }
```

```
inline void push (int i)
{ on_all(i<<1, b[i]), on_all(i<<1|1, b[i]), b[i] = null
; }
void pull (int x) {
static int C[30], i = 0;
for (; x /= 2; C[++i] = x);
for (; i; i--) push(C[i]);
}

public:
LazySegtree (const vector<Node>& x, Node id, Lazy null)
: sz(x.size()), id(id), null(null),
N(1 << 32-__builtin_clz(max(1, sz-1))),
a(2*N, id), b(N, null) {
copy(begin(x), end(x), begin(a) + N);
for (int i = N; --i; )
a[i] = F(a[2*i], a[2*i + 1]);
}

void set (int i, const Node x) {
pull(i += N), a[i] = x;
while (i /= 2)
a[i] = F(a[2*i], a[2*i + 1]);
}

Node qu (int l, int r) {
if (l == r) return id;
pull(l += N), pull((r += N) - 1);
Node x = id, y = id;
for (; l < r; l /= 2, r /= 2) {
if (l&1) x = F(x, a[l++]);
if (r&1) y = F(a[--r], y);
}
return F(x, y);
}

void apply (int l, int r, const Lazy u) {
if (l == r) return;
pull(l += N), pull((r += N) - 1);
for (int L = l, R = r; L < R; L /= 2, R /= 2) {
if (L&1) on_all(L++, u);
if (R&1) on_all(--R, u);
}
l >>= __builtin_ctz(1), --r >>= __builtin_ctz(r+1);
while (l /= 2) a[l] = F(a[2*l], a[2*l + 1]);
while (r /= 2) a[r] = F(a[2*r], a[2*r + 1]);
}
};
```

lazyST.h

Description: Lazy segtree

Time: $O(\log N)$ per query

74d877, 80 lines

```
template<typename T>
struct LazySegmentTree{
vector<T> st;
void assign(int n){
st.resize(4*n+1);
}
ll combine(ll x,ll y){
return x+y; // check which opeartion is to be
performed
}
void build(vector<ll> &v1, int v, int tl, int tr){
if(tl==tr) st[v].sum=v1[tl]; // check
else{
int mid=((tl+tr)>>1);
build( v1, (v<<1), tl, mid );
build( v1, (v<<1)+1, mid+1, tr );
}
```

```
st[v].sum = combine( st[(v<<1)].sum , st[(v<<1)+1].
sum );
}
}
void prop(int v, int tl, int tr){
if(st[v].mark){
st[v].sum=(tr-tl+1)*st[v].change; // check which
opeartion is to be performed
if(tl!=tr){
st[(v<<1)].change=st[(v<<1)+1].change=st[v].
change;
st[(v<<1)].mark=st[(v<<1)+1].mark=1;
st[(v<<1)].lazy=st[(v<<1)+1].lazy=0;
}
st[v].change=st[v].mark=0;
}
if(st[v].lazy!=0){
st[v].sum+=(tr-tl+1)*st[v].lazy; // check which
opeartion is to be performed
if(tl!=tr){
st[(v<<1)].lazy+=st[v].lazy;
st[(v<<1)+1].lazy+=st[v].lazy;
}
st[v].lazy=0;
// if st[v].lazy is != 0 at any point, it means from that
vertex onwards we have to make updations
}
}
ll query(int v, int tl, int tr, int l, int r){
if(tr<l || r<tl) return 0; // check which opeartion
is to be performed
prop(v,tl,tr);
if(l<=tl && tr<=r) return st[v].sum;
int mid=((tl+tr)>>1);
return combine( query((v<<1),tl,mid,l,min(r,mid)),
query((v<<1)+1,mid+1,tr,max(l,mid+1),r) );
}
void update_many(int v, int tl, int tr, int l, int r, ll
newVal){
prop(v,tl,tr);
if(tr<l || r<tl) return;
if(l==tl && r==tr){
st[v].lazy+=newVal;
prop(v,tl,tr);
return;
}else{
int mid=((tl+tr)>>1);
update_many( (v<<1), tl, mid, l, min(r,mid), newVal
);
update_many( (v<<1)+1, mid+1, tr, max(l,mid+1), r,
newVal);
st[v].sum = combine( st[(v<<1)].sum, st[(v<<1)+1].
sum );
}
}
void change_many(int v, int tl, int tr, int l, int r, ll
newVal){
prop(v,tl,tr);
if(tr<l || r<tl) return;
if(l==tl && r==tr){
st[v].lazy=0,st[v].mark=1,st[v].change=newVal;
prop(v,tl,tr);
return;
}else{
int mid=((tl+tr)>>1);
change_many( (v<<1), tl, mid, l, min(r,mid), newVal
);
change_many( (v<<1)+1, mid+1, tr, max(l,mid+1), r,
newVal);
}
```

```
st[v].sum = combine( st[(v<<1)].sum, st[(v<<1)+1].
sum );
}
}
};
struct Node{
ll sum,lazy,change;
bool mark;
};
LazySegmentTree<Node> lazyseg;

pertree.h
Description: Persistent segtree Inputs must be in [tl, tr].
Time:  $O(N \log N)$  42b5ec, 56 lines

struct Vertex {
Vertex *l, *r;
int sum;

Vertex(int val) : l(nullptr), r(nullptr), sum(val) {}
Vertex(Vertex *l, Vertex *r) : l(l), r(r), sum(0) {
if (l) sum += l->sum;
if (r) sum += r->sum;
}
};

Vertex* build(int a[], int tl, int tr) {
if (tl == tr)
return new Vertex(a[tl]);
int tm = (tl + tr) / 2;
return new Vertex(build(a, tl, tm), build(a, tm+1, tr));
}

int query(Vertex* v, int tl, int tr, int l, int r) {
if (l > r)
return 0;
if (l == tl && tr == r)
return v->sum;
int tm = (tl + tr) / 2;
return get_sum(v->l, tl, tm, l, min(r, tm))
+ get_sum(v->r, tm+1, tr, max(l, tm+1), r);
}

Vertex* update(Vertex* v, int tl, int tr, int pos, int new_val)
{
if (tl == tr)
return new Vertex(new_val);
int tm = (tl + tr) / 2;
if (pos <= tm)
return new Vertex(update(v->l, tl, tm, pos, new_val), v
->r);
else
return new Vertex(v->l, update(v->r, tm+1, tr, pos,
new_val));
}

int find_kth(Vertex* vl, Vertex *vr, int tl, int tr, int k) {
if (tl == tr)
return tl;
int tm = (tl + tr) / 2, left_count = vr->l->sum - vl->l->
sum;
if (left_count >= k)
return find_kth(vl->l, vr->l, tl, tm, k);
return find_kth(vl->r, vr->r, tm+1, tr, k-left_count);
}

// int tl = 0, tr = MAXVALUE + 1;
// std::vector<Vertex*> roots;
```

```
// roots.push_back(build(tl, tr));
// for (int i = 0; i < a.size(); i++) {
//     roots.push_back(update(roots.back(), tl, tr, a[i]));
// }

// find the 5th smallest number from the subarray [a[2], a[3], ..., a[19]]
// int result = find_kth(roots[2], roots[20], tl, tr, 5);
```

UnionFindRollback.h

Description: LCA Inputs must be in [0, mod).
Time: $\mathcal{O}(\log N)$ per query

6f3f33, 40 lines

```
struct DSUrb {
    vi e; int comp; void init(int n) { e = vi(n,-1); comp = n; }
    int get(int x) { return e[x] < 0 ? x : get(e[x]); }
    bool sameSet(int a, int b) { return get(a) == get(b); }
    int size(int x) { return -e[get(x)]; }
    vector<array<int,4>> mod;
    bool unite(int x, int y) { // union-by-rank
        x = get(x), y = get(y);
        if (x == y) { mod.pb({-1,-1,-1,-1}); return 0; }
        comp --;
        if (e[x] > e[y]) swap(x,y);
        mod.pb({x,y,e[x],e[y]});
        e[x] += e[y]; e[y] = x; return 1;
    }
    void rollback() {
        auto a = mod.back(); mod.pop_back();
        if (a[0] != -1) e[a[0]] = a[2], e[a[1]] = a[3], comp++;
    }
};

template<int SZ> struct DynaCon {
    DSUrb D; vpii seg[2*SZ]; vi ans;
    void init(int n) { D.init(n); ans.resize(SZ); }
    void upd(int l, int r, pii p) { // add edge p to all times
        in interval [l, r]
        for (l += SZ, r += SZ+1; l < r; l /= 2, r /= 2) {
            if (l&1) seg[l++].pb(p);
            if (r&1) seg[--r].pb(p);
        }
    }
    void process(int ind) {
        for(auto t : seg[ind]) D.unite(t.ff,t.ss);
        if (ind >= SZ) {
            ans[ind-SZ] = D.comp;
            // do stuff with D at time ind-SZ
        } else process(2*ind), process(2*ind+1);
        for(auto t : seg[ind]) D.rollback();
    }
};

DynaCon<300001> dy;
```

Matrix.h

Description: Basic operations on square matrices.
Usage: Matrix<int, 3> A;
A.d = {{{{1,2,3}}, {{4,5,6}}, {{7,8,9}}}};
vector<int> vec = {1,2,3};
vec = (A^N) * vec;

c43c7d, 26 lines

```
template<class T, int N> struct Matrix {
    typedef Matrix M;
    array<array<T, N>, N> d;
    M operator*(const M& m) const {
        M a;
        rep(i,0,N) rep(j,0,N)
            rep(k,0,N) a.d[i][j] += d[i][k]*m.d[k][j];
    }
};
```

```
return a;
}
vector<T> operator*(const vector<T>& vec) const {
    vector<T> ret(N);
    rep(i,0,N) rep(j,0,N) ret[i] += d[i][j] * vec[j];
    return ret;
}
M operator^(ll p) const {
    assert(p >= 0);
    M a, b(*this);
    rep(i,0,N) a.d[i][i] = 1;
    while (p) {
        if (p&1) a = a*b;
        b = b*b;
        p >>= 1;
    }
    return a;
}
};
```

LineContainer.h

Description: Container where you can add lines of the form $kx+m$, and query maximum values at points x . Useful for dynamic programming (“convex hull trick”).
Time: $\mathcal{O}(\log N)$

Sec1c7, 30 lines

```
struct Line {
    mutable ll k, m, p;
    bool operator<(const Line& o) const { return k < o.k; }
    bool operator<(ll x) const { return p < x; }
};

struct LineContainer : multiset<Line, less<>> {
    // (for doubles, use inf = 1/.0, div(a,b) = a/b)
    static const ll inf = LLONG_MAX;
    ll div(ll a, ll b) { // floored division
        return a / b - ((a ^ b) < 0 && a % b); }
    bool isect(iterator x, iterator y) {
        if (y == end()) return x->p = inf, 0;
        if (x->k == y->k) x->p = x->m > y->m ? inf : -inf;
        else x->p = div(y->m - x->m, x->k - y->k);
        return x->p >= y->p;
    }
    void add(ll k, ll m) {
        auto z = insert({k, m, 0}), y = z++, x = y;
        while (isect(y, z)) z = erase(z);
        if (x != begin() && isect(--x, y)) isect(x, y = erase(y));
        while ((y = x) != begin() && (--x)->p >= y->p)
            isect(x, erase(y));
    }
    ll query(ll x) {
        assert(!empty());
        auto l = *lower_bound(x);
        return l.k * x + l.m;
    }
};
```

TreapVaibhav.h

Description: LCA Inputs must be in [0, mod).
Time: $\mathcal{O}(\log N)$ per query

833bfc, 110 lines

```
mt19937 rng(chrono::steady_clock::now().time_since_epoch()).
    count();
using pt = struct tnode*;
pt root = NULL;
struct tnode {
    int pri, val; pt c[2]; // essential
    int sz; ll sum; // for range queries
    bool flip = 0; // lazy update
};
```

```
tnode(int _val) {
    pri = rng(); sum = val = _val;
    sz = 1; c[0] = c[1] = nullptr;
}
~tnode() { rep(i,0,2) delete c[i]; }
};
int getsz(pt x) { return x?x->sz:0; }
ll getsum(pt x) { return x?x->sum:0; }
void prop(pt x) { // lazy propagation
    if (!x || !x->flip) return;
    swap(x->c[0],x->c[1]);
    x->flip = 0; rep(i,0,2) if (x->c[i]) x->c[i]->flip ^= 1;
    // return x;
}
pt calc(pt x) {
    pt a = x->c[0], b = x->c[1];
    // assert(!x->flip);
    prop(a), prop(b);
    x->sz = 1+getsz(a)+getsz(b);
    x->sum = x->val+getsum(a)+getsum(b);
    return x;
}
void tour(pt x, vi& v) { // print values of nodes,
    if (!x) return; // inorder traversal
    prop(x); tour(x->c[0],v); v.pb(x->val); tour(x->c[1],v);
}
//not for implicit
pair<pt,pt> split(pt t, int v) { // >= v goes to the right
    if (!t) return {t,t};
    prop(t);
    if (t->val >= v) {
        auto p = split(t->c[0], v); t->c[0] = p.ss;
        return {p.ff,calc(t)};
    } else {
        auto p = split(t->c[1], v); t->c[1] = p.ff;
        return {calc(t),p.ss};
    }
}

//for implicit
pair<pt,pt> splitsz(pt t, int sz) { // sz nodes go to left used
    for implicit
    if (!t) return {t,t};
    prop(t);
    if (getsz(t->c[0]) >= sz) {
        auto p = splitsz(t->c[0],sz); t->c[0] = p.ss;
        return {p.ff,calc(t)};
    } else {
        auto p=splitsz(t->c[1],sz-getsz(t->c[0])-1); t->c[1]=p.
            ff;
        return {calc(t),p.ss};
    }
}
pt merge(pt l, pt r) { // keys in l < keys in r
    if (!l || !r) return l?:r;
    prop(l), prop(r); pt t;
    if (l->pri > r->pri) l->c[1] = merge(l->c[1],r), t = l;
    else r->c[0] = merge(l,r->c[0]), t = r;
    return calc(t);
}

//not for implicit
// pt ins(pt x, int v,int idx) { // insert v
//     auto a = splitsz(x,idx), b = splitsz(a.ss,0);
//     return merge(a.ff,merge(new tnode(v),b.ss)); }
// pt del(pt x, int idx) { // delete v
//     auto a = splitsz(x,idx), b = splitsz(a.ss,1);
//     return merge(a.ff,b.ss); }
```

```
//for implicit
pt ins(pt x, int v,int idx) { // insert v at idx(0 based indexing)
    auto a = splitsz(x,idx);
    return merge(a.ff,merge(new tnode(v),a.ss)); }
pt del(pt x, int idx) { // delete v at idx(0 based indexing)
    auto a = splitsz(x,idx), b = splitsz(a.ss,1);
    return merge(a.ff,b.ss); }
int find_kidx(pt t,int idx){//idx is 1 based
    assert(getsz(t) >= idx);
    prop(t);
    if(getsz(t->c[0]) == idx-1)return t->val;
    else if(getsz(t->c[0]) < idx)return find_kidx(t->c[1],idx-getsz(t->c[0])-1);
    else return find_kidx(t->c[0],idx);
}

//not for implicit
int find_k(pt t,int k){//find k-th largest element in t's subtree(1-based k)
    assert(getsz(t) >= k);
    prop(t);
    if(getsz(t->c[0]) == k-1)return t->val;
    else if(getsz(t->c[0]) < k)return find_k(t->c[1],k-getsz(t->c[0])-1);
    else return find_k(t->c[0],k);
}
int find_cnt(pt t,int k){//find count of elements less than k in t's subtree
    if(!t)return 0;
    prop(t);
    if(t -> val < k)return getsz(t->c[0])+1+find_cnt(t->c[1],k);
    ;
    else return find_cnt(t->c[0],k);
}
bool pre(pt t,int k){//checks if k is present in the treap
    if(!t)return 0;
    if(t->val == k)return 1;
    prop(t);
    if(t->val<k) return pre(t->c[1],k);
    else return pre(t->c[0],k);
}
}
```

FenwickTree.h

Description: Computes partial sums $a[0] + a[1] + \dots + a[\text{pos} - 1]$, and updates single elements $a[i]$, taking the difference between the old and new value.

Time: Both operations are $\mathcal{O}(\log N)$.

```
struct FT {
    vector<ll> s;
    FT(int n) : s(n) {}
    void update(int pos, ll dif) { // a[pos] += dif
        for (; pos < sz(s); pos |= pos + 1) s[pos] += dif;
    }
    ll query(int pos) { // sum of values in [0, pos)
        ll res = 0;
        for (; pos > 0; pos &= pos - 1) res += s[pos-1];
        return res;
    }
    int lower_bound(ll sum) { // min pos st sum of [0, pos] >= sum
        // Returns n if no sum is >= sum, or -1 if empty sum is.
        if (sum <= 0) return -1;
        int pos = 0;
        for (int pw = 1 << 25; pw; pw >= 1) {
            if (pos + pw <= sz(s) && s[pos + pw-1] < sum)
                pos += pw, sum -= s[pos-1];
        }
        return pos;
    }
}
```

```
}
};
```

FenwickTree2d.h

Description: Computes sums $a[i,j]$ for all $i < I, j < J$, and increases single elements $a[i,j]$. Requires that the elements to be updated are known in advance (call `fakeUpdate()` before `init()`).

Time: $\mathcal{O}(\log^2 N)$. (Use persistent segment trees for $\mathcal{O}(\log N)$.)

```
"FenwickTree.h"
157f07, 22 lines

struct FT2 {
    vector<vi> ys; vector<FT> ft;
    FT2(int limx) : ys(limx) {}
    void fakeUpdate(int x, int y) {
        for (; x < sz(ys); x |= x + 1) ys[x].push_back(y);
    }
    void init() {
        for (vi& v : ys) sort(all(v)), ft.emplace_back(sz(v));
    }
    int ind(int x, int y) {
        return (int) (lower_bound(all(ys[x]), y) - ys[x].begin()); }
    void update(int x, int y, ll dif) {
        for (; x < sz(ys); x |= x + 1)
            ft[x].update(ind(x, y), dif);
    }
    ll query(int x, int y) {
        ll sum = 0;
        for (; x; x &= x - 1)
            sum += ft[x-1].query(ind(x-1, y));
        return sum;
    }
};
```

RMQ.h

Description: Range Minimum Queries on an array. Returns $\min(V[a], V[a + 1], \dots V[b - 1])$ in constant time.

Usage: `RMQ rmq(values);`
`rmq.query(inclusive, exclusive);`

Time: $\mathcal{O}(|V| \log |V| + Q)$

```
template<class T>
struct RMQ {
    vector<vector<T>> jmp;
    RMQ(const vector<T>& V) : jmp(1, V) {
        for (int pw = 1, k = 1; pw * 2 <= sz(V); pw *= 2, ++k) {
            jmp.emplace_back(sz(V) - pw * 2 + 1);
            rep(j,0,sz(jmp[k]))
                jmp[k][j] = min(jmp[k - 1][j], jmp[k - 1][j + pw]);
        }
    }
    T query(int a, int b) {
        assert(a < b); // or return inf if a == b
        int dep = 31 - __builtin_clz(b - a);
        return min(jmp[dep][a], jmp[dep][b - (1 << dep)]);
    }
};
```

MoQueries.h

Description: Answer interval or tree path queries by finding an approximate TSP through the queries, and moving from one query to the next by adding/removing points at the ends. If values are on tree edges, change step to add/remove the edge (a,c) and remove the initial add call (but keep in).

Time: $\mathcal{O}(N\sqrt{Q})$

```
void add(int ind, int end) { ... } // add a[ind] (end = 0 or 1)
void del(int ind, int end) { ... } // remove a[ind]
int calc() { ... } // compute current answer
```

```
vi mo(vector<pii> Q) {
    int L = 0, R = 0, blk = 350; // ~N/sqrt(Q)
```

```
    vi s(sz(Q)), res = s;
    #define K(x) pii(x.first/blk, x.second ^ -(x.first/blk & 1))
    iota(all(s), 0);
    sort(all(s), [&](int s, int t){ return K(Q[s]) < K(Q[t]); });
    for (int qi : s) {
        pii q = Q[qi];
        while (L > q.first) add(--L, 0);
        while (R < q.second) add(R++, 1);
        while (L < q.first) del(L++, 0);
        while (R > q.second) del(--R, 1);
        res[qi] = calc();
    }
    return res;
}
```

```
vi moTree(vector<array<int, 2>> Q, vector<vi>& ed, int root=0){
    int N = sz(ed), pos[2] = {}, blk = 350; // ~N/sqrt(Q)
    vi s(sz(Q)), res = s, I(N), L(N), R(N), in(N), par(N);
    add(0, 0), in[0] = 1;
    auto dfs = [&](int x, int p, int dep, auto& f) -> void {
        par[x] = p;
        L[x] = N;
        if (dep) I[x] = N++;
        for (int y : ed[x]) if (y != p) f(y, x, !dep, f);
        if (!dep) I[x] = N++;
        R[x] = N;
    };
    dfs(root, -1, 0, dfs);
    #define K(x) pii(I[x[0]] / blk, I[x[1]] ^ -(I[x[0]] / blk & 1))
    iota(all(s), 0);
    sort(all(s), [&](int s, int t){ return K(Q[s]) < K(Q[t]); });
    for (int qi : s) rep(end,0,2) {
        int &a = pos[end], b = Q[qi][end], i = 0;
        #define step(c) { if (in[c]) { del(a, end); in[a] = 0; } \
                        else { add(c, end); in[c] = 1; } a = c; }
        while (!L[b] <= L[a] && R[a] <= R[b]))
            I[i++] = b, b = par[b];
        while (a != b) step(par[a]);
        while (i--) step(I[i]);
        if (end) res[qi] = calc();
    }
    return res;
}
```

HilbertOrder.h

Description: Returns hilbert curve order of (x, y)

```
11 hilbertorder (int x, int y) {
    ll o = 0; const int mx = 1 << 20;
    for (int p = mx; p; p >= 1){
        bool a = x&p, b = y&p;
        o = (o << 2) | (a * 3) ^ static_cast<int>(b);
        if (!b) {
            if (a) x = mx - x, y = mx - y;
            x ^= y ^= x ^= y;
        }
    }
    return o;
}
```

Numerical (4)

4.1 Polynomials and recurrences

PolyRoots.h

Description: Finds the real roots to a polynomial.

Usage: `polyRoots({{2,-3,1}},-1e9,1e9) // solve x^2-3x+2 = 0`

Time: $\mathcal{O}(n^2 \log(1/\epsilon))$	
"Polynomial.h"	b00bfe, 23 lines
<pre>vector<double> polyRoots(Poly p, double xmin, double xmax) { if (sz(p.a) == 2) { return {-p.a[0]/p.a[1]}; } vector<double> ret; Poly der = p; der.diff(); auto dr = polyRoots(der, xmin, xmax); dr.push_back(xmin-1); dr.push_back(xmax+1); sort(all(dr)); rep(i,0,sz(dr)-1) { double l = dr[i], h = dr[i+1]; bool sign = p(l) > 0; if (sign ^ (p(h) > 0)) { rep(it,0,60) { // while (h - l > 1e-8) double m = (l + h) / 2, f = p(m); if ((f <= 0) ^ sign) l = m; else h = m; } ret.push_back((l + h) / 2); } } return ret; }</pre>	

PolyInterpolate.h

Description: Given n points $(x[i], y[i])$, computes an n -1-degree polynomial p that passes through them: $p(x) = a[0] * x^0 + ... + a[n-1] * x^{n-1}$. For numerical precision, pick $x[k] = c * \cos(k/(n-1) * \pi), k = 0...n-1$.
Time: $\mathcal{O}(n^2)$

	08bf48, 13 lines
<pre>typedef vector<double> vd; vd interpolate(vd x, vd y, int n) { vd res(n), temp(n); rep(k,0,n-1) rep(i,k+1,n) y[i] = (y[i] - y[k]) / (x[i] - x[k]); double last = 0; temp[0] = 1; rep(k,0,n) rep(i,0,n) { res[i] += y[k] * temp[i]; swap(last, temp[i]); temp[i] -= last * x[k]; } return res; }</pre>	

BerlekampMassey.h

Description: Recovers any n -order linear recurrence relation from the first $2n$ terms of the recurrence. Useful for guessing linear recurrences after brute-forcing the first terms. Should work on any field, but numerical stability for floats is not guaranteed. Output will have size $\leq n$.
Usage: berlekampMassey({0, 1, 1, 3, 5, 11}) // {1, 2}
Time: $\mathcal{O}(N^2)$

"../number-theory/ModPow.h"	96548b, 20 lines
<pre>vector<ll> berlekampMassey(vector<ll> s) { int n = sz(s), L = 0, m = 0; vector<ll> C(n), B(n), T; C[0] = B[0] = 1; ll b = 1; rep(i,0,n) { ++m; ll d = s[i] % mod; rep(j,1,L+1) d = (d + C[j] * s[i - j]) % mod; if (!d) continue; T = C; ll coef = d * modpow(b, mod-2) % mod; rep(j,m,n) C[j] = (C[j] - coef * B[j - m]) % mod; if (2 * L > i) continue; L = i + 1 - L; B = T; b = d; m = 0; }</pre>	

<pre>} C.resize(L + 1); C.erase(C.begin()); for (ll& x : C) x = (mod - x) % mod; return C; }</pre>	

LinearRecurrence.h

Description: Generates the k 'th term of an n -order linear recurrence $S[i] = \sum_j S[i-j-1]tr[j]$, given $S[0... \geq n-1]$ and $tr[0...n-1]$. Faster than matrix multiplication. Useful together with Berlekamp-Massey.
Usage: linearRec({0, 1}, {1, 1}, k) // k 'th Fibonacci number
Time: $\mathcal{O}(n^2 \log k)$

	f4e444, 26 lines
<pre>typedef vector<ll> Poly; ll linearRec(Poly S, Poly tr, ll k) { int n = sz(tr); auto combine = [&](Poly a, Poly b) { Poly res(n * 2 + 1); rep(i,0,n+1) rep(j,0,n+1) res[i + j] = (res[i + j] + a[i] * b[j]) % mod; for (int i = 2 * n; i > n; --i) rep(j,0,n) res[i - 1 - j] = (res[i - 1 - j] + res[i] * tr[j]) % mod; res.resize(n + 1); return res; }; Poly pol(n + 1), e(pol); pol[0] = e[1] = 1; for (++k; k; k /= 2) { if (k % 2) pol = combine(pol, e); e = combine(e, e); } ll res = 0; rep(i,0,n) res = (res + pol[i + 1] * S[i]) % mod; return res; }</pre>	

4.2 Optimization

Simplex.h

Description: Solves a general linear maximization problem: maximize $c^T x$ subject to $Ax \leq b, x \geq 0$. Returns -inf if there is no solution, inf if there are arbitrarily good solutions, or the maximum value of $c^T x$ otherwise. The input vector is set to an optimal x (or in the unbounded case, an arbitrary solution fulfilling the constraints). Numerical stability is not guaranteed. For better performance, define variables such that $x = 0$ is viable.
Usage: vvd A = {{1,-1}, {-1,1}, {-1,-2}};
vd b = {1,1,-4}, c = {-1,-1}, x;
T val = LPSolver(A, b, c).solve(x);
Time: $\mathcal{O}(NM * \#pivots)$, where a pivot may be e.g. an edge relaxation. $\mathcal{O}(2^n)$ in the general case.

	aa8530, 68 lines
<pre>typedef double T; // long double, Rational, double + modP>... typedef vector<T> vd; typedef vector<vd> vvd; const T eps = 1e-8, inf = 1/.0; #define MP make_pair #define ltj(X) if(s == -1 MP(X[j],N[j]) < MP(X[s],N[s])) s=j struct LPSolver { int m, n; vi N, B; vvd D; LPSolver(const vvd& A, const vd& b, const vd& c) :</pre>	

<pre>m(sz(b)), n(sz(c)), N(n+1), B(m), D(m+2, vd(n+2)) { rep(i,0,m) rep(j,0,n) D[i][j] = A[i][j]; rep(i,0,m) { B[i] = n+i; D[i][n] = -1; D[i][n+1] = b[i]; } rep(j,0,n) { N[j] = j; D[m][j] = -c[j]; } N[n] = -1; D[m+1][n] = 1; } void pivot(int r, int s) { T *a = D[r].data(), inv = 1 / a[s]; rep(i,0,m+2) if (i != r && abs(D[i][s]) > eps) { T *b = D[i].data(), inv2 = b[s] * inv; rep(j,0,n+2) b[j] -= a[j] * inv2; b[s] = a[s] * inv2; } rep(j,0,n+2) if (j != s) D[r][j] *= inv; rep(i,0,m+2) if (i != r) D[i][s] *= -inv; D[r][s] = inv; swap(B[r], N[s]); } bool simplex(int phase) { int x = m + phase - 1; for (;;) { int s = -1; rep(j,0,n+1) if (N[j] != -phase) ltj(D[x]); if (D[x][s] >= -eps) return true; int r = -1; rep(i,0,m) { if (D[i][s] <= eps) continue; if (r == -1 MP(D[i][n+1] / D[i][s], B[i]) < MP(D[r][n+1] / D[r][s], B[r])) r = i; } if (r == -1) return false; pivot(r, s); } T solve(vd &x) { int r = 0; rep(i,1,m) if (D[i][n+1] < D[r][n+1]) r = i; if (D[r][n+1] < -eps) { pivot(r, n); if (!simplex(2) D[m+1][n+1] < -eps) return -inf; rep(i,0,m) if (B[i] == -1) { int s = 0; rep(j,1,n+1) ltj(D[i]); pivot(i, s); } } bool ok = simplex(1); x = vd(n); rep(i,0,m) if (B[i] < n) x[B[i]] = D[i][n+1]; return ok ? D[m][n+1] : inf; } };</pre>	

4.3 Matrices

Determinant.h

Description: Calculates determinant of a matrix. Destroys the matrix.
Time: $\mathcal{O}(N^3)$

	bd5cec, 15 lines
<pre>double det(vector<vector<double>>& a) { int n = sz(a); double res = 1; rep(i,0,n) { int b = i; rep(j,i+1,n) if (fabs(a[j][i]) > fabs(a[b][i])) b = j; if (i != b) swap(a[i], a[b]), res *= -1; res *= a[i][i]; if (res == 0) return 0; rep(j,i+1,n) {</pre>	

```
        double v = a[j][i] / a[i][i];
        if (v != 0) rep(k,i+1,n) a[j][k] -= v * a[i][k];
    }
}
return res;
}
```

IntDeterminant.h
Description: Calculates determinant using modular arithmetics. Modulos can also be removed to get a pure-integer version.
Time: $\mathcal{O}(N^3)$

	3313dc, 18 lines
--	------------------

```
const ll mod = 12345;
ll det(vector<vector<ll>>& a) {
    int n = sz(a); ll ans = 1;
    rep(i,0,n) {
        rep(j,i+1,n) {
            while (a[j][i] != 0) { // gcd step
                ll t = a[i][i] / a[j][i];
                if (t) rep(k,i,n)
                    a[i][k] = (a[i][k] - a[j][k] * t) % mod;
                swap(a[i], a[j]);
                ans *= -1;
            }
        }
        ans = ans * a[i][i] % mod;
        if (!ans) return 0;
    }
    return (ans + mod) % mod;
}
```

SolveLinear.h
Description: Solves $A * x = b$. If there are multiple solutions, an arbitrary one is returned. Returns rank, or -1 if no solutions. Data in A and b is lost.
Time: $\mathcal{O}(n^2m)$

	44c9ab, 38 lines
--	------------------

```
typedef vector<double> vd;
const double eps = 1e-12;

int solveLinear(vector<vd>& A, vd& b, vd& x) {
    int n = sz(A), m = sz(x), rank = 0, br, bc;
    if (n) assert(sz(A[0]) == m);
    vi col(m); iota(all(col), 0);

    rep(i,0,n) {
        double v, bv = 0;
        rep(r,i,n) rep(c,i,m)
            if ((v = fabs(A[r][c])) > bv)
                br = r, bc = c, bv = v;
        if (bv <= eps) {
            rep(j,i,n) if (fabs(b[j]) > eps) return -1;
            break;
        }
        swap(A[i], A[br]);
        swap(b[i], b[br]);
        swap(col[i], col[bc]);
        rep(j,0,n) swap(A[j][i], A[j][bc]);
        bv = 1/A[i][i];
        rep(j,i+1,n) {
            double fac = A[j][i] * bv;
            b[j] -= fac * b[i];
            rep(k,i+1,m) A[j][k] -= fac*A[i][k];
        }
        rank++;
    }

    x.assign(m, 0);
    for (int i = rank; i--;) {
        b[i] /= A[i][i];
```

```
        x[col[i]] = b[i];
        rep(j,0,i) b[j] -= A[j][i] * b[i];
    }
    return rank; // (multiple solutions if rank < m)
}
```

SolveLinear2.h
Description: To get all uniquely determined values of x back from SolveLinear, make the following changes:

"SolveLinear.h"	08e495, 7 lines
-----------------	-----------------

```
rep(j,0,n) if (j != i) // instead of rep(j,i+1,n)
// ... then at the end:
x.assign(m, undefined);
rep(i,0,rank) {
    rep(j,rank,m) if (fabs(A[i][j]) > eps) goto fail;
    x[col[i]] = b[i] / A[i][i];
fail:; }
```

SolveLinearBinary.h
Description: Solves $Ax = b$ over \mathbb{F}_2 . If there are multiple solutions, one is returned arbitrarily. Returns rank, or -1 if no solutions. Destroys A and b .
Time: $\mathcal{O}(n^2m)$

	fa2d7a, 34 lines
--	------------------

```
typedef bitset<1000> bs;

int solveLinear(vector<bs>& A, vi& b, bs& x, int m) {
    int n = sz(A), rank = 0, br;
    assert(m <= sz(x));
    vi col(m); iota(all(col), 0);
    rep(i,0,n) {
        for (br=i; br<n; ++br) if (A[br].any()) break;
        if (br == n) {
            rep(j,i,n) if(b[j]) return -1;
            break;
        }
        int bc = (int)A[br]._Find_next(i-1);
        swap(A[i], A[br]);
        swap(b[i], b[br]);
        swap(col[i], col[bc]);
        rep(j,0,n) if (A[j][i] != A[j][bc]) {
            A[j].flip(i); A[j].flip(bc);
        }
        rep(j,i+1,n) if (A[j][i]) {
            b[j] ^= b[i];
            A[j] ^= A[i];
        }
        rank++;
    }

    x = bs();
    for (int i = rank; i--;) {
        if (!b[i]) continue;
        x[col[i]] = 1;
        rep(j,0,i) b[j] ^= A[j][i];
    }
    return rank; // (multiple solutions if rank < m)
}
```

MatrixInverse.h
Description: Invert matrix A . Returns rank; result is stored in A unless singular (rank < n). Can easily be extended to prime moduli; for prime powers, repeatedly set $A^{-1} = A^{-1}(2I - AA^{-1}) \pmod{p^k}$ where A^{-1} starts as the inverse of $A \pmod p$, and k is doubled in each step.
Time: $\mathcal{O}(n^3)$

	ebfff6, 35 lines
--	------------------

```
int matInv(vector<vector<double>>& A) {
    int n = sz(A); vi col(n);
    vector<vector<double>> tmp(n, vector<double>(n));
    rep(i,0,n) tmp[i][i] = 1, col[i] = i;
```

```
rep(i,0,n) {
    int r = i, c = i;
    rep(j,i,n) rep(k,i,n)
        if (fabs(A[j][k]) > fabs(A[r][c]))
            r = j, c = k;
    if (fabs(A[r][c]) < 1e-12) return i;
    A[i].swap(A[r]); tmp[i].swap(tmp[r]);
    rep(j,0,n)
        swap(A[j][i], A[j][c]), swap(tmp[j][i], tmp[j][c]);
    swap(col[i], col[c]);
    double v = A[i][i];
    rep(j,i+1,n) {
        double f = A[j][i] / v;
        A[j][i] = 0;
        rep(k,i+1,n) A[j][k] -= f*A[i][k];
        rep(k,0,n) tmp[j][k] -= f*tmp[i][k];
    }
    rep(j,i+1,n) A[i][j] /= v;
    rep(j,0,n) tmp[i][j] /= v;
    A[i][i] = 1;
}
```

```
for (int i = n-1; i > 0; --i) rep(j,0,i) {
    double v = A[j][i];
    rep(k,0,n) tmp[j][k] -= v*tmp[i][k];
}

rep(i,0,n) rep(j,0,n) A[col[i]][col[j]] = tmp[i][j];
return n;
}
```

Tridiagonal.h
Description: $x = \text{tridiagonal}(d, p, q, b)$ solves the equation system

$$\begin{pmatrix} b_0 \\ b_1 \\ b_2 \\ b_3 \\ \vdots \\ \vdots \\ b_{n-1} \end{pmatrix} = \begin{pmatrix} d_0 & p_0 & 0 & 0 & \cdots & 0 \\ q_0 & d_1 & p_1 & 0 & \cdots & 0 \\ 0 & q_1 & d_2 & p_2 & \cdots & 0 \\ \vdots & \vdots & \ddots & \ddots & \ddots & \vdots \\ 0 & 0 & \cdots & q_{n-3} & d_{n-2} & p_{n-2} \\ 0 & 0 & \cdots & q_{n-2} & d_{n-1} & \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \\ \vdots \\ \vdots \\ x_{n-1} \end{pmatrix}.$$

This is useful for solving problems on the type
$$a_i = b_i a_{i-1} + c_i a_{i+1} + d_i, 1 \leq i \leq n,$$
where a_0, a_{n+1}, b_i, c_i and d_i are known. a can then be obtained from
$$\{a_i\} = \text{tridiagonal}(\{1, -1, -1, \dots, -1, 1\}, \{0, c_1, c_2, \dots, c_n\}, \{b_1, b_2, \dots, b_n, 0\}, \{a_0, d_1, d_2, \dots, d_n, a_{n+1}\}).$$

Fails if the solution is not unique.
If $|d_i| > |p_i| + |q_{i-1}|$ for all i , or $|d_i| > |p_{i-1}| + |q_i|$, or the matrix is positive definite, the algorithm is numerically stable and neither tr nor the check for diag[i] == 0 is needed.
Time: $\mathcal{O}(N)$

	8f9fa8, 26 lines
--	------------------

```
typedef double T;
vector<T> tridiagonal(vector<T> diag, const vector<T>& super,
    const vector<T>& sub, vector<T> b) {
    int n = sz(b); vi tr(n);
    rep(i,0,n-1) {
        if (abs(diag[i]) < 1e-9 * abs(super[i])) { // diag[i] == 0
            b[i+1] -= b[i] * diag[i+1] / super[i];
            if (i+2 < n) b[i+2] -= b[i] * sub[i+1] / super[i];
            diag[i+1] = sub[i]; tr[++i] = 1;
        } else {
            diag[i+1] -= super[i]*sub[i]/diag[i];
            b[i+1] -= b[i]*sub[i]/diag[i];
        }
    }
}
```

```
for (int i = n; i--; ) {
    if (tr[i]) {
        swap(b[i], b[i-1]);
        diag[i-1] = diag[i];
        b[i] /= super[i-1];
    } else {
        b[i] /= diag[i];
        if (i) b[i-1] -= b[i]*super[i-1];
    }
}
return b;
}
```

4.4 Fourier transforms

FastFourierTransform.h
Description: $\text{fft}(a)$ computes $\hat{f}(k) = \sum_x a[x] \exp(2\pi i \cdot kx/N)$ for all k . N must be a power of 2. Useful for convolution: $\text{conv}(a, b) = c$, where $c[x] = \sum a[i]b[x-i]$. For convolution of complex numbers or more than two vectors: FFT, multiply pointwise, divide by n , reverse(start+1, end), FFT back. Rounding is safe if $(\sum a_i^2 + \sum b_i^2) \log_2 N < 9 \cdot 10^{14}$ (in practice 10^{16} ; higher for random inputs). Otherwise, use NTT/FFTMod.
Time: $\mathcal{O}(N \log N)$ with $N = |A| + |B|$ ($\sim 1s$ for $N = 2^{22}$)

00ced6, 35 lines

```
typedef complex<double> C;
typedef vector<double> vd;
void fft(vector<C>& a) {
    int n = sz(a), L = 31 - __builtin_clz(n);
    static vector<complex<long double>> R(2, 1);
    static vector<C> rt(2, 1); // (^ 10% faster if double)
    for (static int k = 2; k < n; k *= 2) {
        R.resize(n); rt.resize(n);
        auto x = polar(1.0L, acos(-1.0L) / k);
        rep(i, k, 2*k) rt[i] = R[i] = i&1 ? R[i/2] * x : R[i/2];
    }
    vi rev(n);
    rep(i, 0, n) rev[i] = (rev[i / 2] | (i & 1) << L) / 2;
    rep(i, 0, n) if (i < rev[i]) swap(a[i], a[rev[i]]);
    for (int k = 1; k < n; k *= 2)
        for (int i = 0; i < n; i += 2 * k) rep(j, 0, k) {
            C z = rt[j+k] * a[i+j+k]; // (25% faster if hand-rolled)
            a[i + j + k] = a[i + j] - z;
            a[i + j] += z;
        }
}
vd conv(const vd& a, const vd& b) {
    if (a.empty() || b.empty()) return {};
    vd res(sz(a) + sz(b) - 1);
    int L = 32 - __builtin_clz(sz(res)), n = 1 << L;
    vector<C> in(n), out(n);
    copy(all(a), begin(in));
    rep(i, 0, sz(b)) in[i].imag(b[i]);
    fft(in);
    for (C& x : in) x *= x;
    rep(i, 0, n) out[i] = in[-i & (n - 1)] - conj(in[i]);
    fft(out);
    rep(i, 0, sz(res)) res[i] = imag(out[i]) / (4 * n);
    return res;
}
```

FastFourierTransformMod.h
Description: Higher precision FFT, can be used for convolutions modulo arbitrary integers as long as $N \log_2 N \cdot \text{mod} < 8.6 \cdot 10^{14}$ (in practice 10^{16} or higher). Inputs must be in $[0, \text{mod})$.
Time: $\mathcal{O}(N \log N)$, where $N = |A| + |B|$ (twice as slow as NTT or FFT)

"FastFourierTransform.h"b82773, 22 lines

```
typedef vector<ll> vl;
template<int M> vl convMod(const vl &a, const vl &b) {
    if (a.empty() || b.empty()) return {};
```

```
vl res(sz(a) + sz(b) - 1);
int B=32-__builtin_clz(sz(res)), n=1<<B, cut=int(sqrt(M));
vector<C> L(n), R(n), outs(n), outl(n);
rep(i, 0, sz(a)) L[i] = C((int)a[i] / cut, (int)a[i] % cut);
rep(i, 0, sz(b)) R[i] = C((int)b[i] / cut, (int)b[i] % cut);
fft(L), fft(R);
rep(i, 0, n) {
    int j = -i & (n - 1);
    outl[j] = (L[i] + conj(L[j])) * R[i] / (2.0 * n);
    outs[j] = (L[i] - conj(L[j])) * R[i] / (2.0 * n) / 1i;
}
fft(outl), fft(outs);
rep(i, 0, sz(res)) {
    ll av = ll(real(outl[i])+.5), cv = ll(imag(outs[i])+.5);
    ll bv = ll(imag(outl[i])+.5) + ll(real(outs[i])+.5);
    res[i] = ((av % M * cut + bv) % M * cut + cv) % M;
}
return res;
}
```

FastSubsetTransform.h
Description: Transform to a basis with fast convolutions of the form $c[z] = \sum_{z=x \oplus y} a[x] \cdot b[y]$, where \oplus is one of AND, OR, XOR. The size of a must be a power of two.
Time: $\mathcal{O}(N \log N)$

464cf3, 16 lines

```
void FST(vi& a, bool inv) {
    for (int n = sz(a), step = 1; step < n; step *= 2) {
        for (int i = 0; i < n; i += 2 * step) rep(j, i, i+step) {
            int &u = a[j], &v = a[j + step]; tie(u, v) =
                inv ? pii(v - u, u) : pii(v, u + v); // AND
                inv ? pii(v, u - v) : pii(u + v, u); // OR
                pii(u + v, u - v); // XOR
        }
        if (inv) for (int& x : a) x /= sz(a); // XOR only
    }
}
vi conv(vi a, vi b) {
    FST(a, 0); FST(b, 0);
    rep(i, 0, sz(a)) a[i] *= b[i];
    FST(a, 1); return a;
}
```

SubsetConv.h
Description: Subset convolution.

515c5a, 31 lines

```
constexpr int MOD = 998244353;
auto sos (vector<ll>& a, const bool invert = false) {
    const size_t n = size(a);
    assert(__builtin_popcount(n) == 1);
    for (int i = 1; i < n; i <= 1)
        for (int ms = 0; ms < n; ++ms)
            if ((ms & i) == 0)
                (a[ms | i] += (invert? MOD-a[ms]: a[ms])),
                (a[ms | i] -= (a[ms | i] >= MOD ? MOD : 0));
}
void subset_conv (vector<ll>& a, const vector<ll>& b) {
    const int n = size(a);
    assert(__builtin_popcount(n) == 1 and size(b) == n);
    const int p = __builtin_ctz(n) + 1;
    vector a_cap(p, vector(n, ll()));
    vector b_cap(p, vector(n, ll()));
    vector c_cap(p, vector(n, ll()));
    for (int i = 0; i < n; ++i)
        a_cap[__builtin_popcount(i)][i] = a[i],
        b_cap[__builtin_popcount(i)][i] = b[i];
    for (int i = 0; i < p; ++i)
        sos(a_cap[i]), sos(b_cap[i]);
    for (int i = 0; i < p; ++i) {
```

```
        for (int j = 0; j <= i; ++j)
            for (int ms = 0; ms < n; ++ms)
                (c_cap[i][ms] += a_cap[j][ms] * b_cap[i - j][ms]
                 ) %= MOD;
        sos(c_cap[i], true);
    }
    for (int i = 0; i < n; ++i)
        a[i] = c_cap[__builtin_popcount(i)][i];
}
```

NttPre.h
Description: Provides metadata to ntt.

53d861, 33 lines

```
constexpr std::array primitive_roots {
    std::pair(998244353, 3), // 23
    std::pair(1004535809, 3), // 21
    std::pair(1012924417, 5), // 21
    std::pair(1300234241, 3), // 23
    std::pair(1484783617, 5) // 23
};

template<int mod>
class Ntt {
public:

    static constexpr int depth = __builtin_ctz(mod - 1);
    static constexpr int root = []() {
        for (auto [m, root]: primitive_roots)
            if (m == mod) return root;
    }();

    static constexpr int w = mpow(root, mod - 1 >> depth, mod);
    static constexpr int iw = minv(w, mod);
    static constexpr int getmod () { return mod; }
    vector<ll> b, ib;

    Ntt () {
        const size_t SZ = 1 << 20;
        b = ib = vector<ll>(SZ);
        for (int l = 1, pw = 1 << depth-1; l != SZ; l <= 1, pw
            >>= 1) {
            b[l] = ib[l] = 1;
            const auto wp = mpow(w, pw, mod), iwp = mpow(iw, pw
                , mod);
            for (int i = l+1; i < 2*l; ++i)
                b[i] = b[i-1] * wp % mod, ib[i] = ib[i-1] * iwp
                    % mod;
        }
    }
};
```

Ntt.h
Description: Performs NTT on a. Inputs must be in $[0, \text{mod})$.
Time: $\mathcal{O}(N \log N)$

7661bc, 47 lines

```
template<typename Ntt>
auto ntt (std::vector<ll> &a, const bool invert = false) {
    static const auto ntt = Ntt();
    static constexpr auto mod = Ntt::getmod();
    static constexpr auto depth = Ntt::depth;
    const int N = size(a);
    assert(__builtin_popcount(N) == 1 and __builtin_ctz(N) <=
        depth);
    for (int i = 1, j = 0; i < N; i++) {
        int b = N >> 1;
        while (b & j) j ^= b, b >>= 1;
        j ^= b;
        if (j > i) std::swap(a[i], a[j]);
    }
    const auto &buf = invert? ntt.ib: ntt.b;
```



```
for (int L = 1; L != N; L <= 1)
for (int s = 0; s != N; s += 2*L)
for (int i = s; i != s + L; ++i) {
    auto x = a[i], y = a[i + L] * buf[i-s + L] %
        mod;
    a[i] = x + y - (x + y >= mod ? mod: 0);
    a[i + L] = x - y + (x < y ? mod: 0);
}
if (invert) {
    const int ninv = minv(N, mod);
    for (auto &v: a) v = v * ninv % mod;
}
```

```
template<typename Ntt>
auto conv (std::vector<ll> a, std::vector<ll> b, int MAX = -1){
    static constexpr auto mod = Ntt::getmod();
    if (MAX == 0) return vector<ll>{};
    if (MAX == -1)
        MAX = max(1ul, size(a) + size(b) - 1);
    a.resize(min(int(size(a)), MAX));
    b.resize(min(int(size(b)), MAX));
    const int n = size(a) + size(b);
    int m = 1 << 32 - __builtin_clz(max(1, n - 1));
```

```
a.resize(m), ntt<Ntt>(a);
b.resize(m), ntt<Ntt>(b);

for (int i = 0; i < m; i++)
    a[i] = a[i] * b[i] % mod;

ntt<Ntt>(a, 1), a.resize(MAX);
return a;
```

FPSinverse.h
Description: Returns $p^{-1}(x)$ such that $p(x)p^{-1}(x) = 1 + x^{MAX}q(x)$. Ensure p is not empty and $p_0 \neq 0$.

```
template<typename Ntt>
auto inverse (vector<ll> p, int MAX = -1) {
    static constexpr auto mod = Ntt::getmod();
    if (MAX == -1)
        MAX = size(p);
    assert(size(p) and p[0]);
    vector<ll> b(1, minv(p[0], mod));
    for (size_t n = 1; n < MAX; n <= 1) {
        vector x(begin(p), begin(p) + min(n<<1, size(p)));
        b.resize(n<<2), ntt<Ntt>(b);
        x.resize(n<<2), ntt<Ntt>(x);
        for (int i = 0; i != (n<<2); ++i)
            b[i] = b[i] * (2 + mod - b[i] * x[i] % mod) % mod;
        ntt<Ntt>(b, 1);
        b.resize(n<<1);
    }
    return b.resize(MAX), move(b);
}
```

FPSlog.h
Description: First MAX coeffs of $\log p(x)$. Ensure p is not empty and $p_0 = 1$.

```
template<int mod>
auto derivative (vector<ll> p) {
    assert(size(p));
    for (size_t i = 1; i != size(p); ++i)
        p[i - 1] = p[i] * i % mod;
    return p.pop_back(), move(p);
}
```

```
template<int mod>
auto integrate (vector<ll> p) {
    p.push_back(0);
    for (size_t i = size(p); --i; )
        p[i] = p[i - 1] * minv(i, mod) % mod;
    return p[0] = 0, move(p);
}
```

```
template<typename Ntt>
auto natural_log (vector<ll> p, int MAX = -1) {
    if (MAX == 0) return vector<ll>{};
    if (MAX == -1) MAX = size(p);
    assert(size(p) and p[0] == 1);
    auto inv = inverse<Ntt>(p, MAX);
    inv = conv<Ntt>(inv, derivative<Ntt::getmod>()(p), MAX - 1)
        ;
    return integrate<Ntt::getmod>()(inv);
}
```

FPSexp.h
Description: First MAX coeffs of $\exp p(x)$. Ensure p is not empty and $p_0 = 0$.

```
template<typename Ntt>
auto exp (vector<ll> p, int MAX = -1) {
    static constexpr auto mod = Ntt::getmod();
    if (MAX == -1)
        MAX = size(p);
    assert(size(p) and p[0] == 0);
    vector<ll> b(1, 1);
    for (size_t n = 2; n < 2*MAX; n <= 1) {
        auto a = natural_log<Ntt>(b, n);
        a[0] = (mod + a[0] - 1) % mod;
        for (auto& x: a)
            x = (x ? mod - x: 0);
        for (size_t i = 0; i < std::min(n, size(p)); i++)
            a[i] = (a[i] + p[i]) % mod;
        b = conv<Ntt>(b, a, n);
    }
    return b.resize(MAX), std::move(b);
}
```

FSPow.h
Description: First MAX coeffs of $p^e(x)$.

```
template<typename Ntt>
auto pow (vector<ll> p, int64_t e, int MAX = -1) {
    static constexpr auto mod = Ntt::getmod();
    if (MAX == -1) MAX = size(p);
    if (p.empty()) return vector<ll>(MAX, 0);
    if (e == 0) {
        vector v(MAX, 0ll);
        return v[0] = 1, v;
    }
    size_t sh = 0;
    while (sh < size(p) and p[sh] == 0) sh++;
    if (sh == size(p) or (sh and (e >= MAX or e+sh >= MAX)))
        return vector<ll>(MAX, 0);
    auto trim_l = MAX - e*sh;
    const auto ld_pow_e = mpow(p[sh], e, mod),
        inv_ld = minv(p[sh], mod),
        e_mod = e % mod;
    vector res(begin(p) + sh, end(p));
    for (auto &x: res) x = x*inv_ld % mod;
    res = natural_log<Ntt>(res, trim_l);
    for (auto &x: res) x = x*e_mod % mod;
    res = exp<Ntt>(res, trim_l);
    for (auto &x: res) x = x*ld_pow_e % mod;
```

```
if (e*sh) res.insert(begin(res), e*sh, 0);
return move(res);
}
```

FPSsqrt.h
Description: First MAX coeffs of $\sqrt{p(x)}$.

```
template<int mod>
auto has_sqrt (const vector<ll>& p) {
    size_t l = 0;
    while (l < size(p) and p[l] == 0) l++;
    if (l == size(p)) return 1;
    return (l%2 or mpow(p[l], mod-1>>1, mod) != 1) ? -1: 1;
}
```

```
template<typename Ntt>
auto sqrt (vector<ll> p, int MAX = -1) {
    static constexpr auto mod = Ntt::getmod();
    static constexpr auto i2 = minv(2, mod);
    if (MAX == -1) MAX = size(p);
    auto l = has_sqrt<mod>(p);
    if (l == size(p))
        return vector<ll>(MAX);
    assert(l != -1);
    p.erase(begin(p), begin(p) + 1);
    vector<ll> g(1, msqrt(p[0], mod));
    for (size_t n = 1; n < MAX - l/2; n <= 1) {
        auto ig = inverse<Ntt>(g, n<<1);
        vector fp(begin(p), begin(p) + min(n<<1, size(p)));
        fp.resize(n<<1), fp = conv<Ntt>(ig, fp);
        g.resize(max(size(fp), size(g)));
        for (size_t k = 0; k < size(g); ++k)
            g[k] += fp[k];
        for (auto& x: g) x = x * i2 % mod;
    }
    vector<ll> res(l/2, 0);
    res.insert(end(res), begin(g), begin(g) + MAX-l/2);
    return res;
}
```

Number theory (5)

5.1 Modular arithmetic

ModInverse.h
Description: Pre-computation of modular inverses. Assumes $LIM \leq \text{mod}$ and that mod is a prime.

```
const ll mod = 1000000007, LIM = 200000;
ll* inv = new ll[LIM] - 1; inv[1] = 1;
rep(i,2,LIM) inv[i] = mod - (mod / i) * inv[mod % i] % mod;
```

Mpowmine.h
Description: modular exponentiation and inverse

```
constexpr ll mpow (ll a, uint64_t p, int mod) {
    ll res = 1; a %= mod;
    while (p > 0) {
        if (p & 1) res = res * a % mod;
        a = a * a % mod, p >>= 1;
    }
    return res;
}
```

```
constexpr int minv (int a, int mod) {
    std::array x{1, 0};
    int _x0 {}, _x1 {}, _a {}, _b {}, md = mod;
    while (mod)
```

```
    _x1 = x[0] - a / mod * x[1], _x0 = x[1],
    _a = mod, _b = a % mod,
    a = _a, mod = _b, x[0] = _x0, x[1] = _x1;
    return ((x[0] % = md) < 0 ? x[0] + md: x[0]);
}
```

ModLog.h

Description: Returns the smallest $x > 0$ s.t. $a^x = b \pmod m$, or -1 if no such x exists. modLog(a,1,m) can be used to calculate the order of a .

Time: $\mathcal{O}(\sqrt{m})$

```
11 modLog(11 a, 11 b, 11 m) {
    11 n = (11) sqrt(m) + 1, e = 1, f = 1, j = 1;
    unordered_map<11, 11> A;
    while (j <= n && (e = f * e * a % m) != b % m)
        A[e * b % m] = j++;
    if (e == b % m) return j;
    if (__gcd(m, e) == __gcd(m, b))
        rep(i,2,n+2) if (A.count(e = e * f % m))
            return n * i - A[e];
    return -1;
}
```

ModSum.h

Description: Sums of mod'ed arithmetic progressions.

$\text{modsum}(\text{to}, c, k, m) = \sum_{i=0}^{\text{to}-1} (ki+c)\%m$. divsum is similar but for floored division.

Time: $\log(m)$, with a large constant.

```
typedef unsigned long long ull;
ull sumsq(ull to) { return to / 2 * ((to-1) | 1); }
```

```
ull divsum(ull to, ull c, ull k, ull m) {
    ull res = k / m * sumsq(to) + c / m * to;
    k %= m; c %= m;
    if (!k) return res;
    ull to2 = (to * k + c) / m;
    return res + (to - 1) * to2 - divsum(to2, m-1 - c, m, k);
}
```

```
11 modsum(ull to, 11 c, 11 k, 11 m) {
    c = ((c % m) + m) % m;
    k = ((k % m) + m) % m;
    return to * c + k * sumsq(to) - m * divsum(to, c, k, m);
}
```

ModMulLL.h

Description: Calculate $a \cdot b \pmod c$ (or $a^b \pmod c$) for $0 \leq a, b \leq c \leq 7.2 \cdot 10^{18}$.

Time: $\mathcal{O}(1)$ for modmul, $\mathcal{O}(\log b)$ for modpow

```
typedef unsigned long long ull;
ull modmul(ull a, ull b, ull M) {
    11 ret = a * b - M * ull(1.L / M * a * b);
    return ret + M * (ret < 0) - M * (ret >= (11)M);
}
ull modpow(ull b, ull e, ull mod) {
    ull ans = 1;
    for (; e; b = modmul(b, b, mod), e /= 2)
        if (e & 1) ans = modmul(ans, b, mod);
    return ans;
}
```

ModSqrt.h

Description: Tonelli-Shanks algorithm for modular square roots. Finds x s.t. $x^2 = a \pmod p$ ($-x$ gives the other solution).

Time: $\mathcal{O}(\log^2 p)$ worst case, $\mathcal{O}(\log p)$ for most p

```
"ModPow.h"
11 sqrt(11 a, 11 p) {
    a %= p; if (a < 0) a += p;
```

```
    if (a == 0) return 0;
    assert(modpow(a, (p-1)/2, p) == 1); // else no solution
    if (p % 4 == 3) return modpow(a, (p+1)/4, p);
    // a^(n+3)/8 or 2^(n+3)/8 * 2^(n-1)/4 works if p % 8 == 5
    11 s = p - 1, n = 2;
    int r = 0, m;
    while (s % 2 == 0)
        ++r, s /= 2;
    while (modpow(n, (p - 1) / 2, p) != p - 1) ++n;
    11 x = modpow(a, (s + 1) / 2, p);
    11 b = modpow(a, s, p), g = modpow(n, s, p);
    for (;;) r = m) {
        11 t = b;
        for (m = 0; m < r && t != 1; ++m)
            t = t * t % p;
        if (m == 0) return x;
        11 gs = modpow(g, 1LL << (r - m - 1), p);
        g = gs * gs % p;
        x = x * gs % p;
        b = b * g % p;
    }
}
```

5.2 Primality

FastEratosthenes.h

Description: Prime sieve for generating all primes smaller than LIM.

Time: LIM=1e9 \approx 1.5s

```
const int LIM = 1e6;
bitset<LIM> isPrime;
vi eratosthenes() {
    const int S = (int)round(sqrt(LIM)), R = LIM / 2;
    vi pr = {2}, sieve(S+1); pr.reserve((int)(LIM/log(LIM)*1.1));
    vector<pii> cp;
    for (int i = 3; i <= S; i += 2) if (!sieve[i]) {
        cp.push_back({i, i * i / 2});
        for (int j = i * i; j <= S; j += 2 * i) sieve[j] = 1;
    }
    for (int L = 1; L <= R; L += S) {
        array<bool, S> block{};
        for (auto &[p, idx] : cp)
            for (int i=idx; i < S+L; idx = (i+=p)) block[i-L] = 1;
        rep(i,0,min(S, R - L))
            if (!block[i]) pr.push_back((L + i) * 2 + 1);
    }
    for (int i : pr) isPrime[i] = 1;
    return pr;
}
```

MillerRabin.h

Description: Deterministic Miller-Rabin primality test. Guaranteed to work for numbers up to $7 \cdot 10^{18}$; for larger numbers, use Python and extend A randomly.

Time: 7 times the complexity of $a^b \pmod c$.

```
"ModMulLL.h"
60dcd1, 12 lines
bool isPrime(ull n) {
    if (n < 2 || n % 6 % 4 != 1) return (n | 1) == 3;
    ull A[] = {2, 325, 9375, 28178, 450775, 9780504, 1795265022},
        s = __builtin_ctzll(n-1), d = n >> s;
    for (ull a : A) { // ^ count trailing zeroes
        ull p = modpow(a%n, d, n), i = s;
        while (p != 1 && p != n - 1 && a % n && i--)
            p = modmul(p, p, n);
        if (p != n-1 && i != s) return 0;
    }
    return 1;
}
```

Factor.h

Description: Pollard-rho randomized factorization algorithm. Returns prime factors of a number, in arbitrary order (e.g. 2299 -> {11, 19, 11}).

Time: $\mathcal{O}\left(n^{1/4}\right)$, less for numbers with small factors.

```
"ModMulLL.h", "MillerRabin.h"
a33cf6, 18 lines
ull pollard(ull n) {
    auto f = [n](ull x) { return modmul(x, x, n) + 1; };
    ull x = 0, y = 0, t = 30, prd = 2, i = 1, q;
    while (t++ % 40 || __gcd(prd, n) == 1) {
        if (x == y) x = ++i, y = f(x);
        if ((q = modmul(prd, max(x,y) - min(x,y), n))) prd = q;
        x = f(x), y = f(f(y));
    }
    return __gcd(prd, n);
}
vector<ull> factor(ull n) {
    if (n == 1) return {};
    if (isPrime(n)) return {n};
    ull x = pollard(n);
    auto l = factor(x), r = factor(n / x);
    l.insert(l.end(), all(r));
    return l;
}
```

5.3 Divisibility

euclid.h

Description: Finds two integers x and y , such that $ax + by = \gcd(a, b)$. If you just need gcd, use the built in `__gcd` instead. If a and b are coprime, then x is the inverse of $a \pmod b$.

```
11 euclid(11 a, 11 b, 11 &x, 11 &y) {
    if (!b) return x = 1, y = 0, a;
    11 d = euclid(b, a % b, y, x);
    return y -= a/b * x, d;
}
```

CRT.h

Description: CRT

```
struct Congruence {
    long long a, m;
};
```

```
long long chinese_remainder_theorem(vector<Congruence> const&
congruences) {
    long long M = 1, solution = 0;
    for (auto const& congruence : congruences) {
        M *= congruence.m;
    }
    for (auto const& congruence : congruences) {
        long long a_i = congruence.a, M_i = M / congruence.m;
        long long N_i = mod_inv(M_i, congruence.m);
        solution = (solution + a_i * M_i % M * N_i) % M;
    }
    return solution;
}
```

// NOTE : When m_1, m_2, \dots are not coprime, we take $SM = \text{lcm}(m_1, m_2, \dots)$ and we break $\$a = a_i \pmod{m_i}$ into $\$a = a_i \pmod{(p-j)^{(n-j)}}$ for all prime factors $\$p-j$ of $\$m_i$. and then proceed similarly.

primitiveroots.h

Description: Primitive roots g is a primitive root modulo n if and only if the smallest integer k for which $g^k = 1(modn)$ is equal to phi(n). Primitive root modulo n exists if and only if: - n is 1, 2, 4, or - n is power of an odd prime number ($n = p^k$), or - n is twice power of an odd prime number ($n = 2*(p^k)$) The number of primitive roots modulo n is equal to phi(phi(n))

```
int powmod(int a, int b, int p) {
    int res = 1;
    while (b)
        if (b & 1) {res = int (res * 1ll * a % p), --b;}
        else {a = int (a * 1ll * a % p), b >>= 1;}
    return res;
}
int find_primitive_root(int p) {
    vector<int> fact;
    int phi = phi(p); // find euler totient of p.
    int n = phi;
    for (int i=2; i*i<=n; ++i)
        if (n % i == 0) {
            fact.push_back(i);
            while (n % i == 0) n /= i;
        }
    if (n > 1) fact.push_back (n);
    for (int res=2; res<=p; ++res) {
        bool ok = true;
        for (size_t i=0; i<fact.size() && ok; ++i)
            ok &= powmod (res, phi / fact[i], p) != 1;
        if (ok) return res;
    }
    return -1;
}
```

5.3.1 Bézout’s identity

For $a \neq 0, b \neq 0$, then $d = gcd(a,b)$ is the smallest positive integer for which there are integer solutions to

$$ax + by = d$$

If (x,y) is one solution, then all solutions are given by

$$\left(x + \frac{kb}{gcd(a,b)}, y - \frac{ka}{gcd(a,b)}\right), \quad k \in \mathbb{Z}$$

phiFunction.h

Description: Euler’s ϕ function is defined as $\phi(n) := \#$ of positive integers $\leq n$ that are coprime with n . $\phi(1) = 1, p$ prime $\Rightarrow \phi(p^k) = (p - 1)p^{k-1}, m, n$ coprime $\Rightarrow \phi(mn) = \phi(m)\phi(n)$. If $n = p_1^{k_1}p_2^{k_2}...p_r^{k_r}$ then $\phi(n) = (p_1 - 1)p_1^{k_1-1}...(p_r - 1)p_r^{k_r-1}$. $\phi(n) = n \cdot \prod_{p|n}(1 - 1/p)$. $\sum_{d|n} \phi(d) = n, \sum_{1 \leq k \leq n, gcd(k,n)=1} k = n\phi(n)/2, n > 1$ **Euler’s thm:** a, n coprime $\Rightarrow a^{\phi(n)} \equiv 1 \pmod n$. **Fermat’s little thm:** p prime $\Rightarrow a^{p-1} \equiv 1 \pmod p \forall a$.

```
const int LIM = 5000000;
int phi[LIM];

void calculatePhi() {
    rep(i,0,LIM) phi[i] = i&1 ? i : i/2;
    for (int i = 3; i < LIM; i += 2) if(phi[i] == i)
        for (int j = i; j < LIM; j += i) phi[j] -= phi[j] / i;
}
```

5.4 Fractions

ContinuedFractions.h

Description: Given N and a real number $x \geq 0$, finds the closest rational approximation p/q with $p, q \leq N$. It will obey $|p/q - x| \leq 1/qN$. For consecutive convergents, $p_{k+1}q_k - q_{k+1}p_k = (-1)^k$. (p_k/q_k alternates between $> x$ and $< x$.) If x is rational, y eventually becomes ∞ ; if x is the root of a degree 2 polynomial the a ’s eventually become cyclic. **Time:** $\mathcal{O}(\log N)$

```
typedef double d; // for N ~ 1e7; long double for N ~ 1e9
pair<ll, ll> approximate(d x, ll N) {
    ll LP = 0, LQ = 1, P = 1, Q = 0, inf = LLONG_MAX; d y = x;
    for (;;) {
        ll lim = min(P ? (N-LP) / P : inf, Q ? (N-LQ) / Q : inf),
            a = (ll)floor(y), b = min(a, lim),
            NP = b*P + LP, NQ = b*Q + LQ;
        if (a > b) {
            // If b > a/2, we have a semi-convergent that gives us a
            // better approximation; if b = a/2, we *may* have one.
            // Return {P, Q} here for a more canonical approximation.
            return (abs(x - (d)NP / (d)NQ) < abs(x - (d)P / (d)Q)) ?
                make_pair(NP, NQ) : make_pair(P, Q);
        }
        if (abs(y = 1/(y - (d)a)) > 3*N) {
            return {NP, NQ};
        }
        LP = P; P = NP;
        LQ = Q; Q = NQ;
    }
}
```

FracBinarySearch.h

Description: Given f and N , finds the smallest fraction $p/q \in [0, 1]$ such that $f(p/q)$ is true, and $p, q \leq N$. You may want to throw an exception from f if it finds an exact solution, in which case N can be removed. **Usage:** fracBS({}(Frac f) { return f.p>=3*f.q; }, 10); // {1,3} **Time:** $\mathcal{O}(\log(N))$

```
struct Frac { ll p, q; };

template<class F>
Frac fracBS(F f, ll N) {
    bool dir = 1, A = 1, B = 1;
    Frac lo{0, 1}, hi{1, 1}; // Set hi to 1/0 to search (0, N]
    if (f(lo)) return lo;
    assert(f(hi));
    while (A || B) {
        ll adv = 0, step = 1; // move hi if dir, else lo
        for (int si = 0; step; (step *= 2) >= si) {
            adv += step;
            Frac mid{lo.p * adv + hi.p, lo.q * adv + hi.q};
            if (abs(mid.p) > N || mid.q > N || dir == !f(mid)) {
                adv -= step; si = 2;
            }
        }
        hi.p += lo.p * adv;
        hi.q += lo.q * adv;
        dir = !dir;
        swap(lo, hi);
        A = B; B = !!adv;
    }
    return dir ? hi : lo;
}
```

5.5 Pythagorean Triples

The Pythagorean triples are uniquely generated by

$$a = k \cdot (m^2 - n^2), \quad b = k \cdot (2mn), \quad c = k \cdot (m^2 + n^2),$$

with $m > n > 0, k > 0, m \perp n$, and either m or n even.

5.6 Primes

$p = 962592769$ is such that $2^{21} \mid p - 1$, which may be useful. For hashing use 970592641 (31-bit number), 31443539979727 (45-bit), 3006703054056749 (52-bit). There are 78498 primes less than 1 000 000.

Primitive roots exist modulo any prime power p^a , except for $p = 2, a > 2$, and there are $\phi(\phi(p^a))$ many. For $p = 2, a > 2$, the group $\mathbb{Z}_{2^a}^\times$ is instead isomorphic to $\mathbb{Z}_2 \times \mathbb{Z}_{2^{a-2}}$.

5.7 Estimates

$$\sum_{d|n} d = O(n \log \log n).$$

The number of divisors of n is at most around 100 for $n < 5e4$, 500 for $n < 1e7$, 2000 for $n < 1e10$, 200 000 for $n < 1e19$.

5.8 Mobius Function

$$\mu(n) = \begin{cases} 0 & n \text{ is not square free} \\ 1 & n \text{ has even number of prime factors} \\ -1 & n \text{ has odd number of prime factors} \end{cases}$$

Mobius Inversion:

$$g(n) = \sum_{d|n} f(d) \Leftrightarrow f(n) = \sum_{d|n} \mu(d)g(n/d)$$

Other useful formulas/forms:

$$\sum_{d|n} \mu(d) = [n = 1] \text{ (very useful)}$$

$$g(n) = \sum_{n|d} f(d) \Leftrightarrow f(n) = \sum_{n|d} \mu(d/n)g(d)$$

$$g(n) = \sum_{1 \leq m \leq n} f(\lfloor \frac{n}{m} \rfloor) \Leftrightarrow f(n) = \sum_{1 \leq m \leq n} \mu(m)g(\lfloor \frac{n}{m} \rfloor)$$

Combinatorial (6)

6.1 Permutations

6.1.1 Factorial

IntPerm.h

Description: Permutation -> integer conversion. (Not order preserving.) Integer -> permutation can use a lookup table. **Time:** $\mathcal{O}(n)$

```
int permToInt(vi& v) {
    int use = 0, i = 0, r = 0;
    for(int x:v) r = r * ++i + __builtin_popcount(use & -(1<<x)),
        use |= 1 << x; // (note: minus, not ~!)
    return r;
}
```

6.1.2 Cycles

Let $g_S(n)$ be the number of n -permutations whose cycle lengths all belong to the set S . Then

$$\sum_{n=0}^{\infty} g_S(n) \frac{x^n}{n!} = \exp \left(\sum_{n \in S} \frac{x^n}{n} \right)$$

6.1.3 Burnside’s lemma

Given a group G of symmetries and a set X , the number of elements of X *up to symmetry* equals

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

where X^g are the elements fixed by g ($g.x = x$).

If $f(n)$ counts “configurations” (of some sort) of length n , we can ignore rotational symmetry using $G = \mathbb{Z}_n$ to get

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

6.2 Partitions and subsets

6.2.1 Partition function

Number of ways of writing n as a sum of positive integers, disregarding the order of the summands.

$$p(0) = 1, \; p(n) = \sum_{k \in \mathbb{Z} \setminus \{0\}} (-1)^{k+1} p(n - k(3k - 1)/2)$$

$$p(n) \sim 0.145/n \cdot \exp(2.56\sqrt{n})$$

n	0	1	2	3	4	5	6	7	8	9	20	50	100
$p(n)$	1	1	2	3	5	7	11	15	22	30	627	$\sim 2\text{e}5$	$\sim 2\text{e}8$

6.2.2 Lucas’ Theorem

Let n, m be non-negative integers and p a prime. Write $n = n_k p^k + \dots + n_1 p + n_0$ and $m = m_k p^k + \dots + m_1 p + m_0$. Then $\binom{n}{m} \equiv \prod_{i=0}^k \binom{n_i}{m_i} \pmod{p}$.

6.2.3 Binomials

multinomial.h

Description: Computes $\binom{k_1 + \dots + k_n}{k_1, k_2, \dots, k_n} = \frac{(\sum k_i)!}{k_1! k_2! \dots k_n!}$.a0a312, 6 lines

```

11 multinomial(vi& v) {
    ll c = 1, m = v.empty() ? 1 : v[0];
    rep(i, 1, sz(v)) rep(j, 0, v[i])
        c = c * ++m / (j+1);
    return c;
}

```

6.3 General purpose numbers

6.3.1 Bernoulli numbers

EGF of Bernoulli numbers is $B(t) = \frac{t}{e^t - 1}$ (FFT-able).

$$B[0, \dots] = [1, -\tfrac{1}{2}, \tfrac{1}{6}, 0, -\tfrac{1}{30}, 0, \tfrac{1}{42}, \dots]$$

Sums of powers:

$$\sum_{i=1}^n n^m = \frac{1}{m+1} \sum_{k=0}^m \binom{m+1}{k} B_k \cdot (n+1)^{m+1-k}$$

Euler-Maclaurin formula for infinite sums:

$$\sum_{i=m}^{\infty} f(i) = \int_m^{\infty} f(x) dx - \sum_{k=1}^{\infty} \frac{B_k}{k!} f^{(k-1)}(m)$$

multinomial BellmanFord FloydWarshall

$$\approx \int_m^{\infty} f(x) dx + \frac{f(m)}{2} - \frac{f'(m)}{12} + \frac{f'''(m)}{720} + O(f^{(5)}(m))$$

6.3.2 Stirling numbers of the first kind

Number of permutations on n items with k cycles.

$$c(n, k) = c(n - 1, k - 1) + (n - 1) c(n - 1, k), \; c(0, 0) = 1$$

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

$$c(8, k) = 8, 0, 5040, 13068, 13132, 6769, 1960, 322, 28, 1$$

$$c(n, 2) = 0, 0, 1, 3, 11, 50, 274, 1764, 13068, 109584, \dots$$

6.3.3 Eulerian numbers

Number of permutations $\pi \in S_n$ in which exactly k elements are greater than the previous element. k j :s s.t. $\pi(j) > \pi(j + 1)$, $k + 1$ j :s s.t. $\pi(j) \geq j$, k j :s s.t. $\pi(j) > j$.

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

$$E(n, 0) = E(n, n - 1) = 1$$

$$E(n, k) = \sum_{j=0}^k (-1)^j \binom{n+1}{j} (k+1-j)^n$$

6.3.4 Stirling numbers of the second kind

Partitions of n distinct elements into exactly k groups.

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

$$S(n, 1) = S(n, n) = 1$$

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

6.3.5 Bell numbers

Total number of partitions of n distinct elements. $B(n) =$

1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, \dots . For p prime,

$$B(p^m + n) \equiv m B(n) + B(n + 1) \pmod{p}$$

6.3.6 Labeled unrooted trees

on n vertices: n^{n-2}

on k existing trees of size n_i : $n_1 n_2 \dots n_k n^{k-2}$

with degrees d_i : $(n - 2)! / ((d_1 - 1)! \dots (d_n - 1)!)$

6.3.7 Catalan numbers

$$C_n = \frac{1}{n+1} \binom{2n}{n} = \binom{2n}{n} - \binom{2n}{n+1} = \frac{(2n)!}{(n+1)! n!}$$

$$C_0 = 1, \; C_{n+1} = \frac{2(2n+1)}{n+2} C_n, \; C_{n+1} = \sum C_i C_{n-i}$$

$$C_n = 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, \dots$$

- sub-diagonal monotone paths in an $n \times n$ grid.

- strings with n pairs of parenthesis, correctly nested.
- binary trees with with $n + 1$ leaves (0 or 2 children).
- ordered trees with $n + 1$ vertices.
- ways a convex polygon with $n + 2$ sides can be cut into triangles by connecting vertices with straight lines.
- permutations of $[n]$ with no 3-term increasing subseq.

Graph (7)

7.1 Fundamentals

BellmanFord.h

Description: Calculates shortest paths from s in a graph that might have negative edge weights. Unreachable nodes get `dist = inf`; nodes reachable through negative-weight cycles get `dist = -inf`. Assumes $V^2 \max |w_i| < \sim 2^{63}$.
Time: $\mathcal{O}(VE)$ 830a8f, 23 lines

```

const ll inf = LLONG_MAX;
struct Ed { int a, b, w, s() { return a < b ? a : -a; } };
struct Node { ll dist = inf; int prev = -1; };

void bellmanFord(vector<Node>& nodes, vector<Ed>& eds, int s) {
    nodes[s].dist = 0;
    sort(all(eds), [](Ed a, Ed b) { return a.s() < b.s(); });

    int lim = sz(nodes) / 2 + 2; // /3+100 with shuffled vertices
    rep(i, 0, lim) for (Ed ed : eds) {
        Node cur = nodes[ed.a], &dest = nodes[ed.b];
        if (abs(cur.dist) == inf) continue;
        ll d = cur.dist + ed.w;
        if (d < dest.dist) {
            dest.prev = ed.a;
            dest.dist = (i < lim-1 ? d : -inf);
        }
    }
    rep(i, 0, lim) for (Ed e : eds) {
        if (nodes[e.a].dist == -inf)
            nodes[e.b].dist = -inf;
    }
}

```

FloydWarshall.h

Description: Calculates all-pairs shortest path in a directed graph that might have negative edge weights. Input is an distance matrix m , where $m[i][j] = \text{inf}$ if i and j are not adjacent. As output, $m[i][j]$ is set to the shortest distance between i and j , `inf` if no path, or `-inf` if the path goes through a negative-weight cycle.
Time: $\mathcal{O}(N^3)$ 531245, 12 lines

```

const ll inf = 1LL << 62;
void floydWarshall(vector<vector<ll>>& m) {
    int n = sz(m);
    rep(i, 0, n) m[i][i] = min(m[i][i], 0LL);
    rep(k, 0, n) rep(i, 0, n) rep(j, 0, n)
        if (m[i][k] != inf && m[k][j] != inf) {
            auto newDist = max(m[i][k] + m[k][j], -inf);
            m[i][j] = min(m[i][j], newDist);
        }
    rep(k, 0, n) if (m[k][k] < 0) rep(i, 0, n) rep(j, 0, n)
        if (m[i][k] != inf && m[k][j] != inf) m[i][j] = -inf;
}

```

TopoSort.h

Description: Topological sorting. Given is an oriented graph. Output is an ordering of vertices, such that there are edges only from left to right. If there are cycles, the returned list will have size smaller than n – nodes reachable from cycles will not be returned.

Time: $\mathcal{O}(|V| + |E|)$

```
66a137, 14 lines
vi topoSort(const vector<vi>& gr) {
    vi indeg(sz(gr)), ret;
    for (auto& li : gr) for (int x : li) indeg[x]++;
    queue<int> q; // use priority_queue for lexic. largest ans.
    rep(i,0,sz(gr)) if (indeg[i] == 0) q.push(i);
    while (!q.empty()) {
        int i = q.front(); // top() for priority queue
        ret.push_back(i);
        q.pop();
        for (int x : gr[i])
            if (--indeg[x] == 0) q.push(x);
    }
    return ret;
}
```

7.2 Network flow

PushRelabel.h

Description: Push-relabel using the highest label selection rule and the gap heuristic. Quite fast in practice. To obtain the actual flow, look at positive values only.

Time: $\mathcal{O}(V^2\sqrt{E})$

```
0ae1d4, 48 lines
struct PushRelabel {
    struct Edge {
        int dest, back;
        ll f, c;
    };
    vector<vector<Edge>> g;
    vector<ll> ec;
    vector<Edge*> cur;
    vector<vi> hs; vi H;
    PushRelabel(int n) : g(n), ec(n), cur(n), hs(2*n), H(n) {}

    void addEdge(int s, int t, ll cap, ll rcap=0) {
        if (s == t) return;
        g[s].push_back({t, sz(g[t]), 0, cap});
        g[t].push_back({s, sz(g[s])-1, 0, rcap});
    }

    void addFlow(Edge& e, ll f) {
        Edge &back = g[e.dest][e.back];
        if (!ec[e.dest] && f) hs[H[e.dest]].push_back(e.dest);
        e.f += f; e.c -= f; ec[e.dest] += f;
        back.f -= f; back.c += f; ec[back.dest] -= f;
    }

    ll calc(int s, int t) {
        int v = sz(g); H[s] = v; ec[t] = 1;
        vi co(2*v); co[0] = v-1;
        rep(i,0,v) cur[i] = g[i].data();
        for (Edge& e : g[s]) addFlow(e, e.c);

        for (int hi = 0;;) {
            while (hs[hi].empty()) if (!hi--) return -ec[s];
            int u = hs[hi].back(); hs[hi].pop_back();
            while (ec[u] > 0) // discharge u
                if (cur[u] == g[u].data() + sz(g[u])) {
                    H[u] = 1e9;
                    for (Edge& e : g[u]) if (e.c && H[u] > H[e.dest]+1)
                        H[u] = H[e.dest]+1, cur[u] = &e;
                    if (++co[H[u]], !--co[hi] && hi < v)
                        rep(i,0,v) if (hi < H[i] && H[i] < v)
                            --co[H[i]], H[i] = v + 1;
                }
        }
    }
};
```

```
hi = H[u];
} else if (cur[u]->c && H[u] == H[cur[u]->dest]+1)
    addFlow(*cur[u], min(ec[u], cur[u]->c));
else ++cur[u];
}
}
bool leftOfMinCut(int a) { return H[a] >= sz(g); }
};
```

MinCostMaxFlow.h

Description: Min-cost max-flow. If costs can be negative, call setpi before maxflow, but note that negative cost cycles are not supported. To obtain the actual flow, look at positive values only.

Time: $\mathcal{O}(FE \log(V))$ where F is max flow. $\mathcal{O}(VE)$ for setpi.

```
58385b, 79 lines
#include <bits/extc++.h>

const ll INF = numeric_limits<ll>::max() / 4;

struct MCMF {
    struct edge {
        int from, to, rev;
        ll cap, cost, flow;
    };
    int N;
    vector<vector<edge>> ed;
    vi seen;
    vector<ll> dist, pi;
    vector<edge*> par;

    MCMF(int N) : N(N), ed(N), seen(N), dist(N), pi(N), par(N) {}

    void addEdge(int from, int to, ll cap, ll cost) {
        if (from == to) return;
        ed[from].push_back(edge{ from,to,sz(ed[to]),cap,cost,0 });
        ed[to].push_back(edge{ to,from,sz(ed[from])-1,0,-cost,0 });
    }

    void path(int s) {
        fill(all(seen), 0);
        fill(all(dist), INF);
        dist[s] = 0; ll di;

        __gnu_pbds::priority_queue<pair<ll, int>> q;
        vector<decltype(q)::point_iterator> its(N);
        q.push({ 0, s });

        while (!q.empty()) {
            s = q.top().second; q.pop();
            seen[s] = 1; di = dist[s] + pi[s];
            for (edge& e : ed[s]) if (!seen[e.to]) {
                ll val = di - pi[e.to] + e.cost;
                if (e.cap - e.flow > 0 && val < dist[e.to]) {
                    dist[e.to] = val;
                    par[e.to] = &e;
                    if (its[e.to] == q.end())
                        its[e.to] = q.push({ -dist[e.to], e.to });
                    else
                        q.modify(its[e.to], { -dist[e.to], e.to });
                }
            }
        }
        rep(i,0,N) pi[i] = min(pi[i] + dist[i], INF);
    }

    pair<ll, ll> maxflow(int s, int t) {
        ll totflow = 0, totcost = 0;
        while (path(s), seen[t]) {
            ll fl = INF;
            for (edge* x = par[t]; x; x = par[x->from])
                fl = min(fl, x->cap - x->flow);

            totflow += fl;
            for (edge* x = par[t]; x; x = par[x->from]) {
                x->flow += fl;
                ed[x->to][x->rev].flow -= fl;
            }
            rep(i,0,N) for(edge& e : ed[i]) totcost += e.cost * e.flow;
            return {totflow, totcost/2};
        }

        // If some costs can be negative, call this before maxflow:
        void setpi(int s) { // (otherwise, leave this out)
            fill(all(pi), INF); pi[s] = 0;
            int it = N, ch = 1; ll v;
            while (ch-- && it--)
                rep(i,0,N) if (pi[i] != INF)
                    for (edge& e : ed[i]) if (e.cap)
                        if ((v = pi[i] + e.cost) < pi[e.to])
                            pi[e.to] = v, ch = 1;
            assert(it >= 0); // negative cost cycle
        }
};
```

```
for (edge* x = par[t]; x; x = par[x->from])
    fl = min(fl, x->cap - x->flow);

totflow += fl;
for (edge* x = par[t]; x; x = par[x->from]) {
    x->flow += fl;
    ed[x->to][x->rev].flow -= fl;
}
}
rep(i,0,N) for(edge& e : ed[i]) totcost += e.cost * e.flow;
return {totflow, totcost/2};
}
```

```
// If some costs can be negative, call this before maxflow:
void setpi(int s) { // (otherwise, leave this out)
    fill(all(pi), INF); pi[s] = 0;
    int it = N, ch = 1; ll v;
    while (ch-- && it--)
        rep(i,0,N) if (pi[i] != INF)
            for (edge& e : ed[i]) if (e.cap)
                if ((v = pi[i] + e.cost) < pi[e.to])
                    pi[e.to] = v, ch = 1;
    assert(it >= 0); // negative cost cycle
}
};
```

Dinic.h

Description: Flow algorithm with complexity $\mathcal{O}(VE \log U)$ where $U = \max|cap|$. $\mathcal{O}(\min(E^{1/2}, V^{2/3})E)$ if $U = 1$; $\mathcal{O}(\sqrt{VE})$ for bipartite matching.

```
d7f0f1, 42 lines
struct Dinic {
    struct Edge {
        int to, rev;
        ll c, oc;
        ll flow() { return max(oc - c, 0LL); } // if you need flows
    };
    vi lvl, ptr, q;
    vector<vector<Edge>> adj;
    Dinic(int n) : lvl(n), ptr(n), q(n), adj(n) {}
    void addEdge(int a, int b, ll c, ll rcap = 0) {
        adj[a].push_back({b, sz(adj[b]), c, c});
        adj[b].push_back({a, sz(adj[a]) - 1, rcap, rcap});
    }
    ll dfs(int v, int t, ll f) {
        if (v == t || !f) return f;
        for (int& i = ptr[v]; i < sz(adj[v]); i++) {
            Edge& e = adj[v][i];
            if (lvl[e.to] == lvl[v] + 1)
                if (ll p = dfs(e.to, t, min(f, e.c))) {
                    e.c -= p, adj[e.to][e.rev].c += p;
                    return p;
                }
        }
        return 0;
    }
    ll calc(int s, int t) {
        ll flow = 0; q[0] = s;
        rep(L,0,31) do { // 'int L=30' maybe faster for random data
            lvl = ptr = vi(sz(q));
            int qi = 0, qe = lvl[s] = 1;
            while (qi < qe && !lvl[t]) {
                int v = q[qi++];
                for (Edge e : adj[v])
                    if (!lvl[e.to] && e.c >> (30 - L))
                        q[qe++] = e.to, lvl[e.to] = lvl[v] + 1;
            }
            while (lvl[t]) flow += p;
        } while (lvl[t]);
    }
};
```

```
        return flow;
    }
    bool leftOfMinCut(int a) { return lvl[a] != 0; }
};
```

MinCut.h

Description: After running max-flow, the left side of a min-cut from s to t is given by all vertices reachable from s , only traversing edges with positive residual capacity.

GlobalMinCut.h

Description: Find a global minimum cut in an undirected graph, as represented by an adjacency matrix.

Time: $\mathcal{O}(V^3)$

8b0e19, 21 lines

```
pair<int, vi> globalMinCut(vector<vi> mat) {
    pair<int, vi> best = {INT_MAX, {}};
    int n = sz(mat);
    vector<vi> co(n);
    rep(i,0,n) co[i] = {i};
    rep(ph,1,n) {
        vi w = mat[0];
        size_t s = 0, t = 0;
        rep(it,0,n-ph) { // O(V^2) -> O(E log V) with prio. queue
            w[t] = INT_MIN;
            s = t, t = max_element(all(w)) - w.begin();
            rep(i,0,n) w[i] += mat[t][i];
        }
        best = min(best, {w[t] - mat[t][t], co[t]});
        co[s].insert(co[s].end(), all(co[t]));
        rep(i,0,n) mat[s][i] += mat[t][i];
        rep(i,0,n) mat[i][s] = mat[s][i];
        mat[0][t] = INT_MIN;
    }
    return best;
}
```

GomoryHu.h

Description: Given a list of edges representing an undirected flow graph, returns edges of the Gomory-Hu tree. The max flow between any pair of vertices is given by minimum edge weight along the Gomory-Hu tree path.

Time: $\mathcal{O}(V)$ Flow Computations

"PushRelabel.h"40418b3, 13 lines

```
typedef array<ll, 3> Edge;
vector<Edge> gomoryHu(int N, vector<Edge> ed) {
    vector<Edge> tree;
    vi par(N);
    rep(i,1,N) {
        PushRelabel D(N); // Dinic also works
        for (Edge t : ed) D.addEdge(t[0], t[1], t[2], t[2]);
        tree.push_back({i, par[i], D.calc(i, par[i])});
        rep(j,i+1,N)
            if (par[j] == par[i] && D.leftOfMinCut(j)) par[j] = i;
    }
    return tree;
}
```

7.3 Matching

hopcroftKarp.h

Description: Fast bipartite matching algorithm. Graph g should be a list of neighbors of the left partition, and $btoa$ should be a vector full of -1's of the same size as the right partition. Returns the size of the matching. $btoa[i]$ will be the match for vertex i on the right side, or -1 if it's not matched.

Usage: vi btoa(m, -1); hopcroftKarp(g, btoa);

Time: $\mathcal{O}(\sqrt{VE})$

f612e4, 42 lines

bool dfs(int a, int L, vector<vi>& g, vi& btoa, vi& A, vi& B) {

```
    if (A[a] != L) return 0;
    A[a] = -1;
    for (int b : g[a]) if (B[b] == L + 1) {
        B[b] = 0;
        if (btoa[b] == -1 || dfs(btoa[b], L + 1, g, btoa, A, B))
            return btoa[b] = a, 1;
    }
    return 0;
}
```

```
int hopcroftKarp(vector<vi>& g, vi& btoa) {
    int res = 0;
    vi A(g.size()), B(btoa.size()), cur, next;
    for (;;) {
        fill(all(A), 0);
        fill(all(B), 0);
        cur.clear();
        for (int a : btoa) if(a != -1) A[a] = -1;
        rep(a,0,sz(g)) if(A[a] == 0) cur.push_back(a);
        for (int lay = 1;; lay++) {
            bool islast = 0;
            next.clear();
            for (int a : cur) for (int b : g[a]) {
                if (btoa[b] == -1) {
                    B[b] = lay;
                    islast = 1;
                }
                else if (btoa[b] != a && !B[b]) {
                    B[b] = lay;
                    next.push_back(btoa[b]);
                }
            }
            if (islast) break;
            if (next.empty()) return res;
            for (int a : next) A[a] = lay;
            cur.swap(next);
        }
        rep(a,0,sz(g))
            res += dfs(a, 0, g, btoa, A, B);
    }
}
```

DFSMatching.h

Description: Simple bipartite matching algorithm. Graph g should be a list of neighbors of the left partition, and $btoa$ should be a vector full of -1's of the same size as the right partition. Returns the size of the matching. $btoa[i]$ will be the match for vertex i on the right side, or -1 if it's not matched.

Usage: vi btoa(m, -1); dfsMatching(g, btoa);

Time: $\mathcal{O}(VE)$

522b98, 22 lines

```
bool find(int j, vector<vi>& g, vi& btoa, vi& vis) {
    if (btoa[j] == -1) return 1;
    vis[j] = 1; int di = btoa[j];
    for (int e : g[di])
        if (!vis[e] && find(e, g, btoa, vis)) {
            btoa[e] = di;
            return 1;
        }
    return 0;
}
int dfsMatching(vector<vi>& g, vi& btoa) {
    vi vis;
    rep(i,0,sz(g)) {
        vis.assign(sz(btoa), 0);
        for (int j : g[i])
            if (find(j, g, btoa, vis)) {
                btoa[j] = i;
                break;
            }
    }
```

```
    }
    return sz(btoa) - (int)count(all(btoa), -1);
}
```

MinimumVertexCover.h

Description: Finds a minimum vertex cover in a bipartite graph. The size is the same as the size of a maximum matching, and the complement is a maximum independent set.

```
"DFSMatching.h"da4196, 20 lines
vi cover(vector<vi>& g, int n, int m) {
    vi match(m, -1);
    int res = dfsMatching(g, match);
    vector<bool> lfound(n, true), seen(m);
    for (int it : match) if (it != -1) lfound[it] = false;
    vi q, cover;
    rep(i,0,n) if (lfound[i]) q.push_back(i);
    while (!q.empty()) {
        int i = q.back(); q.pop_back();
        lfound[i] = 1;
        for (int e : g[i]) if (!seen[e] && match[e] != -1) {
            seen[e] = true;
            q.push_back(match[e]);
        }
    }
    rep(i,0,n) if (!lfound[i]) cover.push_back(i);
    rep(i,0,m) if (seen[i]) cover.push_back(n+i);
    assert(sz(cover) == res);
    return cover;
}
```

WeightedMatching.h

Description: Given a weighted bipartite graph, matches every node on the left with a node on the right such that no nodes are in two matchings and the sum of the edge weights is minimal. Takes cost[N][M], where cost[i][j] = cost for L[i] to be matched with R[j] and returns (min cost, match), where L[i] is matched with R[match[i]]. Negate costs for max cost. Requires $N \leq M$.

Time: $\mathcal{O}(N^2M)$

1e0fe9, 31 lines

```
pair<int, vi> hungarian(const vector<vi> &a) {
    if (a.empty()) return {0, {}};
    int n = sz(a) + 1, m = sz(a[0]) + 1;
    vi u(n), v(m), p(m), ans(n - 1);
    rep(i,1,n) {
        p[0] = i;
        int j0 = 0; // add "dummy" worker 0
        vi dist(m, INT_MAX), pre(m, -1);
        vector<bool> done(m + 1);
        do { // dijkstra
            done[j0] = true;
            int i0 = p[j0], j1, delta = INT_MAX;
            rep(j,1,m) if (!done[j]) {
                auto cur = a[i0 - 1][j - 1] - u[i0] - v[j];
                if (cur < dist[j]) dist[j] = cur, pre[j] = j0;
                if (dist[j] < delta) delta = dist[j], j1 = j;
            }
            rep(j,0,m) {
                if (done[j]) u[p[j]] += delta, v[j] -= delta;
                else dist[j] -= delta;
            }
            j0 = j1;
        } while (p[j0]);
        while (j0) { // update alternating path
            int j1 = pre[j0];
            p[j0] = p[j1], j0 = j1;
        }
    }
    rep(j,1,m) if (p[j]) ans[p[j] - 1] = j - 1;
    return {-v[0], ans}; // min cost
}
```

GeneralMatching.h

Description: Matching for general graphs. Fails with probability N/mod .
Time: $\mathcal{O}(N^3)$

```

"../numerical/MatrixInverse-mod.h"
cb1912, 40 lines

vector<pii> generalMatching(int N, vector<pii>& ed) {
    vector<vector<ll>> mat(N, vector<ll>(N)), A;
    for (pii pa : ed) {
        int a = pa.first, b = pa.second, r = rand() % mod;
        mat[a][b] = r, mat[b][a] = (mod - r) % mod;
    }

    int r = matInv(A = mat), M = 2*N - r, fi, fj;
    assert(r % 2 == 0);

    if (M != N) do {
        mat.resize(M, vector<ll>(M));
        rep(i,0,M) {
            mat[i].resize(M);
            rep(j,N,M) {
                int r = rand() % mod;
                mat[i][j] = r, mat[j][i] = (mod - r) % mod;
            }
        } while (matInv(A = mat) != M);

    vi has(M, 1); vector<pii> ret;
    rep(it,0,M/2) {
        rep(i,0,M) if (has[i])
            rep(j,i+1,M) if (A[i][j] && mat[i][j]) {
                fi = i; fj = j; goto done;
            } assert(0); done:
        if (fj < N) ret.emplace_back(fi, fj);
        has[fi] = has[fj] = 0;
        rep(sw,0,2) {
            ll a = modpow(A[fi][fj], mod-2);
            rep(i,0,M) if (has[i] && A[i][fj]) {
                ll b = A[i][fj] * a % mod;
                rep(j,0,M) A[i][j] = (A[i][j] - A[fi][j] * b) % mod;
            }
            swap(fi, fj);
        }
    }
    return ret;
}

7.4 DFS algorithms
SCC.h
Description: Finds strongly connected components in a directed graph. If vertices u,v belong to the same component, we can reach u from v and vice versa.
Usage: scc(graph, [&](vi& v) { ... }) visits all components in reverse topological order. comp[i] holds the component index of a node (a component only has edges to components with lower index). ncomps will contain the number of components.
Time: O(E + V)

76b5c9, 24 lines

vi val, comp, z, cont;
int Time, ncomps;
template<class G, class F> int dfs(int j, G& g, F& f) {
    int low = val[j] = ++Time, x; z.push_back(j);
    for (auto e : g[j]) if (comp[e] < 0)
        low = min(low, val[e] ?: dfs(e,g,f));

    if (low == val[j]) {
        do {
            x = z.back(); z.pop_back();
            comp[x] = ncomps;
            cont.push_back(x);
        } while (x != j);
    }

    f(cont); cont.clear();
    ncomps++;
}
return val[j] = low;
}
template<class G, class F> void scc(G& g, F f) {
    int n = sz(g);
    val.assign(n, 0); comp.assign(n, -1);
    Time = ncomps = 0;
    rep(i,0,n) if (comp[i] < 0) dfs(i, g, f);
}

bridgecuts.h
Description: Articulation points and bridges
Time: O(N + M)

876fc5, 46 lines

// Bridges
int n, timer;
vector<vector<int>> adj;
vector<bool> vis;
vector<int> tin, low;
void dfs(int v, int p = -1) {
    vis[v] = true, tin[v] = low[v] = timer++;
    for (int to : adj[v]) {
        if (to == p) continue;
        if (vis[to]) {
            low[v] = min(low[v], tin[to]);
        } else {
            dfs(to, v);
            low[v] = min(low[v], low[to]);
            if (low[to] > tin[v])
                IS_BRIDGE(v, to);
        }
    }
}
void find_bridges() {
    timer = 0, vis = vector(n, false);
    tin = low = vector(n, -1);
    for (int i = 0; i < n; ++i)
        if (!vis[i]) dfs(i);
}
// Articulation points:
void dfs(int v, int p = -1) {
    vis[v] = true;
    tin[v] = low[v] = timer++;
    int chs=0;
    for (int to : adj[v]) {
        if (to == p) continue;
        if (vis[to]) low[v] = min(low[v], tin[to]);
        else {
            dfs(to, v);
            low[v] = min(low[v], low[to]);
            if (low[to] >= tin[v] && p!=-1)
                IS_CUTPOINT(v);
            ++chs;
        }
    }
    if(p == -1 && chs > 1) IS_CUTPOINT(v);
}
void find_cutpoints() {
    // same as findBridges()
}

negativecyc.h
Description: Negative cycle detection
Time: O(V * E)

996b8f, 28 lines

vector<array<int,3>> edges;
bool negative_cycle(int n){

vector<int> par(n,-1);
vector<ll> d(n,1e18);
int x;
d[0]=0;
bool any;
for(int i=0;i<n;i++){
    any = false;
    for(auto [a,b,w] : edges){
        if(d[b]>d[a]+w){
            d[b]=d[a]+w,par[b]=a;
            any=true,x=b;
        }
    }
}
if(!any) return false;
for(int i=0;i<n;i++){
    x=par[x];
}
vector<int> cyc={x}
for(int i=par[x];i!=x;i=par[i]){
    cyc.push_back(i);
}
cyc.push_back(x);
reverse(cyc.begin(),cyc.end());
return true;
}

shortestcyc.h
Description: Shortest cycle
Time: O(V * (V + E))

5bd566, 22 lines

vector<vector<int>> adj;
int shortest_cycle(int n){
    int ans=1e9;
    for(int i=0;i<n;i++){
        vector<int> dis(n,-1),par(n,-1);
        queue<int> q;
        q.push(i),dis[i]=0;

        while(!q.empty()){
            int v=q.front(),q.pop();
            for(auto u : adj[v]){
                if(dis[u]==-1)
                    dis[u]=dis[v]+1,par[u]=v,q.push(u);
                else if(par[v]!=u && par[v]!=u)
                    ans=min(ans,dis[u]+dis[v]+1);
            }
        }
    }
    if(ans==1e9)
        ans=-1;
    return ans;
}

2sat.h
Description: Calculates a valid assignment to boolean variables a, b, c,... to a 2-SAT problem, so that an expression of the type (a||b)&&(!a||c)&&(d||!b)&&... becomes true, or reports that it is unsatisfiable. Negated variables are represented by bit-inversions (~x).
Usage: TwoSat ts(number of boolean variables);
ts.either(0, ~3); // Var 0 is true or var 3 is false
ts.setValue(2); // Var 2 is true
ts.atMostOne({0,~1,2}); // <= 1 of vars 0, ~1 and 2 are true
ts.solve(); // Returns true iff it is solvable
ts.values[0..N-1] holds the assigned values to the vars
Time: O(N + E), where N is the number of boolean variables, and E is the number of clauses.

5f9706, 56 lines

struct TwoSat {
```

```
int N;
vector<vi> gr;
vi values; // 0 = false, 1 = true

TwoSat(int n = 0) : N(n), gr(2*n) {}

int addVar() { // (optional)
    gr.emplace_back();
    gr.emplace_back();
    return N++;
}

void either(int f, int j) {
    f = max(2*f, -1-2*f);
    j = max(2*j, -1-2*j);
    gr[f].push_back(j^1);
    gr[j].push_back(f^1);
}

void setValue(int x) { either(x, x); }

void atMostOne(const vi& li) { // (optional)
    if (sz(li) <= 1) return;
    int cur = ~li[0];
    rep(i,2,sz(li)) {
        int next = addVar();
        either(cur, ~li[i]);
        either(cur, next);
        either(~li[i], next);
        cur = ~next;
    }
    either(cur, ~li[1]);
}

vi val, comp, z; int time = 0;
int dfs(int i) {
    int low = val[i] = ++time, x; z.push_back(i);
    for(int e : gr[i]) if (!comp[e])
        low = min(low, val[e] ? dfs(e));
    if (low == val[i]) do {
        x = z.back(); z.pop_back();
        comp[x] = low;
        if (values[x>>1] == -1)
            values[x>>1] = x&1;
    } while (x != i);
    return val[i] = low;
}

bool solve() {
    values.assign(N, -1);
    val.assign(2*N, 0); comp = val;
    rep(i,0,2*N) if (!comp[i]) dfs(i);
    rep(i,0,N) if (comp[2*i] == comp[2*i+1]) return 0;
    return 1;
}

};
```

EulerWalk.h
Description: Eulerian undirected/directed path/cycle algorithm. Input should be a vector of (dest, global edge index), where for undirected graphs, forward/backward edges have the same index. Returns a list of nodes in the Eulerian path/cycle with src at both start and end, or empty list if no cycle/path exists. To get edge indices back, add .second to s and ret.
Time: $\mathcal{O}(V + E)$

```
vi eulerWalk(vector<vector<pii>&& gr, int nedges, int src=0) {
    int n = sz(gr);
    vi D(n), its(n), eu(nedges), ret, s = {src};
    D[src]++; // to allow Euler paths, not just cycles
    while (!s.empty()) {
```

```
int x = s.back(), y, e, &it = its[x], end = sz(gr[x]);
if (it == end){ ret.push_back(x); s.pop_back(); continue; }
tie(y, e) = gr[x][it++];
if (!eu[e]) {
    D[x]--, D[y]++;
    eu[e] = 1; s.push_back(y);
}
}
for (int x : D) if (x < 0 || sz(ret) != nedges+1) return {};
return {ret.rbegin(), ret.rend()};
}
```

7.5 Coloring
EdgeColoring.h
Description: Given a simple, undirected graph with max degree D , computes a $(D + 1)$ -coloring of the edges such that no neighboring edges share a color. (D -coloring is NP-hard, but can be done for bipartite graphs by repeated matchings of max-degree nodes.)
Time: $\mathcal{O}(NM)$

```
vi edgeColoring(int N, vector<pii> eds) {
    vi cc(N + 1), ret(sz(eds)), fan(N), free(N), loc;
    for (pii e : eds) ++cc[e.first], ++cc[e.second];
    int u, v, ncols = *max_element(all(cc)) + 1;
    vector<vi> adj(N, vi(ncols, -1));
    for (pii e : eds) {
        tie(u, v) = e;
        fan[0] = v;
        loc.assign(ncols, 0);
        int at = u, end = u, d, c = free[u], ind = 0, i = 0;
        while (d = free[v], !loc[d] && (v = adj[u][d]) != -1)
            loc[d] = ++ind, cc[ind] = d, fan[ind] = v;
        cc[loc[d]] = c;
        for (int cd = d; at != -1; cd ^= c ^ d, at = adj[at][cd])
            swap(adj[at][cd], adj[end = at][cd ^ c ^ d]);
        while (adj[fan[i]][d] != -1) {
            int left = fan[i], right = fan[++i], e = cc[i];
            adj[u][e] = left;
            adj[left][e] = u;
            adj[right][e] = -1;
            free[right] = e;
        }
        adj[u][d] = fan[i];
        adj[fan[i]][d] = u;
        for (int y : {fan[0], u, end})
            for (int& z = free[y] = 0; adj[y][z] != -1; z++);
    }
    rep(i,0,sz(eds))
        for (tie(u, v) = eds[i]; adj[u][ret[i]] != v;) ++ret[i];
    return ret;
}
```

7.6 Heuristics
MaximalCliques.h
Description: Runs a callback for all maximal cliques in a graph (given as a symmetric bitset matrix; self-edges not allowed). Callback is given a bitset representing the maximal clique.
Time: $\mathcal{O}(3^{n/3})$, much faster for sparse graphs

```
typedef bitset<128> B;
template<class F>
void cliques(vector<B>& eds, F f, B P = ~B(), B X={}, B R={}) {
    if (!P.any()) { if (!X.any()) f(R); return; }
    auto q = (P | X)._Find_first();
    auto cands = P & ~eds[q];
    rep(i,0,sz(eds)) if (cands[i]) {
        R[i] = 1;
        cliques(eds, f, P & eds[i], X & eds[i], R);
        R[i] = P[i] = 0; X[i] = 1;
    }
```

```
    }
}

MaximumClique.h
Description: Quickly finds a maximum clique of a graph (given as symmetric bitset matrix; self-edges not allowed). Can be used to find a maximum independent set by finding a clique of the complement graph.
Time: Runs in about 1s for n=155 and worst case random graphs (p=.90).
Runs faster for sparse graphs.

typedef vector<bitset<200>> vb;
struct Maxclique {
    double limit=0.025, pk=0;
    struct Vertex { int i, d=0; };
    typedef vector<Vertex> vv;
    vb e;
    vv V;
    vector<vi> C;
    vi qmax, q, S, old;
    void init(vv& r) {
        for (auto& v : r) v.d = 0;
        for (auto& v : r) for (auto j : r) v.d += e[v.i][j.i];
        sort(all(r), [](auto a, auto b) { return a.d > b.d; });
        int mxD = r[0].d;
        rep(i,0,sz(r)) r[i].d = min(i, mxD) + 1;
    }
    void expand(vv& R, int lev = 1) {
        S[lev] += S[lev - 1] - old[lev];
        old[lev] = S[lev - 1];
        while (sz(R)) {
            if (sz(q) + R.back().d <= sz(qmax)) return;
            q.push_back(R.back().i);
            vv T;
            for(auto v:R) if (e[R.back().i][v.i]) T.push_back({v.i});
            if (sz(T)) {
                if (S[lev]++ / ++pk < limit) init(T);
                int j = 0, mxk = 1, mnk = max(sz(qmax) - sz(q) + 1, 1);
                C[1].clear(), C[2].clear();
                for (auto v : T) {
                    int k = 1;
                    auto f = [&](int i) { return e[v.i][i]; };
                    while (any_of(all(C[k]), f)) k++;
                    if (k > mxk) mxk = k, C[mxk + 1].clear();
                    if (k < mnk) T[j++].i = v.i;
                    C[k].push_back(v.i);
                }
                if (j > 0) T[j - 1].d = 0;
                rep(k,mnk,mxk + 1) for (int i : C[k])
                    T[j].i = i, T[j++].d = k;
                expand(T, lev + 1);
            } else if (sz(q) > sz(qmax)) qmax = q;
            q.pop_back(), R.pop_back();
        }
    }
    vi maxClique() { init(V), expand(V); return qmax; }
    Maxclique(vb conn) : e(conn), C(sz(e)+1), S(sz(C)), old(S) {
        rep(i,0,sz(e)) V.push_back({i});
    }
};

MaximumIndependentSet.h
Description: To obtain a maximum independent set of a graph, find a max clique of the complement. If the graph is bipartite, see MinimumVertex-Cover.
```


7.7 Trees

BinaryLifting.h

Description: Calculate power of two jumps in a tree, to support fast upward jumps and LCAs. Assumes the root node points to itself.
Time: construction $\mathcal{O}(N \log N)$, queries $\mathcal{O}(\log N)$

bfce85, 25 lines

```
vector<vi> treeJump(vi& P){
    int on = 1, d = 1;
    while(on < sz(P)) on *= 2, d++;
    vector<vi> jmp(d, P);
    rep(i,1,d) rep(j,0,sz(P))
        jmp[i][j] = jmp[i-1][jmp[i-1][j]];
    return jmp;
}

int jmp(vector<vi>& tbl, int nod, int steps){
    rep(i,0,sz(tbl))
        if(steps&(1<<i)) nod = tbl[i][nod];
    return nod;
}
```

```
int lca(vector<vi>& tbl, vi& depth, int a, int b) {
    if (depth[a] < depth[b]) swap(a, b);
    a = jmp(tbl, a, depth[a] - depth[b]);
    if (a == b) return a;
    for (int i = sz(tbl); i--;) {
        int c = tbl[i][a], d = tbl[i][b];
        if (c != d) a = c, b = d;
    }
    return tbl[0][a];
}
```

LCA.h

Description: Data structure for computing lowest common ancestors in a tree (with 0 as root). C should be an adjacency list of the tree, either directed or undirected.
Time: $\mathcal{O}(N \log N + Q)$

"../data-structures/RMQ.h" 0f62fb, 21 lines

```
struct LCA {
    int T = 0;
    vi time, path, ret;
    RMQ<int> rmq;

    LCA(vector<vi>& C) : time(sz(C)), rmq((dfs(C,0,-1), ret)) {}
    void dfs(vector<vi>& C, int v, int par) {
        time[v] = T++;
        for (int y : C[v]) if (y != par) {
            path.push_back(v), ret.push_back(time[v]);
            dfs(C, y, v);
        }
    }

    int lca(int a, int b) {
        if (a == b) return a;
        tie(a, b) = minmax(time[a], time[b]);
        return path[rmq.query(a, b)];
    }
    //dist(a,b){return depth[a] + depth[b] - 2*depth[lca(a,b)];}
};
```

CompressTree.h

Description: Given a rooted tree and a subset S of nodes, compute the minimal subtree that contains all the nodes by adding all (at most $|S| - 1$) pairwise LCA's and compressing edges. Returns a list of (par, orig_index) representing a tree rooted at 0. The root points to itself.
Time: $\mathcal{O}(|S| \log |S|)$

"LCA.h" 9775a0, 21 lines

```
typedef vector<pair<int, int>> vpi;
```

```
vpi compressTree(LCA& lca, const vi& subset) {
    static vi rev; rev.resize(sz(lca.time));
    vi li = subset, &T = lca.time;
    auto cmp = [&](int a, int b) { return T[a] < T[b]; };
    sort(all(li), cmp);
    int m = sz(li)-1;
    rep(i,0,m) {
        int a = li[i], b = li[i+1];
        li.push_back(lca.lca(a, b));
    }
    sort(all(li), cmp);
    li.erase(unique(all(li)), li.end());
    rep(i,0,sz(li)) rev[li[i]] = i;
    vpi ret = {pii(0, li[0])};
    rep(i,0,sz(li)-1) {
        int a = li[i], b = li[i+1];
        ret.emplace_back(rev[lca.lca(a, b)], b);
    }
    return ret;
}
```

CentroidTree.h

Description: Centroid Decomposition.

de5129, 39 lines

```
class CentroidTree {
public:
    CentroidTree (const vector<vector<int>>& Adj, int root = 0)
        : N(size(Adj)), adj(Adj), sub(N, 1), vis(N), par(N) {}

    void decompose (const int rt, const int p = -1) {
        auto [centroid, size] = get_centroid (rt);
        // solve here. Don't visit vis[u] = 1 vertices

        vis[centroid] = true, par[centroid] = p;
        for (auto v: adj[centroid])
            if (!vis[v]) decompose (v, centroid);
    }

private:
    int internal_dfs (int u, int p = -1) {
        for (auto v: adj[u]) if (!vis[v] and p != v)
            sub[u] += internal_dfs (v, u);
        return sub[u];
    }

    pii get_centroid (int rt) {
        internal_dfs (rt);
        const int size = sub[rt];
        int p = -1, c = rt;
        loop:;
        for (auto v: adj[c])
            if (!vis[v] and v != p and sub[v] > size / 2) {
                p = c, c = v;
                goto loop;
            }
        return {c, size};
    }

    const int N;
    vector<vector<int>> adj;
    vector<int> sub, par;
    vector<bool> vis;
};
```

DominatorTree.h

Description: Dominator tree.

Time: $\mathcal{O}(\log N)$ per query

18783b, 44 lines

```
const int N = 2e5 + 9;
```

```
vector<int> g[N];
vector<int> t[N], rg[N], bucket[N]; //t = dominator tree of the
nodes reachable from root
int sdom[N], par[N], idom[N], dsu[N], label[N];
int id[N], rev[N], T;
int find_(int u, int x = 0) {
    if(u == dsu[u]) return x ? -1 : u;
    int v = find_(dsu[u], x+1);
    if(v < 0) return u;
    if(sdom[label[dsu[u]]] < sdom[label[u]]) label[u] = label[dsu[u]];
    dsu[u] = v;
    return x ? v : label[u];
}

void dfs(int u) {
    T++; id[u] = T;
    rev[T] = u; label[T] = T;
    sdом[T] = T; dsu[T] = T;
    for(int i = 0; i < g[u].size(); i++) {
        int w = g[u][i];
        if(!id[w]) dfs(w), par[id[w]] = id[u];
        rg[id[w]].push_back(id[u]);
    }
}

void build(int r, int n) {
    dfs(r);
    n = T;
    for(int i = n; i >= 1; i--) {
        for(int j = 0; j < rg[i].size(); j++)
            sdом[i] = min(sdom[i], sdom[find_(rg[i][j])]);
        if(i > 1) bucket[sdom[i]].push_back(i);
        for(int j = 0; j < bucket[i].size(); j++) {
            int w = bucket[i][j];
            int v = find_(w);
            if(sdom[v] == sdom[w]) idom[w] = sdom[w];
            else idom[w] = v;
        }
        if(i > 1) dsu[i] = par[i];
    }
    for(int i = 2; i <= n; i++) {
        if(idom[i] != sdom[i]) idom[i]=idom[idom[i]];
        t[rev[i]].push_back(rev[idom[i]]);
        t[rev[idom[i]]].push_back(rev[i]);
    }
}
```

HLD.h

Description: LCA Inputs must be in [0, mod).

Time: $\mathcal{O}(\log N)$ per query

0671a7, 60 lines

```
//euler,seg,hld combined
const int MX = 2e5+5;
template<int SZ, bool VALS_IN_EDGES> struct HLD {
    int N; vi adj[SZ];
    int par[SZ], root[SZ], depth[SZ], sz[SZ], ti;
    int pos[SZ]; vi rpos; // rpos not used but could be useful
    void ae (int x, int y) { adj[x].pb(y), adj[y].pb(x); }
    void dfsSz (int x) {
        sz[x] = 1;
        for(auto& y : adj[x]) {
            par[y] = x; depth[y] = depth[x]+1;
            adj[y].erase(find(be(adj[y]),x));
            dfsSz(y); sz[x] += sz[y];
            if (sz[y] > sz[adj[x][0]]) swap(y,adj[x][0]);
        }
    }
    void dfsHld (int x) {
        pos[x] = ti++; rpos.pb(x);
        for(auto y : adj[x]) {
```

```

    root[y] = (y == adj[x][0] ? root[x] : y);
    dfsHld(y); }
void init (int _N, int R = 0) { N = _N;
    par[R] = depth[R] = ti = 0; dfsSz(R);
    root[R] = R; dfsHld(R);
}
void clear () {
    rep(i,0,N+1){
        par[i]=0,root[i]=0,depth[i]=0,sz[i]=0,pos[i]=0;
        adj[i].clear();
    }
    ti=0;rpos.clear();
}
int lca (int x, int y) {
    for (; root[x] != root[y]; y = par[root[y]])
        if (depth[root[x]] > depth[root[y]]) swap(x,y);
    return depth[x] < depth[y] ? x : y;
}
int dist (int x, int y) { // # edges on path
    return depth[x]+depth[y]-2*depth[lca(x,y)]; }
// [u, v)
vector<pii> ascend (int u, int v) const {
    vector<pii> res;
    while (root[u] != root[v]) {
        res.emplace_back(pos[u], pos[root[u]]);
        u = par[root[u]];
    }
    if (u != v) res.emplace_back(pos[u], pos[v] + 1);
    return res;
}
// (u, v]
vector<pii> descend (int u, int v) const {
    if (u == v) return {};
    if (root[u] == root[v]) return {{pos[u] + 1, pos[v]}};
    auto res = descend(u, par[root[v]]);
    res.emplace_back(pos[root[v]], pos[v]);
    return res;
}
};
HLD<MX,0> h1;

```

LinkCutTree.h

Description: Represents a forest of unrooted trees. You can add and remove edges (as long as the result is still a forest), and check whether two nodes are in the same tree.

Time: All operations take amortized $\mathcal{O}(\log N)$.

0fb462, 90 lines

```

struct Node { // Splay tree. Root's pp contains tree's parent.
    Node *p = 0, *pp = 0, *c[2];
    bool flip = 0;
    Node() { c[0] = c[1] = 0; fix(); }
    void fix() {
        if (c[0]) c[0]->p = this;
        if (c[1]) c[1]->p = this;
        // (+ update sum of subtree elements etc. if wanted)
    }
    void pushFlip() {
        if (!flip) return;
        flip = 0; swap(c[0], c[1]);
        if (c[0]) c[0]->flip ^= 1;
        if (c[1]) c[1]->flip ^= 1;
    }
    int up() { return p ? p->c[1] == this : -1; }
    void rot(int i, int b) {
        int h = i ^ b;
        Node *x = c[i], *y = b == 2 ? x : x->c[h], *z = b ? y : x;
        if ((y->p = p)) p->c[up()] = y;
        c[i] = z->c[i ^ 1];

```

```

        if (b < 2) {
            x->c[h] = y->c[h ^ 1];
            y->c[h ^ 1] = x;
        }
        z->c[i ^ 1] = this;
        fix(); x->fix(); y->fix();
        if (p) p->fix();
        swap(pp, y->pp);
    }
    void splay() {
        for (pushFlip(); p; ) {
            if (p->p) p->p->pushFlip();
            p->pushFlip(); pushFlip();
            int c1 = up(), c2 = p->up();
            if (c2 == -1) p->rot(c1, 2);
            else p->p->rot(c2, c1 != c2);
        }
    }
    Node* first() {
        pushFlip();
        return c[0] ? c[0]->first() : (splay(), this);
    }
};

struct LinkCut {
    vector<Node> node;
    LinkCut(int N) : node(N) {}

    void link(int u, int v) { // add an edge (u, v)
        assert(!connected(u, v));
        makeRoot(&node[u]);
        node[u].pp = &node[v];
    }
    void cut(int u, int v) { // remove an edge (u, v)
        Node *x = &node[u], *top = &node[v];
        makeRoot(top); x->splay();
        assert(top == (x->pp ? x->c[0]));
        if (x->pp) x->pp = 0;
        else {
            x->c[0] = top->p = 0;
            x->fix();
        }
    }
    bool connected(int u, int v) { // are u, v in the same tree?
        Node* nu = access(&node[u])->first();
        return nu == access(&node[v])->first();
    }
    void makeRoot(Node* u) {
        access(u);
        u->splay();
        if (u->c[0]) {
            u->c[0]->p = 0;
            u->c[0]->flip ^= 1;
            u->c[0]->pp = u;
            u->c[0] = 0;
            u->fix();
        }
    }
    Node* access(Node* u) {
        u->splay();
        while (Node* pp = u->pp) {
            pp->splay(); u->pp = 0;
            if (pp->c[1]) {
                pp->c[1]->p = 0; pp->c[1]->pp = pp; }
            pp->c[1] = u; pp->fix(); u = pp;
        }
        return u;
    }
};

```

DirectedMST.h

Description: Finds a minimum spanning tree/arborescence of a directed graph, given a root node. If no MST exists, returns -1.

Time: $\mathcal{O}(E \log V)$

.../data-structures/UnionFindRollback.h

39e620, 60 lines

```

struct Edge { int a, b; ll w; };
struct Node {
    Edge key;
    Node *l, *r;
    ll delta;
    void prop() {
        key.w += delta;
        if (l) l->delta += delta;
        if (r) r->delta += delta;
        delta = 0;
    }
    Edge top() { prop(); return key; }
};
Node *merge(Node *a, Node *b) {
    if (!a || !b) return a ? b;
    a->prop(), b->prop();
    if (a->key.w > b->key.w) swap(a, b);
    swap(a->l, (a->r = merge(b, a->r)));
    return a;
}
void pop(Node& a) { a->prop(); a = merge(a->l, a->r); }

pair<ll, vi> dmst(int n, int r, vector<Edge>& g) {
    RollbackUF uf(n);
    vector<Node*> heap(n);
    for (Edge e : g) heap[e.b] = merge(heap[e.b], new Node(e));
    ll res = 0;
    vi seen(n, -1), path(n), par(n);
    seen[r] = r;
    vector<Edge> Q(n), in(n, {-1,-1}), comp;
    deque<tuple<int, int, vector<Edge>>> cyps;
    rep(s,0,n) {
        int u = s, qi = 0, w;
        while (seen[u] < 0) {
            if (!heap[u]) return {-1,{};};
            Edge e = heap[u]->top();
            heap[u]->delta -= e.w, pop(heap[u]);
            Q[qi] = e, path[qi++] = u, seen[u] = s;
            res += e.w, u = uf.find(e.a);
            if (seen[u] == s) {
                Node* cyc = 0;
                int end = qi, time = uf.time();
                do cyc = merge(cyc, heap[w = path[--qi]]);
                while (uf.join(u, w));
                u = uf.find(u), heap[u] = cyc, seen[u] = -1;
                cyps.push_front({u, time, {&Q[qi], &Q[end]}});
            }
        }
        rep(i,0,qi) in[uf.find(Q[i].b)] = Q[i];
    }

    for (auto& [u,t,comp] : cyps) { // restore sol (optional)
        uf.rollback(t);
        Edge inEdge = in[u];
        for (auto& e : comp) in[uf.find(e.b)] = e;
        in[uf.find(inEdge.b)] = inEdge;
    }
    rep(i,0,n) par[i] = in[i].a;
    return {res, par};
}

```

7.8 Math

7.8.1 Erdős–Gallai theorem

A simple graph with node degrees $d_1 \geq \cdots \geq d_n$ exists iff $d_1 + \cdots + d_n$ is even and for every $k = 1 \dots n$,

$$\sum_{i=1}^k d_i \leq k(k-1) + \sum_{i=k+1}^n \min(d_i, k).$$

7.8.2 Number of Spanning Trees

Create an $N \times N$ matrix mat, and for each edge $a \rightarrow b \in G$, do `mat[a][b]--`, `mat[b][b]++` (and `mat[b][a]--`, `mat[a][a]++` if G is undirected). Remove the i th row and column and take the determinant; this yields the number of directed spanning trees rooted at i (if G is undirected, remove any row/column).

Geometry (8)

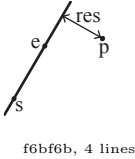
8.1 Geometric primitives

Point.h
Description: Class to handle points in the plane. T can be e.g. double or long long. (Avoid int.)

```
template <class T> int sgn(T x) { return (x > 0) - (x < 0); }
template<class T>
struct Point {
    typedef Point P;
    T x, y;
    explicit Point(T x=0, T y=0) : x(x), y(y) {}
    bool operator<(P p) const { return tie(x,y) < tie(p.x,p.y); }
    bool operator==(P p) const { return tie(x,y)==tie(p.x,p.y); }
    P operator+(P p) const { return P(x+p.x, y+p.y); }
    P operator-(P p) const { return P(x-p.x, y-p.y); }
    P operator*(T d) const { return P(x*d, y*d); }
    P operator/(T d) const { return P(x/d, y/d); }
    T dot(P p) const { return x*p.x + y*p.y; }
    T cross(P p) const { return x*p.y - y*p.x; }
    T cross(P a, P b) const { return (a-*this).cross(b-*this); }
    T dist2() const { return x*x + y*y; }
    double dist() const { return sqrt((double)dist2()); }
    // angle to x-axis in interval [-pi, pi]
    double angle() const { return atan2(y, x); }
    P unit() const { return *this/dist(); } // makes dist()=1
    P perp() const { return P(-y, x); } // rotates +90 degrees
    P normal() const { return perp().unit(); }
    // returns point rotated 'a' radians ccw around the origin
    P rotate(double a) const {
        return P(x*cos(a)-y*sin(a),x*sin(a)+y*cos(a)); }
    friend ostream& operator<<(ostream& os, P p) {
        return os << "(" << p.x << ", " << p.y << ")"; }
};
```

lineDistance.h

Description:
Returns the signed distance between point p and the line containing points a and b. Positive value on left side and negative on right as seen from a towards b. `a==b` gives nan. P is supposed to be `Point<T>` or `Point3D<T>` where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long. Using `Point3D` will always give a non-negative distance. For `Point3D`, call `.dist` on the result of the cross product.



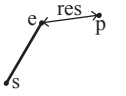
```
template<class P>
double lineDist(const P& a, const P& b, const P& p) {
    return (double) (b-a).cross(p-a) / (b-a).dist(); }

SegmentDistance.h
Description:
Returns the shortest distance between point p and the line segment from point s to e.
Usage: Point<double> a, b(2,2), p(1,1);
bool onSegment = segDist(a,b,p) < 1e-10;

"Point.h" 5c88f4, 6 lines

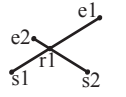
typedef Point<double> P;
double segDist(P& s, P& e, P& p) {
    if (s==e) return (p-s).dist();
    auto d = (e-s).dist2(), t = min(d,max(.0, (p-s).dot(e-s)));
    return ((p-s)*d-(e-s)*t).dist()/d; }

"Point.h" 5c88f4, 6 lines
```



SegmentIntersection.h

Description:
If a unique intersection point between the line segments going from `s1` to `e1` and from `s2` to `e2` exists then it is returned. If no intersection point exists an empty vector is returned. If infinitely many exist a vector with 2 elements is returned, containing the endpoints of the common line segment. The wrong position will be returned if P is `Point<ll>` and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long.
Usage: `vector<P> inter = segInter(s1,e1,s2,e2);`
if (sz(inter)==1)
cout << "segments intersect at " << inter[0] << endl;
"Point.h", "OnSegment.h" 9d57f2, 13 lines

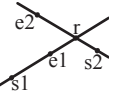


```
template<class P> vector<P> segInter(P a, P b, P c, P d) {
    auto oa = c.cross(d, a), ob = c.cross(d, b),
        oc = a.cross(b, c), od = a.cross(b, d);
    // Checks if intersection is single non-endpoint point.
    if (sgn(oa) * sgn(ob) < 0 && sgn(oc) * sgn(od) < 0)
        return {(a * ob - b * oa) / (ob - oa)};
    set<P> s;
    if (onSegment(c, d, a)) s.insert(a);
    if (onSegment(c, d, b)) s.insert(b);
    if (onSegment(a, b, c)) s.insert(c);
    if (onSegment(a, b, d)) s.insert(d);
    return {all(s)}; }

"Point.h", "OnSegment.h" 9d57f2, 13 lines
```

lineIntersection.h

Description:
If a unique intersection point of the lines going through `s1,e1` and `s2,e2` exists {1, point} is returned. If no intersection point exists {0, (0,0)} is returned and if infinitely many exists {-1, (0,0)} is returned. The wrong position will be returned if P is `Point<ll>` and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or ll.
Usage: `auto res = lineInter(s1,e1,s2,e2);`
if (res.first == 1)
cout << "intersection point at " << res.second << endl;
"Point.h" a01f81, 8 lines



```
template<class P>
pair<int, P> lineInter(P s1, P e1, P s2, P e2) {
    auto d = (e1 - s1).cross(e2 - s2);
    if (d == 0) // if parallel
        return {(s1.cross(e1, s2) == 0), P(0, 0)};
    auto p = s2.cross(e1, e2), q = s2.cross(e2, s1);
```

```
    return {1, (s1 * p + e1 * q) / d}; }
}
```

sideOf.h

Description: Returns where p is as seen from s towards e . $1/0/-1 \Leftrightarrow$ left/on line/right. If the optional argument eps is given 0 is returned if p is within distance eps from the line. P is supposed to be `Point<T>` where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long.
Usage: `bool left = sideOf(p1,p2,q)==1;`

```
"Point.h" 3af81c, 9 lines

template<class P>
int sideOf(P s, P e, P p) { return sgn(s.cross(e, p)); }
```

```
template<class P>
int sideOf(const P& s, const P& e, const P& p, double eps) {
    auto a = (e-s).cross(p-s);
    double l = (e-s).dist()*eps;
    return (a > l) - (a < -l); }

"Point.h" c597e8, 3 lines
```

OnSegment.h

Description: Returns true iff p lies on the line segment from s to e. Use `(segDist(s,e,p)<=epsilon)` instead when using `Point<double>`.

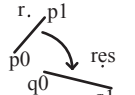
```
"Point.h" c597e8, 3 lines

template<class P> bool onSegment(P s, P e, P p) {
    return p.cross(s, e) == 0 && (s - p).dot(e - p) <= 0; }

"Point.h" c597e8, 3 lines
```

linearTransformation.h

Description:
Apply the linear transformation (translation, rotation and scaling) which takes line `p0-p1` to line `q0-q1` to point r .



```
"Point.h" 03a306, 6 lines

typedef Point<double> P;
P linearTransformation(const P& p0, const P& p1,
    const P& q0, const P& q1, const P& r) {
    P dp = p1-p0, dq = q1-q0, num(dp.cross(dq), dp.dot(dq));
    return q0 + P((r-p0).cross(num), (r-p0).dot(num))/dp.dist2(); }

"Point.h" 03a306, 6 lines
```

Angle.h

Description: A class for ordering angles (as represented by int points and a number of rotations around the origin). Useful for rotational sweeping. Sometimes also represents points or vectors.
Usage: `vector<Angle> v = {w[0], w[0].t360() ...}; // sorted`
`int j = 0; rep(i,0,n) { while (v[j] < v[i].t180()) ++j; }`
`// sweeps j such that (j-i) represents the number of positively oriented triangles with vertices at 0 and i`

```
struct Angle {
    int x, y;
    int t;
    Angle(int x, int y, int t=0) : x(x), y(y), t(t) {}
    Angle operator-(Angle b) const { return {x-b.x, y-b.y, t}; }
    int half() const {
        assert(x || y);
        return y < 0 || (y == 0 && x < 0); }
    }
    Angle t90() const { return {-y, x, t + (half() && x >= 0)}; }
    Angle t180() const { return {-x, -y, t + half()}; }
    Angle t360() const { return {x, y, t + 1}; } }
};
bool operator<(Angle a, Angle b) {
    // add a.dist2() and b.dist2() to also compare distances
    return make_tuple(a.t, a.half(), a.y * (ll)b.x <
        make_tuple(b.t, b.half(), a.x * (ll)b.y); }
```

03a306, 6 lines

0f0602, 35 lines

```
}

// Given two points, this calculates the smallest angle between
// them, i.e., the angle that covers the defined line segment.
pair<Angle, Angle> segmentAngles(Angle a, Angle b) {
    if (b < a) swap(a, b);
    return (b < a.t180() ?
        make_pair(a, b) : make_pair(b, a.t360()));
}
Angle operator+(Angle a, Angle b) { // point a + vector b
    Angle r(a.x + b.x, a.y + b.y, a.t);
    if (a.t180() < r) r.t--;
    return r.t180() < a ? r.t360() : r;
}
Angle angleDiff(Angle a, Angle b) { // angle b - angle a
    int tu = b.t - a.t; a.t = b.t;
    return {a.x*b.x + a.y*b.y, a.x*b.y - a.y*b.x, tu - (b < a)};
}
```

8.2 Circles

CircleIntersection.h

Description: Computes the pair of points at which two circles intersect. Returns false in case of no intersection.

"Point.h"	84d6d3, 11 lines
<pre>typedef Point<double> P; bool circleInter(P a,P b,double r1,double r2,pair<P, P>* out) { if (a == b) { assert(r1 != r2); return false; } P vec = b - a; double d2 = vec.dist2(), sum = r1+r2, dif = r1-r2, p = (d2 + r1*r1 - r2*r2)/(d2*2), h2 = r1*r1 - p*p*d2; if (sum*sum < d2 dif*dif > d2) return false; P mid = a + vec*p, per = vec.perp() * sqrt(fmax(0, h2) / d2); *out = {mid + per, mid - per}; return true; }</pre>	

CircleTangents.h

Description: Finds the external tangents of two circles, or internal if r2 is negated. Can return 0, 1, or 2 tangents – 0 if one circle contains the other (or overlaps it, in the internal case, or if the circles are the same); 1 if the circles are tangent to each other (in which case .first = .second and the tangent line is perpendicular to the line between the centers). .first and .second give the tangency points at circle 1 and 2 respectively. To find the tangents of a circle with a point set r2 to 0.

"Point.h"	b0153d, 13 lines
<pre>template<class P> vector<pair<P, P>> tangents(P c1, double r1, P c2, double r2) { P d = c2 - c1; double dr = r1 - r2, d2 = d.dist2(), h2 = d2 - dr * dr; if (d2 == 0 h2 < 0) return {}; vector<pair<P, P>> out; for (double sign : {-1, 1}) { P v = (d * dr + d.perp() * sqrt(h2) * sign) / d2; out.push_back({c1 + v * r1, c2 + v * r2}); } if (h2 == 0) out.pop_back(); return out; }</pre>	

CirclePolygonIntersection.h

Description: Returns the area of the intersection of a circle with a ccw polygon.
Time: $\mathcal{O}(n)$

"../content/geometry/Point.h"	alee63, 19 lines
<pre>typedef Point<double> P; #define arg(p, q) atan2(p.cross(q), p.dot(q)) double circlePoly(P c, double r, vector<P> ps) {</pre>	

<pre>auto tri = [&](P p, P q) { auto r2 = r * r / 2; P d = q - p; auto a = d.dot(p)/d.dist2(), b = (p.dist2()-r*r)/d.dist2(); auto det = a * a - b; if (det <= 0) return arg(p, q) * r2; auto s = max(0., -a-sqrt(det)), t = min(1., -a+sqrt(det)); if (t < 0 1 <= s) return arg(p, q) * r2; P u = p + d * s, v = p + d * t; return arg(p,u) * r2 + u.cross(v)/2 + arg(v,q) * r2; }; auto sum = 0.0; rep(i,0,sz(ps)) sum += tri(ps[i] - c, ps[(i + 1) % sz(ps)] - c); return sum; }</pre>	
---	--

circumcircle.h

Description:

The circumcircle of a triangle is the circle intersecting all three vertices. ccRadius returns the radius of the circle going through points A, B and C and ccCenter returns the center of the same circle.

"Point.h"	1caa3a, 9 lines
<pre>typedef Point<double> P; double ccRadius(const P& A, const P& B, const P& C) { return (B-A).dist()*(C-B).dist()*(A-C).dist()/ abs((B-A).cross(C-A))/2; } P ccCenter(const P& A, const P& B, const P& C) { P b = C-A, c = B-A; return A + (b*c.dist2()-c*b.dist2()).perp()/b.cross(c)/2; }</pre>	

MinimumEnclosingCircle.h

Description: Computes the minimum circle that encloses a set of points.
Time: expected $\mathcal{O}(n)$

"circumcircle.h"	09dd0a, 17 lines
<pre>pair<P, double> mec(vector<P> ps) { shuffle(all(ps), mt19937(time(0))); P o = ps[0]; double r = 0, EPS = 1 + 1e-8; rep(i,0,sz(ps)) if ((o - ps[i]).dist() > r * EPS) { o = ps[i], r = 0; rep(j,0,i) if ((o - ps[j]).dist() > r * EPS) { o = {ps[i] + ps[j]} / 2; r = (o - ps[i]).dist(); rep(k,0,j) if ((o - ps[k]).dist() > r * EPS) { o = ccCenter(ps[i], ps[j], ps[k]); r = (o - ps[i]).dist(); } } } return {o, r}; }</pre>	

8.3 Polygons

InsidePolygon.h

Description: Returns true if p lies within the polygon. If strict is true, it returns false for points on the boundary. The algorithm uses products in intermediate steps so watch out for overflow.
Usage: vector<P> v = {P{4,4}, P{1,2}, P{2,1}};
bool in = inPolygon(v, P{3, 3}, false);
Time: $\mathcal{O}(n)$

"Point.h", "OnSegment.h", "SegmentDistance.h"	2bf504, 11 lines
<pre>template<class P> bool inPolygon(vector<P> &p, P a, bool strict = true) {</pre>	

<pre>int cnt = 0, n = sz(p); rep(i,0,n) { P q = p[(i + 1) % n]; if (onSegment(p[i], q, a)) return !strict; //or: if (segDist(p[i], q, a) <= eps) return !strict; cnt ^= ((a.y<p[i].y) - (a.y<q.y)) * a.cross(p[i], q) > 0; } return cnt; }</pre>	
--	--

PolygonArea.h

Description: Returns twice the signed area of a polygon. Clockwise enumeration gives negative area. Watch out for overflow if using int as T!

"Point.h"	f12300, 6 lines
<pre>template<class T> T polygonArea2(vector<Point<T>>& v) { T a = v.back().cross(v[0]); rep(i,0,sz(v)-1) a += v[i].cross(v[i+1]); return a; }</pre>	

PolygonCenter.h

Description: Returns the center of mass for a polygon.
Time: $\mathcal{O}(n)$

"Point.h"	9706dc, 9 lines
<pre>typedef Point<double> P; P polygonCenter(const vector<P>& v) { P res(0, 0); double A = 0; for (int i = 0, j = sz(v) - 1; i < sz(v); j = i++) { res = res + (v[i] + v[j]) * v[j].cross(v[i]); A += v[j].cross(v[i]); } return res / A / 3; }</pre>	

PolygonCut.h

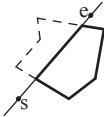
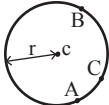
Description: Returns a vector with the vertices of a polygon with everything to the left of the line going from s to e cut away.

<p>Usage: vector<P> p = ...; p = polygonCut(p, P(0,0), P(1,0));</p>	
"Point.h", "LineIntersection.h"	f2b7d4, 13 lines
<pre>typedef Point<double> P; vector<P> polygonCut(const vector<P>& poly, P s, P e) { vector<P> res; rep(i,0,sz(poly)) { P cur = poly[i], prev = i ? poly[i-1] : poly.back(); bool side = s.cross(e, cur) < 0; if (side != (s.cross(e, prev) < 0)) res.push_back(lineInter(s, e, cur, prev).second); if (side) res.push_back(cur); } return res; }</pre>	

ConvexHull.h

Description: Returns a vector of the points of the convex hull in counter-clockwise order. Points on the edge of the hull between two other points are not considered part of the hull.
Time: $\mathcal{O}(n \log n)$

"Point.h"	310954, 13 lines
<pre>typedef Point<ll> P; vector<P> convexHull(vector<P> pts) { if (sz(pts) <= 1) return pts; sort(all(pts));</pre>	



```
vector<P> h(sz(pts)+1);
int s = 0, t = 0;
for (int it = 2; it--; s = --t, reverse(all(pts)))
    for (P p : pts) {
        while (t >= s + 2 && h[t-2].cross(h[t-1], p) <= 0) t--;
        h[t++] = p;
    }
return {h.begin(), h.begin() + t - (t == 2 && h[0] == h[1])};
}
```

HullDiameter.h

Description: Returns the two points with max distance on a convex hull (ccw, no duplicate/collinear points).
Time: $\mathcal{O}(n)$

"Point.h"	c571b8, 12 lines
-----------	------------------

```
typedef Point<ll> P;
array<P, 2> hullDiameter(vector<P> S) {
    int n = sz(S), j = n < 2 ? 0 : 1;
    pair<ll, array<P, 2>> res({0, {S[0], S[0]}});
    rep(i,0,j)
        for (; j = (j + 1) % n) {
            res = max(res, {(S[i] - S[j]).dist2(), {S[i], S[j]}});
            if ((S[(j + 1) % n] - S[j]).cross(S[i + 1] - S[i]) >= 0)
                break;
        }
    return res.second;
}
```

PointInsideHull.h

Description: Determine whether a point t lies inside a convex hull (CCW order, with no collinear points). Returns true if point lies within the hull. If strict is true, points on the boundary aren't included.
Time: $\mathcal{O}(\log N)$

"Point.h", "sideOf.h", "OnSegment.h"	71446b, 14 lines
--------------------------------------	------------------

```
typedef Point<ll> P;

bool inHull(const vector<P>& l, P p, bool strict = true) {
    int a = 1, b = sz(l) - 1, r = !strict;
    if (sz(l) < 3) return r && onSegment(l[0], l.back(), p);
    if (sideOf(l[0], l[a], l[b]) > 0) swap(a, b);
    if (sideOf(l[0], l[a], p) >= r || sideOf(l[0], l[b], p) <= -r)
        return false;
    while (abs(a - b) > 1) {
        int c = (a + b) / 2;
        (sideOf(l[0], l[c], p) > 0 ? b : a) = c;
    }
    return sgn(l[a].cross(l[b], p)) < r;
}
```

LineHullIntersection.h

Description: Line-convex polygon intersection. The polygon must be ccw and have no collinear points. lineHull(line, poly) returns a pair describing the intersection of a line with the polygon: $\bullet(-1, -1)$ if no collision, $\bullet(i, -1)$ if touching the corner i , $\bullet(i, i)$ if along side $(i, i + 1)$, $\bullet(i, j)$ if crossing sides $(i, i + 1)$ and $(j, j + 1)$. In the last case, if a corner i is crossed, this is treated as happening on side $(i, i + 1)$. The points are returned in the same order as the line hits the polygon. extrVertex returns the point of a hull with the max projection onto a line.
Time: $\mathcal{O}(\log n)$

"Point.h"	7cf45b, 39 lines
-----------	------------------

```
#define cmp(i,j) sgn(dir.perp().cross(poly[(i)%n]-poly[(j)%n]))
#define extr(i) cmp(i + 1, i) >= 0 && cmp(i, i - 1 + n) < 0
template <class P> int extrVertex(vector<P>& poly, P dir) {
    int n = sz(poly), lo = 0, hi = n;
    if (extr(0)) return 0;
    while (lo + 1 < hi) {
        int m = (lo + hi) / 2;
```

```
        if (extr(m)) return m;
        int ls = cmp(lo + 1, lo), ms = cmp(m + 1, m);
        (ls < ms || (ls == ms && ls == cmp(lo, m)) ? hi : lo) = m;
    }
    return lo;
}

#define cmpL(i) sgn(a.cross(poly[i], b))
template <class P>
array<int, 2> lineHull(P a, P b, vector<P>& poly) {
    int endA = extrVertex(poly, (a - b).perp());
    int endB = extrVertex(poly, (b - a).perp());
    if (cmpL(endA) < 0 || cmpL(endB) > 0)
        return {-1, -1};
    array<int, 2> res;
    rep(i,0,2) {
        int lo = endB, hi = endA, n = sz(poly);
        while ((lo + 1) % n != hi) {
            int m = ((lo + hi + (lo < hi ? 0 : n)) / 2) % n;
            (cmpL(m) == cmpL(endB) ? lo : hi) = m;
        }
        res[i] = (lo + !cmpL(hi)) % n;
        swap(endA, endB);
    }
    if (res[0] == res[1]) return {res[0], -1};
    if (!cmpL(res[0]) && !cmpL(res[1]))
        switch ((res[0] - res[1] + sz(poly) + 1) % sz(poly)) {
            case 0: return {res[0], res[0]};
            case 2: return {res[1], res[1]};
        }
    return res;
}
```

8.4 Misc. Point Set Problems

ClosestPair.h

Description: Finds the closest pair of points.
Time: $\mathcal{O}(n \log n)$

"Point.h"	ac41a6, 17 lines
-----------	------------------

```
typedef Point<ll> P;
pair<P, P> closest(vector<P> v) {
    assert(sz(v) > 1);
    set<P> S;
    sort(all(v), [](P a, P b) { return a.y < b.y; });
    pair<ll, pair<P, P>> ret{LLONG_MAX, {P(), P()}};
    int j = 0;
    for (P p : v) {
        P d{1 + (ll)sqrt(ret.first), 0};
        while (v[j].y <= p.y - d.x) S.erase(v[j++]);
        auto lo = S.lower_bound(p - d), hi = S.upper_bound(p + d);
        for (; lo != hi; ++lo)
            ret = min(ret, {(lo - p).dist2(), {lo, p}});
        S.insert(p);
    }
    return ret.second;
}
```

kdTree.h

Description: KD-tree (2d, can be extended to 3d)

"Point.h"	bac5b0, 63 lines
-----------	------------------

```
typedef long long T;
typedef Point<T> P;
const T INF = numeric_limits<T>::max();

bool on_x(const P& a, const P& b) { return a.x < b.x; }
bool on_y(const P& a, const P& b) { return a.y < b.y; }

struct Node {
    P pt; // if this is a leaf, the single point in it
```

```
    T x0 = INF, x1 = -INF, y0 = INF, y1 = -INF; // bounds
    Node *first = 0, *second = 0;

    T distance(const P& p) { // min squared distance to a point
        T x = (p.x < x0 ? x0 : p.x > x1 ? x1 : p.x);
        T y = (p.y < y0 ? y0 : p.y > y1 ? y1 : p.y);
        return (P(x,y) - p).dist2();
    }

    Node(vector<P>&& vp) : pt(vp[0]) {
        for (P p : vp) {
            x0 = min(x0, p.x); x1 = max(x1, p.x);
            y0 = min(y0, p.y); y1 = max(y1, p.y);
        }
        if (vp.size() > 1) {
            // split on x if width >= height (not ideal...)
            sort(all(vp), x1 - x0 >= y1 - y0 ? on_x : on_y);
            // divide by taking half the array for each child (not
            // best performance with many duplicates in the middle)
            int half = sz(vp)/2;
            first = new Node({vp.begin(), vp.begin() + half});
            second = new Node({vp.begin() + half, vp.end()});
        }
    }
};

struct KDTree {
    Node* root;
    KDTree(const vector<P>& vp) : root(new Node({all(vp)})) {}

    pair<T, P> search(Node *node, const P& p) {
        if (!node->first) {
            // uncomment if we should not find the point itself:
            // if (p == node->pt) return {INF, P()};
            return make_pair((p - node->pt).dist2(), node->pt);
        }

        Node *f = node->first, *s = node->second;
        T bfirst = f->distance(p), bsec = s->distance(p);
        if (bfirst > bsec) swap(bsec, bfirst), swap(f, s);

        // search closest side first, other side if needed
        auto best = search(f, p);
        if (bsec < best.first)
            best = min(best, search(s, p));
        return best;
    }

    // find nearest point to a point, and its squared distance
    // (requires an arbitrary operator< for Point)
    pair<T, P> nearest(const P& p) {
        return search(root, p);
    }
};
```

FastDelaunay.h

Description: Fast Delaunay triangulation. Each circumcircle contains none of the input points. There must be no duplicate points. If all points are on a line, no triangles will be returned. Should work for doubles as well, though there may be precision issues in 'circ'. Returns triangles in order $\{t[0][0], t[0][1], t[0][2], t[1][0], \dots\}$, all counter-clockwise.
Time: $\mathcal{O}(n \log n)$

"Point.h"	ecfd5, 88 lines
-----------	-----------------

```
typedef Point<ll> P;
typedef struct Quad* Q;
typedef __int128_t ll1; // (can be ll if coords are < 2e4)
P arb(LLONG_MAX, LLONG_MAX); // not equal to any other point

struct Quad {
```

```
Q rot, o; P p = arb; bool mark;
P& F() { return r()->p; }
Q& r() { return rot->rot; }
Q prev() { return rot->o->rot; }
Q next() { return r()->prev(); }
} *H;

bool circ(P p, P a, P b, P c) { // is p in the circumcircle?
    ll p2 = p.dist2(), A = a.dist2()-p2,
        B = b.dist2()-p2, C = c.dist2()-p2;
    return p.cross(a,b)*C + p.cross(b,c)*A + p.cross(c,a)*B > 0;
}
Q makeEdge(P orig, P dest) {
    Q r = H ? H : new Quad{new Quad{new Quad{new Quad{0}}}};
    H = r->o; r->r()->r() = r;
    rep(i,0,4) r = r->rot, r->p = arb, r->o = i & 1 ? r : r->r();
    r->p = orig; r->F() = dest;
    return r;
}
void splice(Q a, Q b) {
    swap(a->o->rot->o, b->o->rot->o); swap(a->o, b->o);
}
Q connect(Q a, Q b) {
    Q q = makeEdge(a->F(), b->p);
    splice(q, a->next());
    splice(q->r(), b);
    return q;
}

pair<Q,Q> rec(const vector<P>& s) {
    if (sz(s) <= 3) {
        Q a = makeEdge(s[0], s[1]), b = makeEdge(s[1], s.back());
        if (sz(s) == 2) return { a, a->r() };
        splice(a->r(), b);
        auto side = s[0].cross(s[1], s[2]);
        Q c = side ? connect(b, a) : 0;
        return {side < 0 ? c->r() : a, side < 0 ? c : b->r() };
    }

#define H(e) e->F(), e->p
#define valid(e) (e->F().cross(H(base)) > 0)
    Q A, B, ra, rb;
    int half = sz(s) / 2;
    tie(ra, A) = rec({all(s) - half});
    tie(B, rb) = rec({sz(s) - half + all(s)});
    while ((B->p.cross(H(A)) < 0 && (A = A->next()) ||
        (A->p.cross(H(B)) > 0 && (B = B->r()->o)));
    Q base = connect(B->r(), A);
    if (A->p == ra->p) ra = base->r();
    if (B->p == rb->p) rb = base;

#define DEL(e, init, dir) Q e = init->dir; if (valid(e)) \
    while (circ(e->dir->F(), H(base), e->F())) { \
        Q t = e->dir; \
        splice(e, e->prev()); \
        splice(e->r(), e->r()->prev()); \
        e->o = H; H = e; e = t; \
    }
    for (;) {
        DEL(LC, base->r(), o); DEL(RC, base, prev());
        if (!valid(LC) && !valid(RC)) break;
        if (!valid(LC) || (valid(RC) && circ(H(RC), H(LC))))
            base = connect(RC, base->r());
        else
            base = connect(base->r(), LC->r());
    }
    return { ra, rb };
}
```

```
vector<P> triangulate(vector<P> pts) {
    sort(all(pts)); assert(unique(all(pts)) == pts.end());
    if (sz(pts) < 2) return {};
    Q e = rec(pts).first;
    vector<Q> q = {e};
    int qi = 0;
    while (e->o->F().cross(e->F(), e->p) < 0) e = e->o;
#define ADD { Q c = e; do { c->mark = 1; pts.push_back(c->p); \
    q.push_back(c->r()); c = c->next(); } while (c != e); }
    ADD; pts.clear();
    while (qi < sz(q)) if (!(e = q[qi++])->mark) ADD;
    return pts;
}
```

8.5 3D

PolyhedronVolume.h

Description: Magic formula for the volume of a polyhedron. Faces should point outwards.

```
template<class V, class L>
double signedPolyVolume(const V& p, const L& trilst) {
    double v = 0;
    for (auto i : trilst) v += p[i.a].cross(p[i.b]).dot(p[i.c]);
    return v / 6;
}
```

Point3D.h

Description: Class to handle points in 3D space. T can be e.g. double or long long.

```
template<class T> struct Point3D {
    typedef Point3D P;
    typedef const P& R;
    T x, y, z;
    explicit Point3D(T x=0, T y=0, T z=0) : x(x), y(y), z(z) {}
    bool operator<(R p) const {
        return tie(x, y, z) < tie(p.x, p.y, p.z); }
    bool operator==(R p) const {
        return tie(x, y, z) == tie(p.x, p.y, p.z); }
    P operator+(R p) const { return P(x+p.x, y+p.y, z+p.z); }
    P operator-(R p) const { return P(x-p.x, y-p.y, z-p.z); }
    P operator*(T d) const { return P(x*d, y*d, z*d); }
    P operator/(T d) const { return P(x/d, y/d, z/d); }
    T dot(R p) const { return x*p.x + y*p.y + z*p.z; }
    P cross(R p) const {
        return P(y*p.z - z*p.y, z*p.x - x*p.z, x*p.y - y*p.x);
    }
    T dist2() const { return x*x + y*y + z*z; }
    double dist() const { return sqrt((double)dist2()); }
    //Azimuthal angle (longitude) to x-axis in interval [-pi, pi]
    double phi() const { return atan2(y, x); }
    //Zenith angle (latitude) to the z-axis in interval [0, pi]
    double theta() const { return atan2(sqrt(x*x+y*y),z); }
    P unit() const { return *this/(T)dist(); } //makes dist()==1
    //returns unit vector normal to *this and p
    P normal(P p) const { return cross(p).unit(); }
    //returns point rotated 'angle' radians ccw around axis
    P rotate(double angle, P axis) const {
        double s = sin(angle), c = cos(angle); P u = axis.unit();
        return u*dot(u)*(1-c) + (*this)*c - cross(u)*s;
    }
};
```

3dHull.h

Description: Computes all faces of the 3-dimension hull of a point set. *No four points must be coplanar*, or else random results will be returned. All faces will point outwards.

Time: $\mathcal{O}(n^2)$

```
typedef Point3D<double> P3;

struct PR {
    void ins(int x) { (a == -1 ? a : b) = x; }
    void rem(int x) { (a == x ? a : b) = -1; }
    int cnt() { return (a != -1) + (b != -1); }
    int a, b;
};

struct F { P3 q; int a, b, c; };

vector<F> hull3d(const vector<P3>& A) {
    assert(sz(A) >= 4);
    vector<vector<PR>> E(sz(A), vector<PR>(sz(A), {-1, -1}));
#define E(x,y) E[f.x][f.y]
    vector<F> FS;
    auto mf = [&](int i, int j, int k, int l) {
        P3 q = (A[j] - A[i]).cross((A[k] - A[i]));
        if (q.dot(A[l]) > q.dot(A[i]))
            q = q * -1;
        F f{q, i, j, k};
        E(a,b).ins(k); E(a,c).ins(j); E(b,c).ins(i);
        FS.push_back(f);
    };
    rep(i,0,4) rep(j,i+1,4) rep(k,j+1,4)
        mf(i, j, k, 6 - i - j - k);

    rep(i,4,sz(A)) {
        rep(j,0,sz(FS)) {
            F f = FS[j];
            if (f.q.dot(A[i]) > f.q.dot(A[f.a])) {
                E(a,b).rem(f.c);
                E(a,c).rem(f.b);
                E(b,c).rem(f.a);
                swap(FS[j--], FS.back());
                FS.pop_back();
            }
            int nw = sz(FS);
            rep(j,0,nw) {
                F f = FS[j];
#define C(a, b, c) if (E(a,b).cnt() != 2) mf(f.a, f.b, i, f.c);
                C(a, b, c); C(a, c, b); C(b, c, a);
            }
            for (F& it : FS) if ((A[it.b] - A[it.a]).cross(
                A[it.c] - A[it.a]).dot(it.q) <= 0) swap(it.c, it.b);
            return FS;
        };
    };
};
```

sphericalDistance.h

Description: Returns the shortest distance on the sphere with radius radius between the points with azimuthal angles (longitude) f1 (ϕ_1) and f2 (ϕ_2) from x axis and zenith angles (latitude) t1 (θ_1) and t2 (θ_2) from z axis (0 = north pole). All angles measured in radians. The algorithm starts by converting the spherical coordinates to cartesian coordinates so if that is what you have you can use only the two last rows. dx*radius is then the difference between the two points in the x direction and d*radius is the total distance between the points.

```
double sphericalDistance(double f1, double t1,
    double f2, double t2, double radius) {
    double dx = sin(t2)*cos(f2) - sin(t1)*cos(f1);
    double dy = sin(t2)*sin(f2) - sin(t1)*sin(f1);
    double dz = cos(t2) - cos(t1);
    double d = sqrt(dx*dx + dy*dy + dz*dz);
    return radius*2*asin(d/2);
}
```

Strings (9)

KMP.h

Description: pi[x] computes the length of the longest prefix of s that ends at x, other than s[0...x] itself (abacaba -> 0010123). Can be used to find all occurrences of a string.

Time: $\mathcal{O}(n)$ d4375c, 16 lines

```
vi pi(const string& s) {
    vi p(sz(s));
    rep(i,1,sz(s)) {
        int g = p[i-1];
        while (g && s[i] != s[g]) g = p[g-1];
        p[i] = g + (s[i] == s[g]);
    }
    return p;
}
```

```
vi match(const string& s, const string& pat) {
    vi p = pi(pat + '\0' + s), res;
    rep(i,sz(p)-sz(s),sz(p))
        if (p[i] == sz(pat)) res.push_back(i - 2 * sz(pat));
    return res;
}
```

Zfunc.h

Description: z[i] computes the length of the longest common prefix of s[i:] and s, except z[0] = 0. (abacaba -> 0010301)

Time: $\mathcal{O}(n)$ ee09e2, 12 lines

```
vi Z(const string& S) {
    vi z(sz(S));
    int l = -1, r = -1;
    rep(i,1,sz(S)) {
        z[i] = i >= r ? 0 : min(r - i, z[i - l]);
        while (i + z[i] < sz(S) && S[i + z[i]] == S[z[i]])
            z[i]++;
        if (i + z[i] > r)
            l = i, r = i + z[i];
    }
    return z;
}
```

Manacher.h

Description: For each position in a string, computes p[0][i] = half length of longest even palindrome around pos i, p[1][i] = longest odd (half rounded down).

Time: $\mathcal{O}(N)$ e7ad79, 13 lines

```
array<vi, 2> manacher(const string& s) {
    int n = sz(s);
    array<vi,2> p = {vi(n+1), vi(n)};
    rep(z,0,2) for (int i=0,l=0,r=0; i < n; i++) {
        int t = r-i+!z;
        if (i<r) p[z][i] = min(t, p[z][l+t]);
        int L = i-p[z][i], R = i+p[z][i]-!z;
        while (L>=1 && R+1<n && s[L-1] == s[R+1])
            p[z][i]++, L--, R++;
        if (R>r) l=L, r=R;
    }
    return p;
}
```

MinRotation.h

Description: Finds the lexicographically smallest rotation of a string.

Usage: rotate(v.begin(), v.begin()+minRotation(v), v.end());

Time: $\mathcal{O}(N)$ d07a42, 8 lines

```
int minRotation(string s) {
```

```
    int a=0, N=sz(s); s += s;
    rep(b,0,N) rep(k,0,N) {
        if (a+k == b || s[a+k] < s[b+k]) {b += max(0, k-1); break;}
        if (s[a+k] > s[b+k]) { a = b; break; }
    }
    return a;
}
```

SuffixArray.h

Description: Builds suffix array for a string. sa[i] is the starting index of the suffix which is i'th in the sorted suffix array. The returned vector is of size n + 1, and sa[0] = n. The lcp array contains longest common prefixes for neighbouring strings in the suffix array: lcp[i] = lcp(sa[i], sa[i-1]), lcp[0] = 0. The input string must not contain any zero bytes.

Time: $\mathcal{O}(n \log n)$ 38db9f, 23 lines

```
struct SuffixArray {
    vi sa, lcp;
    SuffixArray(string& s, int lim=256) { // or basic_string<int>
        int n = sz(s) + 1, k = 0, a, b;
        vi x(all(s)+1, y(n), ws(max(n, lim)), rank(n);
        sa = lcp = y, iota(all(sa), 0);
        for (int j = 0, p = 0; p < n; j = max(1, j * 2), lim = p) {
            p = j, iota(all(y), n - j);
            rep(i,0,n) if (sa[i] >= j) y[p++] = sa[i] - j;
            fill(all(ws), 0);
            rep(i,0,n) ws[x[i]]++;
            rep(i,1,lim) ws[i] += ws[i - 1];
            for (int i = n; i--;) sa[--ws[x[y[i]]]] = y[i];
            swap(x, y), p = 1, x[sa[0]] = 0;
            rep(i,1,n) a = sa[i - 1], b = sa[i], x[b] =
                (y[a] == y[b] && y[a + j] == y[b + j]) ? p - 1 : p++;
        }
        rep(i,1,n) rank[sa[i]] = i;
        for (int i = 0, j; i < n - 1; lcp[rank[i++]] = k)
            for (k && k--, j = sa[rank[i] - 1];
                s[i + k] == s[j + k]; k++);
    }
};
```

SuffixAutomaton.h

Description: Suffix automaton. 058f57, 48 lines

```
template<size_t A_SZ = 26, char A_0 = 'a'>
struct SufAut {
    using map = array<int, A_SZ>;
    vector<int> len{0}, link{-1}, fst{-1};
    vector<bool> cln{0};
    vector<map> nx{{{}}};
    int l = 0;
    int push (int l, int sl, int fp, bool c, const map &adj) {
        len.push_back(l), link.push_back(sl);
        fst.push_back(fp), cln.push_back(c);
        nx.push_back(adj); return len.size() - 1;
    }
    void extend (const char c) {
        int cur = push(len[l]+1, -1, len[l], 0, {}), p = l;
        l = cur;
        while (~p and !nx[p][c - A_0])
            nx[p][c - A_0] = cur, p = link[p];
        if (p == -1) return void(link[cur] = 0);
        int q = nx[p][c - A_0];
        if (len[q] == len[p] + 1)
            return void(link[cur] = q);
        int cln = push(len[p] + 1, link[q], fst[q], true, nx[q]
        );
        while (~p and nx[p][c - A_0] == q)
            nx[p][c - A_0] = cln, p = link[p];
        link[q] = link[cur] = cln;
```

```
    }
    int find (const string& s) {
        int u = 0;
        for (const auto c: s) {
            u = nx[u][c - A_0];
            if (!u) return -1;
        }
        return u;
    }
    vector<int> counts () {
        int n = size(len);
        vector c(n, 0);
        vector<vector<int>>> inv(n);
        for (int i = 1; i < n; i++)
            inv[link[i]].push_back(i);
        auto dfs = [&](auto dfs, int u) -> void {
            c[u] = !cln[u];
            for (auto v: inv[u])
                dfs(dfs, v), c[u] += c[v];
        };
        dfs(dfs, 0); return c;
    }
};
```

Hashing.h

Description: Self-explanatory methods for string hashing. 2d2a67, 44 lines

```
// Arithmetic mod 2^64-1. 2x slower than mod 2^64 and more
// code, but works on evil test data (e.g. Thue-Morse, where
// ABBA... and BAAB... of length 2^10 hash the same mod 2^64).
// "typedef ull H;" instead if you think test data is random,
// or work mod 10^9+7 if the Birthday paradox is not a problem.
typedef uint64_t ull;
struct H {
    ull x; H(ull x=0) : x(x) {}
    H operator+(H o) { return x + o.x + (x + o.x < x); }
    H operator-(H o) { return *this + ~o.x; }
    H operator*(H o) { auto m = (__uint128_t)x * o.x;
        return H((ull)m) + (ull)(m >> 64); }
    ull get() const { return x + !~x; }
    bool operator==(H o) const { return get() == o.get(); }
    bool operator<(H o) const { return get() < o.get(); }
};
static const H C = (1ll)1e11+3; // (order ~ 3e9; random also ok)
```

```
struct HashInterval {
    vector<H> ha, pw;
    HashInterval(string& str) : ha(sz(str)+1), pw(ha) {
        pw[0] = 1;
        rep(i,0,sz(str))
            ha[i+1] = ha[i] * C + str[i],
            pw[i+1] = pw[i] * C;
    }
    H hashInterval(int a, int b) { // hash [a, b)
        return ha[b] - ha[a] * pw[b - a];
    }
};
```

```
vector<H> getHashes(string& str, int length) {
    if (sz(str) < length) return {};
    H h = 0, pw = 1;
    rep(i,0,length)
        h = h * C + str[i], pw = pw * C;
    vector<H> ret = {h};
    rep(i,length,sz(str)) {
        ret.push_back(h = h * C + str[i] - pw * str[i-length]);
    }
    return ret;
}
```

```
H hashString(string& s){H h{}; for(char c:s) h=h*C+c;return h;}
```

AhoCorasick.h

Description: Aho-Corasick automaton, used for multiple pattern matching. Initialize with AhoCorasick ac(patterns); the automaton start node will be at index 0. find(word) returns for each position the index of the longest word that ends there, or -1 if none. findAll(−, word) finds all words (up to $N\sqrt{N}$ many if no duplicate patterns) that start at each position (shortest first). Duplicate patterns are allowed; empty patterns are not. To find the longest words that start at each position, reverse all input. For large alphabets, split each symbol into chunks, with sentinel bits for symbol boundaries. **Time:** construction takes $\mathcal{O}(26N)$, where N = sum of length of patterns. find(x) is $\mathcal{O}(N)$, where N = length of x. findAll is $\mathcal{O}(NM)$.

f35677, 66 lines

```
struct AhoCorasick {
    enum {alpha = 26, first = 'A'}; // change this!
    struct Node {
        // (nmatches is optional)
        int back, next[alpha], start = -1, end = -1, nmatches = 0;
        Node(int v) { memset(next, v, sizeof(next)); }
    };
    vector<Node> N;
    vi backp;
    void insert(string& s, int j) {
        assert(!s.empty());
        int n = 0;
        for (char c : s) {
            int& m = N[n].next[c - first];
            if (m == -1) { n = m = sz(N); N.emplace_back(-1); }
            else n = m;
        }
        if (N[n].end == -1) N[n].start = j;
        backp.push_back(N[n].end);
        N[n].end = j;
        N[n].nmatches++;
    }
    AhoCorasick(vector<string>& pat) : N(1, -1) {
        rep(i,0,sz(pat)) insert(pat[i], i);
        N[0].back = sz(N);
        N.emplace_back(0);

        queue<int> q;
        for (q.push(0); !q.empty(); q.pop()) {
            int n = q.front(), prev = N[n].back;
            rep(i,0,alpha) {
                int &ed = N[n].next[i], y = N[prev].next[i];
                if (ed == -1) ed = y;
                else {
                    N[ed].back = y;
                    (N[ed].end == -1 ? N[ed].end : backp[N[ed].start])
                        = N[y].end;
                    N[ed].nmatches += N[y].nmatches;
                    q.push(ed);
                }
            }
        }
    }
    vi find(string word) {
        int n = 0;
        vi res; // ll count = 0;
        for (char c : word) {
            n = N[n].next[c - first];
            res.push_back(N[n].end);
            // count += N[n].nmatches;
        }
        return res;
    }
    vector<vi> findAll(vector<string>& pat, string word) {
```

```
vi r = find(word);
vector<vi> res(sz(word));
rep(i,0,sz(word)) {
    int ind = r[i];
    while (ind != -1) {
        res[i - sz(pat[ind]) + 1].push_back(ind);
        ind = backp[ind];
    }
}
return res;
};
```

Various (10)

10.1 Intervals

IntervalContainer.h

Description: Add and remove intervals from a set of disjoint intervals. Will merge the added interval with any overlapping intervals in the set when adding. Intervals are [inclusive, exclusive). **Time:** $\mathcal{O}(\log N)$

edce47, 23 lines

```
set<pii>::iterator addInterval(set<pii>& is, int L, int R) {
    if (L == R) return is.end();
    auto it = is.lower_bound({L, R}), before = it;
    while (it != is.end() && it->first <= R) {
        R = max(R, it->second);
        before = it = is.erase(it);
    }
    if (it != is.begin() && (--it)->second >= L) {
        L = min(L, it->first);
        R = max(R, it->second);
        is.erase(it);
    }
    return is.insert(before, {L,R});
}
```

```
void removeInterval(set<pii>& is, int L, int R) {
    if (L == R) return;
    auto it = addInterval(is, L, R);
    auto r2 = it->second;
    if (it->first == L) is.erase(it);
    else (int&)it->second = L;
    if (R != r2) is.emplace(R, r2);
}
```

IntervalCover.h

Description: Compute indices of smallest set of intervals covering another interval. Intervals should be [inclusive, exclusive). To support [inclusive, inclusive], change (A) to add || R.empty(). Returns empty set on failure (or if G is empty). **Time:** $\mathcal{O}(N \log N)$

9e9d8d, 19 lines

```
template<class T>
vi cover(pair<T, T> G, vector<pair<T, T>> I) {
    vi S(sz(I)), R;
    iota(all(S), 0);
    sort(all(S), [&](int a, int b) { return I[a] < I[b]; });
    T cur = G.first;
    int at = 0;
    while (cur < G.second) { // (A)
        pair<T, int> mx = make_pair(cur, -1);
        while (at < sz(I) && I[S[at]].first <= cur) {
            mx = max(mx, make_pair(I[S[at]].second, S[at]));
            at++;
        }
        if (mx.second == -1) return {};
    }
```

```
cur = mx.first;
R.push_back(mx.second);
}
return R;
}
```

ConstantIntervals.h

Description: Split a monotone function on [from, to) into a minimal set of half-open intervals on which it has the same value. Runs a callback g for each such interval. **Usage:** constantIntervals(0, sz(v), [&](int x){return v[x];}, [&](int lo, int hi, T val){...}); **Time:** $\mathcal{O}(k \log \frac{n}{k})$

753a4c, 19 lines

```
template<class F, class G, class T>
void rec(int from, int to, F& f, G& g, int& i, T& p, T q) {
    if (p == q) return;
    if (from == to) {
        g(i, to, p);
        i = to; p = q;
    } else {
        int mid = (from + to) >> 1;
        rec(from, mid, f, g, i, p, f(mid));
        rec(mid+1, to, f, g, i, p, q);
    }
}
template<class F, class G>
void constantIntervals(int from, int to, F f, G g) {
    if (to <= from) return;
    int i = from; auto p = f(i), q = f(to-1);
    rec(from, to-1, f, g, i, p, q);
    g(i, to, q);
}
```

10.2 Misc. algorithms

TernarySearch.h

Description: Find the smallest i in $[a,b]$ that maximizes $f(i)$, assuming that $f(a) < \dots < f(i) \geq \dots \geq f(b)$. To reverse which of the sides allows non-strict inequalities, change the < marked with (A) to <=, and reverse the loop at (B). To minimize f, change it to >, also at (B). **Usage:** int ind = ternSearch(0,n-1,[&](int i){return a[i];}); **Time:** $\mathcal{O}(\log(b-a))$

9155b4, 11 lines

```
template<class F>
int ternSearch(int a, int b, F f) {
    assert(a <= b);
    while (b - a >= 5) {
        int mid = (a + b) / 2;
        if (f(mid) < f(mid+1)) a = mid; // (A)
        else b = mid+1;
    }
    rep(i,a+1,b+1) if (f(a) < f(i)) a = i; // (B)
    return a;
}
```

LIS.h

Description: Compute indices for the longest increasing subsequence. **Time:** $\mathcal{O}(N \log N)$

2932a0, 17 lines

```
template<class I> vi lis(const vector<I>& S) {
    if (S.empty()) return {};
    vi prev(sz(S));
    typedef pair<I, int> p;
    vector<p> res;
    rep(i,0,sz(S)) {
        // change 0 -> i for longest non-decreasing subsequence
        auto it = lower_bound(all(res), p{S[i], 0});
        if (it == res.end()) res.emplace_back(), it = res.end()-1;
        *it = {S[i], i};
    }
```



```
    prev[i] = it == res.begin() ? 0 : (it-1)->second;
}
int L = sz(res), cur = res.back().second;
vi ans(L);
while (L--) ans[L] = cur, cur = prev[cur];
return ans;
}
```

FastKnapsack.h

Description: Given N non-negative integer weights w and a non-negative target t, computes the maximum S <= t such that S is the sum of some subset of the weights.
Time: $\mathcal{O}(N \max(w_i))$

```
int knapsack(vi w, int t) {
    int a = 0, b = 0, x;
    while (b < sz(w) && a + w[b] <= t) a += w[b++];
    if (b == sz(w)) return a;
    int m = *max_element(all(w));
    vi u, v(2*m, -1);
    v[a+m-t] = b;
    rep(i,b,sz(w)) {
        u = v;
        rep(x,0,m) v[x+w[i]] = max(v[x+w[i]], u[x]);
        for (x = 2*m; --x > m;) rep(j, max(0,u[x]), v[x])
            v[x-w[j]] = max(v[x-w[j]], j);
    }
    for (a = t; v[a+m-t] < 0; a--);
    return a;
}
```

10.3 Dynamic programming

KnuthDP.h

Description: When doing DP on intervals: $a[i][j] = \min_{i < k < j} (a[i][k] + a[k][j]) + f(i, j)$, where the (minimal) optimal k increases with both i and j , one can solve intervals in increasing order of length, and search $k = p[i][j]$ for $a[i][j]$ only between $p[i][j - 1]$ and $p[i + 1][j]$. This is known as Knuth DP. Sufficient criteria for this are if $f(b, c) \leq f(a, d)$ and $f(a, c) + f(b, d) \leq f(a, d) + f(b, c)$ for all $a \leq b \leq c \leq d$. Consider also: LineContainer (ch. Data structures), monotone queues, ternary search.
Time: $\mathcal{O}(N^2)$

```
int solve() {
    int N;
    int dp[N][N], opt[N][N];
    auto C = [&](int i, int j) {
        // ... Implement cost function C.
    };
    for (int i = 0; i < N; i++) {
        opt[i][i] = i;
        // ... Initialize dp[i][i] according to the problem
    }
    for (int i = N-2; i >= 0; i--) {
        for (int j = i+1; j < N; j++) {
            int mn = INT_MAX, cost = C(i, j);
            for (int k = opt[i][j-1]; k <= min(j-1, opt[i+1][j]); k++)
                if (mn >= dp[i][k] + dp[k+1][j] + cost)
                    opt[i][j] = k, mn = dp[i][k] + dp[k+1][j] + cost;
            dp[i][j] = mn;
        }
    }
    return dp[0][N-1];
}
```

DivideAndConquerDP.h

Description: Given $a[i] = \min_{lo(i) \leq k < hi(i)} (f(i, k))$ where the (minimal) optimal k increases with i , computes $\hat{a}[i]$ for $i = L..R - 1$.
Time: $\mathcal{O}((N + (hi - lo)) \log N)$

```
struct DP { // Modify at will:
    int lo(int ind) { return 0; }
    int hi(int ind) { return ind; }
    ll f(int ind, int k) { return dp[ind][k]; }
    void store(int ind, int k, ll v) { res[ind] = pii(k, v); }

    void rec(int L, int R, int LO, int HI) {
        if (L >= R) return;
        int mid = (L + R) >> 1;
        pair<ll, int> best (LLONG_MAX, LO);
        rep(k, max(LO, lo(mid)), min(HI, hi(mid)))
            best = min(best, make_pair(f(mid, k), k));
        store(mid, best.second, best.first);
        rec(L, mid, LO, best.second+1);
        rec(mid+1, R, best.second, HI);
    }
    void solve(int L, int R) { rec(L, R, INT_MIN, INT_MAX); }
};
```

10.4 Debugging tricks

- `signal(SIGSEGV, [](int) { _Exit(0); });`
converts segfaults into Wrong Answers. Similarly one can catch SIGABRT (assertion failures) and SIGFPE (zero divisions). `_GLIBCXX_DEBUG` failures generate SIGABRT (or SIGSEGV on gcc 5.4.0 apparently).
- `feenableexcept(29);` kills the program on NaNs (1), 0-divs (4), infinities (8) and denormals (16).

10.5 Optimization tricks

`__builtin_ia32_ldmxcsr(40896);` disables denormals (which make floats 20x slower near their minimum value).

10.5.1 Bit hacks

- `x & -x` is the least bit in x.
- `for (int x = m; x;) { --x &= m; ... }` loops over all subset masks of m (except m itself).
- `c = x&-x, r = x+c; ((r^x) >> 2)/c) | r` is the next number after x with the same number of bits set.
- `rep(b,0,K) rep(i,0,(1 << K))`
 `if (i & 1 << b) D[i] += D[i^(1 << b)];`
computes all sums of subsets.

10.5.2 Pragmas

- `#pragma GCC optimize ("Ofast")` will make GCC auto-vectorize loops and optimizes floating points better.
- `#pragma GCC target ("avx2")` can double performance of vectorized code, but causes crashes on old machines.
- `#pragma GCC optimize ("trapv")` kills the program on integer overflows (but is really slow).

FastMod.h

Description: Compute $a \% b$ about 5 times faster than usual, where b is constant but not known at compile time. Returns a value congruent to a (mod b) in the range $[0, 2b)$.

```
typedef unsigned long long ull;
struct FastMod {
    ull b, m;
    FastMod(ull b) : b(b), m(-1ULL / b) {}
    ull reduce(ull a) { // a % b + (0 or b)
        return a - (ull)((__uint128_t(m) * a) >> 64) * b;
    }
};
```