ACM-ICPC World Finals 2019

Team Reference Document

University of Illinois at Urbana-Champaign

VIM - Help poor children!

Coach

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Contestants

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Contents

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 Dominator Tree

```
// For multitest, initialize label[], l[], r[] to 0 and
// clear adj[], radj[], bucket[], child[].
```

```cpp
struct DominatorTree {
    DominatorTree() = default;

    bool reachable(int u) { return label[u] > 0; }

    void add_edge(int u, int v) { adj[u].push_back(v); }

    void dfs(int u) {
        label[u] = ++num; orig[num] = u;
        dsu[num] = mdsu[num] = sdom[num] = num;
        for (int v : adj[u]) {
            if (!label[v]) {
                dfs(v);
                parent[label[v]] = label[u];
            }
            radj[label[v]].push_back(label[u]);
        }
    }

    int find_dsu(int u, int flag = 0) {
        if (u == dsu[u]) return flag ? -1 : u;
        int p = find_dsu(dsu[u], 1);
        if (p < 0) return u;
        if (sdom[mdsu[dsu[u]]] < sdom[mdsu[u]])
            mdsu[u] = mdsu[dsu[u]];
        dsu[u] = p;
        return flag ? p : mdsu[u];
    }

    void dfs_dominator(int u) {
        l[u] = ++num;
        for (int v : child[u]) dfs_dominator(v);
        r[u] = num;
    }

    bool dominates(int u, int v) {
        return l[u] <= l[v] && l[v] <= r[u];
    }

    void build() {
        num = 0; dfs(root);
        for (int u = num; u >= 1; --u) {
            for (int v : radj[u])
                sdom[u] = min(sdom[u], sdom[find_dsu(v)]);
            if (u != 1) bucket[sdom[u]].push_back(u);
            for (int v : bucket[u]) {
                int w = find_dsu(v);
                if (sdom[w] == sdom[v]) idom[v] = sdom[v];
                else idom[v] = w;
            }
            if (u != 1) dsu[u] = parent[u];
        }
        for (int i = 2; i <= num; ++i) {
            if (idom[i] != sdom[i]) idom[i] = idom[idom[i]];
            child[orig[idom[i]]].push_back(orig[i]);
        }
        num = 0; dfs_dominator(root);
    }

    vector < int > adj[maxN], radj[maxN], bucket[maxN], child[maxN];
    int sdom[maxN], idom[maxN], dsu[maxN], mdsu[maxN], n, root, num;
    int parent[maxN], label[maxN], orig[maxN], l[maxN], r[maxN];
};
```

3.8 Centroid Decomposition

```cpp
void build(int u, int p) {
    sze[u] = 1;
    for (int v : adj[u])
        if (!elim[v] && v != p) build(v, u), sze[u] += sze[v];
}

int get_centroid(int u, int p, int num) {
    for (int v : adj[u])
        if (!elim[v] && v != p && sze[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, sze[u]);
    // Do stuffs here
    elim[root] = true;
    for (int v : adj[root])
        if (!elim[v]) centroid_decomposition(v, c + 1);
}
```

3.9 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 (mod 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 = bi (mod mi)
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 (mod 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 Mobiüs 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(sqr(c[i].r) - sqr(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

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

$$\phi(n) = n\prod_{p|n}(1-\frac{1}{p})$$
$$\phi(mn) = \phi(m)\phi(n) \text{ if } \gcd(m,n)=1$$
$$\phi(mn) = \phi(m)\phi(n)\frac{d}{\phi(d)} \text{ where } d=\gcd(m,n)$$
$$\phi(m)\phi(n) = \phi(lcm(m,n))\phi(\gcd(m,n))$$
$$\sum_{d|n}\phi(d) = n$$
$$\sum_{d|n}\frac{n}{d}\phi(d) = \sum_{k=1..n}\gcd(k,n)$$
$$\phi(n)d(n) = \sum_{k=1..n}^{\gcd(k,n)=1}\gcd(k-1,n) \text{ where } d(n) = \text{ \# of divisors of n}$$
$$\frac{1}{2}n\phi(n) = \sum_{k=1..n}^{\gcd(k,n)=1} k$$
$$a \mid b \to \phi(a) \mid \phi(b)$$
$$n \mid \phi(a^n-1) \text{ for } a,n>1$$

Mobius function

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

$$\sum_{d|n}\mu(d) = [n==1]$$
$$n\sum_{d|n}\frac{\mu(d)}{d} = \phi(n)$$
$$\sum_{d|n}\frac{\mu^2(d)}{\phi(d)} = \frac{n}{\phi(n)}$$
$$\forall n, g(n) = \sum_{d|n}f(d) \to \forall n, f(n) = \sum_{d|n}\mu(d)g(\frac{n}{d})$$

Primality criteria (p is prime iff)

$$\prod_{1\le k\le p-1}(2^k-1) \equiv p \mod (2^p-1)$$
$$(p-1)! \equiv -1 \mod p$$

2 Combinatorics

$$\binom{n}{0} + \ldots + \binom{n}{n} = 2^n$$
$$\binom{n}{0} + \binom{n}{2} + \ldots = 2^{n-1}$$
$$\binom{n}{1} + \binom{n}{3} + \ldots = 2^{n-1}$$
$$0\binom{n}{0} + \ldots + n\binom{n}{n} = n2^{n-1}$$
$$0^2\binom{n}{0} + \ldots + n^2\binom{n}{n} = n(n+1)2^{n-2}$$
$$n\binom{n-1}{k-1} = k\binom{n}{k}$$
$$\binom{n-1}{k} + \binom{n-1}{k-1} = \binom{n}{k}$$
$$\binom{k}{k} + \ldots + \binom{n}{k} = \binom{n+1}{k+1}$$
$$\binom{m}{0}\binom{n}{k} + \ldots + \binom{m}{k}\binom{n}{0} = \binom{m+n}{k}$$
$$\binom{n}{0}^2 + \ldots + \binom{n}{n}^2 = \binom{2n}{n}$$
$$\text{Lucas: } \binom{m}{n} \equiv \prod \binom{m_i}{n_i} \pmod{p}$$
$$\text{Wolstenholme: } \binom{2p-1}{p-1} \equiv 1 \pmod{p^3} \text{ where } p > 3$$
$$\text{Wolstenholme: } \binom{ap}{bp} \equiv \binom{a}{b} \pmod{p^3} \text{ where } p > 3$$

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

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

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 $= c_0, \ldots c_p, 0, \ldots \to$ original sequence

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

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

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

Stirling-2 number

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

$$S(p,0) = 0 \qquad (p \ge 1)$$
$$S(p,p) = 1 \qquad (p \ge 0)$$
$$S(p,k) = kS(p-1,k) + S(p-1,k-1) \qquad (1 \le k \le p-1)$$
$$S(p,k) = \frac{1}{k!}\sum_{i=0..k} (-1)^i \binom{k}{i}(k-i)^p$$
$$n^p = \sum_{k=0..p} S(p,k) A_n^k$$

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

Bell number

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

$$B_p = S(p,0) + \ldots + S(p,p)$$
$$B_p = \binom{p-1}{0} B_0 + \ldots + \binom{p-1}{p-1} B_{p-1}$$
$$B_{p^i+k} \equiv iB_k + B_{k+1} \pmod p$$

Generating function

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

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

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

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

---

3 Graph Theory

Havel-Hakimi algo

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

Erdos-Gallai theorem: $(d_1 \geq \ldots \geq d_n)$ 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

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

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

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

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5 Numerical Methods

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

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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 $e_i \equiv 1 \pmod 2$

Fibbonacci

$$\gcd(F_n, F_m) = F_{\gcd(n,m)}$$
$$b \mid a \leftrightarrow F_b \mid F_a$$

Derangements

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

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

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

$$\frac{a_0}{b_0} = \frac{0}{1}$$
$$\frac{a_1}{b_1} = \frac{1}{N}$$
$$\frac{a_n}{b_n} = \frac{a_{n-1}\lfloor\frac{N+b_{n-2}}{b_{n-1}}\rfloor - a_{n-2}}{b_{n-1}\lfloor\frac{N+b_{n-2}}{b_{n-1}}\rfloor - b_{n-2}}$$

$\boxed{\textbf{Dilworth theorem}}$ fewest chain split = longest reverse chain

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