ACM Template

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ACM Template by Rien

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1 字符串

1.1 KMP

```
1
    /*
 2
     * Args:
 3
     * s[]: string
 4
     * Return:
 5
     * fail[]: failure function
     */
 6
 7
     int fail[N];
 8
    void getfail(char s[])
 9
10
      fail[0] = -1;
11
      int p = -1;
12
      for (int i = 0; s[i]; i ++) {
13
        while (p!=-1 \&\& s[i]!=s[p]) p = fail[p];
14
        fail[i+1] = ++p;
15
      }
    }
16
```

1.2 Suffix Automaton

```
/*
 * 1 call init()
 * 2 call add(x) to add every character in order
 * Args:
 * Return:
 * an automaton
   link: link path pointer
     len: maximum length
 */
struct node{
 node* chd[26], *link;
  int len;
}a[3*N], *head, *last;
int top;
void init()
  memset(a, 0, sizeof(a));
  top = 0;
  head = last = &a[0];
}
```

```
void add(int x)
 node *p = &a[++top], *mid;
  p->len = last->len + 1;
 mid = last, last = p;
  for (; mid && !mid->chd[x]; mid = mid->link) mid->chd[x] =
  \hookrightarrow p;
  if (!mid) p->link = head;
  else{
    if (mid->len + 1 == mid->chd[x]->len) {
      p->link = mid->chd[x];
    } else {
      node *q = mid - > chd[x], *r = &a[++top];
      *r = *q, q->link = p->link = r;
      r->len = mid->len + 1;
      for (; mid && mid->chd[x] == q; mid = mid->link)
      \rightarrow mid->chd[x] = r;
    }
 }
}
```

2 图论

2.1 Minimum Spanning Tree

2.1.1 Kruskal

```
/*
* Args:
* edge: edges of graph, (u, v, w) = (edge[i].second.first,
→ edge[i].second.first, edge[i].first)
   n: number of node, from 1 to n
 * Return:
 * minimum spanning tree
 * 中文中文
vector<pair<int, pair<int, int> > > edge;
int pre[N];
int find(int u)
{
 return u == pre[u] ? u : pre[u] = find(pre[u]);
int Union(int u, int v)
 pre[find(u)] = find(v);
int kruskal(int n)
 for (int i = 1; i <= n; i ++) pre[i] = i;
 sort(edge.begin(), edge.end());
 int ans = 0;
 for (auto x: edge) {
   int u = x.second.first, v = x.second.second, w = x.first;
   if (find(u) != find(v)) {
     Union(u, v);
     ans += w;
   }
 }
 return ans;
```

2.2 单源最短路

2.2.1 SPFA

```
/* 中文注释测试 */
 * Args:
 * g[]: graph, (u, v, w) = (u, g[u][i].first,
\rightarrow g[u][i].second)
    st: source vertex
 * Return:
     dis[]: distance from source vertex to each other vertex
vector<pair<int, int> > g[N];
int dis[N], vis[N];
void spfa(int st)
{
  memset(dis, -1, sizeof(dis));
  memset(vis, 0, sizeof(vis));
  queue<int> q;
  q.push(st);
  dis[st] = 0;
  vis[st] = true;
  while (!q.empty()) {
    int u = q.front();
    q.pop();
    vis[u] = false;
    for (auto x : g[u]) {
      int v = x.first, w = x.second;
      if (dis[v] == -1 \mid \mid dis[u] + w < dis[v]) {
        dis[v] = dis[u] + w;
        if (!vis[v]) {
          vis[v] = true;
          q.push(v);
      }
    }
  }
}
```

2.3 我也不知道

3 其他