

Competitive Programmer's CodeBook

MIST_EaglesExpr

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Contents

1	Useful Tips	3
2	Formula	3
2.1	Area Formula	3
2.2	Perimeter Formulas	3
2.3	Volume Formula	3
2.4	Surface Area Formula	3
2.5	Triangles	3
2.6	Summation Of Series	3
2.7	Miscellaneous	3
3	Graph Theory	4
3.1	BFS	4
3.2	DFS	4
3.3	Dijkstra Algorithm	4
3.4	Bellman Ford	4
3.5	Floyed Warshall Algorithm	4
3.6	Kruskal Algorithm (MST)	5
3.7	Prims Algorithm (MST)	5
3.8	Strongly Connected Components	5
3.9	LCA	6
3.10	Max Flow	6
4	Data Structures	7
4.1	Segment Tree	7
4.2	Segment Tree Lazy	7
4.3	Fenwick Tree	8
4.4	DisjointSet	8
4.5	TRIE	8
4.6	Set Balancing	9
5	Algorithms	9
5.1	KMP	9
5.2	Monotonic Stack (Immediate Small)	9
5.3	Kadane's Algorithm	9
5.4	2D Prefix Sum	9
6	Number Theory/Math	10
6.1	nCr	10
6.2	Power	10
6.3	Miller Rabin	10
6.4	Sieve	10
6.5	Inverse Mod	10
6.6	Bitset Sieve	10
6.7	Divisors	11
6.8	Euler's Totient Phi Function	11
6.9	Log a base b	11
7	Dynamic Programming	11
7.1	LCS	11
7.2	LIS	12

1 Useful Tips

Big Integer C++ `_int128_t`

C++ FastIO

```
ios::sync_with_stdio(false); cin.tie(nullptr);
```

Python FastIO

```
import sys;
input = sys.stdin.readline
```

Input From File

```
freopen("input.txt", "r", stdin);
```

Python Array Input

```
list(map(int, input().split()))
```

Vim Setup

```
"install xclip, vim-gtk3
set nocp ai bs=2 hls ic is lbr ls
  =2 mouse=a nu ru sc scs smd so
  =3 sw=4 ts=4
filetype plugin indent on
syn on
map gA m'ggVG"+y'

inoremap {<CR> {<CR>}<Esc>ko
inoremap [<CR> [<CR>]<Esc>ko
inoremap (<CR> (<CR>)<Esc>ko
autocmd FileType cpp map <F9> :w<
  CR> :!clear; g++ % -DONPC -o
  %:r && ./%:r<CR>
nnoremap = gg=G
```

2 Formula

2.1 Area Formula

Rectangle $Area = length * width$

Square $Area = Side * Side$

Triangle $Area = \frac{1}{2} * length * width$

Circle $Area = \pi * radius^2$

Parallelogram $Area = base * height$

Pyramid Base $Area = \frac{1}{2} * base * slantHeight$

Polygon

a $Area = \frac{1}{2} | \sum_{n=1}^{n-1} (x_i y_{i+1}) |$

b $Area = a + \frac{b}{2} - 1$ (for int coordinates).
Here a = int points inside polygon and
 b = int points outside polygon.

2.2 Perimeter Formulas

Rectangle $Perimeter = 2 * (length + width)$

Square $Perimeter = 4 * side$

Triangle $Perimeter = 4 * side$

Circle $Perimeter = 2 * \pi * radius$

2.3 Volume Formula

Cube $Volume = side^3$

Rect Prism $Volume = length * width * height$

Cylinder $Volume = \pi * radius^2 * height$

Sphere $Volume = \frac{4}{3} * \pi * radius^3$

Pyramid $Volume = \frac{1}{3} * baseArea * height$

2.4 Surface Area Formula

Cube $SurfaceArea = 6 * side^2$

Rectangle Prism $SurfaceArea = 2 * (length * width + length * height + width * height)$

Cylinder $SurfaceArea = 2 * \pi * radius * (radius + height)$

Sphere $SurfaceArea = 4 * \pi * radius^2$

Pyramid $SurfaceArea = basearea + \frac{1}{2} * perimeterOfBase * slantHeight$

2.5 Triangles

Side Lengths a, b, c

Semi Perimeter $p = \frac{a+b+c}{2}$

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

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

In Radius $r = \frac{A}{p}$

2.6 Summation Of Series

- $c^k + c^{k+1} + \dots + c^n = c^{n+1} - c^k$
- $1 + 2 + 3 + \dots + n = \frac{n(n+1)}{2}$
- $1^2 + 2^2 + 3^2 + \dots + n^2 = \frac{n(n+1)(2n+1)}{6}$
- $1^3 + 2^3 + 3^3 + \dots + n^3 = \left(\frac{n(n+1)}{2}\right)^2$

2.7 Miscellaneous

- $2^{100} = 2^{50} * 2^{50}$
- $\begin{bmatrix} F_n \\ F_{n-1} \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}^{n-1} \begin{bmatrix} F_1 \\ F_0 \end{bmatrix}$
- $\log n! = \log 1 + \log 2 + \dots + \log n$
- $\gcd(a, b) = \gcd(a - b, b)$
- Number of occurrence of a prime number p in $n!$ is $\lfloor \frac{n}{p} \rfloor + \lfloor \frac{n}{p^2} \rfloor + \lfloor \frac{n}{p^3} \rfloor + \dots 0$

3 Graph Theory

All about graph.

3.1 BFS

```
void bfs(int start, int target = -1) {
    queue<int> q;
    q.push(start);
    vis[start] = true;
    while (!q.empty()) {
        int u = q.front();
        q.pop();
        for (int i : adj[u]) {
            if (!vis[i]) {
                vis[i] = true;
                q.push(i);
            }
        }
    }
}
```

3.2 DFS

```
map<int, vector<int>> adj;
map<int, int> visited, parent, level, color;

void dfs(int start)
{
    visited[start]=1;
    for (auto child : adj[start])
    {
        if (!visited[child])
        {
            dfs(child);
        }
    }
    visited[start]=2;
}
```

3.3 Dijkstra Algorithm

```
void Dijkstra(int start) {
    // vector<pair<int, int>> adj[N];
    priority_queue<pair<int, int>,
        vector<pair<int, int>>, greater<
        pair<int, int>>> pq;
    pq.push({0, start});
    while (!pq.empty()) {
        auto it = pq.top();
        pq.pop();
        int wt = it.first;
        int u = it.second;
        if (vis[u])
            continue;
        vis[u] = 1;
        for (pair<int, int> i : adj[u]) {
            int adjWt = i.second;
            int adjNode = i.first;
            if (dist[adjNode] > wt + adjWt)
            {
                dist[adjNode] = wt + adjWt;
            }
        }
    }
}
```

```
        pq.push({dist[adjNode],
            adjNode});
    }
}
```

3.4 Bellman Ford

```
vector<int> dist;
vector<int> parent;
vector<vector<pair<int, int>>> adj;
// resize the vectors from main
function
void bellmanFord(int num_of_nd, int
    src) {
    dist[src] = 0;
    for (int step = 0; step < num_of_nd;
        step++) {
        for (int i = 1; i <= num_of_nd; i
            ++){
            for (auto it : adj[i]) {
                int u = i;
                int v = it.first;
                int wt = it.second;
                if (dist[u] != inf &&
                    ((dist[u] + wt) < dist[v])
                ) {
                    if (step == num_of_nd - 1) {
                        cout << "Negative cycle
                            found\n ";
                        return;
                    }
                    dist[v] = dist[u] + wt;
                    parent[v] = u;
                }
            }
        }
    }
    for (int i = 1; i <= num_of_nd; i++)
        cout << dist[i] << " ";
    cout << endl;
}
```

3.5 Floyd Warshall Algorithm

```
typedef double T;
typedef vector<T> VT;
typedef vector<VT> VVT;
typedef vector<int> VI;
typedef vector<VI> VVI;
bool FloydWarshall(VVT &w, VVI &prev)
{
    int n = w.size();
    prev = VVI(n, VI(n, -1));
    for (int k = 0; k < n; k++) {
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < n; j++) {
                if (w[i][j] > w[i][k] + w[k][j])
                {
                    w[i][j] = w[i][k] + w[k][j];
                    prev[i][j] = k;
                }
            }
        }
    }
}
```

```

    }
}
for (int i = 0; i < n; i++)
    if (w[i][i] < 0)
        return false;
return true;
}

```

3.6 Kruskal Algorithm (MST)

```

vector<pair<int, pair<int, int>>>
Kruskal(vector<pair<int, pair<int, int>>> &edges, int n) {
    sort(edges.begin(), edges.end());
    vector<pair<int, pair<int, int>>>
        ans;
    DisjointSet D(n);
    for (auto it : edges) {
        if (D.findUPar(it.second.first) !=
            D.findUPar(it.second.second))
        {
            ans.push_back({it.first, {it.
                second.first, it.second.
                second}});
            D.unionBySize(it.second.first,
                it.second.second);
        }
    }
    return ans;
}

```

3.7 Prims Algorithm (MST)

```

void Prims(int start) {
    // map<int, vector<pair<int, int>>>
    adj, ans;
    priority_queue<pair<int, pair<int,
        int>>, vector<pair<int, pair<int,
        int>>>, greater<pair<int, pair
        <int, int>>>> pq;
    pq.push({0, {start, -1}});
    while (!pq.empty()) {
        auto it = pq.top();
        pq.pop();
        int wt = it.first;
        int u = it.second.first;
        int v = it.second.second;
        if (vis[u]) continue;
        vis[u] = 1;
        if (v != -1) ans[u].push_back({v,
            wt});
        for (pair<int, int> i : adj[u]) {
            int adjWt = i.second;
            int adjNode = i.first;
            if (!vis[adjNode]) pq.push({
                adjWt, {adjNode, u}});
        }
    }
}

```

3.8 Strongly Connected Components

```

vector<bool> visited; // keeps track
of which vertices are already
visited

// runs depth first search starting at
vertex v.
// each visited vertex is appended to
the output vector when dfs leaves
it.
void dfs(int v, vector<vector<int>>
    const &adj, vector<int> &output) {
    visited[v] = true;
    for (auto u : adj[v])
        if (!visited[u])
            dfs(u, adj, output);
    output.push_back(v);
}

// input: adj -- adjacency list of G
// output: components -- the strongly
connected components in G
// output: adj_cond -- adjacency list
of G^SCC (by root vertices)
void scc(vector<vector<int>> const &
    adj, vector<vector<int>> &
    components, vector<vector<int>> &
    adj_cond) {
    int n = adj.size();
    components.clear(), adj_cond.clear()
        ;

    vector<int> order; // will be a
        sorted list of G's vertices by
        exit time

    visited.assign(n, false);

    // first series of depth first
    searches
    for (int i = 0; i < n; i++)
        if (!visited[i])
            dfs(i, adj, order);

    // create adjacency list of G^T
    vector<vector<int>> adj_rev(n);
    for (int v = 0; v < n; v++)
        for (int u : adj[v])
            adj_rev[u].push_back(v);

    visited.assign(n, false);
    reverse(order.begin(), order.end());

    vector<int> roots(n, 0); // gives
        the root vertex of a vertex's
        SCC

    // second series of depth first
    searches
    for (auto v : order)
        if (!visited[v]) {
            std::vector<int> component;
            dfs(v, adj_rev, component);
            components.push_back(component);
        }
    }
}

```

```

        int root = *min_element(begin(
            component), end(component));
        for (auto u : component)
            roots[u] = root;
    }

    // add edges to condensation graph
    adj_cond.assign(n, {});
    for (int v = 0; v < n; v++)
        for (auto u : adj[v])
            if (roots[v] != roots[u])
                adj_cond[roots[v]].push_back(
                    roots[u]);
}

```

3.9 LCA

```

struct LCA {
    vector<int> height, euler, first,
        segtree, parent;
    vector<bool> visited;
    vector<vector<int>> jump;

    int n;

    LCA(vector<vector<int>> &adj, int
        root = 0) {
        n = adj.size();
        height.resize(n);
        first.resize(n);
        parent.resize(n);
        euler.reserve(n * 2);
        visited.assign(n, false);
        dfs(adj, root);
        int m = euler.size();
        segtree.resize(m * 4);
        build(1, 0, m - 1);

        jump.resize(n, vector<int>(32, -1));

        for(int i=0; i<n; i++) {
            jump[i][0] = parent[i];
        }

        for(int j=1; j<20; j++) {
            for(int i=0; i<n; i++) {
                int mid = jump[i][j-1];
                if(mid != -1) jump[i][j] =
                    jump[mid][j-1];
            }
        }
    }

    void dfs(vector<vector<int>> &adj,
        int node, int h = 0) {
        visited[node] = true;
        height[node] = h;
        first[node] = euler.size();
        euler.push_back(node);
        for (auto to : adj[node]) {
            if (!visited[to]) {
                parent[to] = node;
                dfs(adj, to, h + 1);
            }
        }
    }
}

```

```

        euler.push_back(node);
    }
}

void build(int node, int b, int e) {
    if (b == e) {
        segtree[node] = euler[b];
    } else {
        int mid = (b + e) / 2;
        build(node << 1, b, mid);
        build(node << 1 | 1, mid + 1, e);
        ;
        int l = segtree[node << 1], r =
            segtree[node << 1 | 1];
        segtree[node] = (height[l] <
            height[r]) ? l : r;
    }
}

int query(int node, int b, int e,
    int L, int R) {
    if (b > R || e < L)
        return -1;
    if (b >= L && e <= R)
        return segtree[node];
    int mid = (b + e) >> 1;

    int left = query(node << 1, b, mid,
        L, R);
    int right = query(node << 1 | 1,
        mid + 1, e, L, R);
    if (left == -1)
        return right;
    if (right == -1)
        return left;
    return height[left] < height[right]
        ? left : right;
}

int lca(int u, int v) {
    int left = first[u], right = first
        [v];
    if (left > right)
        swap(left, right);
    return query(1, 0, euler.size() -
        1, left, right);
}

int kthParent(int u, int k) {
    for(int i=0; i<19; i++) {
        if(k & (1LL<<i)) u = jump[u]
            [i];
    }
    return u;
}

};

3.10 Max Flow

const int N = 505;
int capacity[N][N];
int vis[N], p[N];
int n, m;

```

```

int bfs(int s, int t) {
    memset(vis, 0, sizeof vis);
    queue<int> qu;
    qu.push(s);
    vis[s] = 1;
    while (!qu.empty()) {
        int u = qu.front();
        qu.pop();
        for (int i = 0; i <= n + m + 2; i++) {
            if (capacity[u][i] > 0 && !vis[i]) {
                p[i] = u;
                vis[i] = 1;
                qu.push(i);
            }
        }
    }
    return vis[t] == 1;
}

int maxflow(int s, int t) {
    int cnt = 0;
    while (bfs(s, t)) {
        int cur = t;
        while (cur != s) {
            int prev = p[cur];
            capacity[prev][cur] -= 1;
            capacity[cur][prev] += 1;
            cur = prev;
        }
        cnt++;
    }
    return cnt;
}

```

4 Data Structures

Different Data Structures.

4.1 Segment Tree

```

constexpr int N = 100005;
int arr[N], seg[N];

void build(int ind, int low, int high)
{
    if (low == high) {
        seg[ind] = arr[low];
        return;
    }
    int mid = (low + high) / 2;
    build(2 * ind + 1, low, mid);
    build(2 * ind + 2, mid + 1, high);
    seg[ind] = seg[2 * ind + 1] + seg[2 * ind + 2];
}

int query(int ind, int low, int high, int l, int r) {
    if (low >= l && high <= r) return seg[ind];
    if (low > r || high < l) return 0;

```

```

    int mid = (low + high) / 2;
    int left = query(2 * ind + 1, low, mid, l, r);
    int right = query(2 * ind + 2, mid + 1, high, l, r);
    return left + right;
}

void update(int ind, int low, int high, int node, int val) {
    if (low == high) {
        seg[ind] = val;
        return;
    }
    int mid = (low + high) / 2;
    if (low <= node && node <= mid)
        update(2 * ind + 1, low, mid, node, val);
    else update(2 * ind + 2, mid + 1, high, node, val);
    seg[ind] = seg[2 * ind + 1] + seg[2 * ind + 2];
}

```

4.2 Segment Tree Lazy

```

const int N = 1e5 + 5;
int arr[N], seg[N << 2], lz[N << 2];

void pull(int node, int l, int r) {
    seg[node] = seg[node << 1] + seg[node << 1 | 1];
}

void push(int node, int l, int r) {
    int mid = (l + r) >> 1;
    lz[node << 1] += lz[node];
    seg[node << 1] += lz[node] * (mid - l + 1);
    lz[node << 1 | 1] += lz[node];
    seg[node << 1 | 1] += lz[node] * (r - mid);
    lz[node] = 0;
}

void build(int node, int l, int r) {
    if (l == r) {
        seg[node] = arr[l];
        lz[node] = 0;
        return;
    }
    int mid = (l + r) >> 1;
    build(node << 1, l, mid);
    build(node << 1 | 1, mid + 1, r);
    pull(node, l, r);
}

void update(int node, int l, int r, int ql, int qr, int val) {
    if (qr < l || r < ql) return;
    if (ql <= l && r <= qr) {
        seg[node] += val;
        lz[node] += val;
        return;
    }

```

```

push(node, l, r);

int mid = (l + r) >> 1;
update(node << 1, l, mid, ql, qr,
        val);
update(node << 1 | 1, mid + 1, r, ql,
        qr, val);

pull(node, l, r);
}

int query(int node, int l, int r, int
ql, int qr) {
    if(qr < l || r < ql) return 0;
    if(ql <= l && r <= qr) return seg[
        node];

    push(node, l, r);

    int mid = (l + r) >> 1;
    return query(node << 1, l, mid, ql,
        qr) + query(node << 1 | 1, mid +
        1, r, ql, qr);
}

```

4.3 Fenwick Tree

```

int fenwick[N];

void update(int ind, int val) {
    while (ind < N) {
        fenwick[ind] += val;
        ind += ind & -ind;
    }
}

int query(int ind) {
    int sum = 0;
    while (ind > 0) {
        sum += fenwick[ind];
        ind -= ind & -ind;
    }
    return sum;
}

```

4.4 DisjointSet

```

class DisjointSet {
    vector<int> parent, sz;

public:
    DisjointSet(int n) {
        sz.resize(n + 1);
        parent.resize(n + 2);
        for (int i = 1; i <= n; i++)
            parent[i] = i, sz[i] = 1;
    }
    int findUPar(int u) { return parent[
        u] == u ? u : parent[u] =
        findUPar(parent[u]); }
    void unionBySize(int u, int v) {
        int a = findUPar(u);
        int b = findUPar(v);
        if (sz[a] < sz[b]) swap(a, b);

```

```

        if (a != b) {
            parent[b] = a;
            sz[a] += sz[b];
        }
    }
};

```

4.5 TRIE

```

const int N = 26;
class Node {
public:
    int EoW;
    Node* child[N];
    Node() {
        EoW = 0;
        for (int i = 0; i < N; i++) child[
            i] = NULL;
    }
};

void insert(Node* node, string s) {
    for (size_t i = 0; i < s.size(); i
        ++){
        int r = s[i] - 'A';
        if (node->child[r] == NULL) node->
            child[r] = new Node();
        node = node->child[r];
    }
    node->EoW += 1;
}

int search(Node* node, string s) {
    for (size_t i = 0; i < s.size(); i
        ++){
        int r = s[i] - 'A';
        if (node->child[r] == NULL) return
            0;
    }
    return node->EoW;
}

void print(Node* node, string s = "")
{
    if (node->EoW) cout << s << "\n";
    for (int i = 0; i < N; i++) {
        if (node->child[i] != NULL) {
            char c = i + 'A';
            print(node->child[i], s + c);
        }
    }
}

bool isChild(Node* node) {
    for (int i = 0; i < N; i++)
        if (node->child[i] != NULL) return
            true;
    return false;
}

bool isJunc(Node* node) {
    int cnt = 0;
    for (int i = 0; i < N; i++) {
        if (node->child[i] != NULL) cnt++;

```



```

    }
    if (cnt > 1) return true;
    return false;
}

int trie_delete(Node* node, string s,
    int k = 0) {
    if (node == NULL) return 0;
    if (k == (int)s.size()) {
        if (node->EoW == 0) return 0;
        if (isChild(node)) {
            node->EoW = 0;
            return 0;
        }
        return 1;
    }
    int r = s[k] - 'A';
    int d = trie_delete(node->child[r],
        s, k + 1);
    int j = isJunc(node);
    if (d) delete node->child[r];
    if (j) return 0;
    return d;
}

void delete_trie(Node* node) {
    for (int i = 0; i < 15; i++) {
        if (node->child[i] != NULL)
            delete_trie(node->child[i]);
    }
    delete node;
}
}

4.6 Set Balancing

// return middle element of the set
void balance(multiset<int> right,
    multiset<int> &left) {
    while (true) {
        int st = right.size();
        int sl = left.size();
        if (st == sl || st == sl + 1)
            break;
        if (st < sl) right.insert(left.
            begin()), left.erase(left.
            begin());
        else left.insert(right.rbegin()),
            right.erase(right.rbegin());
    }
}

void insert_in_set(multiset<int> &
    right, multiset<int> &left, int
    value) {
    if (right.empty()) right.insert(
        value);
    else {
        auto it = right.end();
        it--;
        if (value < *it) right.insert(
            value);
        else left.insert(value);
    }
}
}

```

5 Algorithms

All about algorithms.

5.1 KMP

```

vector<int> prefix_function(string s)
{
    int n = (int)s.length();
    vector<int> pi(n);
    for (int i = 1; i < n; i++) {
        int j = pi[i - 1];
        while (j > 0 && s[i] != s[j])
            j = pi[j - 1];
        if (s[i] == s[j]) j++;
        pi[i] = j;
    }
    return pi;
}

vector<int> find_matches(string text,
    string pat) {
    int n = pat.length(), m = text.
        length();
    string s = pat + "$" + text;
    vector<int> pi = prefix_function(s
        ), ans;
    for (int i = n; i <= n + m; i++) {
        if (pi[i] == n) {
            ans.push_back(i - 2 * n);
        }
    }
    return ans;
}
}

```

5.2 Monotonic Stack (Immediate Small)

```

for (int i = n - 1; i >= 0; i--) {
    while (!stk.empty() && v[i] >= v[stk
        .top()]) stk.pop();
    ind[i] = stk.empty() ? -1 : stk.top
        ();
    stk.push(i);
}
// 3 1 5 4 10
// 2 2 4 4 -1

```

5.3 Kadane's Algorithm

```

int maxSubArraySum(vector<int> &a) {
    int size = a.size();
    int maxTill = INT_MIN, maxEnd = 0;
    for (int i = 0; i < size; i++) {
        maxEnd = maxEnd + a[i];
        if (maxTill < maxEnd) maxTill =
            maxEnd;
        if (maxEnd < 0) maxEnd = 0;
    }
    return maxTill;
}

```

5.4 2D Prefix Sum

```
pref[i][j] = a[i][j] + pref[i - 1][j]
+ pref[i][j - 1] - pref[i - 1][j - 1];
```

6 Number Theory/Math

All about math.

6.1 nCr

```
int inverseMod(int a, int m) { return
    power(a, m - 2); }

int nCr(int n, int r, int m = mod){
    if(r==0) return 1;
    if(r>n) return 0;
    return (fact[n] * inverseMod((fact[
        r] * fact[n-r]) % m , m)) % m;
}
```

6.2 Power

```
int power(int base, int n, int m = mod
) {
    if (n == 0) return 1;
    if (n & 1) {
        int x = power(base, n / 2);
        return ((x * x) % m * base) % m;
    }
    else {
        int x = power(base, n / 2);
        return (x * x) % m;
    }
}
```

6.3 Miller Rabin

```
using u64 = uint64_t;
using u128 = __uint128_t;

u64 binpower(u64 base, u64 e, u64 mod)
{
    u64 result = 1;
    base %= mod;
    while (e) {
        if (e & 1) result = (u128)result *
            base % mod;
        base = (u128)base * base % mod;
        e >>= 1;
    }
    return result;
}

bool check_composite(u64 n, u64 a, u64
    d, int s) {
    u64 x = binpower(a, d, n);
    if (x == 1 || x == n - 1) return
        false;
    for (int r = 1; r < s; r++) {
        x = (u128)x * x % n;
        if (x == n - 1) return false;
    }
    return true;
}
```

```
};

bool MillerRabin(u64 n, int iter = 5)
{ // returns true if n is
    probably prime, else returns false
    .
    if (n < 4) return n == 2 || n == 3;
    int s = 0;
    u64 d = n - 1;
    while ((d & 1) == 0) {
        d >>= 1;
        s++;
    }

    for (int i = 0; i < iter; i++) {
        int a = 2 + rand() % (n - 3);
        if (check_composite(n, a, d, s))
            return false;
    }
    return true;
}
```

6.4 Sieve

```
const int N = 1e7 + 3;
vector<int> primes;
int notprime[N];

void sieve() {
    primes.push_back(2);
    for (int i = 2; i < N; i += 2) {
        notprime[i] = true;
    }
    for (int i = 3; i < N; i += 2) {
        if (!notprime[i]) {
            primes.push_back(i);
            for (int j = i * i; j < N; j +=
                2 * i) {
                notprime[j] = true;
            }
        }
    }
}
```

6.5 Inverse Mod

```
int modInverse(int a, int m) {
    int m0 = m, t, q;
    int x0 = 0, x1 = 1;
    if (m == 1) return 0;
    while (a > 1) {
        q = a / m;
        t = m;
        m = a % m, a = t;
        t = x0;
        x0 = x1 - q * x0;
        x1 = t;
    }
    if (x1 < 0) x1 += m0;
    return x1;
}
```

6.6 Bitset Sieve

```

const int sieve_size = 10000006;
bitset<sieve_size> sieve;

void Sieve() {
    sieve.flip();
    int finalBit = sqrt(sieve.size()) + 1;
    for (int i = 2; i < finalBit; ++i) {
        if (sieve.test(i))
            for (int j = 2 * i; j < sieve_size; j += i) sieve.reset(j);
    }
}

```

6.7 Divisors

```

constexpr int N = 1000005;

int Prime[N + 4], kk;
bool notPrime[N + 5];
void SieveOf() {
    notPrime[1] = true;
    Prime[kk++] = 2;
    for (int i = 4; i <= N; i += 2)
        notPrime[i] = true;
    for (int i = 3; i <= N; i += 2) {
        if (!notPrime[i]) {
            Prime[kk++] = i;
            for (int j = i * i; j <= N; j += 2 * i) notPrime[j] = true;
        }
    }
}

void Divisors(int n) {
    int sum = 1, total = 1;
    int mnP = INT_MAX, mxP = INT_MIN,
        cntP = 0, totalP = 0;
    for (int i = 0; i <= N && Prime[i] * Prime[i] <= n; i++) {
        if (n % Prime[i] == 0) {
            mnP = min(mnP, Prime[i]);
            mxP = max(mxP, Prime[i]);
            int k = 0;
            cntP++;
            while (n % Prime[i] == 0) {
                k++;
                n /= Prime[i];
            }

            sum *= (k + 1); // NOD
            totalP += k;
            int s = 0, p = 1;
            while (k-- >= 0) {
                s += p;
                p *= Prime[i];
            };
            total *= s; // SOD
        }
    }
    if (n > 1) {
        cntP++, totalP++;
        sum *= 2;
    }
}

```

```

total *= (1 + n);
mnP = min(mnP, n);
mxP = max(mxP, n);
}
cout << mnP << " " << mxP << " " <<
    cntP << " " << totalP << " " <<
    sum << " " << total << "\n";
}

```

6.8 Euler's Totient Phi Function

```

const int N = 5000005;
int phi[N];
unsigned long long phiSum[N];
void phiCalc() {
    for (int i = 2; i < N; i++) phi[i] = i;
    for (int i = 2; i < N; i++) {
        if (phi[i] == i) {
            for (int j = i; j < N; j += i) {
                phi[j] -= phi[j] / i;
            }
        }
    }
    for (int i = 2; i < N; i++) {
        phiSum[i] = (unsigned long long)
            phi[i] * (unsigned long long)
            phi[i] + phiSum[i - 1];
    }
}

```

6.9 Log a base b

```

int logab (int a, int b){
    return log2(a) / log2(b);
}

```

7 Dynamic Programming

7.1 LCS

```

string s, t;
vector<vector<int>> dp(3003, vector<int>(3003, -1));
vector<vector<int>> mark(3003, vector<int>(3003));

int f(int i, int j) {
    if (i < 0 || j < 0) return 0;
    if (dp[i][j] != -1) return dp[i][j];
    int res = 0;
    if (s[i] == t[j]) {
        mark[i][j] = 1;
        res = 1 + f(i - 1, j - 1);
    }
    else {
        int iC = f(i - 1, j);
        int jC = f(i, j - 1);
        if (iC > jC) mark[i][j] = 2;
        else mark[i][j] = 3;
        res = max(iC, jC);
    }
    return dp[i][j] = res;
}

```

```

}

void printWay(int i, int j) {
    if (i < 0 || j < 0) return;
    if (mark[i][j] == 1) printWay(i - 1,
        j - 1), cout << s[i];
    else if (mark[i][j] == 2) printWay(i
        - 1, j);
    else if (mark[i][j] == 3) printWay(i
        , j - 1);
}

```

7.2 LIS

```

void lis(vector<int> &v) {
    int n = v.size();
    vector<int> dp(n + 1, 1), hash(n);
    int mx = 1, lastInd = 0;
    for (int i = 0; i < n; i++) {
        hash[i] = i;
        for (int prev = 0; prev < i; prev
            ++){
            if (v[i] > v[prev] && 1 + dp[
                prev] > dp[i]) {

```

```

                dp[i] = 1 + dp[prev];
                hash[i] = prev;
            }
        }
        if (mx < dp[i]) {
            mx = dp[i];
            lastInd = i;
        }
    }
    vector<int> printSeq;
    printSeq.push_back(v[lastInd]);
    while (hash[lastInd] != lastInd) {
        lastInd = hash[lastInd];
        printSeq.push_back(v[lastInd]);
    }
    reverse(printSeq.begin(), printSeq.
        end());
    cout << mx << "\n";
    for (int i : printSeq) cout << i <<
        " ";
    cout << "\n";
}

```