# UNAL ICPC Team Notebook (2025)

## Contents

Demostración por AC



# 1 Data Structures

## 1.1 DSU

```
const int N = 1e5+5;
int dsu[N];
int cc;

int find (int node){
    if(dsu[node] == -1) return node;
    return dsu[node] = find(dsu[node]);
}

bool connected(int A, int B){
    return find(A)==find(B);
}

void join (int A, int B){
    A = find(A);
    B = find(B);
    dsu[A] = B;
    cc--;
}

memset(dsu, -1, sizeof dsu);
```

## 1.2 DSU Pesos

```
int parent[MAX];
int rango[MAX];
int n;
void Init( int _n ){
   n = _n;
   for( int i = 0 ; i < n ; ++i ){
       parent[i] = i;
       rango[i] = 0;
   }
}

int Find( int x ){
   if( x == parent[ x ] )
       return x;
   else
       return parent[ x ] = Find( parent[ x ] );
}
void Union( int x , int y ){
   int xRoot = Find( x );
   int yRoot = Find( y );
   if( rango[ xRoot ] > rango[ yRoot ] )
       parent[ yRoot ] = xRoot;
   else{
       parent[ xRoot ] = yRoot;
       if( rango[ xRoot ] == rango[ yRoot ] )
           rango[ yRoot ]++;
   }
}
int countComponents(){
   int c = 0;
```

```
    for( int i=0; i<n; i++ )
        if( parent[i] == i )
            c++;
    return c++;
}
vector<int> getRoots(){
    vector<int> v;
    for( int i=0; i<n; i++ )
        if( i == parent[i] )
            v.push_back(i);
    return v;
}

int countNodesInComponent( int root ){
    int c = 0;
    for( int i=0; i<n; i++)
        if( Find(i) == root )
            c++;
    return c++;
}
bool sameComponent( int x, int y ){
    return Find(x) == Find(y);
}
```

# 2 Graphs

## 2.1 Strongest 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 strongy connected components in G
// output: adj_cond -- adjacency list of G^SCC (by root
    vertices)
void strongly_connected_components(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]);
}
```

## 2.2 SCC Tarjan

```
struct TarjanScc{
    vector<bool> marked;
    vector<int> id;
    vector<int> low;
    int pre;
    int count;
    stack<int> stck;
    vector<vector<int> >G;

    TarjanScc( vector<vector<int> >g, int V ){
        G=g;
        marked = vector<bool>(V, false);
        stck = stack<int>();
        id= low = vector<int>(V, 0);
        pre=count=0;
        for(int u=0; u<V; u++)
            if( !marked[u] ) dfs(u);
    }

    void dfs( int u ){
        marked[ u ] = true;
        low[ u ] = pre++;
        int min = low[ u ];

        stck.push( u );
        for( int w=0; w<G[u].size(); w++){
            if(  !marked[G[u][w]] ) dfs( G[u][w] );
```

```
            if( low[ G[u][w] ] < min ) min = low[ G[u][w] ];
        }
        if( min<low[u] ){
            low[u] = min;
            return;
        }
        int w;
        do{
            w = stck.top();stck.pop();
            id[ w ] = count;
            low[ w ]= G.size();
        }while( w != u );
        count++;
    }

    int getCount() { return count; }


    // are v and w strongly connected?
    bool stronglyConnected(int v, int w) {
        return id[v] == id[w];
    }

    // in which strongly connected component is vertex v?
    int getId(int v) { return id[v]; }
};

//Ejemplo de Uso
int main( ){
    int u, v, N, M, cas, k=0;
    for(cin>>cas; k<cas; k++){
        scanf("%d %d", &N, &M);
        //cin>>N>>M;
        vector<vector<int> >G(N);

        for(int i=0; i < M; i++){
            scanf("%d %d", &u, &v);
            //cin>>u>>v;
            u--;v--;
            G[u].PB(v);
        }

        TarjanScc tscc(G, N);
        //Encontrar cuantos nodos tienen grado de entrada 0
        vector<int>indegree(tscc.getCount(), 0);
        int idu, idv;
        for( u = 0; u < N; u++){
            idu = tscc.getId( u );
            for( v = 0; v < G[u].size(); v++){
                idv = tscc.getId( G[u][v] );

                if( idu!=idv ){
                    indegree[idv]++;
                }
            }
        }
        int res=0;
        for(int i=0; i<indegree.size(); i++){
            if(indegree[i]==0)res++;
        }
        printf("Case %d: %d\n",k+1,res);
    }
return 0;
}
```

## 2.3 Topological sort

```
int n; // number of vertices
vector<vector<int>> adj; // adjacency list of graph
vector<bool> visited;
vector<int> ans;

void dfs(int v) {
    visited[v] = true;
    for (int u : adj[v]) {
        if (!visited[u])
            dfs(u);
    }
    ans.push_back(v);
}

void topological_sort() {
    visited.assign(n, false);
    ans.clear();
    for (int i = 0; i < n; ++i) {
        if (!visited[i]) {
            dfs(i);
        }
    }
    reverse(ans.begin(), ans.end());
}
```

## 2.4 Floyd-Warshall

```
//O(n^3)

//inicializar todo en INF previo a la lectura

for (int k = 0; k < n; ++k) {
    for (int i = 0; i < n; ++i) {
        for (int j = 0; j < n; ++j) {
            d[i][j] = min(d[i][j], d[i][k] + d[k][j]);
        }
    }
}

//Si se tienen pesos negativos:
for (int k = 0; k < n; ++k) {
    for (int i = 0; i < n; ++i) {
        for (int j = 0; j < n; ++j) {
            if (d[i][k] < INF && d[k][j] < INF)
                d[i][j] = min(d[i][j], d[i][k] + d[k][j]);
        }
    }
}

//Pesos reales
if (d[i][k] + d[k][j] < d[i][j] - EPS)
    d[i][j] = d[i][k] + d[k][j];

/*Identificar ciclos negativos:
Si al final del algoritmo d[i][i] es negativo.*/
```

## 2.5 Dijkstra

```
//O(n^2+m)
```

```cpp
    for (int i = 1; i <= n; i++) distance[i] = INF;
    distance[x] = 0;
    q.push({0,x});
    while (!q.empty()) {
        int a = q.top().second; q.pop();
        if (processed[a]) continue;
        processed[a] = true;
        for (auto u : adj[a]) {
            int b = u.first, w = u.second;
            if (distance[a]+w < distance[b]) {
                distance[b] = distance[a]+w;
                q.push({-distance[b],b});
            }
        }
    }
```

### 2.6 Shortest Path Fast algorithm

```cpp
//O(nm)
const int INF = 1000000000;
vector<vector<pair<int, int>>> adj;

bool spfa(int s, vector<int>& d) {
    int n = adj.size();
    d.assign(n, INF);
    vector<int> cnt(n, 0);
    vector<bool> inqueue(n, false);
    queue<int> q;

    d[s] = 0;
    q.push(s);
    inqueue[s] = true;
    while (!q.empty()) {
        int v = q.front();
        q.pop();
        inqueue[v] = false;

        for (auto edge : adj[v]) {
            int to = edge.first;
            int len = edge.second;

            if (d[v] + len < d[to]) {
                d[to] = d[v] + len;
                if (!inqueue[to]) {
                    q.push(to);
                    inqueue[to] = true;
                    cnt[to]++;
                    if (cnt[to] > n)
                        return false;  // negative cycle
                }
            }
        }
    }
    return true;
}
```

## 3 Dynamic Programming

### 3.1 Coin Exchange Problem

```cpp
#include <bits/stdc++.h>

using namespace std;

// Returns total distinct ways to make sum using n coins of
// different denominations
int count(vector<int>& coins, int n, int sum)
{
    // 2d dp array where n is the number of coin
    // denominations and sum is the target sum
    vector<vector<int> > dp(n + 1, vector<int>(sum + 1, 0));

    // Represents the base case where the target sum is 0,
    // and there is only one way to make change: by not
    // selecting any coin
    dp[0][0] = 1;
    for (int i = 1; i <= n; i++) {
        for (int j = 0; j <= sum; j++) {

            // Add the number of ways to make change without
            // using the current coin,
            dp[i][j] += dp[i - 1][j];

            if ((j - coins[i - 1]) >= 0) {

                // Add the number of ways to make change
                // using the current coin
                dp[i][j] += dp[i][j - coins[i - 1]];
            }
        }
    }
    return dp[n][sum];
}

// Driver Code
int main()
{
    vector<int> coins{ 1, 2, 3 };
    int n = 3;
    int sum = 5;
    cout << count(coins, n, sum);
    return 0;
}
```

## 4 Flows

### 4.1 Dinic

```cpp
struct FlowEdge {
    int v, u;
    long long cap, flow = 0;
    FlowEdge(int v, int u, long long cap) : v(v), u(u), cap(
        cap) {}
};

struct Dinic {
    const long long flow_inf = 1e18;
    vector<FlowEdge> edges;
    vector<vector<int>> adj;
    int n, m = 0;
    int s, t;
    vector<int> level, ptr;
    queue<int> q;
```

```cpp
Dinic(int n, int s, int t) : n(n), s(s), t(t) {
    adj.resize(n);
    level.resize(n);
    ptr.resize(n);
}

void add_edge(int v, int u, long long cap) {
    edges.emplace_back(v, u, cap);
    edges.emplace_back(u, v, 0);
    adj[v].push_back(m);
    adj[u].push_back(m + 1);
    m += 2;
}

bool bfs() {
    while (!q.empty()) {
        int v = q.front();
        q.pop();
        for (int id : adj[v]) {
            if (edges[id].cap - edges[id].flow < 1)
                continue;
            if (level[edges[id].u] != -1)
                continue;
            level[edges[id].u] = level[v] + 1;
            q.push(edges[id].u);
        }
    }
    return level[t] != -1;
}

long long dfs(int v, long long pushed) {
    if (pushed == 0)
        return 0;
    if (v == t)
        return pushed;
    for (int& cid = ptr[v]; cid < (int)adj[v].size(); cid
        ++) {
        int id = adj[v][cid];
        int u = edges[id].u;
        if (level[v] + 1 != level[u] || edges[id].cap -
            edges[id].flow < 1)
            continue;
        long long tr = dfs(u, min(pushed, edges[id].cap -
            edges[id].flow));
        if (tr == 0)
            continue;
        edges[id].flow += tr;
        edges[id ^ 1].flow -= tr;
        return tr;
    }
    return 0;
}

long long flow() {
    long long f = 0;
    while (true) {
        fill(level.begin(), level.end(), -1);
        level[s] = 0;
        q.push(s);
        if (!bfs())
            break;
        fill(ptr.begin(), ptr.end(), 0);
        while (long long pushed = dfs(s, flow_inf)) {
            f += pushed;
        }
    }
    return f;
}
};
```

## 4.2 MinCost Flow

```cpp
struct Edge
{
    int from, to, capacity, cost;
};

vector<vector<int>> adj, cost, capacity;

const int INF = 1e9;

void shortest_paths(int n, int v0, vector<int>& d, vector<int
    >& p) {
    d.assign(n, INF);
    d[v0] = 0;
    vector<bool> inq(n, false);
    queue<int> q;
    q.push(v0);
    p.assign(n, -1);

    while (!q.empty()) {
        int u = q.front();
        q.pop();
        inq[u] = false;
        for (int v : adj[u]) {
            if (capacity[u][v] > 0 && d[v] > d[u] + cost[u][v
                ]) {
                d[v] = d[u] + cost[u][v];
                p[v] = u;
                if (!inq[v]) {
                    inq[v] = true;
                    q.push(v);
                }
            }
        }
    }
}

int min_cost_flow(int N, vector<Edge> edges, int K, int s, int
     t) {
    adj.assign(N, vector<int>());
    cost.assign(N, vector<int>(N, 0));
    capacity.assign(N, vector<int>(N, 0));
    for (Edge e : edges) {
        adj[e.from].push_back(e.to);
        adj[e.to].push_back(e.from);
        cost[e.from][e.to] = e.cost;
        cost[e.to][e.from] = -e.cost;
        capacity[e.from][e.to] = e.capacity;
    }

    int flow = 0;
    int cost = 0;
    vector<int> d, p;
    while (flow < K) {
        shortest_paths(N, s, d, p);
        if (d[t] == INF)
            break;

        // find max flow on that path
```

```
        int f = K - flow;
        int cur = t;
        while (cur != s) {
            f = min(f, capacity[p[cur]][cur]);
            cur = p[cur];
        }

        // apply flow
        flow += f;
        cost += f * d[t];
        cur = t;
        while (cur != s) {
            capacity[p[cur]][cur] -= f;
            capacity[cur][p[cur]] += f;
            cur = p[cur];
        }
    }

    if (flow < K)
        return -1;
    else
        return cost;
}
```

# 5 Math

## 5.1 Primes

```
/*
2       3       5       7       11      13      17      19
         23      29      31      37      41      43      47
         53      59      61      67      71      73      79
         83      89
97      101     103     107     109     113     127     131
         137     139     149     151     157     163     167
         173     179     181     191     193     197     199
         211     223
227     229     233     239     241     251     257     263
         269     271     277     281     283     293     307
         311     313     317     331     337     347     349
         353     359
367     373     379     383     389     397     401     409
         419     421     431     433     439     443     449
         457     461     463     467     479     487     491
         499     503
509     521     523     541     547     557     563     569
         571     577     587     593     599     601     607
         613     617     619     631     641     643     647
         653     659
661     673     677     683     691     701     709     719
         727     733     739     743     751     757     761
         769     773     787     797     809     811     821
         823     827
829     839     853     857     859     863     877     881
         883     887     907     911     919     929     937
         941     947     953     967     971     977     983
         991     997

1009    1013    1019    1021    1031    1033    1039    1049
        1051    1061    1063    1069    1087    1091    1093
        1097    1103    1109    1117    1123
1129    1151    1153    1163    1171    1181    1187    1193
        1201    1213    1217    1223    1229    1231    1237
        1249    1259    1277    1279    1283
1289    1291    1297    1301    1303    1307    1319    1321
        1327    1361    1367    1373    1381    1399    1409
        1423    1427    1429    1433    1439
1447    1451    1453    1459    1471    1481    1483    1487
        1489    1493    1499    1511    1523    1531    1543
        1549    1553    1559    1567    1571
1579    1583    1597    1601    1607    1609    1613    1619
        1621    1627    1637    1657    1663    1667    1669
        1693    1697    1699    1709    1721
1723    1733    1741    1747    1753    1759    1777    1783
        1787    1789    1801    1811    1823    1831    1847
        1861    1867    1871    1873    1877
1879    1889    1901    1907    1913    1931    1933    1949
        1951    1973    1979    1987    1993    1997    1999

*/
```

## 5.2 Log Utils

```
ln: log()
log base 10: log10()
e: exp()
primos aproximados hasta x: x/ln(x) o x/(ln(x)-1.08366)
```

## 5.3 Modular Operations

```
const int MOD = 998244353;

int add ( int A, int B ) { return A+B<MOD? A+B: A+B-MOD; }
int mul ( int A, int B ) { return ll(A)*B % ll(MOD); }
int sub ( int A, int B ) { return add ( A, MOD-B ); }
```

## 5.4 Line Representation

```
//si b=0: es como si fuera oo o -oo
//si a=0: la fraccion es 0

struct frac{
    ll a,b;
    frac(ll_a, ll_b): a(_a), b(_b){
        if(b<0) a*=-1, b *=-1;
        if(b==0) a = 1;
    }

    bool operator < (frac other){
        return a * other.b < b * other.a;
    }
};

map<frac,frac> mp;
```

## 5.5 Lines Intersection

```
typedef complex<double> point;

/*Line Segment Intersection*/

double dot(const point &a, const point &b) { return real(conj(
    a) * b); }
```

```
double cross(const point &a, const point &b) { return imag(
    conj(a) * b); }

// returns intersection of infinite lines ab and pq (undefined
     if they are parallel)
point intersect(const point &a, const point &b, const point &p
    , const point &q)
{
    double d1 = cross(p - a, b - a);
    double d2 = cross(q - a, b - a);
    return (d1 * q - d2 * p) / (d1 - d2);
}

int main(){
    vector<int> p(8);
    for(int i=0; i < 8; i++){
        cin >> p[i];
    }

    point a(p[0],p[1]), b(p[2],p[3]), c(p[4],p[5]), d(p[6],p
        [7]);

    point ans = intersect(a,b,c,d);
    cout << fixed << setprecision(2) << real(ans) << " " <<
        imag(ans) << endl;

}
```

## 5.6 Cribe

```
int cribe[N];

for(int i=2; i < N; i++){
    if(!cribe[i]){
        for(int k=i+i; k<N; k+=i){
            cribe[k] = i;
        }
    }
}
```

## 5.7 FastCribe

```
#define forr(i,a,b) for(int i=(a); i<(b); i++)
typedef long long ll;
typedef pair<int,int> ii;

#define MAXP 100000     //no necesariamente primo
int criba[MAXP+1];
void crearcriba(){
        int w[] = {4,2,4,2,4,6,2,6};
        for(int p=25;p<=MAXP;p+=10) criba[p]=5;
        for(int p=9;p<=MAXP;p+=6) criba[p]=3;
        for(int p=4;p<=MAXP;p+=2) criba[p]=2;
        for(int p=7,cur=0;p*p<=MAXP;p+=w[cur++&7]) if (!criba[
            p])
                for(int j=p*p;j<=MAXP;j+=(p<<1)) if(!criba[j])
                        criba[j]=p;
}
vector<int> primos;
void buscarprimos(){
        crearcriba();
        forr (i,2,MAXP+1) if (!criba[i]) primos.push_back(i);
}
//~ Useful for bit trick: #define SET(i) ( criba[(i)
    >>5]|=1<<((i)&31) ), #define INDEX(i) ( (criba[i>>5]>>((i)
    &31))&1 ), unsigned int criba[MAXP/32+1];

int main() {
        freopen("primos", "w", stdout);
        buscarprimos();
        cout << '{';
        bool first=true;
        forall(it, primos){
                if(first) first=false;
                else cout << ',';
                cout << *it;
        }
        cout << "};\n";
        return 0;
}
```

## 5.8 Fast Exp.

```
ll binpow(ll a, ll b) {
    /*si se necesita la potencia modulo m: aplicar el modulo a
        todas
    las multiplicaciones y a 'a' al antes del loop*/
    ll res = 1;
    while (b > 0) {
        if (b & 1)
            res = res * a;
        a = a * a;
        b >>= 1;
    }
    return res;
}
```

## 5.9 Matrix Power

```
ll MOD;
const int MAX_N = 2;

struct Matrix {ll mat[MAX_N][MAX_N];};

ll mod(ll a, ll m) {return ((a%m)+m)%m;}

Matrix matMul(Matrix a, Matrix b){
    Matrix ans;
    rep(i,MAX_N){
        rep(j, MAX_N){
            ans.mat[i][j] = 0;
        }
    }
    rep(i,MAX_N){
        rep(k,MAX_N){
            if(a.mat[i][k] == 0) continue;
            rep(j, MAX_N){
                ans.mat[i][j] += mod(a.mat[i][k], MOD) * mod(b
                    .mat[k][j], MOD);
                ans.mat[i][j] = mod(ans.mat[i][j], MOD);
            }
        }
    }
    return ans;
}
```

```
Matrix matPow(Matrix base, ll p){
    Matrix ans;
    rep(i,MAX_N)
        rep(j,MAX_N)
            ans.mat[i][j] = (i==j);

    while(p){
        if(p&1) ans = matMul(ans,base);
        base = matMul(base,base);
        p >>= 1;
    }
    return ans;
}

int main(){
    /*Fib(n) mod 2 ^ m*/
    ll n, m;
    MOD = binpow(2,m);
    Matrix mat;
    mat.mat[0][0] = 1;
    mat.mat[0][1] = 1;
    mat.mat[1][0] = 1;
    mat.mat[1][1] = 0;

    Matrix aa = matPow(mat, n);

    cout << aa.mat[0][1] << endl;

}
```

## 5.10 Fast Matrix Exp.

```
#define forn(i,n) forr(i,0,n)
#define SIZE 350
int NN;
double tmp[SIZE][SIZE];
void mul(double a[SIZE][SIZE], double b[SIZE][SIZE]){ zero(tmp
    );
    forn(i, NN) forn(j, NN) forn(k, NN) res[i][j]+=a[i][k]*b[k
        ][j];
    forn(i, NN) forn(j, NN) a[i][j]=res[i][j];
}
void powmat(double a[SIZE][SIZE], int n, double res[SIZE][SIZE
    ]){
    forn(i, NN) forn(j, NN) res[i][j]=(i==j);
    while(n){
        if(n&1) mul(res, a), n--;
        else mul(a, a), n/=2;
    } }
```

## 5.11 Euclidean algorithm

```
//Iterative
int gcd(int a, int b, int& x, int& y) {
    x = 1, y = 0;
    int x1 = 0, y1 = 1, a1 = a, b1 = b;
    while (b1) {
        int q = a1 / b1;
        tie(x, x1) = make_tuple(x1, x - q * x1);
        tie(y, y1) = make_tuple(y1, y - q * y1);
        tie(a1, b1) = make_tuple(b1, a1 - q * b1);
    }
    return a1;
}
```

## 5.12 GaussJordan

```
const double EPS = 1e-9;
const int INF = 2; // it doesn't actually have to be infinity
    or a big number

int gauss (vector < vector<double> > a, vector<double> & 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 (abs (a[i][col]) > abs (a[sel][col]))
                sel = i;
        if (abs (a[sel][col]) < EPS)
            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) {
                double c = a[i][col] / a[row][col];
                for (int j=col; j<=m; ++j)
                    a[i][j] -= a[row][j] * c;
            }
        ++row;
    }

    ans.assign (m, 0);
    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) {
        double sum = 0;
        for (int j=0; j<m; ++j)
            sum += ans[j] * a[i][j];
        if (abs (sum - a[i][m]) > EPS)
            return 0;
    }

    for (int i=0; i<m; ++i)
        if (where[i] == -1)
            return INF;
    return 1;
}
```

## 5.13 Chinese Remainder Theorem

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

long long chinese_remainder_theorem(vector<Congruence> const&
    congruences) {
```

```
    long long M = 1;
    for (auto const& congruence : congruences) {
        M *= congruence.m;
    }

    long long solution = 0;
    for (auto const& congruence : congruences) {
        long long a_i = congruence.a;
        long long 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;
}
```

# 6 Geometry

## 6.1 Poligon

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

const double EPS = 1e-9;

double DEG_to_RAD(double d) { return d*M_PI / 180.0; }

double RAD_to_DEG(double r) { return r*180.0 / M_PI; }

struct point { double x, y;   // only used if more precision
    is needed
  point() { x = y = 0.0; }                          // default
     constructor
  point(double _x, double _y) : x(_x), y(_y) {}         // user
     -defined
  bool operator == (point other) const {
   return (fabs(x-other.x) < EPS && (fabs(y-other.y) < EPS));
     }
  bool operator <(const point &p) const {
   return x < p.x || (abs(x-p.x) < EPS && y < p.y); } };

struct vec { double x, y;  // name: 'vec' is different from
    STL vector
  vec(double _x, double _y) : x(_x), y(_y) {} };

vec toVec(point a, point b) {        // convert 2 points to
    vector a->b
  return vec(b.x-a.x, b.y-a.y); }

double dist(point p1, point p2) {                 // Euclidean
    distance
  return hypot(p1.x-p2.x, p1.y-p2.y); }                 //
     return double

// returns the perimeter of polygon P, which is the sum of
// Euclidian distances of consecutive line segments (polygon
    edges)
double perimeter(const vector<point> &P) {       // by ref for
     efficiency
  double ans = 0.0;
  for (int i = 0; i < (int)P.size()-1; ++i)      // note: P[n
     -1] = P[0]
    ans += dist(P[i], P[i+1]);                    // as we
        duplicate P[0]
  return ans;
}

// returns the area of polygon P
double area(const vector<point> &P) {
  double ans = 0.0;
  for (int i = 0; i < (int)P.size()-1; ++i)       // Shoelace
     formula
    ans += (P[i].x*P[i+1].y - P[i+1].x*P[i].y);
  return fabs(ans)/2.0;                           // only do /
     2.0 here
}

double dot(vec a, vec b) { return (a.x*b.x + a.y*b.y); }

double norm_sq(vec v) { return v.x*v.x + v.y*v.y; }

double angle(point a, point o, point b) {  // returns angle
    aob in rad
  vec oa = toVec(o, a), ob = toVec(o, b);
  return acos(dot(oa, ob) / sqrt(norm_sq(oa) * norm_sq(ob)));
     }

double cross(vec a, vec b) { return a.x*b.y - a.y*b.x; }

// returns the area of polygon P, which is half the cross
    products
// of vectors defined by edge endpoints
double area_alternative(const vector<point> &P) {
  double ans = 0.0; point O(0.0, 0.0);            // O = the
     Origin
  for (int i = 0; i < (int)P.size()-1; ++i)       // sum of
     signed areas
    ans += cross(toVec(O, P[i]), toVec(O, P[i+1]));
  return fabs(ans)/2.0;
}

// note: to accept collinear points, we have to change the '>
    0'
// returns true if point r is on the left side of line pq
bool ccw(point p, point q, point r) {
  return cross(toVec(p, q), toVec(p, r)) > 0;
}

// returns true if point r is on the same line as the line pq
bool collinear(point p, point q, point r) {
  return fabs(cross(toVec(p, q), toVec(p, r))) < EPS;
}

// returns true if we always make the same turn
// while examining all the edges of the polygon one by one
bool isConvex(const vector<point> &P) {
  int n = (int)P.size();
  // a point/sz=2 or a line/sz=3 is not convex
  if (n <= 3) return false;
  bool firstTurn = ccw(P[0], P[1], P[2]);         // remember
     one result,
  for (int i = 1; i < n-1; ++i)                  // compare
     with the others
    if (ccw(P[i], P[i+1], P[(i+2) == n ? 1 : i+2]) !=
       firstTurn)
      return false;                               // different
         -> concave
  return true;                                    // otherwise
     -> convex
}
```

```
// returns 1/0/-1 if point p is inside/on (vertex/edge)/
    outside of
// either convex/concave polygon P
int insidePolygon(point pt, const vector<point> &P) {
  int n = (int)P.size();
  if (n <= 3) return -1;                          // avoid
      point or line
  bool on_polygon = false;
  for (int i = 0; i < n-1; ++i)                   // on vertex/
      edge?
    if (fabs(dist(P[i], pt) + dist(pt, P[i+1]) - dist(P[i], P[
        i+1])) < EPS)
      on_polygon = true;
  if (on_polygon) return 0;                       // pt is on
      polygon
  double sum = 0.0;                               // first =
      last point
  for (int i = 0; i < n-1; ++i) {
    if (ccw(pt, P[i], P[i+1]))
      sum += angle(P[i], pt, P[i+1]);             // left turn/
          ccw
    else
      sum -= angle(P[i], pt, P[i+1]);             // right turn
          /cw
  }
  return fabs(sum) > M_PI ? 1 : -1;               // 360d->in,
      0d->out
}

// compute the intersection point between line segment p-q and
     line A-B
point lineIntersectSeg(point p, point q, point A, point B) {
  double a = B.y-A.y, b = A.x-B.x, c = B.x*A.y - A.x*B.y;
  double u = fabs(a*p.x + b*p.y + c);
  double v = fabs(a*q.x + b*q.y + c);
  return point((p.x*v + q.x*u) / (u+v), (p.y*v + q.y*u) / (u+v
      ));
}

// cuts polygon Q along the line formed by point A->point B (
    order matters)
// (note: the last point must be the same as the first point)
vector<point> cutPolygon(point A, point B, const vector<point>
     &Q) {
  vector<point> P;
  for (int i = 0; i < (int)Q.size(); ++i) {
    double left1 = cross(toVec(A, B), toVec(A, Q[i])), left2 =
         0;
    if (i != (int)Q.size()-1) left2 = cross(toVec(A, B), toVec
        (A, Q[i+1]));
    if (left1 > -EPS) P.push_back(Q[i]);          // Q[i] is on
         the left
    if (left1*left2 < -EPS)                       // crosses
        line AB
      P.push_back(lineIntersectSeg(Q[i], Q[i+1], A, B));
  }
  if (!P.empty() && !(P.back() == P.front()))
    P.push_back(P.front());                       // wrap
        around
  return P;
}

vector<point> CH_Graham(vector<point> &Pts) {     // overall O(
    n log n)
  vector<point> P(Pts);                           // copy all
      points
  int n = (int)P.size();
  if (n <= 3) {                                   // point/line
      /triangle
    if (!(P[0] == P[n-1])) P.push_back(P[0]);     // corner
        case
    return P;                                     // the CH is
        P itself
  }

  // first, find P0 = point with lowest Y and if tie:
      rightmost X
  int P0 = min_element(P.begin(), P.end())-P.begin();
  swap(P[0], P[P0]);                              // swap P[P0]
       with P[0]

  // second, sort points by angle around P0, O(n log n) for
      this sort
  sort(++P.begin(), P.end(), [&](point a, point b) {
    return ccw(P[0], a, b);                       // use P[0]
        as the pivot
  });

  // third, the ccw tests, although complex, it is just O(n)
  vector<point> S({P[n-1], P[0], P[1]});          // initial S
  int i = 2;                                      // then, we
      check the rest
  while (i < n) {                                 // n > 3, O(n
      )
    int j = (int)S.size()-1;
    if (ccw(S[j-1], S[j], P[i]))                  // CCW turn
      S.push_back(P[i++]);                        // accept
          this point
    else                                          // CW turn
      S.pop_back();                               // pop until
          a CCW turn
  }
  return S;                                       // return the
       result
}

vector<point> CH_Andrew(vector<point> &Pts) {     // overall O(
    n log n)
  int n = Pts.size(), k = 0;
  vector<point> H(2*n);
  sort(Pts.begin(), Pts.end());                   // sort the
      points by x/y
  for (int i = 0; i < n; ++i) {                   // build
      lower hull
    while ((k >= 2) && !ccw(H[k-2], H[k-1], Pts[i])) --k;
    H[k++] = Pts[i];
  }
  for (int i = n-2, t = k+1; i >= 0; --i) {       // build
      upper hull
    while ((k >= t) && !ccw(H[k-2], H[k-1], Pts[i])) --k;
    H[k++] = Pts[i];
  }
  H.resize(k);
  return H;
}

int main() {
  // 6(+1) points, entered in counter clockwise order, 0-based
       indexing
  vector<point> P;
  P.emplace_back(1, 1);                           // P0
```

```
P.emplace_back(3, 3);                          // P1
P.emplace_back(9, 1);                          // P2
P.emplace_back(12, 4);                         // P3
P.emplace_back(9, 7);                          // P4
P.emplace_back(1, 7);                          // P5
P.push_back(P[0]);                             // loop back,
     P6 = P0

printf("Perimeter = %.2lf\n", perimeter(P));   // 31.64
printf("Area = %.2lf\n", area(P));             // 49.00
printf("Area = %.2lf\n", area_alternative(P)); // also 49.00
printf("Is convex = %d\n", isConvex(P));       // 0 (false)

//// the positions of P_out, P_on, P_in with respect to the
    polygon
//7 P5------P_on----P4
//6 |                  \
//5 |                    \
//4 |   P_in              P3
//3 |   P1___            /
//2 | / P_out \ ___     /
//1 P0                P2
//0 1 2 3 4 5 6 7 8 9 101112

point p_out(3, 2); // outside this (concave) polygon
printf("P_out is inside = %d\n", insidePolygon(p_out, P));
    // -1
printf("P1 is inside = %d\n", insidePolygon(P[1], P)); // 0
point p_on(5, 7); // on this (concave) polygon
printf("P_on is inside = %d\n", insidePolygon(p_on, P)); //
    0
point p_in(3, 4); // inside this (concave) polygon
printf("P_in is inside = %d\n", insidePolygon(p_in, P)); //
    1

// cutting the original polygon based on line P[2] -> P[4] (
    get the left side)
//7 P5--------------P4
//6 |               |  \
//5 |               |    \
//4 |               |     P3
//3 |   P1___       |    /
//2 | /       \ ___ |  /
//1 P0              P2
//0 1 2 3 4 5 6 7 8 9 101112
// new polygon (notice the index are different now):
//7 P4--------------P3
//6 |               |
//5 |               |
//4 |               |
//3 |   P1___       |
//2 | /       \ ___ |
//1 P0              P2
//0 1 2 3 4 5 6 7 8 9

P = cutPolygon(P[2], P[4], P);
printf("Perimeter = %.2lf\n", perimeter(P));   // smaller
    now, 29.15
printf("Area = %.2lf\n", area(P));             // 40.00

// running convex hull of the resulting polygon (index
    changes again)
//7 P3--------------P2
//6 |               |
//5 |               |
//4 |   P_out       |
//3 |               |
//2 |   P_in        |
//1 P0--------------P1
//0 1 2 3 4 5 6 7 8 9

P = CH_Graham(P);                              // now this
    is a rectangle
printf("Perimeter = %.2lf\n", perimeter(P));   // precisely
    28.00
printf("Area = %.2lf\n", area(P));             // precisely
    48.00
printf("Is convex = %d\n", isConvex(P));       // true
printf("P_out is inside = %d\n", insidePolygon(p_out, P));
    // 1
printf("P_in is inside = %d\n", insidePolygon(p_in, P)); //
    1

return 0;
}
```

# 7 Range Queries

## 7.1 BIT

```
const int N = 200005;
int BIT[N];

void update(int idx, int val){
    for(; idx < N; idx += idx&(-idx)){
        BIT[idx]+=val;
    }
}

int query (int idx){
    ll ret = 0;
    for(; idx > 0; idx-=idx&(-idx)){
        ret += BIT[idx];
    }
    return ret;
}

int query (int left, int right){
    return query(right) - query(left-1);
}

int lower_find(int val){
    int id = 0;
    for(int i = 31-__builtin_clz(n); i >= 0; --i){
        int nid = id | ( 1 << i);
        if(nid <= n && BIT[nid] <= val){
            val -= BIT[nid];
            id = nid;
        }
    }
    return id;
}


iota(idx+1, idx+n+1,1);
```

```
sort(idx+1, idx+n+1, [](int i_a, int i_b) { return arr[i_a] >
    arr[i_b];});

//Update range [l,r] to v
update(l,v);
update(r+1,-v);

//Update specific value at pos k to u
ll prev = query(k)-query(k-1);
update(k,u);
update(k, -prev);

//Inversions
for(int i=1; i <=n; i++){
    forward[i] = query(values[i]);
    update(1,1);
    update(values[i],-1);
}
memset(BIT, 0, sizeof BIT);

for(int i=n; i >0 ; i--){
    backward[i] = query(values[i]);
    update(values[i]+1, 1);
}


//Dimension change
sort(difval, difval+ind);
map<int,int> idx;
int cnt = 0;
idx[difval[0]] = cnt;
cnt++;
for(int i=1; i < ind;  i++){
    if(difval[i] != difval[i-1]){
        idx[difval[i]] = cnt;
        cnt++;
    }
}
```

## 7.2 Basic Segment Tree

```
const int N = 1e6+5;

struct SegTree {
    SegTree *L, *R;
    int fr, to;

    SegTree (int fr, int to):
        fr(fr), to(to){
            if(fr == to){
                //Calc base values
                L = R = NULL;
            }else if (fr < to){
                L = new SegTree(fr, (fr+to)/2);
                R = new SegTree((L->to)+1, to);
                //Calc value: L->value + R->value
            }
        }

    void propagate (){
        //Propagation operation
    }

    void update(int l, int r){
        propagate();
        if(l == fr && r == to){
            //Change before prop? ex: change ^= true;
            propagate();
            return;
        }
        if(r < R->fr){
            L->update(l,r);
            R->propagate();
        }else if(l > L->to){
            R->update(l,r);
            L->propagate();
        }else{
            L->update(l, L->to);
            R->update(R->fr, r);
        }
        //Calc values, ex: num_on = L->num_on + R->num_on;
    }
};
```

## 7.3 Segment Tree Range Query

```
const int N = 1e5;  // limit for array size
int n;  // array size
int t[2 * N];

void build() {  // build the tree
  for (int i = n - 1; i > 0; --i) t[i] = t[i<<1] + t[i<<1|1];
}//O(n)

void modify(int p, int value) {  // set value at position p
  for (t[p += n] = value; p > 1; p >>= 1) t[p>>1] = t[p] + t[p
      ^1];
}//O(log(n))

int query(int l, int r) {  // sum on interval [l, r)
  int res = 0;
  for (l += n, r += n; l < r; l >>= 1, r >>= 1) {
    if (l&1) res += t[l++];
    if (r&1) res += t[--r];
  }
  return res;
}//O(log(n))

int main() {
  scanf("%d", &n);
  for (int i = 0; i < n; ++i) scanf("%d", t + n + i);
  build();
  modify(0, 1);
  printf("%d\n", query(3, 11));
  return 0;
}
```

## 7.4 Segment Tree Range Update

```
void modify(int l, int r, int value) {
  for (l += n, r += n; l < r; l >>= 1, r >>= 1) {
    if (l&1) t[l++] += value;
    if (r&1) t[--r] += value;
  }
}

int query(int p) {
```

```
  int res = 0;
  for (p += n; p > 0; p >>= 1) res += t[p];
  return res;
}

/*Push to inspect modifications*/

void push() {
  for (int i = 1; i < n; ++i) {
    t[i<<1] += t[i];
    t[i<<1|1] += t[i];
    t[i] = 0;
  }
} //
```

## 7.5 Segment Tree Lazy Propagation

```
const int N = 500005;
const int MOD = 998244353;

int add ( int A, int B ) { return A+B<MOD? A+B: A+B-MOD; }
int mul ( int A, int B ) { return ll(A)*B % ll(MOD); }
int sub ( int A, int B ) { return add ( A, MOD-B ); }

int n, q, h;

int sum[2*N];
pii lazy[2*N];
int lengths[2*N];

pii combine ( pii A, pii B ) {
    return {mul(A.ff, B.ff), add(mul(A.ss, B.ff), B.ss)};
}

void apply(int p, pii value) {
    sum[p] = add(mul(sum[p], value.ff), mul(lengths[p], value.
        ss));
    if (p < n) lazy[p] = combine(lazy[p], value);
}

void build_t() {  // build the tree
  for (int i = n - 1; i > 0; --i) {
    sum[i] = add(sum[i<<1], sum[i<<1|1]);
    lengths[i] = lengths[i<<1]+lengths[i<<1|1];
    lazy[i] = {1,0};
  }
}

void build(int p) {
  while (p > 1){
    p >>= 1;
    if(lazy[p] == pii(1,0)) sum[p] = add(sum[p<<1], sum[p
        <<1|1]);

  }
}

void push(int p) {
  for (int s = h-1; s > 0; --s) {
    int i = p >> s;
    if (lazy[i] != pii(1,0)) {
      apply(i<<1, lazy[i]);
      apply(i<<1|1, lazy[i]);
      lazy[i] = {1,0};
    }
  }
}

void modify(int l, int r, pii value) {
  l += n, r += n;
  int l0 = l, r0 = r;
  push(l0);
  push(r0 - 1);
  for (; l < r; l >>= 1, r >>= 1) {
    if (l&1) apply(l++, value);
    if (r&1) apply(--r, value);
  }
  build(l0);
  build(r0 - 1);
}

int query(int l, int r) {
  l += n, r += n;
  push(l);
  push(r - 1);
  int res = 0;
  for (; l < r; l >>= 1, r >>= 1) {
    if (l&1)res = add(res, sum[l++]);
    if (r&1)res = add(sum[--r], res);
  }
  return res;
}

//Initialization:
scanf ( "%d%d", &n, &q );
h = sizeof(int) * 8 - __builtin_clz(n);
//cout << "h: " << h << endl;

for ( int i = n; i < 2*n; ++i ){
    scanf ( "%d", &sum[i] );
    lengths[i] = 1;
}

build_t();
```

## 7.6 Sparse Table

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

typedef vector<int> vi;

class SparseTable {                              // OOP style
private:
  vi A, P2, L2;
  vector<vi> SpT;                                // the Sparse
      Table
public:
  SparseTable() {}                               // default
      constructor

  SparseTable(vi &initialA) {                    // pre-
      processing routine
    A = initialA;
    int n = (int)A.size();
    int L2_n = (int)log2(n)+1;
    P2.assign(L2_n+1, 0);
    L2.assign((1<<L2_n)+1, 0);
    for (int i = 0; i <= L2_n; ++i) {
```

```
      P2[i] = (1<<i);                        // to speed
          up 2^i
      L2[(1<<i)] = i;                        // to speed
          up log_2(i)
    }
    for (int i = 2; i < P2[L2_n]; ++i)
      if (L2[i] == 0)
        L2[i] = L2[i-1];                     // to fill in
             the blanks

    // the initialization phase
    SpT = vector<vi>(L2[n]+1, vi(n));
    for (int j = 0; j < n; ++j)
      SpT[0][j] = j;                         // RMQ of sub
           array [j..j]

    // the two nested loops below have overall time complexity
         = O(n log n)
    for (int i = 1; P2[i] <= n; ++i)         // for all i
        s.t. 2^i <= n
      for (int j = 0; j+P2[i]-1 < n; ++j) {  // for all
          valid j
        int x = SpT[i-1][j];                 // [j..j+2^(i
            -1)-1]
        int y = SpT[i-1][j+P2[i-1]];         // [j+2^(i-1)
            ..j+2^i-1]
        SpT[i][j] = A[x] <= A[y] ? x : y;
      }
  }

  int RMQ(int i, int j) {
    int k = L2[j-i+1];                       // 2^k <= (j-
        i+1)
    int x = SpT[k][i];                       // covers [i
        ..i+2^k-1]
    int y = SpT[k][j-P2[k]+1];               // covers [j
        -2^k+1..j]
    return A[x] <= A[y] ? x : y;
  }
};

int main() {
  // same example as in Chapter 2: Segment Tree
  vi A = {18, 17, 13, 19, 15, 11, 20};
  SparseTable SpT(A);
  int n = (int)A.size();
  for (int i = 0; i < n; ++i)
    for (int j = i; j < n; ++j)
      printf("RMQ(%d, %d) = %d\n", i, j, SpT.RMQ(i, j));
  return 0;
}
```

# 8 Strings

## 8.1 Borders

```
const int N = 1e6+5;
int b[N];
int sz;

void borders(string p){
    b[0] = -1;
    p = '#'+p;
    for(int i=1; i <= sz; i++){
        int j=b[i-1];
        while(j>=0 && p[i] != p[j+1]) j = b[j];
        b[i] = j+1;
    }
}

//Encontrar periodos:
sz = s.size();
int aux = sz;
borders(s);

while(aux){
    cout << sz-b[aux] << " ";
    aux = b[aux];
}
```

## 8.2 Hashing

```
const int p = 283;
const int M = 1e9+7;
const int N = 1e6+1;

int P[N], h[N];

ll binpow(ll a, ll b) {
    ll res = 1;
    a %= M;
    while (b > 0) {
        if (b & 1)
            res = (res * a)%M;
        a = (a * a)%M;
        b >>= 1;
    }
    return res;
}

void prepareP(int n){
    P[0] = 1;
    for(int i =1; i < n; ++i){
        P[i] = ((ll)P[i-1]*p) % M;
    }
}

void computeRollingHash(string T){
    for(int i=0; i < (int)T.size(); ++i){
        if(i!=0) h[i] = h[i-1];
        h[i] = (h[i]+((ll)(T[i]-'a'+1)*P[i])%M)%M;
    }
}

int hash_fast(int L, int R){
    if(L==0) return h[R];
    int ans = 0;
    ans = ((h[R]-h[L-1]) %M +M) %M;
    ans = ((ll)ans*binpow(P[L],M-2)) %M;
    return ans;
}
```

## 8.3 Manacher

```cpp
//Find palindromes
vector<int> manacher_odd(string s) {
    int n = s.size();
    s = "$" + s + "^";
    vector<int> p(n + 2);
    int l = 1, r = 1;
    for(int i = 1; i <= n; i++) {
        p[i] = max(0, min(r - i, p[l + (r - i)]));
        while(s[i - p[i]] == s[i + p[i]]) {
            p[i]++;
        }
        if(i + p[i] > r) {
            l = i - p[i], r = i + p[i];
        }
    }
    return vector<int>(begin(p) + 1, end(p) - 1);
}
```

## 8.4 Z-Algorithm

```cpp
vector<int> z(string s) {
    int n = s.size();
    vector<int> z(n);
    int x = 0, y = 0;
    for (int i = 1; i < n; i++) {
        z[i] = max(0,min(z[i-x],y-i+1));
        while (i+z[i] < n && s[z[i]] == s[i+z[i]]) {
            x = i; y = i+z[i]; z[i]++;
        }
    }
    return z;
}
```

## 8.5 Prefix Function (KMP)

```cpp
/*KMP
long max del prefijo que tambien es sufijo del substring s
    [0...i]*/

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;
}
```

## 8.6 Trie

```cpp
const int N = 500005; //Number of nodes
const int ALPHA = 26; // Number of characters
int trie[N][ALPHA];
set<int> final_s;
int last_n = 0;

bool is_already(string &s){
    int curr_node = 0;
    for(char it: s){
        if(trie[curr_node][it-'a'] == 0){
            trie[curr_node][it-'a'] = ++last_n;
        }
        curr_node = trie[curr_node][it-'a'];
    }
    bool is_alr = final_s.count(curr_node);
    final_s.insert(curr_node);
    return is_alr;
}
```

## 8.7 Aho Corasick

```cpp
/*sufijo mas grande en el trie?*/
const int K = 26;
int last_n = 0;

struct Node {
    char c;
    int next[K], go[K]; //next: trie, go: automata
    bool terminal = false;
    int patt = -1;
    int p = -1, link = -1;
    set<int> has_terminals;

    Node(int p=-1, char c = '$') : p(p), c(c) {
        fill(begin(next), end(next), -1);
        fill(begin(go), end(go), -1);
    }
};

vector<Node> trie(1);

void insert(string &s, int idx){
    int curr_node = 0;
    for(char ch: s){
        int c = ch-'a';
        if(trie[curr_node].next[c] == -1){
            trie[curr_node].next[c] = ++last_n;
            trie.emplace_back(curr_node, ch);
        }
        curr_node = trie[curr_node].next[c];
    }
    trie[curr_node].terminal = true;
    trie[curr_node].patt = idx;;
}

int go(int v, char ch);

int get_link(int v){
    if (trie[v].link == -1){
        if(v == 0 || trie[v].p == 0){
            trie[v].link = 0;
        }else{
            trie[v].link = go(get_link(trie[v].p), trie[v].c);
        }
    }
    return trie[v].link;
```

```
}

int go(int v, char ch){
    int c = ch - 'a';
    if(trie[v].go[c] == -1){
        if(trie[v].next[c] != -1){
            trie[v].go[c] = trie[v].next[c];
        }else{
            trie[v].go[c] = v == 0 ? 0 : go(get_link(v), ch);
        }
    }
    return trie[v].go[c];
}
```

## 8.8 Strings Matching

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

const int MAX_N = 200010;

char T[MAX_N], P[MAX_N];                          // T = text,
    P = pattern
int n, m;                                         // n = |T|, m
     = |P|

// Knuth-Morris-Pratt's algorithm specific code
int b[MAX_N];                                     // b = back
    table

int naiveMatching() {
  int freq = 0;
  for (int i = 0; i < n; ++i) {                   // try all
      starting index
    bool found = true;
    for (int j = 0; (j < m) && found; ++j)
      if ((i+j >= n) || (P[j] != T[i+j]))         // if
          mismatch found
        found = false;                            // abort this
            , try i+1
    if (found) {                                  // T[i..i+m
        -1] = P[0..m-1]
      ++freq;
      // printf("P is found at index %d in T\n", i);
    }
  }
  return freq;
}

void kmpPreprocess() {                            // call this
    first
  int i = 0, j = -1; b[0] = -1;                   // starting
      values
  while (i < m) {                                 // pre-
      process P
    while ((j >= 0) && (P[i] != P[j])) j = b[j]; // different,
        reset j
    ++i; ++j;                                     // same,
        advance both
    b[i] = j;
  }
}

int kmpSearch() {                                 // similar as
    above
  int freq = 0;
  int i = 0, j = 0;                               // starting
      values
  while (i < n) {                                 // search
      through T
    while ((j >= 0) && (T[i] != P[j])) j = b[j]; // if
        different, reset j
    ++i; ++j;                                     // if same,
        advance both
    if (j == m) {                                 // a match is
        found
      ++freq;
      // printf("P is found at index %d in T\n", i-j);
      j = b[j];                                   // prepare j
          for the next
    }
  }
  return freq;
}

// Rabin-Karp's algorithm specific code
typedef long long ll;

const int p = 131;                                // p and M
    are
const int M = 1e9+7;                              // relatively
     prime

int Pow[MAX_N];                                   // to store p
    ^i % M
int h[MAX_N];                                     // to store
    prefix hashes

void computeRollingHash() {                       // Overall: O
    (n)
  Pow[0] = 1;                                     // compute p^
      i % M
  for (int i = 1; i < n; ++i)                     // O(n)
    Pow[i] = ((ll)Pow[i-1]*p) % M;
  h[0] = 0;
  for (int i = 0; i < n; ++i) {                   // O(n)
    if (i != 0) h[i] = h[i-1];                    // rolling
        hash
    h[i] = (h[i] + ((ll)T[i]*Pow[i]) % M) % M;
  }
}

int extEuclid(int a, int b, int &x, int &y) {     // pass x and
     y by ref
  int xx = y = 0;
  int yy = x = 1;
  while (b) {                                     // repeats
      until b == 0
    int q = a/b;
    tie(a, b) = tuple(b, a%b);
    tie(x, xx) = tuple(xx, x-q*xx);
    tie(y, yy) = tuple(yy, y-q*yy);
  }
  return a;                                       // returns
      gcd(a, b)
}

int modInverse(int b, int m) {                    // returns b
    ^(-1) (mod m)
```

```
  int x, y;
  int d = extEuclid(b, m, x, y);                    // to get b*x
     + m*y == d
  if (d != 1) return -1;                            // to
    indicate failure
  // b*x + m*y == 1, now apply (mod m) to get b*x == 1 (mod m)
  return (x+m)%m;                                   // this is
    the answer
}

int hash_fast(int L, int R) {                       // O(1) hash
   of any substr
  if (L == 0) return h[R];                          // h is the
    prefix hashes
  int ans = 0;
  ans = ((h[R] - h[L-1]) % M + M) % M;              // compute
    differences
  ans = ((ll)ans * modInverse(Pow[L], M)) % M;      // remove P[L
    ]^-1 (mod M)
  return ans;
}

int main() {
  // strcpy(T, "I DO NOT LIKE SEVENTY SEV BUT SEVENTY SEVENTY
    SEVEN");
  // strcpy(P, "SEVENTY SEVEN");
  int extreme_limit = 100000; // experiment time is about 10s+
     total
  for (int i = 0; i < extreme_limit-1; ++i) T[i] = 'A'+rand()
    %2;
  T[extreme_limit-2] = 'B';
  T[extreme_limit-1] = 0;
  for (int i = 0; i < 100; ++i) P[i] = 'A'+rand()%2;
  P[10] = 0;
  n = (int)strlen(T);
  m = (int)strlen(P);

  //if the end of line character is read too, uncomment the
    line below
  //T[n-1] = 0; n--; P[m-1] = 0; m--;

  // printf("T = '%s'\n", T);
  // printf("P = '%s'\n", P);
  // printf("\n");

  clock_t t0 = clock();
  printf("String Library, #match = ");
  char *pos = strstr(T, P);
  int freq = 0;
  while (pos != NULL) {
    ++freq;
    // printf("P is found at index %d in T\n", pos-T);
    pos = strstr(pos+1, P);
  }
  printf("%d\n", freq);
  clock_t t1 = clock();
  printf("Runtime = %.10lf s\n\n", (t1-t0) / (double)
    CLOCKS_PER_SEC);

  printf("Naive Matching, #match = ");
  printf("%d\n", naiveMatching());
  clock_t t2 = clock();
  printf("Runtime = %.10lf s\n\n", (t2-t1) / (double)
    CLOCKS_PER_SEC);

  printf("Rabin-Karp, #match = ");
  computeRollingHash();                             // use
    Rolling Hash
  int hP = 0;
  for (int i = 0; i < m; ++i)                       // O(n)
    hP = (hP + (ll)P[i]*Pow[i]) % M;
  freq = 0;
  for (int i = 0; i <= n-m; ++i)                    // try all
    starting pos
    if (hash_fast(i, i+m-1) == hP) {                // a possible
       match
      ++freq;
      // printf("P is found at index %d in T\n", i);
    }
  printf("%d\n", freq);
  clock_t t3 = clock();
  printf("Runtime = %.10lf s\n\n", (t3-t2) / (double)
    CLOCKS_PER_SEC);

  printf("Knuth-Morris-Pratt, #match = ");
  kmpPreprocess();
  printf("%d\n", kmpSearch());
  clock_t t4 = clock();
  printf("Runtime = %.10lf s\n\n", (t4-t3) / (double)
    CLOCKS_PER_SEC);

  return 0;
}
```

## 8.9 Suffix Array + LCP

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

typedef pair<int, int> ii;
typedef vector<int> vi;

class SuffixArray {
private:
  vi RA;                                            // rank array

  void countingSort(int k) {                        // O(n)
    int maxi = max(300, n);                         // up to 255
      ASCII chars
    vi c(maxi, 0);                                  // clear
      frequency table
    for (int i = 0; i < n; ++i)                     // count the
      frequency
      ++c[i+k < n ? RA[i+k] : 0];                   // of each
        integer rank
    for (int i = 0, sum = 0; i < maxi; ++i) {
      int t = c[i]; c[i] = sum; sum += t;
    }
    vi tempSA(n);
    for (int i = 0; i < n; ++i)                     // sort SA
      tempSA[c[SA[i]+k < n ? RA[SA[i]+k] : 0]++] = SA[i];
    swap(SA, tempSA);                               // update SA
  }

  void constructSA() {                              // can go up
    to 400K chars
    SA.resize(n);
    iota(SA.begin(), SA.end(), 0);                  // the
      initial SA
    RA.resize(n);
```

```cpp
    for (int i = 0; i < n; ++i) RA[i] = T[i];     // initial rankings
    for (int k = 1; k < n; k <<= 1) {             // repeat log_2 n times
      // this is actually radix sort
      countingSort(k);                            // sort by 2nd item
      countingSort(0);                            // stable-sort by 1st item
      vi tempRA(n);
      int r = 0;
      tempRA[SA[0]] = r;                          // re-ranking process
      for (int i = 1; i < n; ++i)                 // compare adj suffixes
        tempRA[SA[i]] = // same pair => same rank r; otherwise, increase r
          ((RA[SA[i]] == RA[SA[i-1]]) && (RA[SA[i]+k] == RA[SA[i-1]+k])) ?
            r : ++r;
      swap(RA, tempRA);                           // update RA
      if (RA[SA[n-1]] == n-1) break;              // nice optimization
    }
  }

  void computeLCP() {
    vi Phi(n);
    vi PLCP(n);
    PLCP.resize(n);
    Phi[SA[0]] = -1;                              // default value
    for (int i = 1; i < n; ++i)                   // compute Phi in O(n)
      Phi[SA[i]] = SA[i-1];                       // remember prev suffix
    for (int i = 0, L = 0; i < n; ++i) {          // compute PLCP in O(n)
      if (Phi[i] == -1) { PLCP[i] = 0; continue; } // special case
      while ((i+L < n) && (Phi[i]+L < n) && (T[i+L] == T[Phi[i]+L]))
        ++L;                                      // L incr max n times
      PLCP[i] = L;
      L = max(L-1, 0);                            // L dec max n times
    }
    LCP.resize(n);
    for (int i = 0; i < n; ++i)                   // compute LCP in O(n)
      LCP[i] = PLCP[SA[i]];                       // restore PLCP
  }

public:
  const char* T;                                  // the input string
  const int n;                                    // the length of T
  vi SA;                                          // Suffix Array
  vi LCP;                                         // of adj sorted suffixes

  SuffixArray(const char* initialT, const int _n) : T(initialT), n(_n) {
    constructSA();                                // O(n log n)
    computeLCP();                                 // O(n)
  }

  ii stringMatching(const char *P) {              // in O(m log n)
    int m = (int)strlen(P);                       // usually, m < n
    int lo = 0, hi = n-1;                         // range = [0..n-1]
    while (lo < hi) {                             // find lower bound
      int mid = (lo+hi) / 2;                      // this is round down
      int res = strncmp(T+SA[mid], P, m);         // P in suffix SA[mid]?
      (res >= 0) ? hi = mid : lo = mid+1;         // notice the >= sign
    }
    if (strncmp(T+SA[lo], P, m) != 0) return {-1, -1}; // if not found
    ii ans; ans.first = lo;
    hi = n-1;                                     // range = [lo..n-1]
    while (lo < hi) {                             // now find upper bound
      int mid = (lo+hi) / 2;
      int res = strncmp(T+SA[mid], P, m);
      (res > 0) ? hi = mid : lo = mid+1;          // notice the > sign
    }
    if (strncmp(T+SA[hi], P, m) != 0) --hi;       // special case
    ans.second = hi;
    return ans;                                   // returns (lb, ub)
  }                                               // where P is found

  ii LRS() {                                      // (LRS length, index)
    int idx = 0, maxLCP = -1;
    for (int i = 1; i < n; ++i)                   // O(n), start from i = 1
      if (LCP[i] > maxLCP)
        maxLCP = LCP[i], idx = i;
    return {maxLCP, idx};
  }

  ii LCS(int split_idx) {                         // (LCS length, index)
    int idx = 0, maxLCP = -1;
    for (int i = 1; i < n; ++i) {                 // O(n), start from i = 1
      // if suffix SA[i] and suffix SA[i-1] came from the same string, skip
      if ((SA[i] < split_idx) == (SA[i-1] < split_idx)) continue;
      if (LCP[i] > maxLCP)
        maxLCP = LCP[i], idx = i;
    }
    return {maxLCP, idx};
  }
```

```cpp
};

const int MAX_N = 450010;                          // can go up
    to 450K chars

char T[MAX_N];
char P[MAX_N];
char LRS_ans[MAX_N];
char LCS_ans[MAX_N];

int main() {
  freopen("sa_lcp_in.txt", "r", stdin);
  scanf("%s", &T);                                 // read T
  int n = (int)strlen(T);                          // count n
  T[n++] = '$';                                    // add
      terminating symbol
  SuffixArray S(T, n);                             // construct
      SA+LCP

  printf("T = '%s'\n", T);
  printf(" i SA[i] LCP[i]   Suffix SA[i]\n");
  for (int i = 0; i < n; ++i)
    printf("%2d    %2d    %2d    %s\n", i, S.SA[i], S.LCP[i],
        T+S.SA[i]);

  // String Matching demo, we will try to find P in T
  strcpy(P, "A");
  auto [lb, ub] = S.stringMatching(P);
  if ((lb != -1) && (ub != -1)) {
    printf("P = '%s' is found SA[%d..%d] of T = '%s'\n", P, lb
        , ub, T);
    printf("They are:\n");
    for (int i = lb; i <= ub; ++i)
      printf("  %s\n", T+S.SA[i]);
  }
  else
    printf("P = '%s' is not found in T = '%s'\n", P, T);

  // LRS demo, find the LRS of T
  auto [LRS_len, LRS_idx] = S.LRS();
  strncpy(LRS_ans, T+S.SA[LRS_idx], LRS_len);
  printf("The LRS is '%s' with length = %d\n", LRS_ans,
      LRS_len);

  // LCS demo, find the LCS of (T, P)
  strcpy(P, "CATA");
  int m = (int)strlen(P);
  strcat(T, P);                                    // append P
      to T
  strcat(T, "#");                                  // add '#' at
       the back
  n = (int)strlen(T);                              // update n

  // reconstruct SA of the combined strings
  SuffixArray S2(T, n);                            //
      reconstruct SA+LCP
  int split_idx = n-m-1;
  printf("T+P = '%s'\n", T);
  printf(" i SA[i] LCP[i] From  Suffix SA[i]\n");
  for (int i = 0; i < n; ++i)
    printf("%2d    %2d    %2d    %2d    %s\n",
      i, S2.SA[i], S2.LCP[i], S2.SA[i] < split_idx ? 1 : 2, T+
        S2.SA[i]);

  auto [LCS_len, LCS_idx] = S2.LCS(split_idx);
  strncpy(LCS_ans, T+S2.SA[LCS_idx], LCS_len);
  printf("The LCS is '%s' with length = %d\n", LCS_ans,
      LCS_len);

  return 0;
}
```

# 9 Trees

## 9.1 LCA

```cpp
/*
Binary lifting:
O(nlogn) para preprocesamiento
O(logn) para cada query
*/
int n, l;
vector<vector<int>> adj;

int timer;
vector<int> tin, tout;
vector<vector<int>> up;

void dfs(int v, int p)
{
    tin[v] = ++timer;
    up[v][0] = p;
    for (int i = 1; i <= l; ++i)
        up[v][i] = up[up[v][i-1]][i-1];

    for (int u : adj[v]) {
        if (u != p)
            dfs(u, v);
    }

    tout[v] = ++timer;
}

bool is_ancestor(int u, int v)
{
    return tin[u] <= tin[v] && tout[u] >= tout[v];
}

int lca(int u, int v)
{
    if (is_ancestor(u, v))
        return u;
    if (is_ancestor(v, u))
        return v;
    for (int i = l; i >= 0; --i) {
        if (!is_ancestor(up[u][i], v))
            u = up[u][i];
    }
    return up[u][0];
}

void preprocess(int root) {
    tin.resize(n);
    tout.resize(n);
    timer = 0;
    l = ceil(log2(n));
    up.assign(n, vector<int>(l + 1));
    dfs(root, root);
}
```

# 10 algorithm

#include <algorithm> #include <numeric>

| **Algo** | **Params** | **Funcion** |
|---|---|---|
| sort, stable_sort | f, l | ordena el intervalo |
| nth_element | f, nth, l | *void* ordena el n-esimo, y particiona el resto |
| fill, fill_n | f, l / n, elem | *void* llena [f, l) o [f, f+n) con elem |
| lower_bound, upper_bound | f, l, elem | *it* al primer / ultimo donde se puede insertar elem para que quede ordenada |
| binary_search | f, l, elem | *bool* esta elem en [f, l) |
| copy | f, l, resul | hace resul+$i$=f+$i$ $\forall i$ |
| find, find_if, find_first_of | f, l, elem / pred / f2, l2 | *it* encuentra i $\in$[f,l) tq. i=elem, pred(i), i$\in$[f2,l2) |
| count, count_if | f, l, elem/pred | cuenta elem, pred(i) |
| search | f, l, f2, l2 | busca [f2,l2) $\in$ [f,l) |
| replace, replace_if | f, l, old / pred, new | cambia old / pred(i) por new |
| reverse | f, l | da vuelta |
| partition, stable_partition | f, l, pred | pred(i) ad, !pred(i) atras |
| min_element, max_element | f, l, [comp] | *it* min, max de [f,l] |
| lexicographical_compare | f1,l1,f2,l2 | *bool* con [f1,l1]¡[f2,l2] |
| next/prev_permutation | f,l | deja en [f,l) la perm sig, ant |
| set_intersection, set_difference, set_union, set_symmetric_difference, | f1, l1, f2, l2, res | [res, ...) la op. de conj |
| push_heap, pop_heap, make_heap | f, l, e / e / | mete/saca e en heap [f,l), hace un heap de [f,l) |
| is_heap | f,l | *bool* es [f,l) un heap |
| accumulate | f,l,i,[op] | $T = \sum$/oper de [f,l) |
| inner_product | f1, l1, f2, i | $T$ = i + [f1, l1) . [f2, ... ) |
| partial_sum | f, l, r, [op] | r+i = $\sum$/oper de [f,f+i] $\forall i$ $\in$[f,l) |
| __builtin_ffs | unsigned int | Pos. del primer 1 desde la derecha |
| __builtin_clz | unsigned int | Cant. de ceros desde la izquierda. |
| __builtin_ctz | unsigned int | Cant. de ceros desde la derecha. |
| __builtin_popcount | unsigned int | Cant. de 1's en x. |
| __builtin_parity | unsigned int | 1 si x es par, 0 si es impar. |
| __builtin_XXXXXXll | unsigned ll | = pero para long long's. |

# 11 Math

## 11.1 Identidades

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

$\sum_{i=0}^{n} i\binom{n}{i} = n * 2^{n-1}$

$\sum_{i=m}^{n} i = \frac{n(n+1)}{2} - \frac{m(m-1)}{2} = \frac{(n+1-m)(n+m)}{2}$

$\sum_{i=0}^{n} i = \sum_{i=1}^{n} i = \frac{n(n+1)}{2}$

$\sum_{i=0}^{n} i^2 = \frac{n(n+1)(2n+1)}{6} = \frac{n^3}{3} + \frac{n^2}{2} + \frac{n}{6}$

$\sum_{i=0}^{n} i(i-1) = \frac{8}{6}(\frac{n}{2})(\frac{n}{2}+1)(n+1)$ (doubles) $\rightarrow$ Sino ver caso impar y par

$\sum_{i=0}^{n} i^3 = \left(\frac{n(n+1)}{2}\right)^2 = \frac{n^4}{4} + \frac{n^3}{2} + \frac{n^2}{4} = [\sum_{i=1}^{n} i]^2$

$\sum_{i=0}^{n} i^4 = \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30} = \frac{n^5}{5} + \frac{n^4}{2} + \frac{n^3}{3} - \frac{n}{30}$

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

$r = e - v + k + 1$

Teorema de Pick: (Area, puntos interiores y puntos en el borde)

$A = I + \frac{B}{2} - 1$

## 11.2 Ec. Caracteristica

$a_0T(n) + a_1T(n-1) + ... + a_kT(n-k) = 0$

$p(x) = a_0x^k + a_1x^{k-1} + ... + a_k$

Sean $r_1, r_2, ..., r_q$ las raíces distintas, de mult. $m_1, m_2, ..., m_q$

$T(n) = \sum_{i=1}^{q} \sum_{j=0}^{m_i-1} c_{ij} n^j r_i^n$

## 11.3 Tablas y cotas (Primos, Divisores, Factoriales, etc)

**Factoriales**

| | |
|---|---|
| 0! = 1 | 11! = 39.916.800 |
| 1! = 1 | 12! = 479.001.600 ($\in$ `int`) |
| 2! = 2 | 13! = 6.227.020.800 |
| 3! = 6 | 14! = 87.178.291.200 |
| 4! = 24 | 15! = 1.307.674.368.000 |
| 5! = 120 | 16! = 20.922.789.888.000 |
| 6! = 720 | 17! = 355.687.428.096.000 |
| 7! = 5.040 | 18! = 6.402.373.705.728.000 |
| 8! = 40.320 | 19! = 121.645.100.408.832.000 |
| 9! = 362.880 | 20! = 2.432.902.008.176.640.000 ($\in$ `tint`) |
| 10! = 3.628.800 | 21! = 51.090.942.171.709.400.000 |

max signed tint = 9.223.372.036.854.775.807
max unsigned tint = 18.446.744.073.709.551.615

**Primos cercanos a $10^n$**

9941 9949 9967 9973 10007 10009 10037 10039 10061 10067 10069 10079
99961 99971 99989 99991 100003 100019 100043 100049 100057 100069
999959 999961 999979 999983 1000003 1000033 1000037 1000039
9999943 9999971 9999973 9999991 10000019 10000079 10000103 10000121
99999941 99999959 99999971 99999989 100000007 100000037 100000039 100000049
999999893 999999929 999999937 1000000007 1000000009 1000000021 1000000033

**Cantidad de primos menores que $10^n$**

$\pi(10^1) = 4$ ; $\pi(10^2) = 25$ ; $\pi(10^3) = 168$ ; $\pi(10^4) = 1229$ ; $\pi(10^5) = 9592$
$\pi(10^6) = 78.498$ ; $\pi(10^7) = 664.579$ ; $\pi(10^8) = 5.761.455$ ; $\pi(10^9) = 50.847.534$
$\pi(10^{10}) = 455.052{,}511$ ; $\pi(10^{11}) = 4.118.054.813$ ; $\pi(10^{12}) = 37.607.912.018$

**Divisores**

Cantidad de divisores ($\sigma_0$) para *algunos* $n/\neg\exists n' < n, \sigma_0(n') \geqslant \sigma_0(n)$
$\sigma_0(60) = 12$ ; $\sigma_0(120) = 16$ ; $\sigma_0(180) = 18$ ; $\sigma_0(240) = 20$ ; $\sigma_0(360) = 24$
$\sigma_0(720) = 30$ ; $\sigma_0(840) = 32$ ; $\sigma_0(1260) = 36$ ; $\sigma_0(1680) = 40$ ; $\sigma_0(10080) = 72$
$\sigma_0(15120) = 80$ ; $\sigma_0(50400) = 108$ ; $\sigma_0(83160) = 128$ ; $\sigma_0(110880) = 144$
$\sigma_0(498960) = 200$ ; $\sigma_0(554400) = 216$ ; $\sigma_0(1081080) = 256$ ; $\sigma_0(1441440) = 288$
$\sigma_0(4324320) = 384$ ; $\sigma_0(8648640) = 448$

Suma de divisores ($\sigma_1$) para *algunos* $n/\neg\exists n' < n, \sigma_1(n') \geqslant \sigma_1(n)$
$\sigma_1(96) = 252$ ; $\sigma_1(108) = 280$ ; $\sigma_1(120) = 360$ ; $\sigma_1(144) = 403$ ; $\sigma_1(168) = 480$
$\sigma_1(960) = 3048$ ; $\sigma_1(1008) = 3224$ ; $\sigma_1(1080) = 3600$ ; $\sigma_1(1200) = 3844$
$\sigma_1(4620) = 16128$ ; $\sigma_1(4680) = 16380$ ; $\sigma_1(5040) = 19344$ ; $\sigma_1(5760) = 19890$
$\sigma_1(8820) = 31122$ ; $\sigma_1(9240) = 34560$ ; $\sigma_1(10080) = 39312$ ; $\sigma_1(10920) = 40320$
$\sigma_1(32760) = 131040$ ; $\sigma_1(35280) = 137826$ ; $\sigma_1(36960) = 145152$ ; $\sigma_1(37800) = 148800$
$\sigma_1(60480) = 243840$ ; $\sigma_1(64680) = 246240$ ; $\sigma_1(65520) = 270816$ ; $\sigma_1(70560) = 280098$
$\sigma_1(95760) = 386880$ ; $\sigma_1(98280) = 403200$ ; $\sigma_1(100800) = 409448$
$\sigma_1(491400) = 2083200$ ; $\sigma_1(498960) = 2160576$ ; $\sigma_1(514080) = 2177280$
$\sigma_1(982800) = 4305280$ ; $\sigma_1(997920) = 4390848$ ; $\sigma_1(1048320) = 4464096$
$\sigma_1(4979520) = 22189440$ ; $\sigma_1(4989600) = 22686048$ ; $\sigma_1(5045040) = 23154768$
$\sigma_1(9896040) = 44323200$ ; $\sigma_1(9959040) = 44553600$ ; $\sigma_1(9979200) = 45732192$