



IIUM cat-us-trophy

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.vimrc

```
set ai ts=4 sw=4 st=4 noet nu nohl
syntax enable
filetype plugin indent on
map <F6> :w<CR>:!g++ % -g && (ulimit -c unlimited; ./a.out < ~/input.txt) <CR>
map <F5> <F6>
colo pablo
map <F12> :!gdb ./a.out -c core <CR>
```

template.cpp

```
#include<cstdio>
#include<sstream>
#include<cstdlib>
#include<cctype>
#include<cmath>
#include<algorithm>
#include<set>
#include<queue>
#include<stack>
#include<list>
#include<iostream>
#include<string>
#include<vector>
#include<cstring>
#include<map>
#include<cassert>
#include<climits>
using namespace std;

#define REP(i,n) for(int i=0; i<(n); i++)
#define FOR(i,a,b) for(int i=(a); i<=(b); i++)
#define FORD(i,a,b) for(int i=(a); i>=(b); i--)
#define FORIT(i, m) for ( __typeof((m).begin()) i=(m).begin(); i!=(m).end(); ++i)
#define SET(t,v) memset((t), (v), sizeof(t))
#define ALL(x) x.begin(), x.end()
#define UNIQUE(c) (c).resize( unique( ALL(c) ) - (c).begin() )

#define sz(v) int(v.size())
#define pb push_back
```

```
#define VI vector<int>
#define VS vector<string>

typedef long long LL;
typedef long double LD;
typedef pair<int,int> pii;

#define D(x) if(1) cout << __LINE__ <<" "<< #x " = " << (x) << endl;
#define D2(x,y) if(1) cout << __LINE__ <<" "<< #x " = " << (x) \
    <<" " << #y " = " << (y) << endl;
```

Mathematical Sums

$$\begin{aligned} \sum_{k=0}^n k &= n(n+1)/2 & \sum_{k=a}^b k &= (a+b)(b-a+1)/2 \\ \sum_{k=0}^n k^2 &= n(n+1)(2n+1)/6 & \sum_{k=0}^n k^3 &= n^2(n+1)^2/4 \\ \sum_{k=0}^n k^4 &= (6n^5 + 15n^4 + 10n^3 - n)/30 & \sum_{k=0}^n k^5 &= (2n^6 + 6n^5 + 5n^4 - n^2)/12 \\ \sum_{k=0}^n x^k &= (x^{n+1} - 1)/(x - 1) & \sum_{k=0}^n kx^k &= (x - (n+1)x^{n+1} + nx^{n+2})/(x - 1)^2 \end{aligned}$$

RMQ DP

```
int make_dp(int n) { // N log N
    REP(i,n) H[i][0]=i;
    for(int l=0,k; (k=1<<l) < n; l++) for(int i=0;i+k<n;i++)
        H[i][l+1] = A[H[i][l]] > A[H[i+k][l]] ? H[i+k][l] : H[i][l];
} // query log N almost O(1)
int query_dp(int a, int b) {
    for(int l=0;;l++) if(a+(1<<l+1) > b) {
        int o2 = H[b-(1<<l)+1][l];
        return A[H[a][l]] < A[o2] ? H[a][l] : o2;
    } }
}
```

Suffix arrays

```
const int N = 100 * 1000 + 10;
char str[N]; bool bh[N], b2h[N];
int rank[N], pos[N], cnt[N], next[N], lcp[N];
bool smaller(int a, int b) { return str[a] < str[b]; }
void suffix_array(int n) {
    REP(i,n) pos[i]=i, b2h[i]=false;
    sort(pos,pos+n,smaller);
    REP(i,n) bh[i]=!i||str[pos[i]] != str[pos[i-1]];
    for(int h=1;h<n;h*=2) {
        int buckets=0;
        for(int i=0,j; i<n; i=j) {
            j=i+1;
            while(j<n && !bh[j]) j++;
            next[i]=j;
            buckets++;
        }
        if(buckets==n) break;
        for(int i=0;i<n;i=next[i]) {
            cnt[i] = 0;
            FOR(j, i, next[i]-1) rank[pos[j]]=i;
        }
        cnt[rank[n-h]]++;
        b2h[rank[n-h]]=true;
    }
}
```

```

    for(int i=0;i<n;i=next[i]) {
        FOR(j, i, next[i]-1) {
            int s = pos[j]-h;
            if(s>=0){
                rank[s] = rank[s] + cnt[rank[s]]++;
                b2h[rank[s]]=true;
            }
        }
        FOR(j, i, next[i]-1) {
            int s = pos[j]-h;
            if(s>=0 && b2h[rank[s]])
                for(int k=rank[s]+1;!bh[k] && b2h[k]; k++) b2h[k]=false;
        }
        REP(i,n) pos[rank[i]]=i, bh[i]|=b2h[i];
    }
}

void get_lcp(int n) {
    lcp[0]=0;
    int h=0;
    REP(i,n) if(rank[i]) {
        int j=pos[rank[i]-1];
        while(i+h<n && j+h<n && str[i+h] == str[j+h]) h++;
        lcp[rank[i]]=h;
        if(h)h--;
    }
}

```

Tarjan's offline LCA

```

function TarjanOLCA(u)
    MakeSet(u); u.ancestor := u;
    for each v in u.children do
        TarjanOLCA(v); Union(u,v); Find(u).ancestor := u;
    u.colour := black;
    for each v such that {u,v} in P and v.color==black do
        print "LCA", u, v, Find(v).ancestor

```

Tarjan's Strong Connected Components

```

procedure tarjan(v)
    index = count; v.lowlink = count++; S.push(v); color[v] = 1;
    for all (v, v2) in E do
        if (!color[v2])
            tarjan(v2); v.lowlink = min(v.lowlink, v2.lowlink);
        else if (color[v2]==1)
            v.lowlink = min(v.lowlink, v2.lowlink);
    if (v.lowlink == index)
        do { v2 = S.top(); S.pop(); print v2; color[v2]=2; } while (v2 != v);
    for all v in V do if(!color[v]) tarjan(v);

```