ACM Template

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July 17, 2021



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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 数学

2.1 快速幂

2.1.1 数字快速幂

```
//a 的 b 次方对 p 取余
    long long ksm(long long a,long long b,long long p)
 2
 3
    {
 4
            long long ret=1;
 5
            while(b){
 6
                    if(b&1) ret=ret*a%p;
 7
                    a=a*a\%p;
 8
                    b>>=1;
 9
            }
10
            return ret%p;
11
    }
```

3 图论

3.1 Minimum Spanning Tree

3.1.1 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;
```

3.2 单源最短路

3.2.1 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);
        }
      }
    }
 }
}
```

3.3 我也不知道

4 其他

4.1 输入输出

4.1.1 快读

16

17

```
//快读
 1
 2
    template <typename T> T &read(T &r) {
 3
        r = 0; bool w = 0; char ch = getchar();
        while(ch < '0' \mid \mid ch > '9') w = ch == '-' ? 1 : 0, ch =
 4

    getchar();

        while(ch >= 0 && ch <= 9) r = (r << 3) + (r <<1) + (ch
 5
        \rightarrow ^ 48), ch = getchar();
 6
        return r = w ? -r : r;
 7
    //用法:
 8
 9
    read(n);
    4.1.2 关闭同步
   //关闭同步
 1
 2
    ios::sync_with_stdio(0);
    cin.tie(0);
    4.2 高精度
    1//高精度,支持乘法和加法但只支持正数
 1
 2
    struct BigInt{
 3
        const static int mod = 10000;
 4
        const static int DLEN = 4;
        //根据题目要求可对 a 数组大小进行修改
 5
 6
        int a[6000],len;
 7
        BigInt(){
 8
            memset(a,0,sizeof(a));
 9
            len=1;
10
        }
        BigInt(int v){
11
12
            memset(a,0,sizeof(a));
13
            len=0;
14
            do{
15
                a[len++]=v\%mod;
```

v/=mod;

}while(v);

```
18
19
         BigInt(const char s[]){
20
             memset(a,0,sizeof(a));
21
             int L=strlen(s);
22
             len=L/DLEN;
23
             if(L%DLEN) len++;
24
             int index = 0;
25
             for(int i=L-1;i>=0;i-=DLEN){
26
                  int t=0;
27
                  int k=i-DLEN+1;
                  if(k<0) k=0;
28
29
                  for(int j=k;j<=i;++j)</pre>
30
                      t=t*10+s[j]-'0';
31
                  a[index++]=t;
32
             }
33
         }
34
         BigInt operator +(const BigInt &b)const {
35
             BigInt res;
36
             res.len=max(len,b.len);
37
             for(int i=0;i<=res.len;++i)</pre>
38
                  res.a[i]=0;
39
             for(int i=0;i<res.len;++i){</pre>
40
                  res.a[i]+=((i<len)?a[i]:0)+((i<b.len)?b.a[i]:0);
41
                  res.a[i+1] += res.a[i]/mod;
42
                  res.a[i]%=mod;
43
             }
44
             if(res.a[res.len]>0) res.len++;
45
             return res;
46
         BigInt operator *(const BigInt &b)const {
47
48
             BigInt res;
49
             for(int i=0;i<len;++i){</pre>
50
                  int up= 0;
51
                  for(int j=0;j<b.len;++j){</pre>
52
                      int temp=a[i]*b.a[j]+res.a[i+j]+up;
53
                      res.a[i+j]=temp%mod;
54
                      up=temp/mod;
55
                  }
56
                  if(up!=0)
57
                      res.a[i+b.len]=up;
             }
58
59
             res.len=len+b.len;
             while(res.a[res.len-1]==0 && res.len>1) res.len--;
60
61
             return res;
```

```
62
        }
63
        void output(){
64
            printf("%d",a[len-1]);
65
            for(int i=len-2;i>=0;--i)
66
                printf("%04d",a[i]);
67
            printf("\n");
        }
68
69
    };
70
    int main()
71
    {
        //字符串读入
72
73
        char a[2005],b[2005];
74
        cin>>a>>b;
75
        BigInt A,B;
76
        A=BigInt(a),B=BigInt(b);
        //可以直接用 cout 输出 char 数组内容
77
        cout<<a<<" "<<b<<endl;
78
79
        (A+B).output();//加法
80
        (A+B).output();//乘法
81
        return 0;
82
    }
```

5 注意事项

- 注意初始点的设置, 初始点是否有效是否得到正确的更新
- 注意边界条件如 < 和 <=, 注意特判如 n=1