Competitive Programming Reference

TryOmar's Algorithm Collection

A comprehensive collection of algorithms, data structures, and templates

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Generated from Markdown Reference

Contents

1 Introduction

This document contains a comprehensive collection of algorithms, data structures, and templates for competitive programming. Each section includes implementation details, time complexity analysis, and usage examples. This reference is open source and available on GitHub: https://github.com/TryOmar/TryOmar-CP-Reference/. Feel free to contribute improvements or report issues.

1.1 How to Use This Reference

This competitive programming reference is designed to be your go-to resource during contests and practice sessions.

Quick Navigation

- **Table of Contents**: Jump directly to any section
- **Code Blocks**: Ready-to-use implementations
- **Notes**: Implementation details after code blocks
- **Examples**: Practical usage examples

During Contests

- **Copy-Paste Ready**: All code blocks are tested and ready for immediate use
- **Template Approach**: Use provided templates as starting points
- **Time Complexity**: Check notes for complexity analysis
- **Edge Cases**: Notes include important edge cases

Sections Overview

- **Data Structures**: STL containers, advanced structures, and custom implementations
- **Graph Algorithms**: Traversal, shortest paths, and graph analysis
- **Dynamic Programming**: Classic problems and optimization techniques
- **Backtracking**: Combinatorial algorithms and constraint satisfaction
- **String Algorithms**: Pattern matching and string processing
- **Mathematics**: Number theory, combinatorics, and mathematical tools
- **Searching Algorithms**: Binary search variants and search patterns
- **Geometry**: Computational geometry algorithms and formulas
- **Notes & Utilities**: Helper functions and implementation tricks

2 Data Structures

2.1 STL Basics

This section covers the essential C++ Standard Template Library (STL) data structures commonly used in competitive programming.

2.1.1 Important STL Concepts

- **Containers**: Data structures that hold objects (vector, set, map, etc.)
- **Iterators**: Objects that point to elements in containers
- **Algorithms**: Functions that operate on containers (sort, find, etc.)
- **Function Objects**: Objects that can be called like functions
- **Allocators**: Manage memory allocation for containers

2.1.2 Common STL Operations

- **Insertion**: `insert()`, `push_back()`, `emplace()`
- **Deletion**: `erase()`, `pop_back()`, `clear()`
- **Access**: `at()`, `operator[]`, `front()`, `back()`
- **Size**: `size()`, `empty()`, `capacity()`
- **Iteration**: Range-based for loops, iterators, `begin()`, `end()`

2.1.3 Performance Considerations

- **Vector**: O(1) amortized insertion at end, O(n) insertion in middle
- **Set/Map**: O(log n) for insert, delete, search (Red-Black tree)
- **Unordered Set/Map**: O(1) average case, O(n) worst case (hash table)
- **Stack/Queue**: O(1) for push/pop operations
- **Priority Queue**: O(log n) for push/pop operations

2.1.4 Memory Management

- **Vector**: Automatically grows, use `reserve()` to pre-allocate
- **Set/Map**: Memory allocated per node, efficient for sparse data
- **Unordered**: Memory allocated in buckets, good for dense data
- **Stack/Queue**: Memory allocated as needed, efficient for LIFO/FIFO

2.1.5 Vectors and Arrays

1: Basic Vector Operations

```
// Vector initialization
vector<int> v;                  // Empty vector
vector<int> v(5);               // Size 5, initialized with 0s
vector<int> v(5, 2);            // Size 5, initialized with 2s
vector<int> v = {1, 2, 3};      // Direct initialization

// Basic operations
v.push_back(4);                 // Add element to end
v.pop_back();                   // Remove last element
v.size();                       // Get current size
v.empty();                      // Check if empty
v.front();                      // First element
v.back();                       // Last element
v.clear();                      // Remove all elements

// Access and iteration
for(int i = 0; i < v.size(); i++) {
    cout << v[i] << " ";        // Using index
}
for(int x : v) {                // Range-based for loop
    cout << x << " ";
}
```

2: 2D Vector Operations

```
// 2D vector initialization
vector<vector<int>> grid(n, vector<int>(m));     // n x m grid
vector<vector<int>> grid = {                     // Direct init
    {1, 2, 3},
    {4, 5, 6},
    {7, 8, 9}
};

// Access elements
grid[i][j] = value;             // Set value
int value = grid[i][j];         // Get value

// Common operations
for(int i = 0; i < grid.size(); i++) {
    for(int j = 0; j < grid[i].size(); j++) {
        cout << grid[i][j] << " ";
    }
    cout << "\n";
}
```

2.1.6 Sets and Maps

3: Set and Unordered Set

```cpp
// Set (ordered)
set<int> s;                     // Ordered unique elements
s.insert(5);                    // O(log n) insertion
s.erase(5);                    // O(log n) deletion
auto it = s.find(5);           // O(log n) search
auto it = s.lower_bound(5); // First element >= 5
auto it = s.upper_bound(5); // First element > 5

// Unordered Set (hash table)
unordered_set<int> us;         // Unordered unique elements
us.insert(5);                  // O(1) average case
us.erase(5);                  // O(1) average case
auto it = us.find(5);         // O(1) average case
```

4: Map and Unordered Map

```cpp
// Map (ordered)
map<string, int> m;            // Key-value pairs
m["apple"] = 5;                // O(log n) insertion
m.erase("apple");             // O(log n) deletion
auto it = m.find("apple"); // O(log n) search

// Unordered Map (hash table)
unordered_map<string, int> um; // Hash table
um["apple"] = 5;                 // O(1) average case
um.erase("apple");              // O(1) average case
auto it = um.find("apple");  // O(1) average case
```

5: Multiset and Multimap Operations

```cpp
// Multiset (allows duplicates)
multiset<int> ms;
ms.insert(5);                  // Can insert multiple 5s
ms.erase(5);                  // Erases all 5s
ms.erase(ms.find(5));         // Erases one occurrence

// Multimap (multiple values per key)
multimap<string, int> mm;
mm.insert({"key", 1});
mm.insert({"key", 2});        // Same key, different value
auto range = mm.equal_range("key"); // Get all values
```

2.1.7 Priority Queue and Heaps

Priority queues in C++ use comparators with reversed logic. By default, `priority_queue<int>` creates a max-heap.

6: Basic Priority Queue

```
// Max heap (default)
priority_queue<int> maxHeap;
// Min heap using greater<int>
priority_queue<int, vector<int>, greater<int>> minHeap;
// Custom comparator for complex types
struct Compare {
    bool operator()(const Point& a, const Point& b) {
        // Note: reversed logic compared to set/map
        if (a.x != b.x) return a.x > b.x;
        return a.y > b.y;
    }
};
priority_queue<Point, vector<Point>, Compare> pq;
```

2.1.8 Stack and Queue

7: Stack and Queue Operations

```
// Stack (LIFO)
stack<int> s;
s.push(5);                  // Add element
s.pop();                    // Remove top element
s.top();                    // Access top element
s.empty();                  // Check if empty
s.size();                   // Get size
// Queue (FIFO)
queue<int> q;
q.push(5);                  // Add element
q.pop();                    // Remove front element
q.front();                  // Access front element
q.back();                   // Access back element
q.empty();                  // Check if empty
q.size();                   // Get size
// Deque (double-ended queue)
deque<int> dq;
dq.push_front(5);           // Add to front
dq.push_back(5);            // Add to back
dq.pop_front();             // Remove from front
dq.pop_back();              // Remove from back
dq.front();                 // Access front
dq.back();                  // Access back
```

2.1.9 Bitset

Bitset provides space-efficient storage for boolean values.

8: Bitset Operations

```cpp
// Bitset initialization
bitset<32> bs;              // 32-bit bitset
bitset<32> bs("1010");      // From binary string
bitset<32> bs(42);          // From integer

// Basic operations
bs.set(5);                  // Set bit at position 5
bs.reset(5);                // Reset bit at position 5
bs.flip(5);                 // Flip bit at position 5
bs.test(5);                 // Check if bit is set
bs.count();                 // Count set bits
bs.size();                  // Total number of bits

// Bitwise operations
bitset<32> a("1010"), b("1100");
auto c = a & b;             // AND
auto d = a | b;             // OR
auto e = a ^ b;             // XOR
auto f = ~a;                // NOT

// Useful for competitive programming
bs.set();                   // Set all bits
bs.reset();                 // Reset all bits
bs.flip();                  // Flip all bits
```

2.1.10 Bit Manipulation

Advanced bit manipulation techniques and tricks for competitive programming.

9: Basic Bit Operations

```cpp
bool getBit(long long n, int i) { return (n >> i) & 1; }
long long setBit(long long n, int i) { return n | (1LL << i); }
long long clearBit(long long n, int i) { return n & ~(1LL << i); }
long long flipBit(long long n, int i) { return n ^ (1LL << i); }
long long updateBit(long long n, int i, bool val) {
     return val ? setBit(n, i) : clearBit(n, i);
}
```

10: Bit Tricks

```cpp
long long rightmostBit(long long n) { return n & -n; }
long long turnOffRightmost(long long n) { return n & (n - 1); }
long long turnOnRightmost(long long n) { return n | (n + 1); }
bool isPowerOfTwo(long long n) { return n > 0 && (n & (n - 1)) == 0; }
long long fastMod(long long n, long long mod) { return n & (mod - 1); }
int popcount(long long n) { return __builtin_popcountll(n); }
int leadingZeros(long long n) { return __builtin_clzll(n); }
int trailingZeros(long long n) { return __builtin_ctzll(n); }
int log2Floor(long long n) { return 63 - __builtin_clzll(n); }
```

11: Bitmask Patterns

```cpp
long long createMask(int n) { return (1LL << n) - 1; }
long long extractBits(long long n, int i, int j) {
     return (n >> i) & createMask(j - i + 1); }
long long setRange(long long n, int i, int j) {
    return n | (createMask(j - i + 1) << i);
}
long long clearRange(long long n, int i, int j) {
    return n & ~(createMask(j - i + 1) << i);
}
long long swapBits(long long n, int i, int j) {
    if (getBit(n, i) != getBit(n, j)) n = flipBit(flipBit(n, i), j);
    return n;
}
long long reverseBits(long long n, int bits = 64) {
    long long result = 0;
    for (int i = 0; i < bits; i++)
        if (getBit(n, i)) result = setBit(result, bits - 1 - i);
    return result;
}
```

12: Subset Generation

```
// Generate all subsets:
// for(int mask = 0; mask < (1 << n); mask++)
// Generate all submasks:
// for(int sub = mask; ; sub = (sub - 1) & mask) { if(!sub) break; }
// Generate k-bit subsets:
// if(__builtin_popcount(mask) == k)

long long nextPermutation(long long n) {
    long long c = n, c0 = 0, c1 = 0;
    while (((c & 1) == 0) && c != 0) { c0++; c >>= 1; }
    while ((c & 1) == 1) { c1++; c >>= 1; }
    if (c0 + c1 >= 31) return -1;

    long long pos = c0 + c1;
    n = setBit(n, pos);
    n = clearBit(n, pos - 1);
    n = n & (~((1LL << (pos - 1)) - 1));
    n = n | ((1LL << (c1 - 1)) - 1);
    return n;
}
```

13: XOR Range

```
long long xorRange(long long n) {
    int mod = n % 4;
    return mod == 1 ? 1 : mod == 2 ? n + 1 : mod == 3 ? 0 : n;
}

long long xorRange(long long l, long long r) {
     return xorRange(r) ^ xorRange(l - 1);
}
```

14: Find Two Unique Numbers

```
pair<int, int> findTwoUnique(vector<int>& arr) {
    int xorAll = 0;
    for (int x : arr) xorAll ^= x;
    int rightmost = xorAll & -xorAll;
    int x = 0, y = 0;
    for (int num : arr) {
        if (num & rightmost) x ^= num;
        else y ^= num;
    }
    return {x, y};
}
```

15: Max XOR Subset

```
int maxXorSubset(vector<int> arr) {
    for (int bit = 30; bit >= 0; bit--) {
        int pivot = -1;
        for (int i = 0; i < arr.size(); i++) {
            if (getBit(arr[i], bit)) { pivot = i; break; }
        }
        if (pivot == -1) continue;

        swap(arr[0], arr[pivot]);
        for (int i = 1; i < arr.size(); i++) {
            if (getBit(arr[i], bit)) arr[i] ^= arr[0];
        }
        arr.erase(arr.begin());
    }
    int result = 0;
    for (int x : arr) result ^= x;
    return result;
}
```

16: Bitmask DP Helpers

```

bool hasAdjacent(int mask, int n) {
     return (mask & (mask << 1)) || (getBit(mask, 0) && getBit(mask, n - 1))
         ;
}

int addIfValid(int mask, int pos, int n) {
    if ((pos > 0 && getBit(mask, pos - 1)) ||
       (pos < n - 1 && getBit(mask, pos + 1)) ||
        (pos == 0 && n > 1 && getBit(mask, n - 1)) ||
        (pos == n - 1 && n > 1 && getBit(mask, 0)))
        return -1;
    return setBit(mask, pos);
}

// Additional useful one-liners:
// Check if all bits in range [i,j] are set: ((n >> i) & createMask(j-i+1))
    == createMask(j-i+1)
// Toggle all bits: n ^ createMask(totalBits)
// Isolate rightmost n bits: n & createMask(n)
// Check if n has exactly k bits set: __builtin_popcount(n) == k
// Get position of rightmost set bit: __builtin_ctz(n)
// Get position of leftmost set bit: 31 - __builtin_clz(n) (for 32-bit)
// Set all bits from position i to end: n | (~0 << i)
// Clear all bits from position i to end: n & ((1 << i) - 1)
```

2.1.11 Ordered Set Template

C++ ordered sets using Policy-Based Data Structures (PBDS) for advanced operations.

17: Ordered Set Template

```
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds;
// Ordered set (unique elements, ascending)
template<class T> using ordered_set = tree<T, null_type, less<T>,
    rb_tree_tag, tree_order_statistics_node_update>;

// Ordered multiset (allows duplicates, ascending)
template<class T> using ordered_multiset = tree<T, null_type, less_equal<T>,
     rb_tree_tag, tree_order_statistics_node_update>;

// Ordered set (unique elements, descending)
template<class T> using ordered_set_desc = tree<T, null_type, greater<T>,
    rb_tree_tag, tree_order_statistics_node_update>;

// Ordered multiset (allows duplicates, descending)
template<class T> using ordered_multiset_desc = tree<T, null_type,
    greater_equal<T>, rb_tree_tag, tree_order_statistics_node_update>;
```

18: Ordered Set Functions

```
// order_of_key(k): #elements < k; find_by_order(k): kth element (0-indexed)
// insert(), erase(), find() as in set
ordered_multiset<int> ss; ss.insert(5); ss.insert(2); ss.insert(7); ss.
    insert(2);
cout << ss.order_of_key(5) << endl;      // 3
cout << *ss.find_by_order(1) << endl;    // 2
ss.erase(ss.find_by_order(ss.order_of_key(2))); // erase one '2'
```

19: Custom Comparator for Ordered Set

```
template<class T>
struct custom_compare {
    bool operator()(const T& a, const T& b) const {
        if (a == b) return true; // Keep duplicates
        return a > b; // Sort descending
    }
};
template<class T> using ordered_multiset_custom = tree<T, null_type,
    custom_compare<T>, rb_tree_tag, tree_order_statistics_node_update>;
```

2.2 Advanced Data Structures

2.2.1 Segment Tree (Iterative)

Efficient range query data structure supporting point updates and range queries.

20: Segment Tree for Range Sum

```cpp
struct SegmentTree {
    int n;
    vector<int> tree;

    SegmentTree(const vector<int>& v) {
        n = v.size();
        tree.resize(n << 1);
        for (int i = 0; i < n; i++)
            tree[i + n] = v[i];
        for (int i = n - 1; i > 0; i--)
            tree[i] = tree[i << 1] + tree[i << 1 | 1];
    }

    void update(int pos, int value) {
        tree[pos += n] = value;
        for (pos >>= 1; pos > 0; pos >>= 1)
            tree[pos] = tree[pos << 1] + tree[pos << 1 | 1];
    }

    int query(int l, int r) { // inclusive range [l, r]
        int res = 0;
        for (l += n, r += n + 1; l < r; l >>= 1, r >>= 1) {
            if (l & 1) res += tree[l++];
            if (r & 1) res += tree[--r];
        }
        return res;
    }
};
```

21: Segment Tree Example Usage

```cpp
int main() {
    vector<int> a = {2, 1, 5, 3, 4};
    SegmentTree st(a);

    cout << st.query(1, 3) << "\n"; // 1 + 5 + 3 = 9
    st.update(2, 0);                // a[2] = 0
    cout << st.query(1, 3) << "\n"; // 1 + 0 + 3 = 4
}
```

22: Segment Tree for Range Maximum

```
struct SegmentTree {
    int n;
    vector<int> tree;

    SegmentTree(const vector<int>& v) {
        n = v.size();
        tree.resize(n << 1);
        for (int i = 0; i < n; i++)
            tree[i + n] = v[i];
        for (int i = n - 1; i > 0; i--)
            tree[i] = max(tree[i << 1], tree[i << 1 | 1]);
    }

    void update(int pos, int value) {
        tree[pos += n] = value;
        for (pos >>= 1; pos > 0; pos >>= 1)
            tree[pos] = max(tree[pos << 1], tree[pos << 1 | 1]);
    }

    int query(int l, int r) { // inclusive range [l, r]
        int res = INT_MIN;
        for (l += n, r += n + 1; l < r; l >>= 1, r >>= 1) {
            if (l & 1) res = max(res, tree[l++]);
            if (r & 1) res = max(res, tree[--r]);
        }
        return res;
    }
};
```

23: Segment Tree Max Example Usage

```
int main() {
    vector<int> a = {2, 1, 5, 3, 4};
    SegmentTree st(a);

    cout << st.query(1, 3) << "\n"; // max(1, 5, 3) = 5
    st.update(2, 0);                // a[2] = 0
    cout << st.query(1, 3) << "\n"; // max(1, 0, 3) = 3
}
```

2.2.2 Disjoint Set Union (DSU)

Optimized union-find data structure with path compression and union by size.

24: DSU with Vector

```
struct DSU {
    vector<int> parent, size;

    DSU(int n) {
        parent.resize(n);
        size.resize(n);
        for (int i = 0; i < n; i++) {
            parent[i] = i;
            size[i] = 1;
        }
    }

    int findParent(int x) {
        if (parent[x] == x) return x;
        return parent[x] = findParent(parent[x]);
    }

    bool sameGroup(int x, int y) {
        return findParent(x) == findParent(y);
    }

    void merge(int x, int y) {
        int rootX = findParent(x);
        int rootY = findParent(y);
        if (rootX == rootY) return;
        if (size[rootX] < size[rootY]) swap(rootX, rootY);
        parent[rootY] = rootX;
        size[rootX] += size[rootY];
    }
};
```

25: DSU Example Usage

```
int main() {
    DSU dsu(10);

    dsu.merge(1, 2);
    dsu.merge(2, 3);
    dsu.merge(4, 5);

    cout << (dsu.sameGroup(1, 3)) << "\n";  // 1 (true)
    cout << (dsu.sameGroup(1, 5)) << "\n";  // 0 (false)
}
```

26: DSU with Unordered Map

```cpp
struct DSUMap {
    unordered_map<int, int> parent, size;

    void makeSet(int x) {
        if (!parent.count(x)) {
            parent[x] = x;
            size[x] = 1;
        }
    }

    int findParent(int x) {
        makeSet(x);
        if (parent[x] == x) return x;
        return parent[x] = findParent(parent[x]);
    }

    bool sameGroup(int x, int y) {
        return findParent(x) == findParent(y);
    }

    void merge(int x, int y) {
        int rootX = findParent(x);
        int rootY = findParent(y);
        if (rootX == rootY) return;
        if (size[rootX] < size[rootY]) swap(rootX, rootY);
        parent[rootY] = rootX;
        size[rootX] += size[rootY];
    }
};
```

27: DSU Map Example Usage

```cpp
int main() {
    DSUMap dsu;
    dsu.merge(100, 200);
    dsu.merge(200, 300);
    dsu.merge(400, 500);

    cout << dsu.sameGroup(100, 300) << "\n"; // 1 (true)
    cout << dsu.sameGroup(100, 500) << "\n"; // 0 (false)
}
```

3 Graph Algorithms

3.1 Depth-First Search (DFS)

Depth-First Search is a graph traversal algorithm that explores as far as possible along each branch before backtracking.

28: DFS Implementation

```cpp
vector<vector<int>> graph;  // Adjacency list
vector<bool> visited;

void dfs(int node) {
    visited[node] = true;
    cout << node << " ";  // Process node

    for (int neighbor : graph[node]) {
        if (!visited[neighbor]) {
            dfs(neighbor);
        }
    }
}

// Initialize and run DFS
void runDFS(int start, int n) {
    graph.resize(n);
    visited.resize(n, false);
    dfs(start);
}
```

DFS Notes

- **Time Complexity**: O(V + E) where V = vertices, E = edges
- **Space Complexity**: O(V) for recursion stack
- **Use Cases**: Exploring all possibilities, backtracking, connected components
- **Recursive Nature**: Uses recursion, can cause stack overflow for very deep graphs

29: DFS with Connected Components

```cpp
vector<vector<int>> graph;
vector<bool> visited;

void dfs(int node) {
    visited[node] = true;

    for (int neighbor : graph[node]) {
        if (!visited[neighbor]) {
            dfs(neighbor);
        }
    }
}

int countComponents(int n) {
    visited.resize(n, false);
    int components = 0;

    for (int i = 0; i < n; i++) {
        if (!visited[i]) {
            dfs(i);
            components++;
        }
    }
    return components;
}
```

Connected Components Notes

- **Application**: Finding number of disconnected subgraphs
- **Algorithm**: Run DFS from each unvisited node
- **Result**: Each DFS call discovers one connected component
- **Complexity**: Still O(V + E) as each node/edge visited once

3.2 Breadth-First Search (BFS)

Breadth-First Search explores all vertices at the present depth before moving to vertices at the next depth level.

30: BFS Implementation

```cpp
vector<vector<int>> graph;  // Adjacency list
vector<bool> visited;

void bfs(int start) {
    queue<int> q;
    q.push(start);
    visited[start] = true;

    while (!q.empty()) {
        int node = q.front();
        q.pop();
        cout << node << " ";  // Process node

        for (int neighbor : graph[node]) {
            if (!visited[neighbor]) {
                visited[neighbor] = true;
                q.push(neighbor);
            }
        }
    }
}

// Initialize and run BFS
void runBFS(int start, int n) {
    graph.resize(n);
    visited.resize(n, false);
    bfs(start);
}
```

BFS Notes

- **Time Complexity**: O(V + E) where V = vertices, E = edges
- **Space Complexity**: O(V) for queue
- **Use Cases**: Shortest path in unweighted graphs, level-order traversal
- **Queue-based**: Uses queue, explores level by level

31: BFS with Distance Calculation

```
vector<vector<int>> graph;
vector<int> distance;

void bfsWithDistance(int start, int n) {
    queue<int> q;
    distance.resize(n, -1);

    q.push(start);
    distance[start] = 0;

    while (!q.empty()) {
        int node = q.front();
        q.pop();

        for (int neighbor : graph[node]) {
            if (distance[neighbor] == -1) {
                distance[neighbor] = distance[node] + 1;
                q.push(neighbor);
            }
        }
    }
}
```

Distance BFS Notes

- **Shortest Path**: Guarantees shortest path in unweighted graphs
- **Distance Array**: Stores minimum distance from start to each node
- **Level Order**: Nodes at same distance processed together
- **Application**: Network routing, social network analysis

3.3 Dijkstra's Algorithm

Dijkstra's algorithm finds the shortest path from a source vertex to all other vertices in a weighted graph.

32: Dijkstra's Algorithm

```
vector<vector<pair<int, int>>> graph;  // {neighbor, weight}
vector<int> distance;

void dijkstra(int start, int n) {
    priority_queue<pair<int, int>, vector<pair<int, int>>, greater<pair<int,
         int>>> pq;
    distance.resize(n, INT_MAX);

    distance[start] = 0;
    pq.push({0, start});

    while (!pq.empty()) {
        int dist = pq.top().first;
        int node = pq.top().second;
        pq.pop();

        if (dist > distance[node]) continue;

        for (auto [neighbor, weight] : graph[node]) {
            if (distance[node] + weight < distance[neighbor]) {
                distance[neighbor] = distance[node] + weight;
                pq.push({distance[neighbor], neighbor});
            }
        }
    }
}
```

Dijkstra Notes

- **Time Complexity**: O((V + E) log V) with priority queue
- **Space Complexity**: O(V) for distance array and priority queue
- **Requirement**: All edge weights must be non-negative
- **Greedy Algorithm**: Always picks the closest unvisited node

33: Dijkstra with Path Reconstruction

```
vector<vector<pair<int, int>>> graph;
vector<int> distance, parent;

void dijkstraWithPath(int start, int n) {
    priority_queue<pair<int, int>, vector<pair<int, int>>, greater<pair<int,
        int>>> pq;
    distance.resize(n, INT_MAX);
    parent.resize(n, -1);

    distance[start] = 0;
    pq.push({0, start});

    while (!pq.empty()) {
        int dist = pq.top().first;
        int node = pq.top().second;
        pq.pop();

        if (dist > distance[node]) continue;

        for (auto [neighbor, weight] : graph[node]) {
            if (distance[node] + weight < distance[neighbor]) {
                distance[neighbor] = distance[node] + weight;
                parent[neighbor] = node;
                pq.push({distance[neighbor], neighbor});
            }
        }
    }
}

vector<int> getPath(int end) {
    vector<int> path;
    for (int node = end; node != -1; node = parent[node]) {
        path.push_back(node);
    }
    reverse(path.begin(), path.end());
    return path;
}
```

Path Reconstruction Notes

- **Parent Array**: Stores predecessor of each node in shortest path
- **Path Recovery**: Backtrack from destination to source
- **Reverse Order**: Path is built backwards, then reversed
- **Application**: Navigation systems, network routing

3.4 Floyd-Warshall Algorithm

Floyd-Warshall finds shortest paths between all pairs of vertices in a weighted graph.

34: Floyd-Warshall Algorithm

```
int main() {
    int INF = 1e9;
    int n = 4;
    vector<vector<int>> mat = {
        {0, 3, INF, 7},
        {8, 0, 2, INF},
        {5, INF, 0, 1},
        {2, INF, INF, 0}
    };

    for (int mid = 0; mid < n; mid++)
        for (int from = 0; from < n; from++)
            for (int to = 0; to < n; to++)
                mat[from][to] = min(mat[from][to], mat[from][mid] + mat[mid
                    ][to]);

    for (int from = 0; from < n; from++) {
        for (int to = 0; to < n; to++)
            cout << (mat[from][to] == INF ? -1 : mat[from][to]) << " ";
        cout << "\n";
    }
}
```

Floyd-Warshall Notes

- **Time Complexity**: $O(V^3)$ - cubic time complexity
- **Space Complexity**: $O(V^2)$ for distance matrix
- **All Pairs**: Finds shortest path between every pair of vertices
- **Handles Negatives**: Can detect negative cycles

3.5 Topological Sort

Topological sort orders vertices in a directed acyclic graph (DAG) so that all edges point forward.

35: Topological Sort with DFS

```
vector<vector<int>> graph;
vector<bool> visited;
vector<int> topoOrder;

void dfs(int node) {
    visited[node] = true;

    for (int neighbor : graph[node]) {
        if (!visited[neighbor]) {
            dfs(neighbor);
        }
    }

    topoOrder.push_back(node);
}

vector<int> topologicalSort(int n) {
    visited.resize(n, false);
    topoOrder.clear();

    for (int i = 0; i < n; i++) {
        if (!visited[i]) {
            dfs(i);
        }
    }

    reverse(topoOrder.begin(), topoOrder.end());
    return topoOrder;
}
```

DFS Topological Sort Notes

- **Post-order DFS**: Add node after visiting all neighbors
- **Reverse Result**: Final order is reversed DFS post-order
- **Requirement**: Graph must be a DAG (no cycles)
- **Application**: Build order, dependency resolution

36: Topological Sort with Kahn's Algorithm

```
vector<vector<int>> graph;
vector<int> inDegree;

vector<int> kahnTopologicalSort(int n) {
    queue<int> q;
    vector<int> result;

    // Calculate in-degrees
    inDegree.resize(n, 0);
    for (int i = 0; i < n; i++) {
        for (int neighbor : graph[i]) {
            inDegree[neighbor]++;
        }
    }

    // Add nodes with in-degree 0
    for (int i = 0; i < n; i++) {
        if (inDegree[i] == 0) {
            q.push(i);
        }
    }

    while (!q.empty()) {
        int node = q.front();
        q.pop();
        result.push_back(node);

        for (int neighbor : graph[node]) {
            inDegree[neighbor]--;
            if (inDegree[neighbor] == 0) {
                q.push(neighbor);
            }
        }
    }

    return result;
}
```

Kahn's Algorithm Notes

- **In-degree Tracking**: Count incoming edges for each node
- **Queue-based**: Process nodes with zero in-degree
- **Multiple Orders**: Can have multiple valid topological orders
- **Cycle Detection**: If result size $<$ n, graph has cycle

3.6 Cycle Detection

Detecting cycles in directed and undirected graphs.

37: Cycle Detection in Undirected Graph

```
vector<vector<int>> graph;
vector<bool> visited;

bool hasCycleUndirected(int node, int parent) {
    visited[node] = true;

    for (int neighbor : graph[node]) {
        if (!visited[neighbor]) {
            if (hasCycleUndirected(neighbor, node)) {
                return true;
            }
        } else if (neighbor != parent) {
            return true;
        }
    }
    return false;
}

bool detectCycleUndirected(int n) {
    visited.resize(n, false);

    for (int i = 0; i < n; i++) {
        if (!visited[i]) {
            if (hasCycleUndirected(i, -1)) {
                return true;
            }
        }
    }
    return false;
}
```

Undirected Cycle Detection Notes

- **Parent Tracking**: Avoid revisiting parent node
- **Back Edge**: Cycle if neighbor is visited but not parent
- **DFS-based**: Uses DFS to explore graph
- **Application**: Validating trees, network topology

38: Cycle Detection in Directed Graph

```cpp
vector<vector<int>> graph;
vector<bool> visited, recStack;

bool hasCycleDirected(int node) {
    visited[node] = true;
    recStack[node] = true;

    for (int neighbor : graph[node]) {
        if (!visited[neighbor]) {
            if (hasCycleDirected(neighbor)) {
                return true;
            }
        } else if (recStack[neighbor]) {
            return true;
        }
    }

    recStack[node] = false;
    return false;
}

bool detectCycleDirected(int n) {
    visited.resize(n, false);
    recStack.resize(n, false);

    for (int i = 0; i < n; i++) {
        if (!visited[i]) {
            if (hasCycleDirected(i)) {
                return true;
            }
        }
    }
    return false;
}
```

Directed Cycle Detection Notes

- **Recursion Stack**: Track nodes in current recursion path
- **Back Edge**: Cycle if neighbor is in recursion stack
- **Two Arrays**: visited for all nodes, recStack for current path
- **Application**: Deadlock detection, DAG validation

4 Dynamic Programming

4.1 Longest Increasing Subsequence (LIS)

The Longest Increasing Subsequence problem finds the longest subsequence of a given sequence such that all elements of the subsequence are sorted in increasing order.

39: LIS - 2D DP Bottom-Up Implementation

```
int lengthOfLIS(vector<int>& nums) {
    int n = nums.size();
    vector<vector<int>> dp(n + 2, vector<int>(n + 2));

    for (int i = n - 1; i >= 0; --i) {
        for (int j = i - 1; j >= -1; --j) {
            int curr = i + 1, prev = j + 1;
            if (j == -1 || nums[i] > nums[j])
                dp[curr][prev] = dp[curr + 1][curr] + 1;
            dp[curr][prev] = max(dp[curr][prev], dp[curr + 1][prev]);
        }
    }

    // Reconstruct the LIS
    vector<int> lis;
    int i = 0, j = -1;
    while (i < n) {
        int curr = i + 1, prev = j + 1;
        if (dp[curr][prev] == dp[curr + 1][curr] + 1 && (j == -1 || nums[i] > nums[j])) {
            lis.push_back(nums[i]);
            j = i;
        }
        i++;
    }

    return dp[1][0];
}
```

LIS 2D DP Notes

- **Time Complexity**: $O(n^2)$ - quadratic time
- **Space Complexity**: $O(n^2)$ for 2D DP table
- **State Definition**: dp[i+1][j+1] represents LIS from index i with last element at j
- **Reconstruction**: Can reconstruct the actual LIS sequence
- **Usage**: Use for understanding and simple cases

40: LIS - 1D DP Bottom-Up Implementation

```cpp
int lengthOfLIS(vector<int>& nums) {
    int n = nums.size();
    vector<int> dp(n, 1);
    for (int i = n - 1; i >= 0; --i)
        for (int j = i + 1; j < n; ++j)
            if (nums[j] > nums[i])
                dp[i] = max(dp[i], dp[j] + 1);

    // Reconstruct the LIS
    int maxLen = *max_element(dp.begin(), dp.end());
    vector<int> lis;
    for (int i = 0; i < n && maxLen; ++i)
        if (dp[i] == maxLen) {
            lis.push_back(nums[i]);
            --maxLen;
        }

    return *max_element(dp.begin(), dp.end());
}
```

LIS 1D DP Notes

- **Time Complexity**: $O(n^2)$ with memoization
- **Space Complexity**: $O(n)$ for 1D DP array
- **State Definition**: dp[i] is length of LIS ending at index i
- **Base Case**: dp[i] = 1 for all i (single element is valid LIS)
- **Advantage**: More space efficient than 2D approach

41: LIS - Recursive Implementation

```
int lengthOfLIS(const vector<int>& nums) {
    int n = nums.size();
    vector<vector<int>> dp(n + 1, vector<int>(n + 1, -1));

    function<int(int, int)> calculateLIS = [&](int cur, int prev) {
        if (cur == n) return 0;
        int i = cur + 1, j = prev + 1;
        int& res = dp[i][j];
        if (res != -1) return res;

        if (prev == -1 || nums[cur] > nums[prev])
            res = max(res, 1 + calculateLIS(cur + 1, cur));

        res = max(res, calculateLIS(cur + 1, prev));

        return res;
    };

    return calculateLIS(0, -1);
}
```

LIS Recursive Notes

- **Time Complexity**: $O(n^2)$ with memoization
- **Space Complexity**: $O(n^2)$ for DP table and recursion stack
- **Top-down DP**: Recursive approach with memoization
- **Base Case**: When cur == n, return 0
- **Memoization**: Stores results to avoid redundant calculations

42: LIS - Binary Search Implementation

```cpp
int lengthOfLIS(const vector<int>& a) {
    vector<int> lis;
    for (int i = 0; i < a.size(); ++i) {
        auto it = lower_bound(begin(lis), end(lis), a[i]);
        it != end(lis) ? *it = a[i] : lis.push_back(a[i]);
    }
    return lis.size();
}

// Reconstruct the actual LIS sequence
vector<int> getLIS(const vector<int>& a) {
    vector<int> lis, prev(a.size(), -1);
    for (int i = 0; i < a.size(); ++i) {
        auto it = lower_bound(begin(lis), end(lis), i, [&](int j, int k) {
            return a[j] < a[k];
        });
        it != end(lis) ? *it = i : lis.push_back(i);
        if (it != begin(lis)) prev[i] = *(it - 1);
    }
    vector<int> res;
    for (int i = lis.back(); i != -1; i = prev[i]) {
        res.push_back(a[i]);
    }
    reverse(begin(res), end(res));
    return res;
}
```

LIS Binary Search Notes

- **Time Complexity**: O(n log n) - optimal approach
- **Space Complexity**: O(n) for LIS array and prev array
- **Binary Search**: Uses lower_bound for efficient insertion
- **Optimal Solution**: Best time complexity for LIS problem
- **Usage**: Use for optimal time complexity in practice
- **Reconstruction**: Can reconstruct the actual LIS sequence

43: LIS - Segment Tree Implementation

```cpp
struct SegmentTree {
    int n;
    vector<int> tree;

    SegmentTree(int _n) {
        n = _n;
        tree.resize(2 * _n);
    }

    void update(int pos, int value) {
        tree[pos += n] = value;
        for (pos >>= 1; pos > 0; pos >>= 1)
            tree[pos] = max(tree[pos << 1], tree[pos << 1 | 1]);
    }

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

int lengthOfLIS(vector<int>& nums) {
    SegmentTree seg(1e5 + 1);
    int res = 0;
    for (auto i : nums) {
        i += 2e4;  // Offset to handle negative numbers
        int val = seg.query(0, i - 1) + 1;  // Find max LIS ending before i
        res = max(res, val);
        seg.update(i, val);  // Update the LIS at position i
    }
    return res;
}
```

LIS Segment Tree Notes

- **Time Complexity**: O(n log M) where M is the range of values
- **Space Complexity**: O(M) for segment tree
- **Advanced Approach**: Uses segment tree for range queries
- **Coordinate Compression**: Can handle large value ranges
- **Usage**: Use when you need range queries or advanced applications
- **Offset**: +2e4 handles negative numbers

5 Backtracking

5.1 Subsets

Generate all possible subsets of a given array.

44: Subsets Implementation

```cpp
#include <vector>
using namespace std;

vector<vector<int>> subsets(vector<int>& nums) {
    vector<vector<int>> result;
    vector<int> subset;

    function<void(int)> generate = [&](int start) {
        // Add the current subset to the result
        result.push_back(subset);

        // Try adding each remaining element to the current subset
        for (int i = start; i < nums.size(); i++) {
            subset.push_back(nums[i]);
            generate(i + 1);
            subset.pop_back();
        }
    };

    generate(0);
    return result;
}
```

Subsets Notes

- **Time Complexity**: $O(2^n)$ where n is the number of elements
- **Space Complexity**: $O(2^n)$ to store all subsets
- **Backtracking Pattern**: Choose → Recurse → Unchoose
- **Natural Generation**: Each recursive call decides whether to include each element
- **Empty Set**: Includes the empty set as a valid subset
- **No Duplicates**: Avoids duplicates by only considering elements from current index forward

5.2 Permutations

Generate all possible permutations of a given array.

45: Permutations Without Duplicates

```
#include <vector>
using namespace std;

vector<vector<int>> permuteUnique(vector<int>& nums) {
    vector<vector<int>> result;
    vector<int> comb;
    vector<bool> visited(nums.size(), false);

    function<void()> permute = [&]() {
        if (comb.size() == nums.size()) {
            result.push_back(comb);
            return;
        }
        for (int i = 0; i < nums.size(); i++) {
            if (visited[i]) continue;
            visited[i] = true;
            comb.push_back(nums[i]);
            permute();
            comb.pop_back();
            visited[i] = false;
        }
    };

    permute();
    return result;
}
```

Permutations Without Duplicates Notes

- **Time Complexity**: O(n!) where n is the number of elements
- **Space Complexity**: O(n!) to store all permutations
- **Visited Array**: Tracks which elements have been used
- **Perfect for Unique Elements**: Arrays with unique elements
- **All Orderings**: Generates all possible orderings of input array
- **Backtracking**: Uses visited array to prevent reusing elements

46: Permutations With Duplicates

```
#include <vector>
#include <unordered_map>
using namespace std;

vector<vector<int>> permuteWithDuplicates(vector<int>& nums) {
    vector<vector<int>> result;
    unordered_map<int, int> counter;
    for (int num : nums) counter[num]++;

    vector<int> comb;

    function<void()> permute = [&]() {
        if (comb.size() == nums.size()) {
            result.push_back(comb);
            return;
        }
        for (auto& item : counter) {
            int num = item.first;
            int count = item.second;
            if (count == 0) continue;
            comb.push_back(num);
            counter[num]--;
            permute();
            comb.pop_back();
            counter[num]++;
        }
    };

    permute();
    return result;
}
```

Permutations With Duplicates Notes

- **Time Complexity**: O(n! × n) due to factorial permutations and element checking
- **Space Complexity**: O(n!) to store the resulting permutations
- **Unordered Map**: Tracks frequency of each element
- **Prevents Duplicates**: More efficient for inputs with repeated elements
- **Counter Management**: Decrements and increments counter during backtracking
- **Usage**: Use when input array contains duplicate elements

5.3 Combinations

Generate all possible combinations of k elements from an array.

47: Combinations Implementation

```cpp
#include <vector>
using namespace std;

vector<vector<int>> combinations(vector<int>& nums, int k) {
    vector<vector<int>> result;
    vector<int> comb;

    function<void(int)> combine = [&](int start) {
        if (comb.size() == k) {
            result.push_back(comb);
            return;
        }
        for (int i = start; i < nums.size(); i++) {
            comb.push_back(nums[i]);
            combine(i + 1);
            comb.pop_back();
        }
    };

    combine(0);
    return result;
}
```

Combinations Notes

- **Time Complexity**: O(C(n,k)) or O(n!/(k!(n-k)!)) where n is number of elements and k is size of each combination
- **Space Complexity**: O(C(n,k)) to store all combinations
- **Starting Index**: Uses start parameter to avoid duplicates
- **Size Constraint**: Generates combinations of exactly size k
- **No Reuse**: No element is used more than once in each combination
- **Order Independent**: Unlike permutations, order doesn't matter in combinations

6 String Algorithms

6.1 C++ STL String Functions

Essential string manipulation functions from the C++ Standard Library.

48: STL String Functions

```cpp
#include <string>
#include <algorithm>

string s = "Hello World";
// Basic operations
s.length();                    // Get string length
s.size();                      // Same as length()
s.empty();                     // Check if empty
s.clear();                     // Clear string
// Access elements
s[0];                         // Access character
s.at(0);                      // Bounds-checked access
s.front();                     // First character
s.back();                      // Last character
// String manipulation
s.substr(0, 5);               // Substring
s.find("World");               // Find substring
s.replace(0, 5, "Hi");        // Replace substring
s.insert(5, " ");             // Insert at position
// String algorithms
reverse(s.begin(), s.end());   // Reverse string
sort(s.begin(), s.end());      // Sort characters
transform(s.begin(), s.end(), s.begin(), ::tolower); // To lowercase
transform(s.begin(), s.end(), s.begin(), ::toupper); // To uppercase
// String concatenation
string s1 = "Hello";
string s2 = "World";
string result = s1 + " " + s2; // Concatenation
s1.append(s2);                 // Append to string
s1 += s2;                      // Append operator
```

STL String Notes

- **Time Complexity**: Most operations O(1) or O(n)
- **Memory Efficient**: String uses dynamic allocation
- **STL Algorithms**: Can use all STL algorithms on strings
- **Character Access**: Direct indexing and bounds-checked access

6.2 Longest Substring Without Repeating Characters

Find the length of the longest substring without repeating characters.

49: Longest Substring Without Repeating Characters

```cpp
int lengthOfLongestSubstring(string s) {
    vector<int> charIndex(128, -1);  // ASCII characters
    int maxLength = 0;
    int start = 0;

    for (int end = 0; end < s.length(); end++) {
        char currentChar = s[end];

        // If character already seen, update start
        if (charIndex[currentChar] >= start) {
            start = charIndex[currentChar] + 1;
        }

        charIndex[currentChar] = end;
        maxLength = max(maxLength, end - start + 1);
    }

    return maxLength;
}
```

Longest Substring Notes

- **Sliding Window**: Uses two pointers technique
- **Time Complexity**: O(n) where n is string length
- **Space Complexity**: O(1) for fixed alphabet size
- **Character Tracking**: Uses array to track last position

6.3 Trie (Prefix Tree)

A trie is a tree-like data structure used to store a dynamic set of strings.

50: Trie Implementation

```cpp
struct TrieNode {
    unordered_map<char, TrieNode*> child;
    bool word = false;
};
struct Trie {
    TrieNode* root = new TrieNode();
    void insert(const string& word) {
        TrieNode* node = root;
        for (char ch : word) {
            if (!node->child.count(ch)) {
                node->child[ch] = new TrieNode();
            }
            node = node->child[ch];
        }
        node->word = true;
    }
    bool search(const string& word) {
        TrieNode* node = root;
        for (char ch : word) {
            if (!node->child.count(ch)) return false;
            node = node->child[ch];
        }
        return node->word;
    }
    bool startsWith(const string& prefix) {
        TrieNode* node = root;
        for (char ch : prefix) {
            if (!node->child.count(ch)) return false;
            node = node->child[ch];
        }
        return true;
    }
};
```

Trie Notes

- **Time Complexity**: O(m) where m is string length for insertion and search
- **Space Complexity**: O(ALPHABET_SIZE × N × M)
- **Applications**: Prefix matching, autocomplete, spell checking
- **Memory Usage**: Can be memory intensive for large datasets
- **Node Structure**: Each node stores children in unordered_map and word flag

7 Mathematics

7.1 Fast Power (Binary Exponentiation)

Efficiently compute large powers using binary exponentiation.

51: Binary Exponentiation - Iterative

```
int64_t power(int64_t base, int64_t exp) {
    int64_t result = 1;
    while (exp > 0) {
        if (exp & 1) result *= base;
        base *= base;
        exp >>= 1;
    }
    return result;
}
```

52: Modular Exponentiation

```
int64_t modPower(int64_t base, int64_t exp, int64_t mod) {
    int64_t result = 1;
    base = base % mod;
    while (exp > 0) {
        if (exp & 1) result = (result * base) % mod;
        base = (base * base) % mod;
        exp >>= 1;
    }
    return result;
}
```

Modular Exponentiation Notes

- **Time Complexity**: O(log exp) - logarithmic time
- **Space Complexity**: O(1) constant space
- **Modulo Arithmetic**: Handles large numbers with modulo
- **Overflow Prevention**: Essential for competitive programming
- **Applications**: Cryptography, number theory problems

7.2 GCD and LCM Functions

Greatest Common Divisor and Least Common Multiple functions.

53: GCD and LCM Functions

```
int gcd(int a, int b) {
    while (b != 0) {
        a %= b;
        swap(a, b);
    }
    return a;
}

int lcm(int a, int b) {
    return (a / gcd(a, b)) * b;
}
```

GCD/LCM Notes

- **Time Complexity**: O(log min(a,b)) for GCD
- **Space Complexity**: O(1) constant space
- **Euclidean Algorithm**: Efficient GCD calculation
- **LCM Formula**: LCM(a,b) = (a $\times$ b) / GCD(a,b)
- **Applications**: Number theory, fraction simplification

7.3 Quadratic Equation

Solve quadratic equations of the form $ax^2 + bx + c = 0$.

54: Quadratic Equation Solver

```
#include <cmath>
using namespace std;

// Returns pair of roots, or {-1, -1} if no real roots
pair<double, double> solveQuadratic(double a, double b, double c) {
    if (abs(a) < 1e-9)
        return abs(b) < 1e-9 ? make_pair(-1.0, -1.0) : make_pair(-c/b, -c/b)
            ;
    double disc = b*b - 4*a*c;
    if (disc < 0)
        return {-1, -1};
    double sqrtDisc = sqrt(disc);
    return {(-b + sqrtDisc)/(2*a), (-b - sqrtDisc)/(2*a)};
}
```

Quadratic Equation Notes

- **Time Complexity**: O(1) - constant time
- **Space Complexity**: O(1) - constant space
- **Formula**: $x = (-b \pm \sqrt{b^2 - 4ac}) / (2a)$
- **Discriminant**: $b^2 - 4ac$ determines number of real roots
- **Real Roots**: When discriminant >= 0
- **No Real Roots**: When discriminant < 0
- **Double Root**: When discriminant = 0
- **Applications**: Physics problems, optimization, geometry

7.4 Combinatorics

Basic combinatorial functions with modular arithmetic support.

55: Standard nCr and nPr

```
// Don't use for n > 67 (int64_t overflow)
int64_t nCr(int n, int r) {
    if (r < 0 || r > n) return 0;
    if (r > n - r) r = n - r;
    int64_t res = 1;
    for (int i = 0; i < r; ++i) {
        res *= (n - i);
        res /= (i + 1);
    }
    return res;
}

// Don't use for n > 20 or large r (int64_t overflow)
int64_t nPr(int n, int r) {
    if (r < 0 || r > n) return 0;
    int64_t res = 1;
    for (int i = 0; i < r; ++i)
        res *= (n - i);
    return res;
}
```

Standard Combinatorics Notes

- **Time Complexity**: O(r) for both nCr and nPr
- **Space Complexity**: O(1) constant space
- **Limits**: n $\leq$ 67 for nCr, n $\leq$ 20 for nPr
- **Optimization**: nCr uses symmetry C(n,r) = C(n,n-r)
- **Applications**: Probability, counting problems

56: Combinatorics with Modular Arithmetic

```
#include <vector>
using namespace std;

class Combinatorics {
private:
    static const int MOD = 1000000007;
    vector<int64_t> f, inv;

    int64_t pow(int64_t b, int64_t e) const {
        int64_t r = 1;
        while (e) {
            if (e & 1) r = r * b % MOD;
            b = b * b % MOD;
            e >>= 1;
        }
        return r;
    }

public:
    Combinatorics(int n) : f(n + 1), inv(n + 1) {
        f[0] = 1;
        for (int i = 1; i <= n; ++i)
            f[i] = f[i - 1] * i % MOD;
        inv[n] = pow(f[n], MOD - 2);
        for (int i = n - 1; i >= 0; --i)
            inv[i] = inv[i + 1] * (i + 1) % MOD;
    }
    int64_t nCr(int n, int r) const {
        if (r < 0 || r > n) return 0;
        return f[n] * inv[r] % MOD * inv[n - r] % MOD;
    }
    int64_t nPr(int n, int r) const {
        if (r < 0 || r > n) return 0;
        return f[n] * inv[n - r] % MOD;
    }
};
```

Modular Combinatorics Notes

- **Preprocessing**: O(n) time and space for setup
- **Query Time**: O(1) per nCr/nPr call
- **Limits**: n up to 10^6 (uses 16MB for n=10^6)
- **Features**: Handles large n, fast for many queries
- **Fermat's Little Theorem**: Uses for modular inverse
- **Applications**: Large combinatorial problems

7.5 Sieve of Eratosthenes

Efficient algorithm to find all prime numbers up to a given limit.

57: Sieve of Eratosthenes

```cpp
#include <bits/stdc++.h>
using namespace std;
// Time: O(n log log n), Space: O(n)
// Range: n up to 10^7 (typical CP limit)
// Memory: ~40MB for n=10^7
class Sieve {
public:
    vector<int> prime_factor, primes;

    Sieve(int n) {
        prime_factor.resize(n + 1);
        for (int i = 0; i <= n; i++) prime_factor[i] = i;
        for (int i = 2; i <= n; i++) {
            if (prime_factor[i] == i) {
                primes.push_back(i);
                for (int j = i * i; j <= n; j += i)
                    if (prime_factor[j] == j) prime_factor[j] = i;
            }
        }
    }
};

int main() {
    Sieve sieve(100);
    for (int p : sieve.primes) cout << p << " ";
    cout << "\n";
    for (int i = 12; i <= 15; i++) {
        cout << i << ": prime_factor=" << sieve.prime_factor[i] << "\n";
    }
    return 0;
}
```

Sieve Notes

- **Time Complexity**: O(n log log n) - nearly linear
- **Space Complexity**: O(n) for boolean array
- **Prime Factors**: sieve.prime_factor[x] gives smallest prime factor
- **Prime List**: sieve.primes contains all primes up to n
- **Memory Usage**: 40MB for n=10^7
- **Applications**: Prime factorization, number theory

8 Notes & Utilities

8.1 Binary Conversions

Convert numbers between different bases.

58: Binary to Decimal Conversion

```
// Convert binary string to decimal integer
string binaryStr = "1010";
int decimal = stoll(binaryStr, nullptr, 2);
// Result: 10

// Using bitset for larger binary strings
#include <bitset>
const int N = 32; // Enough for standard integers
int decimal = bitset<N>("1010").to_ulong();
// Result: 10

// For longer binary strings
const int LARGE_N = 10000; // For very large binary strings
unsigned long long largeDecimal = bitset<LARGE_N>(longBinaryStr).to_ullong();
```

59: Decimal to Binary Conversion

```
#include <bitset>

// Convert decimal to binary string
int decimal = 10;
const int N = 8; // Number of bits to represent
string binaryStr = bitset<N>(decimal).to_string();
// Result: "00001010"

// Remove leading zeros if needed
binaryStr = binaryStr.substr(binaryStr.find('1') != string::npos ? binaryStr.find('1') : N-1);
// Result: "1010"

// Using std::format (C++20)
#include <format>
string binaryStr = format("{:b}", decimal);
// Result: "1010"
```

8.2 Coordinate Compression

Efficiently map large values to smaller ranges for data structures.

60: Coordinate Compression Template

```
template <typename T>
class Compress {
    vector<T> vals;
    unordered_map<T, int> idx;

public:
    Compress(const vector<T>& input) {
        vals = input;
        sort(vals.begin(), vals.end());
        vals.erase(unique(vals.begin(), vals.end()), vals.end());
        for (int i = 0; i < vals.size(); i++)
            idx[vals[i]] = i;
    }

    int operator[](const T& x) const { return idx.at(x); }
    T orig(int i) const { return vals.at(i); }
    int size() const { return vals.size(); }
};
```

61: Coordinate Compression Example

```
// Basic usage
vector<int> data = {1000000, 5, 10000, 6, 7, 1000};
Compress<int> comp(data);

// Convert original value to compressed index
for (int x : data) {
    cout << x << " -> " << comp[x] << endl;
}
// Output: 1000000->5, 5->0, 10000->3, 6->1, 7->2, 1000->4

// Get original value from compressed index
for (int i = 0; i < comp.size(); i++) {
    cout << i << " -> " << comp.orig(i) << endl;
}
// Output: 0->5, 1->6, 2->7, 3->1000, 4->10000, 5->1000000
```

Coordinate Compression Notes

- **Time Complexity**: O(N log N) for construction, O(1) for lookup
- **Space Complexity**: O(N) for sorted list and hashmap

8.3 Performance Utilities

Tools for measuring and optimizing code performance.

62: Measure Time Utility

```cpp
#include <iostream>
#include <chrono>
#include <cstdint>
#include <iomanip>
using namespace std;

template<typename Func, typename... Args>
double measure(Func&& f, Args&&... args) {
    auto start = chrono::high_resolution_clock::now();
    forward<Func>(f)(forward<Args>(args)...);
    auto end = chrono::high_resolution_clock::now();
    chrono::duration<double, milli> elapsed = end - start;
    return elapsed.count();
}

int main() {
    cout << fixed << setprecision(4);

    double t1 = measure(funcVoid);
    cout << "funcVoid took " << t1 << " ms\n";

    int64_t res = 0;
    auto wrapper = [&](int n) { res = funcInt(n); };
    double t2 = measure(wrapper, 1000000);
    cout << "funcInt took " << t2 << " ms, sum = " << res << "\n";

    return 0;
}
```

Measure Time Notes

- **Template Function**: Works with any callable and arguments
- **High Resolution**: Uses high_resolution_clock for precision
- **Millisecond Precision**: Returns time in milliseconds
- **Applications**: Performance analysis, algorithm comparison
- **Wrapper Usage**: Use lambda wrapper for functions with return values

8.4 Random Number Generation

Generate random numbers for testing and simulation.

63: Random Number Generator

```cpp
#include <iostream>
#include <random>
#include <ctime>
using namespace std;

mt19937_64 ran(time(nullptr));

int r(int a, int b) {
    return ran() % (abs(b - a) + 1) + min(a, b);
}
```

64: Random Number Generator Example Usage

```cpp
// Generate 5 random numbers between 1 and 100
for (int i = 0; i < 5; ++i) {
    cout << r(1, 100) << " ";
}
// Output: e.g. 42 17 89 3 76
```

Number Generator Notes

- **High Quality**: Uses mt19937_64 for 64-bit random numbers
- **Range Function**: r(a, b) returns random integer in [min(a,b), max(a,b)]
- **Time Seeding**: Seeded with current time
- **Applications**: Test case generation, competitive programming
- **Note**: Not cryptographically secure

8.5 String Utilities

Common string manipulation and parsing utilities.

65: String Split Utility

```cpp
template<typename T>
vector<T> split(const string& line, char delimiter = ' ') {
    vector<T> result;
    stringstream ss(line);
    string token;

    while (getline(ss, token, delimiter)) {
        stringstream convert(token);
        T value;
        convert >> value;
        if (!convert.fail()) {
            result.push_back(value);
        }
    }

    return result;
}

// Basic string split to vector<string>
vector<string> split(const string& line, char delimiter = ' ') {
    vector<string> result;
    stringstream ss(line);
    string token;
    while (getline(ss, token, delimiter)) {
        result.push_back(token);
    }
    return result;
}
```

66: String Split Examples

```cpp
// Split string to vector<int>
vector<int> ints = split<int>("10 20 30"); // [10, 20, 30]

// Split string to vector<double> with comma delimiter
vector<double> doubles = split<double>("3.14,2.71,1.41", ','); // [3.14,
   2.71, 1.41]

// Split input line to vector<int>
string input; getline(cin, input);
vector<int> values = split<int>(input);
```

8.6 Custom Comparators

Custom comparators for sets, maps, and priority queues in C++.

67: Custom Comparator Approaches

```cpp
// Struct comparator (descending):
struct Desc { bool operator()(int a, int b) const { return a > b; } };
set<int, Desc> s;
map<int, int, Desc> m;
priority_queue<int, vector<int>, Desc> pq;

// Lambda comparator (descending):
auto cmp = [](int a, int b) { return a > b; };
set<int, decltype(cmp)> s2(cmp);
map<int, int, decltype(cmp)> m2(cmp);
priority_queue<int, vector<int>, decltype(cmp)> pq2(cmp);

// Priority queues:
priority_queue<int> maxHeap; // max-heap (default)
priority_queue<int, vector<int>, greater<int>> minHeap; // min-heap
```

Custom Comparators Notes

- **Struct Approach**: No need to pass comparator instance to constructor
- **Lambda Approach**: Must pass comparator instance to constructor
- **decltype**: Use to deduce lambda function type
- **Priority Queue Logic**: Comparator logic is reversed compared to set/map
- **Applications**: Reverse ordering, custom object sorting, specialized sorting
- **Important**: For priority_queue, comparator returns true if first argument should come after second

9 Searching Algorithms

9.1 Binary Search

68: Binary Search Implementation

```
// Standard binary search
int binarySearch(vector<int>& arr, int target) {
    int low = 0, high = arr.size() - 1;
    while (low <= high) {
        int mid = (low + high) / 2;
        if (arr[mid] == target) return mid;
        else if (arr[mid] < target) low = mid + 1;
        else high = mid - 1;
    }
    return -1;
}

// Using STL binary_search
bool found = binary_search(arr.begin(), arr.end(), target);
```

9.2 Lower Bound / Upper Bound

69: Lower Bound Implementation

```
// Manual lower bound
int lowerBound(vector<int>& arr, int target) {
    int low = 0, high = arr.size() - 1, index = -1;
    while (low <= high) {
        int mid = (low + high) / 2;
        if (arr[mid] >= target) {
            index = mid;
            high = mid - 1;
        } else {
            low = mid + 1;
        }
    }
    return index;
}

// Using STL lower_bound
int index = lower_bound(arr.begin(), arr.end(), target) - arr.begin();
```

70: Upper Bound Implementation

```
// Manual upper bound
int upperBound(vector<int>& arr, int target) {
    int low = 0, high = arr.size() - 1, index = -1;
    while (low <= high) {
        int mid = (low + high) / 2;
        if (arr[mid] > target) {
            index = mid;
            high = mid - 1;
        } else {
            low = mid + 1;
        }
    }
    return index;
}

// Using STL upper_bound
int index = upper_bound(arr.begin(), arr.end(), target) - arr.begin();
```

9.3 Binary Search on Answer

```cpp
// Binary search on answer when we need to find minimum/maximum
// that satisfies some condition
long long binarySearchOnAnswer(long long left, long long right, function<
    bool(long long)> check) {
    long long ans = right;
    while (left <= right) {
        long long mid = left + (right - left) / 2;
        if (check(mid)) {
            ans = mid;
            right = mid - 1; // For minimum
            // left = mid + 1; // For maximum
        } else {
            left = mid + 1; // For minimum
            // right = mid - 1; // For maximum
        }
    }
    return ans;
}

// Example: Find minimum time to complete a task
bool canComplete(vector<int>& tasks, long long time) {
    long long total = 0;
    for (int task : tasks) {
        total += (time + task - 1) / task; // Ceiling division
    }
    return total <= time;
}
```

9.4 Ternary Search

```
// Integer ternary search for unimodal function
int ternarySearchInt(int left, int right, function<int(int)> f) {
    while (right - left > 3) {
        int mid1 = left + (right - left) / 3;
        int mid2 = right - (right - left) / 3;

        if (f(mid1) < f(mid2)) {
            left = mid1;
        } else {
            right = mid2;
        }
    }

    // Check remaining points
    int best = left;
    for (int i = left; i <= right; i++) {
        if (f(i) < f(best)) best = i;
    }

    return best;
}

// Floating point ternary search
double ternarySearchDouble(double left, double right, function<double(double)> f, double eps = 1e-9) {
    while (right - left > eps) {
        double mid1 = left + (right - left) / 3;
        double mid2 = right - (right - left) / 3;

        if (f(mid1) < f(mid2)) {
            left = mid1;
        } else {
            right = mid2;
        }
    }

    return left;
}
```

10 Geometry (CP Basics)

10.1 Points & Vectors

71: Point and Vector Structure

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

const double EPS = 1e-9;
const double PI = acos(-1.0);

struct Point {
    double x, y;
    Point(double x = 0, double y = 0) : x(x), y(y) {}

    Point operator+(Point p) { return Point(x + p.x, y + p.y); }
    Point operator-(Point p) { return Point(x - p.x, y - p.y); }
    Point operator*(double t) { return Point(x * t, y * t); }

    double dot(Point p) { return x * p.x + y * p.y; }
    double cross(Point p) { return x * p.y - y * p.x; }
    double norm() { return sqrt(x * x + y * y); }
    Point rotate(double a) {
        return Point(x*cos(a) - y*sin(a), x*sin(a) + y*cos(a));
    }
};

double dist(Point a, Point b) { return (a - b).norm(); }
```

10.2 Lines & Segments

72: Line and Segment Operations

```
// Distance point to line
double distPointLine(Point p, Point a, Point b) {
    return abs((b - a).cross(p - a)) / (b - a).norm();
}

// Distance point to segment
double distPointSeg(Point p, Point a, Point b) {
    if ((b - a).dot(p - a) < 0) return (p - a).norm();
    if ((a - b).dot(p - b) < 0) return (p - b).norm();
    return distPointLine(p, a, b);
}

// Line intersection
bool lineIntersect(Point a1, Point b1, Point a2, Point b2, Point& res) {
    Point d1 = b1 - a1, d2 = b2 - a2;
    double cross = d1.cross(d2);
    if (abs(cross) < EPS) return false;
    double t = (a2 - a1).cross(d2) / cross;
    res = a1 + d1 * t;
    return true;
}

// Segment intersection
bool segIntersect(Point a1, Point b1, Point a2, Point b2) {
    Point d1 = b1 - a1, d2 = b2 - a2;
    double cross = d1.cross(d2);
    if (abs(cross) < EPS) return false;
    double t1 = (a2 - a1).cross(d2) / cross;
    double t2 = (a2 - a1).cross(d1) / cross;
    return t1 >= 0 && t1 <= 1 && t2 >= 0 && t2 <= 1;
}
```

10.3 Polygons & Areas

73: Polygon Area Calculations

```
// Polygon area (signed)
double polyArea(vector<Point>& poly) {
    double area = 0;
    int n = poly.size();
    for (int i = 0; i < n; i++)
        area += poly[i].cross(poly[(i + 1) % n]);
    return area / 2.0;
}

// Alternative polygon area (triangulation from first vertex)
double polyAreaAlt(vector<Point>& poly) {
    double area = 0;
    for (int i = 1; i < poly.size() - 1; i++)
        area += (poly[i] - poly[0]).cross(poly[i + 1] - poly[0]);
    return abs(area / 2.0);
}

// Triangle area using cross product
double triArea(Point a, Point b, Point c) {
    return abs((b - a).cross(c - a)) / 2.0;
}

// Triangle area using Heron's formula (given side lengths)
double triAreaHeron(double a, double b, double c) {
    double s = (a + b + c) * 0.5;
    return sqrt(s * (s - a) * (s - b) * (s - c));
}

// Triangle area using coordinate formula
double triAreaCoord(Point a, Point b, Point c) {
    return abs(a.x * (b.y - c.y) + b.x * (c.y - a.y) + c.x * (a.y - b.y)) /
        2.0;
}
```

74: Polygon Centroid and Lattice Points

```
// Polygon centroid
Point polyCentroid(vector<Point>& poly) {
    Point centroid(0, 0);
    double area = 0;
    int n = poly.size();
    for (int i = 0; i < n; i++) {
        int j = (i + 1) % n;
        double cross = poly[i].cross(poly[j]);
        area += cross;
        centroid = centroid + (poly[i] + poly[j]) * cross;
    }
    area /= 2.0;
    return centroid * (1.0 / (6.0 * area));
}

// Lattice points (Pick's theorem: A = I + B/2 - 1)
int gcd(int a, int b) { return b ? gcd(b, a % b) : a; }

// Boundary lattice points on segment
int boundaryPoints(Point a, Point b) {
    return gcd(abs((int)(b.x - a.x)), abs((int)(b.y - a.y))) + 1;
}

// Interior lattice points using Pick's theorem
int interiorPoints(vector<Point>& poly) {
    int boundary = 0;
    int n = poly.size();
    for (int i = 0; i < n; i++) {
        boundary += boundaryPoints(poly[i], poly[(i + 1) % n]) - 1;
    }
    return (int)abs(polyArea(poly)) - boundary / 2 + 1;
}
```

75: Point in Polygon and Convex Hull

```cpp
bool pointInPoly(Point p, vector<Point>& poly) {
    int n = poly.size();
    bool inside = false;
    for (int i = 0, j = n - 1; i < n; j = i++) {
        if (((poly[i].y > p.y) != (poly[j].y > p.y)) &&
            (p.x < (poly[j].x - poly[i].x) * (p.y - poly[i].y) / (poly[j].y
                - poly[i].y) + poly[i].x))
            inside = !inside;
    }
    return inside;
}

// Convex hull
vector<Point> convexHull(vector<Point> pts) {
    sort(pts.begin(), pts.end(), [](Point a, Point b) {
        return a.x < b.x || (a.x == b.x && a.y < b.y);
    });

    vector<Point> hull;
    // Lower hull
    for (Point p : pts) {
        while (hull.size() >= 2 && (hull[hull.size()-1] - hull[hull.size()
            -2]).cross(p - hull[hull.size()-2]) <= 0)
            hull.pop_back();
        hull.push_back(p);
    }

    // Upper hull
    int t = hull.size() + 1;
    for (int i = pts.size() - 2; i >= 0; i--) {
        while (hull.size() >= t && (hull[hull.size()-1] - hull[hull.size()
            -2]).cross(pts[i] - hull[hull.size()-2]) <= 0)
            hull.pop_back();
        hull.push_back(pts[i]);
    }

    hull.pop_back();
    return hull;
}
```

10.4 Circles and Advanced Geometry

76: Circle Operations and Properties

```
// Cosine rule and triangle properties
double cosineRule(double a, double b, double c) {
    return (a*a + b*b - c*c) / (2*a*b);
}

// Regular polygon properties
double regPolyArea(int n, double side) {
    return n * side * side / (4 * tan(PI/n));
}

double regPolyRadius(int n, double side) {
    return side / (2 * sin(PI/n));
}

struct Circle {
    Point c; double r;
    Circle(Point c, double r) : c(c), r(r) {}
    bool contains(Point p) { return dist(c, p) <= r + EPS; }
};

// Circle from 3 points
Circle circumcircle(Point a, Point b, Point c) {
    double d = 2 * (a.x * (b.y - c.y) + b.x * (c.y - a.y) + c.x * (a.y - b.y
       ));
    double ux = ((a.x*a.x + a.y*a.y) * (b.y - c.y) + (b.x*b.x + b.y*b.y) * (
       c.y - a.y) + (c.x*c.x + c.y*c.y) * (a.y - b.y)) / d;
    double uy = ((a.x*a.x + a.y*a.y) * (c.x - b.x) + (b.x*b.x + b.y*b.y) * (
       a.x - c.x) + (c.x*c.x + c.y*c.y) * (b.x - a.x)) / d;
    Point center(ux, uy);
    return Circle(center, dist(center, a));
}
```

77: Circle Intersection and Transformations

```
// Circle-circle intersection
int circleIntersect(Circle c1, Circle c2, Point& p1, Point& p2) {
    double d = dist(c1.c, c2.c);
    if (d > c1.r + c2.r || d < abs(c1.r - c2.r)) return 0;

    double a = (c1.r*c1.r - c2.r*c2.r + d*d) / (2*d);
    Point p = c1.c + (c2.c - c1.c) * (a/d);

    if (abs(d - c1.r - c2.r) < EPS || abs(d - abs(c1.r - c2.r)) < EPS) {
        p1 = p; return 1;
    }

    double h = sqrt(c1.r*c1.r - a*a);
    Point perp = Point(-(c2.c.y - c1.c.y), c2.c.x - c1.c.x) * (h/d);
    p1 = p + perp; p2 = p - perp;
    return 2;
}

Point rotate(Point p, Point center, double angle) {
    return center + (p - center).rotate(angle);
}

Point reflect(Point p, Point a, Point b) {
    Point v = (b - a) * (1.0 / (b - a).norm());
    Point foot = a + v * ((p - a).dot(v));
    return foot * 2 - p;
}
```

10.5 3D Geometry

78: 3D Point and Vector Operations

```

struct Point3D {
    double x, y, z;
    Point3D(double x = 0, double y = 0, double z = 0) : x(x), y(y), z(z) {}

    Point3D operator+(Point3D p) {
        return Point3D(x + p.x, y + p.y, z + p.z);
    }

    Point3D operator-(Point3D p) {
         return Point3D(x - p.x, y - p.y, z - p.z);
    }

    Point3D operator*(double t) {
        return Point3D(x * t, y * t, z * t);
    }

    double dot(Point3D p) { return x * p.x + y * p.y + z * p.z; }
    Point3D cross(Point3D p) {
         return Point3D(y*p.z - z*p.y, z*p.x - x*p.z, x*p.y - y*p.x);
    }
    double norm() { return sqrt(x*x + y*y + z*z); }
};

double dist3D(Point3D a, Point3D b) { return (a - b).norm(); }

// Volume of tetrahedron
double tetVolume(Point3D a, Point3D b, Point3D c, Point3D d) {
    return abs((b - a).cross(c - a).dot(d - a)) / 6.0;
}
```