



ACM-ICPC World Finals 2019

Team Reference Document

University of Illinois at Urbana-Champaign

VIM - Help poor children!

Coach

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Contents

1	Getting Started	2		
1.1	Vimrc	2		
1.2	Starter Code	2		
1.3	C++ Grammar, STL	2		
2	Data Structures	2		
2.1	Binary Indexed Tree 2D	2		
2.2	Segment Tree 2D	3		
2.3	Persistent Segment Tree	3		
2.4	Treap	4		
2.5	Splay Tree	4		
2.6	Mo's Algorithm	6		
3	Graph Theory	6		
3.1	Ford Fulkerson	6		
3.2	Dinic	6		
3.3	Tarjan	7		
3.4	Topo Sort	8		
3.5	2-SAT	8		
3.6	Lowest Common Ancestor - $O(n \log n)$	8		
3.7	Centroid Decomposition	8		
3.8	Heavy Light Decomposition	9		
4	Dynamic Programming	9		
4.1	Convex Hull Trick	9		
4.2	Dynamic Convex Hull Trick	10		
5	String	10		
5.1	Suffix Array	10		
5.2	Aho-Corasick Automata	11		
5.3	Palindromic Tree	12		
6	Game Theory	12		
6.1	Nim Product	12		
7	Math	13		
7.1	Number Theory	13		
7.1.1	Extended Euclid	13		
7.1.2	Mod Linear Equation	13		
7.1.3	Chinese Remainder Theorem	13		
7.1.4	Miller-Rabin prime test	14		
7.1.5	Pollard rho prime factorization	14		
7.1.6	Primitive root	14		
7.1.7	Discrete log	14		
7.1.8	Exp remainder	15		
7.1.9	Euler function	15		
7.1.10	Möbius function	15		
7.2	Matrix	15		
7.2.1	Matrix inverse	15		
7.2.2	rref	15		
7.2.3	Gaussian Elimination	15		
7.3	FFT	16		
8	Geometry	16		
8.1	Point	17		
8.2	Line	18		
8.3	Halfplane	19		
8.4	Polygon	20		
8.5	Circle	21		
8.6	Simplex volume	22		
8.7	Count gridpoints under a line	22		
8.8	Simpson's Union Of Circles	22		
9	Misc	23		
9.1	Date	23		
9.1.1	Date to Day of Week	23		
9.1.2	Count Days from AD	23		

1 Getting Started

1.1 Vimrc

```
syntax on
set nu
set ruler
set autoindent
set smartindent
set expandtab
set tabstop=4
set shiftwidth=4
```

1.2 Starter Code

```
#include <bits/stdc++.h>
#define LL long long
#define F first
#define S second

using namespace std;

int main () {
    cin.tie(0);
    ios_base::sync_with_stdio(0);

    return 0;
}
```

1.3 C++ Grammar, STL

```
string s; getline(cin, s); // read one line
stringstream ss(s); int a; ss >> a; ss.ignore(); // read
    comma-separated integers

bool valid = next_permutation(b, e);
bool found = binary_search(b, e, val, cmp);
auto it = lower_bound(b, e, val, cmp); // first element >= val
auto it = upper_bound(b, e, val, cmp); // first element > val
stable_sort(b, e, cmp); // preserve relative order of eq vals
unique(b, e);
```

```
struct Cmp { bool operator() (T &a, T &b) { return true; } };
set<T,Cmp> s;
bool cmp (T &a, T &b) { return true; }
set<T,decltype(cmp)> s(cmp);
auto cmp = [](T &a, T &b) -> bool { return true; }
set<T,decltype(cmp)> s(cmp);

map<int,int> m;
m.find(val) == m.end()
for (auto p : m) { key = p.F; value = p.S; }

priority_queue<T, vector<T>, Cmp> pq;
```

2 Data Structures

2.1 Binary Indexed Tree 2D

```
// Support 2 types of queries:
// - Add v to cell (x, y)
// - Get the sum of rectangle with top-left corner (1, 1)
// and lower-right corner (x, y)

void update(int x, int y, int v) {
    while (x <= n) {
        int z = y;
        while (z <= n) {
            bit[x][z] += v;
            z += (z & (-z));
        }
        x += (x & (-x));
    }
}

int get(int x, int y) {
    if (x == 0 || y == 0) return 0;
    int sum = 0;
    while (x) {
        int z = y;
        while (z) {
            sum += bit[x][z];
            z -= (z & (-z));
        }
        x -= (x & (-x));
    }
}
```

```

    }
    return sum;
}

```

2.2 Segment Tree 2D

```

// Supported:
// - Add a value v to cell (x, y)
// - Get the sum in rectangle with top left corner
// (x1, y1) and bottom right corner (x2, y2)

void build_y(int k_x, int k_y, int l, int r) {
    if (l == r) {
        t[k_x][k_y] = 0;
        return;
    }
    int mid = (l + r) >> 1;
    build_y(k_x, k_y * 2, l, mid);
    build_y(k_x, k_y * 2 + 1, mid + 1, r);
    t[k_x][k_y] = 0;
}

void build_x(int k, int l, int r) {
    build_y(k, 1, 1, n);
    if (l == r) return;
    int mid = (l + r) >> 1;
    build_x(k * 2, l, mid);
    build_x(k * 2 + 1, mid + 1, r);
}

void update_y(int k_x, int l_x, int r_x, int k_y, int l_y, int r_y,
    int y, int v) {
    if (y < l_y || r_y < y) return;
    if (l_y == r_y) {
        if (l_x == r_x)
            t[k_x][k_y] += v;
        else
            t[k_x][k_y] = t[k_x * 2][k_y] + t[k_x * 2 + 1][k_y];
        return;
    }
    int mid = (l_y + r_y) >> 1;
    update_y(k_x, l_x, r_x, k_y * 2, l_y, mid, y, v);
    update_y(k_x, l_x, r_x, k_y * 2 + 1, mid + 1, r_y, y, v);
    t[k_x][k_y] = t[k_x][k_y * 2] + t[k_x][k_y * 2 + 1];
}

```

```

}

void update_x(int k, int l, int r, int x, int y, int v) {
    if (x < l || r < x) return;
    if (l == r) {
        update_y(k, l, r, 1, 1, n, y, v);
        return;
    }
    int mid = (l + r) >> 1;
    update_x(k * 2, l, mid, x, y, v);
    update_x(k * 2 + 1, mid + 1, r, x, y, v);
    update_y(k, l, r, 1, 1, n, y, v);
}

int get_y(int k_x, int k_y, int l, int r, int y1, int y2) {
    if (y2 < l || r < y1) return 0;
    if (y1 <= l && r <= y2) return t[k_x][k_y];
    int mid = (l + r) >> 1;
    return get_y(k_x, k_y * 2, l, mid, y1, y2) +
        get_y(k_x, k_y * 2 + 1, mid + 1, r, y1, y2);
}

int get_x(int k, int l, int r, int x1, int x2, int y1, int y2) {
    if (r < x1 || x2 < l) return 0;
    if (x1 <= l && r <= x2)
        return get_y(k, 1, 1, n, y1, y2);
    int mid = (l + r) >> 1;
    return get_x(k * 2, l, mid, x1, x2, y1, y2) +
        get_x(k * 2 + 1, mid + 1, r, x1, x2, y1, y2);
}

```

2.3 Persistent Segment Tree

```

struct Node {
    Node() = default;

    Node(int l, int r, int v)
        : left(l), right(r), val(v) {}

    int left, right, val;
};

int build(int k, int l, int r) {
    tree[k].val = 0;
}

```

```

    if (l == r) return k;
    tree[k].left = ++num_node;
    tree[k].right = ++num_node;
    int mid = (l + r) >> 1;
    build(tree[k].left, l, mid);
    build(tree[k].right, mid + 1, r);
    return k;
}

int update(int k, int l, int r, int i, int v) {
    int K = ++num_node;
    if (l == r) {
        tree[K].val = tree[k].val + v;
        return K;
    }
    tree[K].left = tree[k].left;
    tree[K].right = tree[k].right;
    int mid = (l + r) >> 1;
    if (i <= mid)
        tree[K].left = update(tree[K].left, l, mid, i, v);
    else
        tree[K].right = update(tree[K].right, mid + 1, r, i, v);
    tree[K].val = tree[tree[K].left].val + tree[tree[K].right].val;
    return K;
}

```

2.4 Treap

```

// Treap
// Tested on POJ 2828

struct Node {
    int v, k, size, cnt;
    Node *l, *r;
    Node (int v) : v(v), k(rand()), size(1), cnt(1), l(NULL), r(NULL) {}
    void update () {
        size = (l ? l->size : 0) + (r ? r->size : 0) + cnt;
    }
};

Node *root;

void zig (Node* &u) {
    Node *v = u->l;

```

```

    if (!v) return;
    u->l = v->r; v->r = u;
    v->size = u->size; u->update();
    u = v;
}

void zag (Node* &u) {
    Node *v = u->r;
    if (!v) return;
    u->r = v->l; v->l = u;
    v->size = u->size; u->update();
    u = v;
}

void insert (Node* &u, int v) {
    if (!u) { u = new Node(v); return; }
    if (v < u->v) {
        insert(u->l, v);
        if (u->l->k < u->k) zig(u);
    } else if (v > u->v) {
        insert(u->r, v);
        if (u->r->k < u->k) zag(u);
    } else {
        u->cnt++;
    }
    u->update();
}

```

2.5 Splay Tree

```

// Supports reversing a segment.

struct SplayTree {
    struct Node {
        Node *left, *right, *parent;
        int value, size;
        bool reversed;
    };

    SplayTree() {
        nilt = new Node();
        nilt->left = nilt->right = nilt->parent = nilt;
        nilt->value = nilt->size = 0;
        nilt->reversed = false;
    }

```

```

}

void set_left(Node* x, Node* y) {
    x->left = y;
    y->parent = x;
}

void set_right(Node* x, Node* y) {
    x->right = y;
    y->parent = x;
}

void set_child(Node* x, Node* y, bool is_right) {
    if (is_right) set_right(x, y);
    else set_left(x, y);
}

void build_tree(vector< int >& arr) {
    root = nilt;
    for (int i = 0; i < arr.size(); ++i) {
        Node* x = new Node();
        x->size = arr[i];
        x->value = arr[i];
        x->reversed = false;
        set_left(x, root);
        x->parent = x->right = nilt;
        root = x;
    }
}

void propagate(Node* x) {
    if (x == nilt) return;
    if (x->reversed) {
        swap(x->left, x->right);
        x->left->reversed = !x->left->reversed;
        x->right->reversed = !x->right->reversed;
        x->reversed = false;
    }
}

Node* locate(Node* x, int pos) {
    do {
        propagate(x);
        int num = x->left->size + 1;
        if (num == pos) return x;
        if (num > pos) x = x->left;
        else
            pos -= num, x = x->right;
    } while (true);
    return x;
}

void update(Node* x) {
    x->size = x->left->size + x->right->size + 1;
}

void uptree(Node* x) {
    Node* y = x->parent;
    Node* z = y->parent;
    if (x == y->right) {
        Node* b = x->left;
        set_right(y, b);
        set_left(x, y);
    }
    else {
        Node* b = x->right;
        set_left(y, b);
        set_right(x, y);
    }
    update(y);
    update(x);
    set_child(z, x, z->right == y);
}

void splay(Node* x) {
    do {
        Node* y = x->parent;
        if (y == nilt) return;
        Node* z = y->parent;
        if (z != nilt) {
            if ((x == y->left) == (y == z->left))
                uptree(y);
            else
                uptree(x);
        }
        uptree(x);
    } while (true);
}

void split(Node* t, int pos, Node*& t1, Node*& t2) {
    if (pos == 0) {
        t1 = nilt;

```

```

        t2 = t;
        return;
    }
    if (pos >= t->size) {
        t1 = t;
        t2 = nilt;
        return;
    }
    Node* x = locate(t, pos);
    splay(x);
    t1 = x;
    t2 = x->right;
    t1->right = nilt;
    t2->parent = nilt;
    update(t1);
}

Node* join(Node* t1, Node* t2) {
    if (t1 == nilt) return t2;
    t1 = locate(t1, t1->size);
    splay(t1);
    set_right(t1, t2);
    update(t1);
    return t1;
}

Node *root, *nilt;
};

```

2.6 Mo's Algorithm

```

// The array is 1-based

bool cmp_mo(Query i, Query j) {
    int s = (int) sqrt(n);
    return ((i.l - 1) / s < (j.l - 1) / s || ((i.l - 1) / s == (j.l -
        1) / s && i.r < j.r));
}

```

3 Graph Theory

3.1 Ford Fulkerson

```

bool find_path() {
    int l = 1, r = 1; ++flag;
    q[1] = source; check[source] = flag;
    while (l <= r) {
        int u = q[l++];
        for (auto v : adj[u])
            if (check[v] != flag && c[u][v] > f[u][v]) {
                pre[v] = u;
                check[v] = flag;
                if (v == target) return true;
                q[++r] = v;
            }
    }
    return false;
}

void augment() {
    int v = target, delta = oo;
    while (v != source) {
        int u = pre[v];
        delta = min(c[u][v] - f[u][v], delta);
        v = u;
    }
    v = target; flow += delta;
    while (v != source) {
        int u = pre[v];
        f[u][v] += delta;
        f[v][u] -= delta;
        v = u;
    }
}

```

3.2 Dinic

```

const int MAXN = 1024;

struct Edge {
    int u, v, c;
    Edge *next, *rev;
    void set(int u, int v, int c, Edge *next, Edge *rev) {
        this->u = u;
        this->v = v;
        this->c = c;
    }
}

```

```

    this->next = next;
    this->rev = rev;
}
};

struct Node {
    Edge *head;
    int level;
    Node() : head(NULL), level(-1) {}
};

struct Graph {
    int n, m;
    Node *nodes;
    Edge *edges;

    Graph() {
        cin >> n >> m;
        nodes = new Node[n];
        edges = new Edge[2*m];
        for (int i = 0; i < m; i++) {
            int u, v, c;
            cin >> u >> v >> c;
            edges[2*i].set(u, v, c, nodes[u].head, &edges[2*i+1]);
            nodes[u].head = &edges[2*i];
            edges[2*i+1].set(v, u, 0, nodes[v].head, &edges[2*i]);
            nodes[v].head = &edges[2*i+1];
        }
    }

    bool make_level() {
        for (int i = 0; i < n; i++) {
            nodes[i].level = -1;
        }
        queue<Node*> queue;
        queue.push(&nodes[0]);
        nodes[0].level = 0;
        while (!queue.empty()) {
            Node* node = queue.front();
            queue.pop();
            for (Edge *edge = node->head; edge; edge = edge->next) {
                if (nodes[edge->v].level == -1 && edge->c) {
                    nodes[edge->v].level = node->level + 1;
                    queue.push(&nodes[edge->v]);
                }
            }
        }
    }
};

```

```

    }
    return nodes[n-1].level != -1;
}

int find(int u, int key) {
    if (u == n-1) return key;
    for (Edge *edge = nodes[u].head; edge; edge = edge->next) {
        if (nodes[edge->v].level == nodes[u].level + 1 && edge->c) {
            int flow = find(edge->v, min(key, edge->c));
            if (flow) {
                edge->c -= flow;
                edge->rev->c += flow;
                return flow;
            }
        }
    }
    return 0;
}

int dinic() {
    int ans = 0;
    int flow;
    while (make_level()) {
        while ((flow = find(0, INT_MAX))) {
            ans += flow;
        }
    }
    return ans;
}
};

```

3.3 Tarjan

```

// avail[] initialized to be all 0
void tarjan(int u) {
    num[u] = low[u] = ++num_node;
    st.push(u);
    for (int i = 0; i < adj[u].size(); ++i) {
        int v = adj[u][i];
        if (!avail[v]) {
            if (num[v] == 0) {
                tarjan(v);
                low[u] = min(low[u], low[v]);
            }
        }
    }
}

```



```

        else low[u] = min(low[u], num[v]);
    }
}
if (low[u] == num[u]) {
    int v = -1;
    ++num_comp;
    while (v != u) {
        v = st.top(); st.pop();
        comp[v] = num_comp;
        avail[v] = 1;
    }
}
}
}

```

3.4 Topo Sort

```

void topo_sort() {
    for (int i = 1; i <= num_comp; ++i)
        if (deg[i] == 0) q.push(i);
    int num = 0;
    while (!q.empty()) {
        int u = q.front(); q.pop();
        for (int i = 0; i < new_adj[u].size(); ++i) {
            int v = new_adj[u][i];
            --deg[v];
            if (deg[v] == 0) q.push(v);
        }
        position[u] = ++num;
    }
}

```

3.5 2-SAT

```

bool two_sat() {
    for (int i = 0; i < list_node.size(); ++i)
        if (!num[list_node[i]]) tarjan(list_node[i]);
    for (int i = 0; i < list_node.size(); ++i) {
        int u = list_node[i];
        if (comp[u] == comp[neg[u]]) return false;
        for (int j = 0; j < adj[u].size(); ++j) {
            int v = adj[u][j];
            if (comp[u] == comp[v]) continue;
            new_adj[comp[u]].push_back(comp[v]);
        }
    }
}

```

```

        ++deg[comp[v]];
    }
}
topo_sort();
for (int i = 0; i < list_node.size(); ++i) {
    int u = list_node[i];
    // position[u]: position of u after topo sorted
    if (position[comp[u]] > position[comp[neg[u]]])
        check[u] = 1; // Pick u (otherwise pick !u)
}
return true;
}

```

3.6 Lowest Common Ancestor - $O(n \log n)$

```

// Note: Log = ceil(log2(n))
// d[u] = depth of node u + 1 (ie: d[root] = 1)

void buildLCA() {
    for (int i = 1; i <= n; ++i) p[i][0] = par[i];
    for (int j = 1; j <= Log; ++j)
        for (int i = 1; i <= n; ++i)
            p[i][j] = p[p[i][j-1]][j-1];
}

int LCA(int u, int v) {
    if (d[u] < d[v]) swap(u, v);
    for (int j = Log; j >= 0; --j)
        if (d[p[u][j]] >= d[v]) u = p[u][j];
    if (u == v) return u;
    for (int j = Log; j >= 0; --j)
        if (p[u][j] != p[v][j]) {
            u = p[u][j];
            v = p[v][j];
        }
    return p[u][0];
}

```

3.7 Centroid Decomposition

```

void build(int u, int p) {
    sze[u] = 1;
    for (int v : adj[u])

```

```

    if (!elim[v] && v != p) build(v, u), size[u] += size[v];
}

int get_centroid(int u, int p, int num) {
    for (int v : adj[u])
        if (!elim[v] && v != p && size[v] > num / 2)
            return get_centroid(v, u, num);
    return u;
}

void centroid_decomposition(int u) {
    build(u, -1);
    int root = get_centroid(u, -1, size[u]);
    // Do stuffs here
    elim[root] = true;
    for (int v : adj[root])
        if (!elim[v]) centroid_decomposition(v, root);
}

```

3.8 Heavy Light Decomposition

```

void build(int u) {
    size_tree[u] = 1;
    for (int i = 0; i < adj[u].size(); ++i) {
        int v = adj[u][i];
        if (parent[u] == v) continue;
        parent[v] = u;
        build(v);
        size_tree[u] += size_tree[v];
    }
}

void hld(int u) {
    if (chain_head[num_chain] == 0)
        chain_head[num_chain] = u;
    chain_idx[u] = num_chain;
    arr_idx[u] = ++num_arr;
    node_arr[num_arr] = u;

    int heavy_child = -1;
    for (int i = 0; i < adj[u].size(); ++i) {
        int v = adj[u][i];
        if (parent[u] == v) continue;
        if (heavy_child == -1 || size_tree[v] > size_tree[heavy_child])

```

```

        heavy_child = v;
    }

    if (heavy_child != -1)
        hld(heavy_child);

    for (int i = 0; i < adj[u].size(); ++i) {
        int v = adj[u][i];
        if (v == heavy_child || parent[u] == v) continue;
        ++num_chain;
        hld(v);
    }

    // u is an ancestor of v
    int query_hld(int u, int v) {
        int uchain = chain_idx[u], vchain = chain_idx[v], ans = -1;
        while (true) {
            if (uchain == vchain) {
                get(..., arr_idx[u], arr_idx[v]);
                break;
            }
            get(..., arr_idx[chain_head[vchain]], arr_idx[v]);
            v = parent[chain_head[vchain]];
            vchain = chain_idx[v];
        }
        return ans;
    }
}

```

4 Dynamic Programming

4.1 Convex Hull Trick

```

// Finding max.

typedef long long htype;
typedef pair < htype, htype > line;
vector < line > lst;

bool is_bad(line l1, line l2, line l3) {
    return (1.0 * (l1.second - l2.second)) / (l2.first - l1.first) >=
           (1.0 * (l2.second - l3.second)) / (l3.first - l2.first);
}

```

```

// Assuming lines' slopes m are strictly increasing.
void add(htype m, htype b) {
    while (lst.size() >= 2 && is_bad(lst[lst.size() - 2], lst.back(),
        {m, b}))
        lst.pop_back();
    lst.push_back({m, b});
}

htype get_value(line d, htype x) {
    return d.first * x + d.second;
}

// Assuming queries' x are strictly increasing.
int pointer = 0;
htype get(htype x) {
    if (pointer > lst.size()) pointer = lst.size() - 1;
    while (pointer < lst.size() - 1 && get_value(lst[pointer], x) <
        get_value(lst[pointer + 1], x))
        ++pointer;
    return get_value(lst[pointer], x);
}

```

4.2 Dynamic Convex Hull Trick

// Slow but correct. Takes $O(\log n)$ per add and query.

```

typedef long long htype;
// Representing a line. To query value x,
// set m = x, is_query = true.
struct Line {
    bool operator < (const Line& rhs) const {
        // Compare lines
        if (!rhs.is_query) return m < rhs.m;

        // Compare queries
        const Line* s = nxt();
        if (s == NULL) return false;
        htype x = rhs.m;
        return s->m * x + s->b > m * x + b;
    }

    htype m, b;
    bool is_query;

```

```

    mutable function < const Line*() > nxt;
};

class ConvexHullTrick : public set < Line > {
public:
    void add(htype m, htype b) {
        auto p = insert({m, b, false});
        if (!p.second) return;
        iterator y = p.first;
        y->nxt = [=] { return (next(y) == end()) ? NULL : &(*next(y)); };
        if (is_bad(y)) {
            erase(y);
            return;
        }
        while (next(y) != end() && is_bad(next(y))) erase(next(y));
        while (y != begin() && is_bad(prev(y))) erase(prev(y));
    }

    htype get(htype x) {
        iterator y = lower_bound({x, 0, true});
        return y->m * x + y->b;
    }

private:
    bool is_bad(iterator y) {
        iterator z = next(y);
        if (y == begin())
            return ((z == end()) ? false : y->m == z->m && y->b <=
                z->b);
        iterator x = prev(y);
        if (z == end())
            return (y->m == x->m && y->b <= x->b);
        return (x->b - y->b) * (z->m - y->m) >= (y->b - z->b) * (y->m -
            x->m);
    }
};

```

5 String

5.1 Suffix Array

```

bool suffix_cmp(int i, int j) {
    if (pos[i] != pos[j]) return pos[i] < pos[j];

```

```

    i += gap;
    j += gap;
    return (i < N && j < N) ? pos[i] < pos[j] : i > j;
}

void build_sa() {
    N = s.size();
    for (int i = 0; i < N; ++i) sa[i] = i, pos[i] = s[i];
    for (gap = 1; gap <= 2) {
        sort(sa, sa + N, suffix_cmp);
        for (int i = 0; i < N - 1; ++i) tmp[i + 1] = tmp[i] +
            suffix_cmp(sa[i], sa[i + 1]);
        for (int i = 0; i < N; ++i) pos[sa[i]] = tmp[i];
        if (tmp[N - 1] == N - 1) break;
    }
}

// height[i] = length of common prefix of suffix(sa[i]) and
// suffix(sa[i+1])
void build_height () {
    height.assign(n-1, -1);
    for (int i = 0, k = 0; i < n; i++) {
        if (rk[i] == n-1) continue;
        if (k) k--;
        for (int j = sa[rk[i]+1]; i+k < n && j+k < n && s[i+k] == s[j+k];
            k++);
        height[rk[i]] = k;
    }
}

```

5.2 Aho-Corasick Automata

```

struct Node {
    Node* next[26];
    Node* fail;
    int cnt;
    Node (Node* root) {
        memset(next, NULL, sizeof(next));
        fail = root;
        cnt = 0;
    }
};
Node* root;

```

```

void insert (string s) {
    Node* curr = root;
    for (int i = 0; i < s.length(); i++) {
        int j = s[i] - 'a';
        if (curr->next[j] == NULL) {
            curr->next[j] = new Node(root);
        }
        curr = curr->next[j];
    }
    curr->cnt++;
}

void make_fail () {
    queue<Node*> q;
    for (int i = 0; i < 26; i++) {
        if (root->next[i]) {
            q.push(root->next[i]);
        }
    }
    while (!q.empty()) {
        Node* node = q.front(); q.pop();
        for (int i = 0; i < 26; i++) {
            if (node->next[i]) {
                q.push(node->next[i]);
                Node* f = node->fail;
                while (f != root && !f->next[i]) {
                    f = f->fail;
                }
                if (f->next[i]) {
                    f = f->next[i];
                }
                node->next[i]->fail = f;
            }
        }
    }
}

int work (string s) {
    set<Node*> seen;
    int cnt = 0;
    Node* curr = root;
    for (int i = 0; i < s.length(); i++) {
        int j = s[i] - 'a';
        while (curr != root && !curr->next[j]) {
            curr = curr->fail;
        }
    }
}

```

```

if (curr->next[j]) {
    curr = curr->next[j];
    Node* p = curr;
    while (p != root) {
        if (seen.find(p) != seen.end()) break;
        seen.insert(p);
        cnt += p->cnt;
        p = p->fail;
    }
}
return cnt;
}

```

5.3 Palindromic Tree

```

struct Node {
    Node* next[26]; // to palindrome by extending me with a letter
    Node* sufflink; // my LSP
    int len; // length of this palindrome substring
    int num; // number of palindrome substrs ending here
};
Node nodes[NMAX];
int n = 0; // number of nodes in tree
vector<int> s;
LL ans = 0;

void build_tree () {
    nodes[0].len = -1; nodes[0].sufflink = &nodes[0]; // root 0
    nodes[1].len = 0; nodes[1].sufflink = &nodes[0]; // root 1
    n = 2;
    Node* suff = &nodes[1]; // node for LSP of processed prefix
    for (int i = 0; i < s.size(); i++) {
        // find LSP xAx
        Node* ptr = suff;
        while (1) {
            int j = i - 1 - ptr->len;
            if (j >= 0 && s[j] == s[i]) break;
            ptr = ptr->sufflink;
        }

        if (ptr->next[s[i]]) { // palindrome substr already exists
            suff = ptr->next[s[i]];
        } else { // add a new node

```

```

            suff = &nodes[n++];
            suff->len = ptr->len + 2;
            ptr->next[s[i]] = suff;
            if (suff->len == 1) { // current LSP is trivial
                suff->sufflink = &nodes[1];
                suff->num = 1;
            } else {
                // find xAx's LSP xBx
                while (1) {
                    ptr = ptr->sufflink;
                    int j = i - 1 - ptr->len;
                    if (j >= 0 && s[j] == s[i]) break;
                }
                suff->sufflink = ptr->next[s[i]];
                suff->num = suff->sufflink->num + 1;
            }
        }
        ans += suff->num;
    }
}

```

6 Game Theory

6.1 Nim Product

// Note: (i | j) might overflow

```

int nim_multiply(int x, int y) {
    int p = 0;
    for (int i = 0; i < maxLog + 1; ++i)
        if (x & (1 << i))
            for (int j = 0; j < maxLog + 1; ++j)
                if (y & (1 << j))
                    p ^= mul[i][j];
    return p;
}

void init() {
    for (int i = 0; i < maxLog + 1; ++i)
        for (int j = 0; j <= i; ++j) {
            if ((i & j) == 0) mul[i][j] = 1 << (i | j);
            else {
                mul[i][j] = 1;

```

```

        for (int t = 0; t < maxLog + 1; ++t) {
            int k = (1 << t);
            if (i & j & k) mul[i][j] = nim_multiply(mul[i][j],
                ((1 << k) * 3) >> 1);
            else
                if ((i | j) & k) mul[i][j] =
                    nim_multiply(mul[i][j], (1 << k));
        }
        mul[j][i] = mul[i][j];
    }
}

```

7 Math

7.1 Number Theory

```

long long gcd (long long a, long long b) { return b == 0 ? a : gcd(b,
    a%b); }

long long mul_mod (long long x, long long y, long long MOD) {
    long long q = (long long)((long double)x * y / MOD);
    long long r = x * y - q * MOD;
    while (r < 0) r += MOD;
    while (r >= MOD) r -= MOD;
    return r;
}

long long pow_mod (long long b, long long e, long long MOD) {
    long long ans = 1;
    while (e) {
        if (e & 1) ans = mul_mod(ans, b, MOD);
        b = mul_mod(b, b, MOD);
        e >>= 1;
    }
    return ans;
}

```

7.1.1 Extended Euclid

```

// Extended Euclid
// Solve  $xa + yb = \gcd(a, b)$ 

```

```

pair<long long, pair<long long, long long>> extended_euclid (long long
    a, long long b) {
    if (b == 0) return {a, {1, 0}};
    auto ee = extended_euclid(b, a % b);
    long long g = ee.first;
    long long y = ee.second.first;
    long long x = ee.second.second;
    y -= a / b * x;
    return {g, {x, y}};
}

```

7.1.2 Mod Linear Equation

```

// Mod Linear Equation
// Solve  $xa = b \pmod n$ 
// Return smallest non-negative solution. Add  $n/g$  to get all  $g$ 
// solutions
long long mod_linear_equation (long long a, long long b, long long n) {
    auto ee = extended_euclid(a, n);
    long long g = ee.first;
    long long x = ee.second.first;
    if (b % g) return -1;
    x *= b / g;
    x %= n / g; x += n / g; x %= n / g;
    return x;
}

```

7.1.3 Chinese Remainder Theorem

```

// Chinese Remainder Theorem
// Solve  $x = b_i \pmod{m_i}$ 
long long chinese_remainder_theorem (vector<long long> b, vector<long
    long> m) {
    int n = b.size();
    long long M = 1, ans = 0;
    for (int i = 0; i < n; i++) M *= m[i];
    for (int i = 0; i < n; i++) {
        long long Mi = M / m[i];
        auto ee = extended_euclid(Mi, m[i]);
        long long xi = ee.second.first;
        ans += Mi * xi * b[i];
    }
    ans %= M; ans += M; ans %= M;
}

```

```
    return ans;
}
```

7.1.4 Miller-Rabin prime test

```
// Miller-Rabin prime test  $O(\log(n)^3)$ 
// Tested on UVA 11476
bool miller_rabin (long long n, long long a) {
    if (n == 2 || n == a) return true;
    if ((n & 1) == 0) return false;
    int s = 0; long long d = n - 1; while (!(d & 1)) { d >>= 1; s++; }
    long long t = pow_mod(a, d, n);
    if (t == 1 || t == n-1) return true;
    for (; s; s--) {
        t = mul_mod(t, t, n);
        if (t == n-1) return true;
    }
    return false;
}

bool is_prime (long long n) {
    if (n < 2) return false;
    vector<int> va = {2,3,5,7,11,13,17,19,23,29,31,37};
    for (int a : va) {
        if (!miller_rabin(n, a)) return false;
    }
    return true;
}
```

7.1.5 Pollard rho prime factorization

```
// Pollard rho prime factorization  $O(n^{0.25})$ 
// Tested on UVA 11476
long long pollard_rho (long long n) {
    // find a non-trivial prime factor of n
    // n must not be a prime (will loop forever!)
    while (1) {
        long long c = rand() % (n-1) + 1;
        long long x, y; x = y = rand() % (n-1) + 1;
        long long head = 1, tail = 2;
        while (1) {
            x = (mul_mod(x, x, n) + c) % n;
            if (x == y) break;
            auto d = gcd(abs(x-y), n);
```

```
            if (d > 1 && d < n) return d;
            if ((++head) == tail) { y = x; tail <= 1; }
        }
    }
}

map<long long,int> factorize (long long n) {
    if (n == 1) return {};
    if (is_prime(n)) return {{n, 1}};
    map<long long,int> fac;
    auto p = pollard_rho(n);
    auto fac0 = factorize(p);
    auto fac1 = factorize(n/p);
    for (auto be : fac0) fac[be.first] += be.second;
    for (auto be : fac1) fac[be.first] += be.second;
    return fac;
}
```

7.1.6 Primitive root

```
// Primitive root
// p is prime
long long primitive_root (long long p) {
    auto fac = factorize(p - 1);
    for (long long g = 1; ; g++) {
        bool ok = true;
        for (auto be : fac) {
            long long b = be.first;
            if (pow_mod(g, (p - 1) / b, p) == 1) { ok = false; break; }
        }
        if (ok) return g;
    }
    return -1; // should never reach here
}
```

7.1.7 Discrete log

```
// Discrete log  $O(p^{0.5})$ 
// Solve  $a^x = b \pmod{p}$  (p is prime)
long long discrete_log (long long a, long long b, long long p) {
    long long rp = (long long)sqrt(p);
    map<long long,long long> rec;
    long long tmp = 1;
    for (long long i = 0; i < rp; i++) {
```

```

    rec[tmp] = i;
    tmp = tmp * a % p;
}
int cur = 1;
for (long long q = 0; q*rp < p; q++) {
    long long r = mod_linear_equation(cur, b, p);
    if (rec.find(r) != rec.end()) return q * rp + rec[r];
    cur = cur * tmp % p;
}
return -1; // no solution
}

```

7.1.8 Exp remainder

```

// Exp remainder O(p^0.5)
// Solve x^a = b (mod p) (p is prime)
long long exp_remainder (long long a, long long b, long long p) {
    long long g = primitive_root(p);
    long long s = discrete_log(g, b, p);
    if (b == 0) return 0;
    if (s == -1) return -1;
    auto fac = extended_euclid(a, p-1);
    long long d = fac.first;
    long long x = fac.second.first;
    long long y = fac.second.second;
    if (s % d) return -1;
    x = x * s/d;
    x %= p-1; x += p-1; x %= p-1;
    for (long long i = 0; i < d; i++) x = (x + (p-1)/d) % (p-1);
    return pow_mod(g, x, p);
}

```

7.1.9 Euler function

```

// Euler function O(n^0.5)
long long phi (long long n, long long key = 2) {
    if (n == 1) return 1;
    while (n % key && key * key <= n) key++;
    if (key * key > n) return n-1;
    if (n / key % key) return phi(n/key, key+1) * (key-1);
    return phi(n/key, key) * key;
}
// Euler function preprocess O(nlogn)

```

```

void phi_gen (int n) {
    vector<int> mindiv(n+1, 0), phi(n+1, 0);
    for (int i = 1; i <= n; i++) mindiv[i] = i;
    for (int i = 2; i*i <= n; i++) {
        if (mindiv[i] != i) continue;
        for (int j = i*i; j <= n; j += i) mindiv[j] = i;
    }
    phi[1] = 1;
    for (int i = 2; i <= n; i++) {
        phi[i] = phi[i / mindiv[i]];
        if ((i / mindiv[i]) % mindiv[i] == 0) phi[i] *= mindiv[i];
        else phi[i] *= mindiv[i] - 1;
    }
}

```

7.1.10 Möbius function

```

// Mobius function O(n^0.5)
long long mu (long long n) {
    auto fac = factorize(n);
    for (auto be : fac) {
        if (be.second > 1) return 0;
    }
    return (fac.size() % 2 == 0) ? 1 : -1;
}
// Mobius function preprocess O(nlogn)
void mu_gen (int n) {
    vector<int> mu(n+1, 0);
    for (int i = 1; i <= n; i++) {
        int target = i == 1;
        int delta = target - mu[i];
        mu[i] = delta;
        for (int j = i+i; j <= n; j += i) mu[j] += delta;
    }
}

```

7.2 Matrix

7.2.1 Matrix inverse

7.2.2 rref

7.2.3 Gaussian Elimination

```
// Note: ax = b
bool gaussian_elimination() {
    vector<int> row;
    for (int i = 0; i < N; ++i) row.push_back(i);
    for (int t = 0; t < N; ++t) {
        int R = -1;
        for (int i = t; i < N; ++i) {
            int r = row[i];
            if (a[r][t] > eps) {
                R = i;
                break;
            }
        }
        if (R == -1) return false;
        swap(row[R], row[t]);
        R = row[t];
        for (int i = t + 1; i < N; ++i) {
            int r = row[i];
            double p = a[r][t] / a[R][t];
            for (int c = 0; c < N; ++c)
                a[r][c] -= p * a[R][c];
            b[r] -= p * b[R];
        }
    }
    for (int i = N - 1; i >= 0; --i) {
        int r = row[i];
        for (int c = N - 1; c > i; --c)
            b[r] -= a[r][c] * res[c];
        res[r] = b[r] / a[r][i];
    }
    return true;
}
```

7.3 FFT

```
const double PI = 2 * acos(0);

struct C {
    double a, b;
    C () : a(0), b(0) {}
    C (double a, double b) : a(a), b(b) {}
    C (double theta) : a(cos(theta)), b(sin(theta)) {}
    C bar () const { return C(a, -b); }
```

```
double modsq () const { return a * a + b * b; }
C operator+ (const C &c) const { return C(a + c.a, b + c.b); }
C operator* (const C &c) const { return C(a * c.a - b * c.b, a * c.b
    + b * c.a); }
C operator/ (const C &c) const {
    C r = (*this) * c.bar();
    return C(r.a / c.modsq(), r.b / c.modsq());
}
};

// O(nlogn)
// dir is direction of Fourier transform
void fft (C *in, C *out, int step, int size, int dir) {
    if (size < 1) return;
    if (size == 1) { out[0] = in[0]; return; }
    fft(in, out, step*2, size/2, dir);
    fft(in + step, out + size/2, step*2, size/2, dir);
    for (int i = 0; i < size/2; ++i) {
        C even = out[i], odd = out[i + size/2];
        out[i] = even + C(dir * 2*PI * i / size) * odd;
        out[i + size/2] = even + C(dir * 2*PI * (i + size/2) / size) * odd;
    }
}

// c[i] = sum of a[j] * b[i-j]
// n is power of 2; index is cyclic
void convolve (int n, C *a, C *b, C *c) {
    C *fa = new C[n];
    C *fb = new C[n];
    C *fc = new C[n];
    fft(a, fa, 1, n, 1);
    fft(b, fb, 1, n, 1);
    for (int i = 0; i < n; ++i) fc[i] = fa[i] * fb[i];
    fft(fc, c, 1, n, -1);
    for (int i = 0; i < n; ++i) c[i] = c[i] / C(n,0);
}
```

8 Geometry

```
double EPS = 1e-8;
double PI = acos(-1.0);

bool equal (double x, double y) { return fabs(x - y) < EPS; }
```

```
int sign (double x) {
    if (equal(x, 0.0)) return 0;
    return x > 0.0 ? 1 : -1;
}
```

8.1 Point

```
struct Point {
    double x, y;

    Point (double x, double y) : x(x), y(y) {}

    friend bool operator== (Point p, Point q) { return equal(p.x, q.x)
        && equal(p.y, q.y); }
    friend Point operator+ (Point p, Point q) { return Point(p.x + q.x,
        p.y + q.y); }
    friend Point operator- (Point p, Point q) { return Point(p.x - q.x,
        p.y - q.y); }
    friend Point operator* (Point p, double k) { return Point(p.x * k,
        p.y * k); }
    friend Point operator/ (Point p, double k) { return p * (1.0 / k); }

    static double arg (Point p) { return atan2(p.y, p.x); }
    static double norm (Point p) { return sqrt(p.x * p.x + p.y * p.y); }
    static double dot (Point p, Point q) { return p.x * q.x + p.y * q.y; }
    static double cross (Point p, Point q) { return p.x * q.y - q.x *
        p.y; }
    static double dist (Point p, Point q) { return norm(p - q); }
    static double det (Point p, Point q, Point r) { return cross(q-p,
        r-p); }
    static Point rotate (Point p, double theta) {
        return Point(p.x * cos(theta) - p.y * sin(theta), p.x * sin(theta)
            + p.y * cos(theta));
    }

    /* triangle */
    static Point mass_center (Point p1, Point p2, Point p3) {
        return (p1 + p2 + p3) / 3.0;
    }
    static Point outer_center (Point p1, Point p2, Point p3) {
        double a1 = p2.x - p1.x, b1 = p2.y - p1.y, c1 = (a1*a1+b1*b1) /
            2.0;
```

```
        double a2 = p3.x - p1.x, b2 = p3.y - p1.y, c2 = (a2*a2+b2*b2) /
            2.0;
        double d = a1 * b2 - a2 * b1;
        double x = p1.x + (c1*b2 - c2*b1) / d;
        double y = p1.y + (a1*c2 - a2*c1) / d;
        return Point(x, y);
    }
    static Point outer_center (Point p1, Point p2) {
        return (p1 + p2) / 2.0;
    }
    static Point ortho_center (Point p1, Point p2, Point p3) {
        return mass_center(p1, p2, p3) * 3.0 - outer_center(p1, p2, p3) *
            2.0;
    }
    static Point inner_center (Point p1, Point p2, Point p3) {
        double a = dist(p2, p3);
        double b = dist(p3, p1);
        double c = dist(p1, p2);
        return (p1 * a + p2 * b + p3 * c) / (a + b + c);
    }
    /* triangle */

    // divide and conquer: O(nlogn)
    // tested on HDU 1007
    static pair<double, pair<Point, Point>> closest_pair (vector<Point>
        ps) {
        int n = ps.size();
        vector<int> rank(n);
        for (int i = 0; i < n; i++) rank[i] = i;
        sort(rank.begin(), rank.end(), [&ps](int i, int j) -> bool {
            return ps[i].x < ps[j].x; });
        return closest_pair(ps, rank, 0, n);
    }
    static pair<double, pair<Point, Point>> closest_pair (vector<Point>
        &ps, vector<int> &rank, int l, int r) {
        auto ans_cmp = [] (pair<double, pair<Point, Point>> i,
            pair<double, pair<Point, Point>> j) -> bool { return i.first <
                j.first; };
        if (r - l < 20) {
            pair<double, pair<Point, Point>> ans = {0x7fffffff, {Point(0,0),
                Point(0,0)}};
            for (int i = l; i < r; i++) {
                for (int j = i+1; j < r; j++) {
                    if (ans.first > dist(ps[rank[i]], ps[rank[j]])) {
                        ans = {dist(ps[rank[i]], ps[rank[j]]), {ps[rank[i]],
                            ps[rank[j]]}};
                    }
                }
            }
        }
    }
}
```

```

    }
  }
}
return ans;
}
int mid = (l + r) / 2;
auto ans = min(closest_pair(ps, rank, l, mid), closest_pair(ps,
    rank, mid, r), ans_cmp);
int tl; for (tl = l; ps[rank[tl]].x < ps[rank[mid]].x - ans.first;
    tl++);
int tr; for (tr = r-1; ps[rank[tr]].x > ps[rank[mid]].x +
    ans.first; tr--);
sort(rank.begin()+tl, rank.begin()+tr, [&ps](int i, int j) -> bool
    { return ps[i].y < ps[j].y; });
for (int i = tl; i < tr; i++) {
    for (int j = i+1; j < min(tr, i+6); j++) {
        if (ans.first > dist(ps[rank[i]], ps[rank[j]])) {
            ans = {dist(ps[rank[i]], ps[rank[j]]), {ps[rank[i]],
                ps[rank[j]]}};
        }
    }
}
sort(rank.begin()+tl, rank.begin()+tr, [&ps](int i, int j) -> bool
    { return ps[i].x < ps[j].x; });
return ans;
}

// farthest pair in a convex hull
// DEBUG: maybe not good at when all points are colinear
// tested on POJ 2187
static pair<double, pair<Point, Point>> farthest_pair (vector<Point>
    ps) {
    auto ans_cmp = [](pair<double, pair<Point, Point>> i,
        pair<double, pair<Point, Point>> j) -> bool { return i.first <
            j.first; };
    int n = ps.size();
    pair<double, pair<Point, Point>> ans = {0.0, {Point(0,0),
        Point(0,0)}};
    if (n == 1) return ans;
    for (int i = 0, j = 1; i < n; i++) {
        while (sign(det(ps[i], ps[(i+1)%n], ps[j]) - det(ps[i],
            ps[(i+1)%n], ps[(j+1)%n])) == -1) {
            j = (j+1)%n;
        }
        ans = max(ans, {dist(ps[i], ps[j]), {ps[i], ps[j]}}, ans_cmp);
    }
}

```

```

    ans = max(ans, {dist(ps[(i+1)%n], ps[(j+1)%n]), {ps[(i+1)%n],
        ps[(j+1)%n]}}}, ans_cmp);
}
return ans;
}

// Graham scan: O(nlogn); result in counter-clockwise
// tested on POJ 2187 indirectly
static vector<Point> convex_hull (vector<Point> ps) {
    int n = ps.size();
    if (n < 3) return ps;
    for (int i = 1; i < n; i++) {
        if (ps[0].y > ps[i].y || (ps[0].y == ps[i].y && ps[0].x >
            ps[i].x)) {
            swap(ps[0], ps[i]);
        }
    }
    Point base = ps[0];
    sort(ps.begin()+1, ps.end(), [&](Point p, Point q) -> bool {
        return det(base, p, q) > 0 || (det(base, p, q) == 0 &&
            dist(base, p) < dist(base, q)); });
    vector<Point> ans = {ps[0], ps[1], ps[2]};
    for (int i = 3; i < n; i++) {
        while (sign(det(ans[ans.size()-1], ans[ans.size()-2], ps[i])) ==
            1) ans.pop_back();
        ans.push_back(ps[i]);
    }
    return ans;
}
};

```

8.2 Line

```

struct Line {
    Point a, b;

    Line (Point a, Point b) : a(a), b(b) {}

    static double dist (Line l, Point p) {
        return fabs(Point::det(p, l.a, l.b) / Point::dist(l.a, l.b));
    }

    static Point proj (Line l, Point p) {

```

```

    double r = Point::dot(l.b - l.a, p - l.a) / Point::dot(l.b - l.a,
        l.b - l.a);
    return l.a * (1 - r) + l.b * r;
}

static bool on_segment (Line l, Point p) {
    return sign(Point::det(p, l.a, l.b)) == 0 && sign(Point::dot(p -
        l.a, p - l.b)) <= 0;
}

static bool parallel (Line l, Line m) {
    return sign(Point::cross(l.a - l.b, m.a - m.b)) == 0;
}

static Point line_x_line (Line l, Line m) {
    double s1 = Point::det(m.a, l.a, m.b);
    double s2 = Point::det(m.a, l.b, m.b);
    return (l.b * s1 - l.a * s2) / (s1 - s2);
}

static bool two_segments_intersect (Line l, Line m) {
    double dla = Point::det(l.b, m.a, m.b);
    double dlb = Point::det(l.a, m.a, m.b);
    double dma = Point::det(m.b, l.a, l.b);
    double dmb = Point::det(m.a, l.a, l.b);
    if (sign(dla * dlb) == -1 && sign(dma * dmb) == -1) return true;
    if (sign(dla) == 0 && on_segment(m, l.b)) return true;
    if (sign(dlb) == 0 && on_segment(m, l.a)) return true;
    if (sign(dma) == 0 && on_segment(l, m.b)) return true;
    if (sign(dmb) == 0 && on_segment(l, m.a)) return true;
    return false;
}

static bool any_segments_intersect (vector<Line> ls) {
    vector<pair<Point, pair<int, int>>> items;
    for (int i = 0; i < ls.size(); i++) {
        Line &l = ls[i];
        if (l.a.x > l.b.x) swap(l.a, l.b);
        items.push_back({l.a, {0, i}});
        items.push_back({l.b, {1, i}});
    }
    sort(items.begin(), items.end(), [](pair<Point, pair<int, int>> a,
        pair<Point, pair<int, int>> b) -> bool {
        if (sign(a.first.x - b.first.x) == -1) return true;
        if (sign(a.first.x - b.first.x) == 1) return false;
        if (a.second.first < b.second.first) return true;
    });

```

```

        if (a.second.first > b.second.first) return false;
        return a.first.y < b.first.y;
    });
    auto cmp = [&](int i, int j) -> bool { return ls[i].a.y <
        ls[j].a.y; };
    set<int, decltype(cmp)> s(cmp);
    for (auto &item : items) {
        if (item.second.first == 0) {
            auto it = s.insert(item.second.second).first;
            int id = *it;
            int prev_id = (it == s.begin()) ? -1 : *(prev(it));
            int next_id = (next(it) == s.end()) ? -1 : *(next(it));
            if (prev_id != -1 && two_segments_intersect(ls[id],
                ls[prev_id])) return true;
            if (next_id != -1 && two_segments_intersect(ls[id],
                ls[next_id])) return true;
        } else {
            auto it = s.find(item.second.second);
            int id = *it;
            int prev_id = (it == s.begin()) ? -1 : *(prev(it));
            int next_id = (next(it) == s.end()) ? -1 : *(next(it));
            if (prev_id != -1 && next_id != -1 &&
                two_segments_intersect(ls[prev_id], ls[next_id])) return
                true;
            s.erase(it);
        }
    }
    return false;
}
};

```

8.3 Halfplane

```

struct HalfPlane {
    Point s, t; // half plane on the left of ray from p to q
    HalfPlane (Point s, Point t) : s(s), t(t) {}

    double eval (Point p) {
        double a, b, c; // ax+by+c<=0
        a = t.y - s.y;
        b = s.x - t.x;
        c = Point::cross(t, s);
        return p.x * a + p.y * b + c;
    }
}

```

```

static Point halfplane_x_line (HalfPlane hp, Line l) {
    Point p = l.a, q = l.b;
    double vp = hp.eval(p), vq = hp.eval(q);
    double x = (vq * p.x - vp * q.x) / (vq - vp);
    double y = (vq * p.y - vp * q.y) / (vq - vp);
    return Point(x, y);
}

static vector<Point> halfplanes_x (vector<HalfPlane> hps) {
    sort(hps.begin(), hps.end(), [](HalfPlane a, HalfPlane b) -> bool {
        int sgn = sign(Point::arg(a.t - a.s) - Point::arg(b.t - b.s));
        return sgn == 0 ? (sign(b.eval(a.s)) == -1) : (sgn < 0);
    });
    deque<HalfPlane> q {hps[0]};
    deque<Point> ans;
    for (int i = 1; i < hps.size(); i++) {
        if (sign(Point::arg(hps[i].t - hps[i].s) - Point::arg(hps[i-1].t - hps[i-1].s)) == 0) continue;
        while (ans.size() > 0 && sign(hps[i].eval(ans.back())) == 1) {
            ans.pop_back(); q.pop_back(); }
        while (ans.size() > 0 && sign(hps[i].eval(ans.front())) == 1) {
            ans.pop_front(); q.pop_front(); }
        ans.push_back(Line::line_x_line(Line(q.back().s, q.back().t),
            Line(hps[i].s, hps[i].t)));
        q.push_back(hps[i]);
    }
    while (ans.size() > 0 && sign(q.front().eval(ans.back())) == 1) {
        ans.pop_back(); q.pop_back(); }
    while (ans.size() > 0 && sign(q.back().eval(ans.front())) == 1) {
        ans.pop_front(); q.pop_front(); }
    ans.push_back(Line::line_x_line(Line(q.back().s, q.back().t),
        Line(q.front().s, q.front().t)));
    return vector<Point>(ans.begin(), ans.end());
}
};

```

8.4 Polygon

```

struct Polygon {
    int n;
    vector<Point> p; // always counter-clockwise

    Polygon (vector<Point> p) : p(p), n(p.size()) {}
}

```

```

double perimeter () {
    double ans = 0;
    for (int i = 0; i < n; i++) {
        ans += Point::dist(p[i], p[(i+1)%n]);
    }
    return ans;
}

double area () {
    double ans = 0;
    for (int i = 1; i < n-1; i++) {
        ans += Point::det(p[0], p[i], p[i+1]) / 2.0;
    }
    return ans;
}

Point mass_center () {
    Point ans(0.0, 0.0);
    double a = area();
    if (sign(a) == 0) return ans;
    for (int i = 1; i < n-1; i++) {
        ans = ans + ((p[0] + p[i] + p[i+1]) / 3.0) * (Point::det(p[0],
            p[i], p[i+1]) / 2.0);
    }
    return ans / a;
}

// first is grid point inside polygon; second is grid point on edge.
// vertices has to be grid points
pair<int,int> grid_point_cnt () {
    int first = 0, second = 0;
    for (int i = 0; i < n; i++) {
        second += gcd(abs((int)(p[(i+1)%n].x - p[i].x)),
            abs((int)(p[(i+1)%n].y - p[i].y)));
    }
    first = (int)area() + 1 - second / 2;
    return {first, second};
}

int gcd(int p, int q) { return q == 0 ? p : gcd(q, p%q); }

bool is_simple_convex_polygon () {
    for (int i = 0; i < n; i++) { // convexity
        if (sign(Point::det(p[i], p[(i+1)%n], p[(i+2)%n])) == -1) return
            false;
    }
}

```

```

for (int i = 1; i < n-1; i++) { // simplicity
    if (sign(Point::det(p[0], p[i], p[i+1])) == -1) return false;
}
return true;
}

// O(n)
// returns 1 for in, 0 for on, -1 for out
static int point_in_polygon (Polygon po, Point p0) {
    int cnt = 0;
    for (int i = 0; i < po.n; i++) {
        if (Line::on_segment(Line(po.p[i], po.p[(i+1)%po.n]), p0)) return
            0;
        int k = sign(Point::det(p0, po.p[i], po.p[(i+1)%po.n]));
        int d1 = sign(po.p[i].y - p0.y);
        int d2 = sign(po.p[(i+1)%po.n].y - p0.y);
        if (k == 1 && d1 != 1 && d2 == 1) cnt++;
        if (k == -1 && d2 != 1 && d1 == 1) cnt--;
    }
    return cnt ? 1 : -1;
}

// O(log(n))
// returns 1 for in, 0 for on, -1 for out
static int point_in_convex_polygon (Polygon po, Point p0) {
    Point point = (po.p[0] + po.p[po.n/3] + po.p[2*po.n/3]) / 3.0;
    int l = 0, r = po.n;
    while (r - l > 1) {
        int mid = (l + r) / 2;
        if (sign(Point::det(point, po.p[l], po.p[mid])) == 1) {
            if (sign(Point::det(point, po.p[l], p0)) != -1 &&
                sign(Point::det(point, po.p[mid], p0)) == -1) r = mid;
            else l = mid;
        } else {
            if (sign(Point::det(point, po.p[l], p0)) == -1 &&
                sign(Point::det(point, po.p[mid], p0)) != -1) l = mid;
            else r = mid;
        }
    }
    r %= po.n;
    return -sign(Point::det(p0, po.p[r], po.p[l]));
}

```

```

Polygon convex_polygon_x_halfplane (HalfPlane hp, Polygon po) {
    vector<Point> ps;
    for (int i = 0; i < po.n; i++) {

```

```

        if (sign(hp.eval(po.p[i])) == -1) {
            ps.push_back(po.p[i]);
        } else {
            if (sign(hp.eval(po.p[(i-1+po.n)%po.n])) == -1) {
                ps.push_back(HalfPlane::halfplane_x_line(hp, Line(po.p[i],
                    po.p[(i-1+po.n)%po.n])));
            }
            if (sign(hp.eval(po.p[(i+1)%po.n])) == -1) {
                ps.push_back(HalfPlane::halfplane_x_line(hp, Line(po.p[i],
                    po.p[(i+1)%po.n])));
            }
        }
    }
    return Polygon(ps);
}

static Polygon convex_polygon_x_convex_polygon (Polygon po1, Polygon
    po2) {
    vector<HalfPlane> hps;
    for (int i = 0; i < po1.n; i++) {
        hps.push_back(HalfPlane(po1.p[i], po1.p[(i+1)%po1.n]));
    }
    for (int i = 0; i < po2.n; i++) {
        hps.push_back(HalfPlane(po2.p[i], po2.p[(i+1)%po2.n]));
    }
    return Polygon(HalfPlane::halfplanes_x(hps));
}
};

```

8.5 Circle

```

struct Circle {
    Point center;
    double radius;

    Circle (Point center, double radius) : center(center),
        radius(radius) {}

    static bool in_circle (Circle c, Point p) {
        return sign(Point::dist(p, c.center) - c.radius) == -1;
    }

    static Circle min_circle_cover (vector<Point> p) {
        Circle ans(p[0], 0.0);

```

```

random_shuffle(p.begin(), p.end());
for (int i = 1; i < p.size(); i++) if (!in_circle(ans, p[i])) {
    ans.center = p[i]; ans.radius = 0;
    for (int j = 0; j < i; j++) if (!in_circle(ans, p[j])) {
        ans.center = Point::outer_center(p[i], p[j]);
        ans.radius = Point::dist(p[j], ans.center);
        for (int k = 0; k < j; k++) if (!in_circle(ans, p[k])) {
            ans.center = Point::outer_center(p[i], p[j], p[k]);
            ans.radius = Point::dist(p[k], ans.center);
        }
    }
}
return ans;
};

```

8.6 Simplex volume

```

// AB AC AD BC BD CD
double simplex_volume (double l, double n, double a, double m, double
    b, double c) {
    double x = 4*a*a*b*b*c*c - a*a*(b*b+c*c-m*m)*(b*b+c*c-m*m) -
        b*b*(c*c+a*a-n*n)*(c*c+a*a-n*n);
    double y = c*c*(a*a+b*b-l*l)*(a*a+b*b-l*l) -
        (a*a+b*b-l*l)*(b*b+c*c-m*m)*(c*c+a*a-n*n);
    return sqrt(x-y) / 12;
}

```

8.7 Count gridpoints under a line

```

// Count gridpoints under a line
// Compute for (int i = 0; i < n; i++) s += floor((a+b*i)/m);
long long count_gridpoints (long long n, long long a, long long b,
    long long m) {
    if (b == 0) return n * (a / m);
    if (a >= m) return n * (a / m) + count_gridpoints(n, a%m, b, m);
    if (b >= m) return (n-1) * n / 2 * (b / m) + count_gridpoints(n, a,
        b%m, m);
    return count_gridpoints((a+b*n)/m, (a+b*n)%m, m, b);
}

```

8.8 Simpson's Union Of Circles

```

struct dot
{
    double x, y;
    double dis(dot &o)
    {
        return sqrt(sqr(x - o.x) + sqr(y - o.y));
    }
};

int lx = 1000, rx = -1000;
struct circle
{
    dot o; int r;
    void init()
    {
        int x, y;
        scanf("%d%d%d", &x, &y, &r);
        lx = min(lx, x - r); rx = max(rx, x + r);
        o.x = x; o.y = y;
    }
    bool in(circle &b)
    {
        return (b.r - r - o.dis(b.o) >= -eps);
    }
    bool operator==(const circle &b)
    {
        return r == b.r && fabs(o.x - b.o.x) <= eps && fabs(o.y -
            b.o.y) <= eps;
    }
}tmp[Maxn], c[Maxn];

struct seg
{
    double v; int s;
    bool operator<(const seg &o)
    {
        const{return v < o.v - eps;}
    }
}l[Maxn * 2];
int n, m;

void Init()
{
    scanf("%d", &m);
    for (int i = 1; i <= m; ++i)
    {
        tmp[++n].init();
    }
}

```

```

        for (int j = 1; j <= n - 1; ++j)
            if (tmp[j] == tmp[n])
                {--n; break;}
    }
    m = n; n = 0;
    for (int i = 1; i <= m; ++i)
    {
        bool f = 0;
        for (int j = 1; j <= m; ++j) if (j != i)
            if (tmp[i].in(tmp[j]))
            {
                f = 1;
                break;
            }
        if (!f) c[++n] = tmp[i];
    }
}

inline double get(double x)
{
    int t = 0, now = 0;
    double d, last, s = 0;
    for (int i = 1; i <= n; ++i)
    {
        if (fabs(x - c[i].o.x) - c[i].r >= -eps) continue;
        d = sqrt(sqrt(c[i].r) - sqrt(x - c[i].o.x));
        l[++t].v = c[i].o.y - d; l[t].s = 1;
        l[++t].v = c[i].o.y + d; l[t].s = -1;
    }
    sort(l + 1, l + 1 + t);
    for (int i = 1; i <= t; ++i)
    {
        now += l[i].s;
        if (now == 1 && l[i].s == 1) last = l[i].v;
        if (now == 0) s += l[i].v - last;
    }
    return s;
}

double simpson(double l, double r, double lx, double mx, double rx)
{
    double m = (l + r) * 0.5, lp, rp, s, ls, rs;
    lp = get((l + m) * 0.5);
    rp = get((m + r) * 0.5);
    s = (lx + rx + 4 * mx) * (r - l) / 6;
    ls = (lx + mx + 4 * lp) * (m - l) / 6;

```

```

    rs = (mx + rx + 4 * rp) * (r - m) / 6;
    if (fabs(ls + rs - s) <= 1e-6)
        return s;
    return simpson(l, m, lx, lp, mx) + simpson(m, r, mx, rp, rx);
}

void Work()
{
    double s = 0, last = get(lx), now;
    for (int i = lx; i <= rx - 1; ++i)
    {
        now = get(i + 1);
        if (fabs(last) > eps || fabs(now) > eps)
            s += simpson(i, i + 1, last, get(i + 0.5), now);
        last = now;
    }
    printf("%.3lf\n", s);
}

```

9 Misc

9.1 Date

9.1.1 Date to Day of Week

```

int whatday (int d, int m, int y) {
    int ans;
    if (m == 1 || m == 2) { m += 12; y--; }
    if (y < 1752 || (y == 1752 && m < 9) || (y == 1752 && m == 9 && d <
        3)) {
        ans = (d + 2*m + 3*(m+1)/5 + y + y/4+5) % 7;
    } else {
        ans = (d + 2*m + 3*(m+1)/5 + y + y/4 - y/100 + y/400) % 7;
    }
    return ans;
}

```

9.1.2 Count Days from AD

```

const int days = 365;
const int s[] = {0, 31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31};
bool IsLeap (int y) {

```



```
    return y % 400 == 0 || (y % 100 && y % 4 == 0);
}
int leap (int y) {
    return y/4 - y/100 + y/400;
}
int calc (int day, int mon, int year) {
    int res = (year-1) * days + leap(year-1);
```

```
    for (int i = 1; i < mon; ++i) res += s[i];
    if (IsLeap(year) && mon > 2) res++;
    res += day;
    return res;
}
```

ICPC Math Table

* p is prime

1 Number Theory

Fermat's little theorem

$$a^{p-1} \equiv 1 \pmod{p}$$

$$a^{\phi(n)} \equiv 1 \pmod{n} \text{ where } \gcd(a, n) = 1$$

$$a^m \equiv a^{m \% \phi(n) + \phi(n)} \pmod{n}$$

Euler's totient function

$$\phi(n) = |\{x \mid 1 \leq x \leq n, \gcd(x, n) = 1\}|$$

$$\phi(n) = n \prod_{p|n} \left(1 - \frac{1}{p}\right)$$

$$\phi(mn) = \phi(m)\phi(n) \text{ if } \gcd(m, n) = 1$$

$$\phi(mn) = \phi(m)\phi(n) \frac{d}{\phi(d)} \text{ where } d = \gcd(m, n)$$

$$\phi(m)\phi(n) = \phi(\text{lcm}(m, n))\phi(\gcd(m, n))$$

$$\sum_{d|n} \phi(d) = n$$

$$\sum_{d|n} \frac{n}{d} \phi(d) = \sum_{k=1..n} \gcd(k, n)$$

$$\phi(n)d(n) = \sum_{k=1..n}^{\gcd(k, n)=1} \gcd(k-1, n) \text{ where } d(n) = \# \text{ of divisors of } n$$

$$\frac{1}{2}n\phi(n) = \sum_{k=1..n}^{\gcd(k, n)=1} k$$

$$a \mid b \rightarrow \phi(a) \mid \phi(b)$$

$$n \mid \phi(a^n - 1) \text{ for } a, n > 1$$

Mobius function

$$\mu(n) = \begin{cases} 0 & \text{if } n \text{ has squared prime factor} \\ 1 & \text{if } n \text{ has even } \# \text{ of prime factors} \\ -1 & \text{if } n \text{ has odd } \# \text{ of prime factors} \end{cases}$$

$$\sum_{d|n} \mu(d) = [n == 1]$$

$$n \sum_{d|n} \frac{\mu(d)}{d} = \phi(n)$$

$$\sum_{d|n} \frac{\mu^2(d)}{\phi(d)} = \frac{n}{\phi(n)}$$

$$\forall n, g(n) = \sum_{d|n} f(d) \rightarrow \forall n, f(n) = \sum_{d|n} \mu(d)g\left(\frac{n}{d}\right)$$

Primality criteria

(p is prime iff)

$$\prod_{1 \leq k \leq p-1} (2^k - 1) \equiv p \pmod{2^p - 1}$$

$$(p-1)! \equiv -1 \pmod{p}$$

2 Combinatorics

$$\binom{n}{0} + \dots + \binom{n}{n} = 2^n$$

$$\binom{n}{0} + \binom{n}{2} + \dots = 2^{n-1}$$

$$\binom{n}{1} + \binom{n}{3} + \dots = 2^{n-1}$$

$$0 \binom{n}{0} + \dots + n \binom{n}{n} = n2^{n-1}$$

$$0^2 \binom{n}{0} + \dots + n^2 \binom{n}{n} = n(n+1)2^{n-2}$$

$$n \binom{n-1}{k-1} = k \binom{n}{k}$$

$$\binom{n-1}{k} + \binom{n-1}{k-1} = \binom{n}{k}$$

$$\binom{k}{k} + \dots + \binom{n}{k} = \binom{n+1}{k+1}$$

$$\binom{m}{0} \binom{n}{k} + \dots + \binom{m}{k} \binom{n}{0} = \binom{m+n}{k}$$

$$\binom{n}{0}^2 + \dots + \binom{n}{n}^2 = \binom{2n}{n}$$

Lucas: $\binom{m}{n} \equiv \prod \binom{m_i}{n_i} \pmod{p}$

Wolstenholme: $\binom{2p-1}{p-1} \equiv 1 \pmod{p^3}$ where $p > 3$

Wolstenholme: $\binom{ap}{bp} \equiv \binom{a}{b} \pmod{p^3}$ where $p > 3$

lower-diagonal paths from $(0,0)$ to (n,m) ($n \geq m$) = $\frac{n-m+1}{n+1} \binom{n+m}{m}$

Lex-order index (1-based) of r -subset $\{a_1..a_r\}$ of $\{1..n\}$ = $\binom{n}{r} - \binom{n-a_1}{r} - \dots - \binom{n-a_r}{1}$

Enum r -subsets of n -set in lex-order

```
int a[] = {1...r}
while (1) {
    int k;
    for (k = r; k > 0 && !(a[k] < n && a[k+1] != a[k]); k--);
    if (k == 0) break;
    for (int i = r; i >= k; i--) a[i] = a[k] + (i - k + 1);
}
```

Enum r -subsets of n -set

```
int z = (1 << k) - 1;
while (z < (1 << n)) {
    cout << z;
    int x = z & -z;
    int y = z + x;
    z = ((z & ~y) / x) >> 1 | y;
}
```

Difference table leftmost diagonal = $c_0, \dots, c_p, 0, \dots \rightarrow$ original sequence

$$h_n = c_0 \binom{n}{0} + \dots + c_p \binom{n}{p}$$

$$\sum_{k=0..n} h_k = c_0 \binom{n+1}{1} + \dots + c_p \binom{n+1}{p+1}$$

Catalan number

$C_n = \# \pm 1$ sequences with non-negative prefix sum

$$C_n = \frac{1}{n+1} \binom{2n}{n}$$

$$C_n = \frac{4n-2}{n+1} C_{n-1}$$

Stirling-1 number

$s(p, k) = \#$ p diff items into k same circular permutations

$$s(p, 0) = 0 \quad (p \geq 1)$$

$$s(p, p) = 1 \quad (p \geq 0)$$

$$s(p, k) = (p-1)s(p-1, k) + s(p-1, k-1) \quad (1 \leq k \leq p-1)$$

$$A_n^p = \sum_{k=0..p} (-1)^{p-k} s(p, k) n^k$$

Stirling-2 number

$S(p, k) = \#$ p diff items into k same boxes, no empty box

$$S(p, 0) = 0 \quad (p \geq 1)$$

$$S(p, p) = 1 \quad (p \geq 0)$$

$$S(p, k) = kS(p-1, k) + S(p-1, k-1) \quad (1 \leq k \leq p-1)$$

$$S(p, k) = \frac{1}{k!} \sum_{i=0..k} (-1)^i \binom{k}{i} (k-i)^p$$

$$n^p = \sum_{k=0..p} S(p, k) A_n^k$$

$\#$ p diff items into k diff boxes = $k!S(p, k)$

Bell number

$B_p = \#$ p diff items into same boxes

$$B_p = S(p, 0) + \dots + S(p, p)$$

$$B_p = \binom{p-1}{0} B_0 + \dots + \binom{p-1}{p-1} B_{p-1}$$

$$B_{p^i+k} \equiv iB_k + B_{k+1} \pmod{p}$$

Generating function

r -combination: $\prod (1 + x^1 + x^2 + \dots + x^{f_i})$

r -arrangement: $r! \prod (1 + \frac{x^1}{1!} + \frac{x^2}{2!} + \dots + \frac{x^{f_i}}{f_i!})$

Integer partition: $\prod_{k=1..n} (1 - x^k)^{-1}$

Burnside lemma, Polya enum theorem

$\#$ inequivalent colorings on n -set under a permutation group.

$$N(C, G) = \frac{1}{|G|} \sum_{f \in G} |C(f)| = \frac{1}{|G|} \sum_{f \in G} k^{\#(f)} = \frac{1}{|G|} \sum_{f \in G} k^{\sum e_i}$$

G is the equivalent permutation group

C is all colorings on n -set

$N(C, G)$ is $\#$ inequivalent colorings

$C(f)$ is the stable kernel of permutation f

k is the number of colors available

$\#(f)$ is the number of cycles in permutation f

$e_1 \dots e_n$ is the type of permutation f - it has e_i i -cycles

3 Graph Theory

Havel-Hakimi algo

degree sequence $(d_1 \geq \dots \geq d_n)$ is simple-graphic iff $(d_2-1 \dots d_{d_1+1}-1, d_{d_1+2} \dots d_n)$ is simple-graphic. Equivalently, connect largest-degree node with other largest-degree nodes.

Erdos-Gallai theorem: $(d_1 \geq \dots \geq d_n)$ is simple-graphic iff

$$\forall k \in [1, n] \sum_{i=1}^k d_i \leq k(k-1) + \sum_{i=k+1}^n \min(d_i, k)$$

Vizing's theorem + Misra-Gries edge coloring algo

adjacent edges cannot have same color, uses $\max(deg(v)) + 1$ colors.

4 Game Theory

Nim Lose iff XOR sum is zero

SG function

P-position: first lose

N-position: second lose

Final node must be P

N's successors contain at least one P

P's successors contain all N

$SG(x) = mex(\{SG(y) \mid y \text{ is successor of } x\})$

$SG(x) = 0$ iff x is P-position

Composite game's SG value is the XOR sum of simple games

5 Numerical Methods

Newton's method solve $f(x) = 0$ by $x \leftarrow x - f(x)/f'(x)$

6 Miscellaneous

$$\gcd(2^a - 1, 2^b - 1) = 2^{\gcd(a,b)} - 1$$

$x^2 + y^2 = n$ has integer solution $\leftrightarrow n = \prod p_i^{e_i}$, there are no i s.t. $p_i \equiv 3 \pmod{4}$ and $e_i \equiv 1 \pmod{2}$

Fibonacci

$$\gcd(F_n, F_m) = F_{\gcd(n,m)}$$

$$b \mid a \leftrightarrow F_b \mid F_a$$

Derangements

$$D_n = n!(1 - \frac{1}{1!} + \frac{1}{2!} - \dots + \frac{(-1)^n}{n!})$$

$$D_n = (n-1)(D_{n-2} + D_{n-1})$$

$$D_n = nD_{n-1} + (-1)^n$$

Gray sequence $G_i = i \text{ xor } (i >> 1)$

Farey sequence sorted $\frac{a}{b}$ ($1 \leq a < b \leq N, \gcd(a, b) = 1$)

$$\frac{a_0}{b_0} = \frac{0}{1}$$

$$\frac{a_1}{b_1} = \frac{1}{N}$$

$$\frac{a_n}{b_n} = \frac{a_{n-1} \lfloor \frac{N+b_{n-2}}{b_{n-1}} \rfloor - a_{n-2}}{b_{n-1} \lfloor \frac{N+b_{n-2}}{b_{n-1}} \rfloor - b_{n-2}}$$

Dilworth theorem fewest chain split = longest reverse chain
