



Team Contest Reference

Team:

System.out.println(42);

Roland Haase
Thore Tiemann
Marcel Wienöbst

Contents

1	Algorithms	2
1.1	Binary Search	2
1.2	Bitonic TSP	2
1.3	Held Karp	2
1.4	Knuth-Morris-Pratt	3
1.5	Levenshtein Distance	3
1.6	Longest Common Subsequence	3
1.7	LongestIncreasingSubsequence	4
1.8	LongestIncreasingSubsequence	4
1.9	NextPermutation	4
1.10	Solve 2SAT	5
2	Graphs	5
2.1	BellmanFord	5
2.2	Bipartite Graph Check	5
2.3	Maximum Bipartite Matching	6
2.4	Depth First Search	6
2.5	Dijkstra	6
2.6	EdmondsKarp	7
2.7	FenwickTree	7
2.8	FloydWarshall	8
2.9	Breadth First Search AdjMtrx Iterative	8
2.10	Kruskal	8
2.11	MinCut	9
2.12	Path-Based SCCs	9
2.13	Suurballe	10
2.14	Topological Sort	10
3	Math	11
3.1	Binomial Coefficient	11
3.2	Binomial Matrix	11
3.3	Graham Scan	11
3.4	Divisability	12
3.5	Iterative EEA	12
3.6	Polynomial Interpolation	12
3.7	Sieve of Eratosthenes	13
4	tcr-roland	13
5	Math Roland	13
5.1	Divisability Explanation	13
5.2	Combinatorics	13
5.3	Polynomial Interpolation	13
5.3.1	Theory	13
5.4	Fibonacci Sequence	14
5.4.1	Binet's formula	14

5.4.2	Generalization	14
5.4.3	Pisano Period	14

6 Java Knowhow 14

6.1	System.out.printf() und String.format()	14
6.2	Modulo: Avoiding negative Integers	14
6.3	Speed up IO	14

n	Runtime $100 \cdot 10^6$ in 3s
[10, 11]	$\mathcal{O}(n!)$
< 22	$\mathcal{O}(n2^n)$
≤ 100	$\mathcal{O}(n^4)$
≤ 400	$\mathcal{O}(n^3)$
≤ 2.000	$\mathcal{O}(n^2 \log n)$
≤ 10.000	$\mathcal{O}(n^2)$
$\leq 1.000.000$	$\mathcal{O}(n \log n)$
$\leq 100.000.000$	$\mathcal{O}(n)$

byte (8 Bit, signed): -128 ... 127

short (16 Bit, signed): -32.768 ... 23.767

integer (32 Bit, signed): -2.147.483.648 ... 2.147.483.647

long (64 Bit, signed): $-2^{63} \dots 2^{63} - 1$

MD5: cat <string> | tr -d [:space:] | md5sum

1 Algorithms

1.1 Binary Search

Binary searches for an element in a sorted array.

Input: sorted *array* to search in, amount *N* of elements in *array*, element to search for *a*

Output: true, if *array* contains *a*, false otherwise

```

1 public static boolean BinarySearch(int[] array,
2                                   int N, int a) {
3     int lo = 0;
4     int hi = N-1;
5     // a might be in interval [lo,hi] while lo <= hi
6     while(lo <= hi) {
7         int mid = (int) (((lo + hi) / 2.0) + 0.6);
8         // if a > elem in mid of interval,
9         // search the right subinterval
10        if(array[mid] < a)
11            lo = mid+1;
12        // else search the left subinterval
13        else
14            hi = mid-1;
15    }
16    // lo < N avoids ArrayOutOfBoundsException
17    // if array[lo] == a, array contains a
18    if(lo < N && array[lo] == a)
19        return true;
20    else
21        return false;
22 }
```

MD5: 24bcd97b02f745dfa22f628d4e8c8c6a | $\mathcal{O}(\log n)$

1.2 Bitonic TSP

Input: Distance matrix *d* with vertices sorted in x-axis direction.

Output: Shortest bitonic tour length

```

1 public static double bitonic(double[][] d) {
2     int N = d.length;
3     double[][] B = new double[N][N];
4     for (int j = 0; j < N; j++) {
5         for (int i = 0; i <= j; i++) {
6             if (i < j - 1)
7                 B[i][j] = B[i][j - 1] + d[j - 1][j];
8             else {
9                 double min = 0;
10                for (int k = 0; k < j; k++) {
11                    double r = B[k][i] + d[k][j];
12                    if (min > r || k == 0)
13                        min = r;
14                }
15                B[i][j] = min;
16            }
17        }
18    }
19    return B[N-1][N-1];
20 }
```

MD5: 49fca508fb184da171e4c8e18b6ca4c7 | $\mathcal{O}(?)$

1.3 Held Karp

Algorithm for TSP

```

1 public static int[] tsp(int[][] graph) {
2     int n = graph.length;
3     if(n == 1) return new int[] {0};
4     //C stores the shortest distance to node of the
5     //second dimension
6     //first dimension is the bitstring of included
7     //nodes on the way
8     int[][] C = new int[1<<n][n];
9     int[][] p = new int[1<<n][n];
10    //initialize
11    for(int k = 1; k < n; k++) {
12        C[1<<k][k] = graph[0][k];
13    }
14    for(int s = 2; s < n; s++) {
15        for(int S = 1; S < (1<<n); S++) {
16            if(Integer.bitCount(S) != s || (S&1) == 1)
17                continue;
18            for(int k = 1; k < n; k++) {
19                if((S & (1 << k)) == 0)
20                    continue;
21                //Smk is the set of nodes without k
22                int Smk = S ^ (1<<k);
23                int min = Integer.MAX_VALUE;
24                int minprev = 0;
```

```

25     for(int m=1; m<n; m++) {
26         if((Smk & (1<<m)) == 0)
27             continue;
28         //distance to m with the nodes in Smk +
           connection from m to k
29         int tmp = C[Smk][m] + graph[m][k];
30         if(tmp < min) {
31             min = tmp;
32             minprev = m;
33         }
34     }
35     C[S][k] = min;
36     p[S][k] = minprev;
37 }
38 }
39 }
40
41 //find shortest tour length
42 int min = Integer.MAX_VALUE;
43 int minprev = -1;
44 for(int k = 1; k < n; k++) {
45     //Set of all nodes except for the first + cost
           from 0 to k
46     int tmp = C[(1<<n) - 2][k] + graph[0][k];
47     if(tmp < min) {
48         min = tmp;
49         minprev = k;
50     }
51 }
52
53 //Note that the tour has not been tested yet, only
           the correctness of the min-tour-value
54 //backtrack tour
55 int[] tour = new int[n+1];
56 tour[n] = 0;
57 tour[n-1] = minprev;
58 int bits = (1<<n)-2;
59 for(int k = n-2; k>0; k--) {
60     tour[k] = p[bits][tour[k+1]];
61     bits = bits ^ (1<<tour[k+1]);
62 }
63 tour[0] = 0;
64 return tour;
65 }

```

MD5: 233d98980b1f4dae50ac892d7112dafb | $\mathcal{O}(2^n n^2)$

1.4 Knuth-Morris-Pratt

Input: String s to be searched, String w to search for.

Output: Array with all starting positions of matches

```

1 public static ArrayList<Integer> kmp(String s, String
           w) {
2     ArrayList<Integer> ret = new ArrayList<>();
3     //Build prefix table
4     int[] N = new int[w.length()+1];
5     int i=0; int j = -1; N[0]=-1;
6     while (i<w.length()) {
7         while (j>=0 && w.charAt(j) != w.charAt(i))
8             j = N[j];
9         i++; j++; N[i]=j;
10    }
11    //Search string
12    i=0; j=0;
13    while (i<s.length()) {
14        while (j>=0 && s.charAt(i) != w.charAt(j))

```

```

15        j = N[j];
16        i++; j++;
17        if (j==w.length()) { //match found
18            ret.add(i-w.length()); //add its start index
19            j = N[j];
20        }
21    }
22    return ret;
23 }

```

MD5: 3cb03964744db3b14b9bff265751c84b | $\mathcal{O}(n + m)$

1.5 Levenshtein Distance

Calculates the Levenshtein distance for two strings (minimum number of insertions, deletions, or substitutions).

Input: A string a and a string b .

Output: An integer holding the distance.

```

1 public static int levenshteinDistance(String a, String
           b) {
2
3     a = a.toLowerCase();
4     b = b.toLowerCase();
5
6     int[] costs = new int[b.length() + 1];
7
8     for (int j = 0; j < costs.length; j++) {
9         costs[j] = j;
10    }
11
12    for (int i = 1; i <= a.length(); i++) {
13        costs[0] = i;
14        int nw = i - 1;
15        for (int j = 1; j <= b.length(); j++) {
16            int cj = Math.min(1 + Math.min(costs[j], costs[j
17                - 1]),
18                a.charAt(i - 1) == b.charAt(j - 1) ? nw : nw
19                    + 1);
20            nw = costs[j];
21            costs[j] = cj;
22        }
23    }
24    return costs[b.length()];
25 }

```

MD5: d9a487365717a996fbc91b2276fb0636 | $\mathcal{O}(|a| \cdot |b|)$

1.6 Longest Common Subsequence

Finds the longest common subsequence of two strings.

Input: Two strings $string1$ and $string2$.

Output: The LCS as a string.

```

1 public static String longestCommonSubsequence(String
           string1, String string2) {
2
3     char[] s1 = string1.toCharArray();
4     char[] s2 = string2.toCharArray();
5
6     int[][] num = new int[s1.length + 1][s2.length + 1];
7
8     // Actual algorithm
9     for (int i = 1; i <= s1.length; i++)

```

```

10 for (int j = 1; j <= s2.length; j++)
11     if (s1[i - 1] == s2[j - 1])
12         num[i][j] = 1 + num[i - 1][j - 1];
13     else
14         num[i][j] = Math.max(num[i - 1][j], num[i][j - 1]);
15
16 // System.out.println("length of LCS = " + num[s1.
17     length][s2.length]);
18
19 int s1position = s1.length, s2position = s2.length;
20 List<Character> result = new LinkedList<Character>()
21     ;
22 while (s1position != 0 && s2position != 0) {
23     if (s1[s1position - 1] == s2[s2position - 1]) {
24         result.add(s1[s1position - 1]);
25         s1position--;
26         s2position--;
27     } else if (num[s1position][s2position - 1] >= num[s1position - 1][s2position]) {
28         s1position--;
29     } else {
30         s2position--;
31     }
32 }
33 Collections.reverse(result);
34
35 char[] resultString = new char[result.size()];
36 int i = 0;
37
38 for (Character c : result) {
39     resultString[i] = c;
40     i++;
41 }
42
43 return new String(resultString);
44 }

```

MD5: c228e9d0a77d837f10900bc174cd3759 | $\mathcal{O}(n \cdot m)$

1.7 LongestIncreasingSubsequence

Computes the longest increasing subsequence and is easy to be adapted.

```

1 //This has not been tested yet (adapted from tested C
2 ++ Murcia Code)
3 public static int longestInc(int[] array, int N) {
4     int[] m = new int[N];
5     for (int i = N - 1; i >= 0; i--) {
6         m[i] = 1;
7         for (int j = i + 1; j < N; j++) {
8             if (array[j] > array[i]) {
9                 if (m[i] < m[j] + 1) {
10                     m[i] = m[j] + 1;
11                 }
12             }
13         }
14     }
15     int longest = 0;
16     for (int i = 0; i < N; i++) {
17         if (m[i] > longest) {
18             longest = m[i];
19         }
20     }
21     return longest;
22 }

```

}

MD5: 7ee618a580f2736226054b5e106d5635 | $\mathcal{O}(n^2)$

1.8 LongestIncreasingSubsequence

Computes the longest increasing subsequence using binary search.

```

1 public static int[] LongestIncreasingSubsequencenlogn(
2     int[] a, int[] p) {
3     int[] m = new int[a.length+1];
4     int l = 0;
5     for(int i = 0; i < a.length; i++) {
6         int lo = 1;
7         int hi = l;
8         while(lo <= hi) {
9             int mid = (int) (((lo + hi) / 2.0) + 0.6);
10            if(a[m[mid]] < a[i]) {
11                lo = mid+1;
12            } else {
13                hi = mid-1;
14            }
15        }
16        int newL = lo;
17        p[i] = m[newL-1];
18        m[newL] = i;
19        if(newL > l) {
20            l = newL;
21        }
22    }
23    int[] s = new int[l];
24    int k = m[l];
25    for(int i = l-1; i >= 0; i--) {
26        s[i] = a[k];
27        k = p[k];
28    }
29    return s;
30 }

```

MD5: e4b7591a2e204809f3e105521a616f70 | $\mathcal{O}(n \log n)$

1.9 NextPermutation

n Returns true if there is another permutation. Can also be used to compute the nextPermutation of an array.

```

1 public static boolean nextPermutation(char[] a) {
2     int i = a.length - 1;
3     while(i > 0 && a[i-1] >= a[i]) {
4         i--;
5     }
6     if(i <= 0) {
7         return false;
8     }
9     int j = a.length - 1;
10    while (a[j] <= a[i-1]) {
11        j--;
12    }
13    char tmp = a[i - 1];
14    a[i - 1] = a[j];
15    a[j] = tmp;
16
17    j = a.length - 1;
18    while(i < j) {
19        tmp = a[i];
20        a[i] = a[j];
21        a[j] = tmp;
22    }
23 }

```

```

21     a[j] = tmp;
22     i++;
23     j--;
24 }
25 return true;
26 }

```

MD5: ca6266722db16f2dc8eae5a6cc5fcacf | $\mathcal{O}(?)$

1.10 Solve 2SAT

Allocate a graph with $|V| = 2 \cdot n$ for $x_1 \dots n$. Add clauses, for example for $(x_1 \vee x_2) \wedge (\neg x_3 \vee x_4)$:

```
addClause(G,1,2); addClause(G,-3,4); int[]
```

```
b = solve2Sat(G);
```

returns a satisfying mapping for the $x_i, i > 0$, or null.

```

1 public static void addClause(Vertex[] G, int a, int b)
2 {
3     int nega = a<0 ? 0 : 1; int negb = b<0 ? 0 : 1;
4     a = Math.abs(a)-1; b = Math.abs(b)-1;
5     int Xa = (a<1)+nega; int Xb = (b<1)+negb;
6     G[Xa^1].next.add(Xb);
7     G[Xb^1].next.add(Xa);
8 }
9
10 public static int[] solve2Sat(Vertex[] G) {
11     Integer[] color = scc(G);
12     for (int i=0; i<G.length; i+=2)
13         if (color[i] == color[i+1])
14             return null; //contradiction!
15 }
16
17 HashSet<Integer>[] sccV = new HashSet[G.length];
18 HashSet<Integer>[] sccEn = new HashSet[G.length];
19 HashSet<Integer>[] sccEp = new HashSet[G.length];
20 Integer[] vals = new Integer[G.length];
21 for (int i=0; i<G.length; i++) {
22     sccV[i] = new HashSet<Integer>();
23     sccEn[i] = new HashSet<Integer>();
24     sccEp[i] = new HashSet<Integer>();
25 }
26 //create reverse SCC DAG
27 for (int i=0; i<G.length; i++)
28     if (G[i]!=null) {
29         sccV[color[i]].add(i);
30         for (int j : G[i].next)
31             if (color[i] != color[j]) {
32                 sccEn[color[i]].add(color[j]);
33                 sccEp[color[j]].add(color[i]);
34             }
35     }
36
37 //go in rev topo order and set vars
38 Stack<Integer> tail = new Stack<Integer>();
39 for (int i=0; i<G.length; i++)
40     if (!sccV[i].isEmpty() && sccEn[i].isEmpty())
41         tail.push(i);
42 while (!tail.isEmpty()) {
43     int curr = tail.pop();
44     for (int i : sccV[curr]) {
45         if (vals[i]!=null)
46             break;
47         vals[i] = 1;
48         vals[i^1] = 0;
49     }
50     for (int i : sccEp[curr]) {
51         sccEn[i].remove(curr);
52         if (sccEn[i].isEmpty())

```

```

49     tail.push(i);
50 }
51 }
52
53 int[] ret = new int[G.length/2+1];
54 for (int i=0; i<G.length; i+=2)
55     if (vals[i+1]==1)
56         ret[i/2+1] = 1;
57 return ret;
58 }

```

MD5: 60fb0af11d8fc325eb0efb71031ca312 | $\mathcal{O}(|E| + |V|)$

2 Graphs

2.1 BellmanFord

Finds shortest pathes from a single source. Negative edge weights are allowed. Can be used for finding negative cycles.

```

1 public static boolean bellmanFord(Vertex[] vertices) {
2     //source is 0
3     vertices[0].mindistance = 0;
4     //calc distances
5     for(int i = 0; i < vertices.length-1; i++) {
6         for(int j = 0; j < vertices.length; j++) {
7             for(Edge e: vertices[j].adjacencies) {
8                 if(vertices[j].mindistance != Integer.
9                     MAX_VALUE
10                    && e.target.mindistance > vertices[j].
11                       mindistance + e.distance) {
12                         vertices[j].
13                             mindistance = vertices[j].
14                                 mindistance + e.distance;
15                     }
16             }
17         }
18     }
19     //check for negative-length cycle
20     for(int i = 0; i < vertices.length; i++) {
21         for(Edge e: vertices[i].adjacencies) {
22             if(vertices[i].mindistance != Integer.
23                 MAX_VALUE && e.target.mindistance >
24                 vertices[i].mindistance + e.distance) {
25                 return true;
26             }
27         }
28     }
29     return false;
30 }

```

MD5: 36561a7913a81baf7b7c79b606683819 | $\mathcal{O}(|V| \cdot |E|)$

2.2 Bipartite Graph Check

Checks a graph represented as adjList for being bipartite. Needs a little adaption, if the graph is not connected.

Input: graph as adjList, amount of nodes N as int

Output: true if graph is bipartite, false otherwise

```

1 public static boolean bipartiteGraphCheck(
2     ArrayList<ArrayList<Integer>> graph, int N) {
3     int[] color = new int[N];
4     for(int i = 0; i < N; i++) color[i] = -1;
5     // use bfs for coloring each node

```

```

6  color[0] = 1;
7  // FIFO-Queue
8  Queue<Integer> q = new LinkedList<Integer>();
9  q.add(0);
10 while(!q.isEmpty()) {
11     int u = q.poll();
12     for(int i : graph.get(u)) {
13         // if node i not yet visited,
14         // give opposite color of parent node u
15         if(color[i] == -1) {
16             color[i] = 1-color[u];
17             q.add(i);
18             // if node i has same color as parent node u
19             // the graph is not bipartite
20         } else if(color[u] == color[i])
21             return false;
22         // if node i has different color
23         // than parent node u keep going
24     }
25 }
26 return true;
27 }

```

MD5: 248cb70cd02d89421b8f4f6a8d551add | $\mathcal{O}(|V| + |E|)$

2.3 Maximum Bipartite Matching

Finds the maximum bipartite matching in an unweighted graph using DFS.

Input: An unweighted adjacency matrix `boolean[M][N]` with `M` nodes being matched to `N` nodes.

Output: The maximum matching. (For getting the actual matching, little changes have to be made.)

```

1 // A DFS based recursive function that returns true
2 // if a matching for vertex u is possible
3 boolean bpm(boolean bpGraph[][], int u,
4             boolean seen[], int matchR[]) {
5     // Try every job one by one
6     for (int v = 0; v < N; v++) {
7         // If applicant u is interested in job v and v
8         // is not visited
9         if (bpGraph[u][v] && !seen[v]) {
10             seen[v] = true; // Mark v as visited
11
12             // If job v is not assigned to an applicant OR
13             // previously assigned applicant for job v (which
14             // is matchR[v]) has an alternate job available.
15             // Since v is marked as visited in the above line,
16             // matchR[v] in the following recursive call will
17             // not get job v again
18             if (matchR[v] < 0 ||
19                 bpm(bpGraph, matchR[v], seen, matchR)) {
20                 matchR[v] = u;
21                 return true;
22             }
23         }
24     }
25     return false;
26 }
27
28 // Returns maximum number of matching from M to N
29 int maxBPM(boolean bpGraph[][]) {
30     // An array to keep track of the applicants assigned
31     // to jobs. The value of matchR[i] is the applicant
32     // number assigned to job i, the value -1 indicates

```

```

33 // nobody is assigned.
34 int matchR[] = new int[N];
35
36 // Initially all jobs are available
37 for(int i = 0; i < N; ++i)
38     matchR[i] = -1;
39 // Count of jobs assigned to applicants
40 int result = 0;
41 for (int u = 0; u < M; u++) {
42     // Mark all jobs as not seen for next applicant.
43     boolean seen[] = new boolean[N];
44     for(int i = 0; i < N; ++i)
45         seen[i] = false;
46
47     // Find if the applicant u can get a job
48     if (bpm(bpGraph, u, seen, matchR))
49         result++;
50 }
51 return result;
52 }

```

MD5: e559cef1fc0d34e0ba49b7568cfd480d | $\mathcal{O}(M \cdot N)$

2.4 Depth First Search

Searches for a path between two vertices and in a graph per DFS.

Input: A source vertex `s`, a target vertex `t`, an adjacency matrix `G` and two new (empty) lists `path` and `list` (for recursion).

Output: A boolean, indicating whether a path exists or not. If a path exists, a possible path is stored in `path`.

```

1 public static boolean DFS(int s, int t, int[][] G,
2                           List<Integer> path, List<Integer> list) {
3     // needed for start of recursion
4     if (path.size() == 0)
5         path.add(s);
6     // return true if target reached
7     if (s == t)
8         return true;
9     // otherwise recursively search neighbour
10    for (int i = 0; i < G.length; i++) {
11        // if node reachable but not yet visible
12        if (G[s][i] > 0 && !list.contains(i)) {
13            path.add(i); // i is on path from s to t
14            list.add(i); // mark i as visited
15            // if path from i to t found
16            // return true
17            if (DFS(i, t, G, path, list))
18                return true;
19            // else i is not on path from s to t
20            // search next neighbour
21            else
22                path.remove(path.size() - 1);
23        }
24    }
25    return false;
26 }

```

MD5: 59fee23ddc452534f3712142186e59cc | $\mathcal{O}(|V|^2)$

2.5 Dijkstra

Finds the shortest paths from one vertex to every other vertex in the graph (SSSP).

For negative weights, add $|\min|+1$ to each edge, later subtract from result.

To get a different shortest path when edges are ints, add an $\epsilon = \frac{1}{k+1}$ on each edge of the shortest path of length k , run again.

Input: A source vertex s and an adjacency list G .

Output: Modified adj. list with distances from s and predecessor vertices set.

```

1 public static void dijkstra(Vertex[] vertices, int src
2 ) {
3     vertices[src].mindistance = 0;
4     PriorityQueue<Vertex> queue = new PriorityQueue<
5         Vertex>();
6     queue.add(vertices[src]);
7     while(!queue.isEmpty()) {
8         Vertex u = queue.poll();
9         if(u.visited)
10             continue;
11         u.visited = true;
12         for(Edge e : u.adjacencies) {
13             Vertex v = e.target;
14             if(v.mindistance > u.mindistance + e.distance
15                 ) {
16                 v.mindistance = u.mindistance + e.distance
17                 ;
18                 queue.add(v);
19             }
20         }
21     }
22 }
23
24 class Vertex implements Comparable<Vertex> {
25     public int id;
26     public int mindistance = Integer.MAX_VALUE;
27     public LinkedList<Edge> adjacencies = new
28         LinkedList<Edge>();
29     public boolean visited = false;
30
31     public int compareTo(Vertex other) {
32         return Integer.compare(this.mindistance, other.
33             mindistance);
34     }
35 }
36
37 class Edge {
38     public Vertex target;
39     public int distance;
40
41     public Edge (Vertex target, int distance) {
42         this.target = target;
43         this.distance = distance;
44     }
45 }

```

MD5: d6882162849418a2541cfc7f6c3ddc58 | $\mathcal{O}(|E| \log |V|)$

2.6 EdmondsKarp

Finds the greatest flow in a graph. Capacities must be positive.

```

1 public static boolean BFS(int[][] graph, int s, int t,
2     int[] parent) {
3     int N = graph.length;
4     boolean[] visited = new boolean[N];
5     for(int i = 0; i < N; i++) {
6         visited[i] = false;
7     }
8     Queue<Integer> queue = new LinkedList<Integer>();

```

```

9     queue.add(s);
10    visited[s] = true;
11    parent[s] = -1;
12    while(!queue.isEmpty()) {
13        int u = queue.poll();
14        if(u == t) return true;
15        for(int v = 0; v < N; v++) {
16            if(visited[v] == false && graph[u][v] > 0) {
17                queue.add(v);
18                parent[v] = u;
19                visited[v] = true;
20            }
21        }
22    }
23    return (visited[t]);
24 }
25
26 public static int fordFulkerson(int[][] graph, int s,
27     int t) {
28     int N = graph.length;
29     int[][] rgraph = new int[graph.length][graph.length
30         ];
31     for(int u = 0; u < graph.length; u++) {
32         for(int v = 0; v < graph.length; v++) {
33             rgraph[u][v] = graph[u][v];
34         }
35     }
36     int[] parent = new int[N];
37     int maxflow = 0;
38     while(BFS(rgraph, s, t, parent)) {
39         int pathflow = Integer.MAX_VALUE;
40         for(int v = t; v != s; v = parent[v]) {
41             int u = parent[v];
42             pathflow = Math.min(pathflow, rgraph[u][v]);
43         }
44         for(int v = t; v != s; v = parent[v]) {
45             int u = parent[v];
46             rgraph[u][v] -= pathflow;
47             rgraph[v][u] += pathflow;
48         }
49         maxflow += pathflow;
50     }
51     return maxflow;
52 }

```

MD5: 8d85785d45794f20303d9b9f920e80dd | $\mathcal{O}(|V|^2 \cdot |E|)$

2.7 FenwickTree

Can be used for computing prefix sums.

```

1 int[] fwktree = new int[m + n + 1];
2 public static int read(int index, int[] fenwickTree) {
3     int sum = 0;
4     while (index > 0) {
5         sum += fenwickTree[index];
6         index -= (index & -index);
7     }
8     return sum;
9 }
10
11 public static int[] update(int index, int addValue,
12     int[] fenwickTree) {
13     while (index <= fenwickTree.length - 1) {
14         fenwickTree[index] += addValue;
15         index += (index & -index);
16     }
17 }

```



```

15     return fenwickTree;
16 }

```

MD5: 97fd176a403e68cb76a82196191d5f19 | $\mathcal{O}(\log n)$

2.8 FloydWarshall

Finds all shortest paths. Paths in array next, distances in ans.

```

1 public static void floydWarshall(int[][] graph, int
  [][] next, int[][] ans) {
2     for(int i = 0; i < ans.length; i++) {
3         for(int j = 0; j < ans.length; j++) {
4             ans[i][j] = graph[i][j];
5         }
6     }
7     for (int k = 0; k < ans.length; k++) {
8         for (int i = 0; i < ans.length; i++) {
9             for (int j = 0; j < ans.length; j++) {
10                if (ans[i][k] + ans[k][j] < ans[i][j]
11                    && ans[i][k] < Integer.MAX_VALUE && ans[k]
12                    [j] < Integer.MAX_VALUE) {
13                    ans[i][j] = ans[i][k] + ans[k][j];
14                    next[i][j] = next[i][k];
15                }
16            }
17        }
18    }

```

MD5: 4faf8c41a9070f106e68864cc131706d | $\mathcal{O}(|V|^3)$

2.9 Breadth First Search AdjMtrx Iterative

Iterative BFS on adjacency matrix. Needs a little adaption, if graph is not connected.

Input: nodes s and g as int and $graph$ as adjMatrix

Output: true if there is a connection between s and g , false otherwise

```

1 public static boolean BFSWithoutPathForAdjMatr(int s,
  int g, int[][] graph) {
2     //s being the start and g the goal
3     boolean[] visited = new boolean[graph.length];
4     for(int i = 0; i < visited.length; i++)
5         visited[i] = false;
6     // FIFO-Queue
7     Queue<Integer> queue = new LinkedList<Integer>();
8     queue.add(s);
9     visited[s] = true;
10    // search all nodes reachable from s
11    while(!queue.isEmpty()) {
12        int node = queue.poll();
13        // if goal reached, return true
14        if(node == g)
15            return true;
16        // else add all neighbours to queue
17        // if not yet visited
18        for(int i = 0; i < graph.length; i++) {
19            if(graph[node][i] > 0 && !visited[i]) {
20                queue.add(i);
21                visited[i] = true;
22            }
23        }
24    }

```

```

25     return false;
26 }

```

MD5: 63fa4882cc8ab028b97d432b725c7f89 | $\mathcal{O}(|V| + |E|)$

2.10 Kruskal

Computes a minimum spanning tree for a weighted undirected graph.

```

1 public class Freckles {
2     public static void main(String[] args) {
3         Scanner s = new Scanner(System.in);
4         int t = s.nextInt();
5         for(int i = 0; i < t; i++) {
6             int n = s.nextInt();
7             double[] x = new double[n];
8             double[] y = new double[n];
9             for(int j = 0; j < n; j++) {
10                x[j] = s.nextDouble();
11                y[j] = s.nextDouble();
12            }
13            Edge1[] edge = new Edge1[n*n];
14            for(int j = 0; j < n; j++) {
15                for(int l = 0; l < n; l++) {
16                    double distance = Math.sqrt((x[l]-x[j])
17                        * (x[l] - x[j]) + (y[l]-y[j]) * (y
18                        [l] - y[j]));
19                    edge[j * n + l] = new Edge1(distance, j
20                        , l);
21                }
22            }
23            Arrays.sort(edge);
24            UnionFind uf = new UnionFind(n);
25            double sum = 0;
26            int cnt = 0;
27            for(int j = 0; j < n*n; j++) {
28                if(cnt == n-1)
29                    break;
30                if(uf.union(edge[j].start, edge[j].end)) {
31                    sum += edge[j].distance;
32                    cnt++;
33                }
34            }
35            System.out.printf("%.2f", sum);
36            if(i < t-1)
37                System.out.println();
38        }
39    }
40    class UnionFind {
41        private int[] p = null;
42        private int[] r = null;
43        private int count = 0;
44
45        public int count() {
46            return count;
47        } // number of sets
48
49        public UnionFind(int n) {
50            count = n; // every node is its own set
51            r = new int[n]; // every node is its own tree
52                        with height 0
53            p = new int[n];
54            for (int i = 0; i < n; i++)

```



```

54     p[i] = -1; // no parent = -1
55 }
56
57 public int find(int x) {
58     int root = x;
59     while (p[root] >= 0) { // find root
60         root = p[root];
61     }
62     while (p[x] >= 0) { // path compression
63         int tmp = p[x];
64         p[x] = root;
65         x = tmp;
66     }
67     return root;
68 }
69
70 // return true, if sets merged and false, if
71 // already from same set
72 public boolean union(int x, int y) {
73     int px = find(x);
74     int py = find(y);
75     if (px == py)
76         return false; // same set -> reject edge
77     if (r[px] < r[py]) { // swap so that always h[px]
78         // >= h[py]
79         int tmp = px;
80         px = py;
81         py = tmp;
82     }
83     p[py] = px; // hang flatter tree as child of
84     // higher tree
85     r[px] = Math.max(r[px], r[py] + 1); // update (
86     // worst-case) height
87     count--;
88     return true;
89 }
90 }
91
92 class Edge1 implements Comparable<Edge1> {
93     double distance;
94     int start;
95     int end;
96
97     public Edge1(double distance, int start, int end) {
98         this.distance = distance;
99         this.start = start;
100        this.end = end;
101    }
102
103    public int compareTo(Edge1 arg0) {
104        return Double.compare(this.distance, arg0.
105            distance);
106    }
107 }

```

MD5: 5d75c90ca7d6a6d3a041079a766a99fe | $\mathcal{O}(|E| + \log |V|)$

2.11 MinCut

Calculates the min-cut of a graph (represented as adjMtrx).

```

1 public static void MinCut(int s, int[][] graph,
2     LinkedList<Integer> S, LinkedList<Integer> T) {
3     boolean[] visited = new boolean[graph.length];
4     for(int i = 0; i < visited.length; i++)
5         visited[i] = false;
6     Queue<Integer> queue = new LinkedList<Integer>();

```

```

6     queue.add(s);
7     S.add(s);
8     visited[s] = true;
9     while(!queue.isEmpty()) {
10        int node = queue.poll();
11        for(int i = 0; i < graph.length; i++) {
12            if(graph[node][i] > 0 && !visited[i]) {
13                queue.add(i);
14                if(!S.contains(i))
15                    S.add(i);
16                visited[i] = true;
17            }
18        }
19    }
20    for(int i = 0; i < graph.length; i++) {
21        if(!S.contains(i)) {
22            T.add(i);
23        }
24    }
25    for(int i = 0; i < graph.length; i++) {
26        for(int j = 0; j < graph.length; j++) {
27            if((graph[i][j] > 0 || graph[j][i] > 0) && S.
28                contains(i) && T.contains(j)) {
29                System.out.println((i+1) + " " + (j+1));
30            }
31        }
32    }

```

MD5: 57afc679d5d50ed15f504244aad43bc8 | $\mathcal{O}(?)$

2.12 Path-Based SCCs

Finds the strongly connected components in given directed graph.

```

1 public static Integer[] scc(Vertex[] G) {
2     Stack<Integer> call = new Stack<>();
3
4     Stack<Integer> reps = new Stack<>();
5     Stack<Integer> open = new Stack<>();
6     Integer[] order = new Integer[G.length];
7     int count = 0;
8
9     Integer[] sccs = new Integer[G.length];
10    int sccnum = 0;
11
12    for (int i=0; i<G.length; i++) {
13        if (G[i]==null) //no such vertex
14            continue;
15
16        if (sccs[i]==null) {
17            call.push(i);
18            while (!call.isEmpty()) {
19                int v = call.peek();
20                if (order[v]==null) { //first entered
21                    order[v] = count++;
22                    reps.push(v);
23                    open.push(v);
24                }
25                for (int w : G[v].next) { //process edges
26                    if (order[w]==null) {
27                        call.push(w);
28                    } else if (sccs[w]==null) {
29                        while (order[reps.peek()]>order[w])
30                            reps.pop();
31                    }
32                }

```

```

33
34     } else { //returned from recursion
35         //is still rep. -> completed SCC
36         if (reps.peek()==v) {
37             int tmp = 0;
38             do {
39                 tmp = open.pop();
40                 sccs[tmp] = sccnum;
41             } while (tmp != v);
42             sccnum++;
43             reps.pop();
44         }
45
46         call.pop(); //node done
47     }
48 }
49 }
50 }
51 return sccs;
52 }

```

MD5: a88a646c1ef6c1a60d9eb122ea1b6c4b | $\mathcal{O}(|E| + |V|)$

2.13 Suurballe

Finds two edge-disjoint paths from s to t with minimal sum length, depends on Dijkstra. Add to Vertex class 2 HashMaps backupNext and resultSuurballe. For also vertex-disjoint paths split vertices in in- and outgoing vertices connected with zero-valued edges.

```

1 public static int suurballe(int s, int t, Vertex[] G)
2 {
3     dijkstra(s, G); //find a shortest path
4     ArrayList<Integer> path = new ArrayList<Integer>();
5     int id = t;
6     while (G[id].pred != id) {
7         path.add(0, id);
8         id = G[id].pred;
9     }
10    path.add(0, id);
11
12    //modify weights
13    for (int i=0; i<G.length; i++) {
14        Vertex u = G[i];
15        if (u==null) continue;
16        u.backupNext = new HashMap<Integer,Integer>(u.next
17        ); //copy old values
18        for (Integer j : u.backupNext.keySet()) {
19            Vertex v = G[j];
20            int weight = u.next.get(j);
21            u.next.put(j, weight - v.dist + u.dist);
22        }
23    }
24    //reverse edges on shortest path
25    id = s;
26    for (int i=0; i<path.size()-1; i++) {
27        G[path.get(i)].next.remove(path.get(i+1));
28        G[path.get(i+1)].next.put(path.get(i), 0);
29    }
30    //remove edges to s
31    for (int i=0; i<G.length; i++) {
32        if (G[i]==null) continue;
33        if (G[i].next.containsKey(s))
34            G[i].next.remove(s);
35    }
36 }

```

```

35 dijkstra(s, G);
36 ArrayList<Integer> path2 = new ArrayList<Integer>();
37 id = t;
38 if (G[id].pred == -1)
39     return -1; //no 2nd path!
40
41 while (G[id].pred != id) {
42     path2.add(0, id);
43     id = G[id].pred;
44 }
45 path2.add(0, id);
46
47 int totalpath = 0;
48
49 //disregard 0-cycles and edges not on both paths
50 id = s;
51 //add edges on first shortest path
52 for (int i=0; i<path.size()-1; i++) {
53     int u = path.get(i);
54     int v = path.get(i+1);
55
56     G[u].suurbaleResult.put(v, G[u].backupNext.get(v))
57     ;
58     totalpath += G[u].suurbaleResult.get(v);
59 }
60 //add second path, remove cycles
61 for (int i=0; i<path2.size()-1; i++) {
62     int u = path2.get(i);
63     int v = path2.get(i+1);
64
65     if (G[v].suurbaleResult.containsKey(u)) {
66         totalpath -= G[v].suurbaleResult.get(u);
67         G[v].suurbaleResult.remove(u);
68     } else {
69         G[u].suurbaleResult.put(v, G[u].backupNext.get(v)
70         );
71         totalpath += G[u].suurbaleResult.get(v);
72     }
73 }
74 return totalpath;
75 }

```

MD5: b57c5d377ec0af5e1145a05d471a0437 | $\mathcal{O}(|E| + |V| \log |V|)$

2.14 Topological Sort

Sorts a graph (represented as adjMtrix) topologically

```

1 // l enthaelt alle Knoten topologisch sortiert (Start:
2 // 0, Ende= n)
3 int[] l = new int[n];
4 int idx = 0;
5 // s enthaelt alle Knoten, die keine eingehende Kante
6 // haben
7 ArrayList<Integer> s = new ArrayList<Integer>();
8 // initialisiere s
9 for (int i = 0; i < n; i++) {
10     if (edgesIn[i] == 0) {
11         s.add(i);
12     }
13 }
14 // Algo Beginn
15 while (!s.isEmpty()) {
16     int node = s.remove(0);
17     l[idx++] = node;
18     for (int i = 0; i < n; i++) {

```

```

17     if (adjMtrx[node][i]) {
18         adjMtrx[node][i] = false;
19         edgesIn[i] -= 1;
20         if (edgesIn[i] == 0) {
21             s.add(i);
22         }
23     }
24 }
25 }

```

MD5: 01974f4bab4e48916ecdc48531a79c84 | $\mathcal{O}(|V| + |E|)$

3 Math

3.1 Binomial Coefficient

Gives binomial coefficient (n choose k)

```

1 public static long bin(int n, int k) {
2     if (k == 0) {
3         return 1;
4     } else if (k > n/2) {
5         return bin(n, n-k);
6     } else {
7         return n*bin(n-1, k-1)/k;
8     }
9 }

```

MD5: ceca2cc881a9da6269c143a41f89cc12 | $\mathcal{O}(k)$

3.2 Binomial Matrix

Gives binomial coefficients for all $K \leq N$.

```

1 public static long[][] binomial_matrix(int N, int K) {
2     long[][] B = new long[N+1][K+1];
3     for (int k = 1; k <= K; k++) {
4         B[0][k] = 0;
5     }
6     for (int m = 0; m <= N; m++) {
7         B[m][0] = 1;
8     }
9     for (int m = 1; m <= N; m++) {
10        for (int k = 1; k <= K; k++) {
11            B[m][k] = B[m-1][k-1] + B[m-1][k];
12        }
13    }
14    return B;
15 }

```

MD5: 0754f4e27d08a1d1f5e6c0cf4ef636df | $\mathcal{O}(N \cdot K)$

3.3 Graham Scan

GrahamScan finds convex hull. Still has collinear point problem-
atic at the last diagonal.

```

1 public static int ccw(Point src, Point q1, Point q2) {
2     return (q1.x - src.x) * (q2.y - src.y) - (q2.x -
3         src.x) * (q1.y - src.y);
4 }
5 public static boolean isColl(Point a, Point b, Point c
6     ) {

```

```

6     if((b.y - a.y) * (c.x - b.x) == (c.y - b.y) * (b.x
7         - a.x)) {
8         return true;
9     } else {
10        return false;
11    }
12 }
13 }

```

```

14 public static double calcDist(Point src, Point target)
15 {
16     return Math.sqrt((src.x + target.x) * (src.x +
17         target.x) + (src.y + target.y) * (src.y *
18         target.y));
19 }

```

//Expects a array sorted with PolarComp as Comparator
//IMPORTANT! before sorting put lowest, and if two are
the same leftmost, element at position 0 in array

```

19 public static void grahamScan(Point[] points) {
20     int m = 1;
21     for(int i = 2; i < points.length; i++) {
22         while(ccw(points[m-1], points[m], points[i]) <
23             0) {
24             if(m > 1) m--;
25             else if(i == points.length) break;
26             else i++;
27         }
28         m++;
29         Point tmp = points[i];
30         points[i] = points[m];
31         points[m] = tmp;
32     }
33 }

```

```

34 class Point {
35     int x;
36     int y;
37     public Point(int x, int y) {
38         this.x = x;
39         this.y = y;
40     }
41 }

```

```

42 class PolarComp implements Comparator<Point> {
43     Point src;

```

```

44     public PolarComp(Point source) {
45         src = source;
46     }

```

```

47     public double calcDist(Point q1, Point q2) {
48         return Math.sqrt((q1.x - q2.x) * (q1.x - q2.x) +
49             (q1.y - q2.y) * (q1.y - q2.y));
50     }

```

```

51     public int ccw(Point q1, Point q2) {
52         return (q1.x - src.x) * (q2.y - src.y) - (q2.x -
53             src.x) * (q1.y - src.y);
54     }

```

```

55     public int compare(Point q1, Point q2) {
56         int res = ccw(q1, q2);
57         double dist1 = calcDist(src, q1);
58         double dist2 = calcDist(src, q2);
59         if(res > 0) return -1;
60         else if(res < 0) return 1;
61         else if(res == 0 && dist1 < dist2) return 1;
62         else if(res == 0 && dist1 > dist2) return -1;

```

```

66     else return 0;
67 }
68 }

```

MD5: 97ad3ab5efa1cbfa7374a86aa2db7f62 | $\mathcal{O}(n \log n)$

3.4 Divisability

Calculates (alternating) k-digitSum for integer number given by M.

```

1 public static long digit_sum(String M, int k, boolean
    alt) {
2     long dig_sum = 0;
3     int vz = 1;
4     while (M.length() > k) {
5         if (alt) vz *= -1;
6         dig_sum += vz*Integer.parseInt(M.substring(M.
            length()-k));
7         M = M.substring(0, M.length()-k);
8     }
9     if (alt) vz *= -1;
10    dig_sum += vz*Integer.parseInt(M);
11    return dig_sum;
12 }
13 // example: divisibility of M by 13
14 public static boolean divisible13(String M) {
15     return digit_sum(M, 3, true)%13 == 0;
16 }

```

MD5: 33b3094ebf431e1e71cd8e8db3c9cdd6 | $\mathcal{O}(?)$

3.5 Iterative EEA

Berechnet den ggT zweier Zahlen a und b und deren modulare Inverse $x = a^{-1} \bmod b$ und $y = b^{-1} \bmod a$.

```

1 // Extended Euclidean Algorithm - iterativ
2 public static long[] eea(long a, long b) {
3     if (b > a) {
4         long tmp = a;
5         a = b;
6         b = tmp;
7     }
8     long x = 0, y = 1, u = 1, v = 0;
9     while (a != 0) {
10        long q = b / a, r = b % a;
11        long m = x - u * q, n = y - v * q;
12        b = a; a = r; x = u; y = v; u = m; v = n;
13    }
14    long gcd = b;
15    // x = a^-1 % b, y = b^-1 % a
16    // ax + by = gcd
17    long[] erg = { gcd, x, y };
18    return erg;
19 }

```

MD5: 81fe8cd4adab21329dcbe1ce0499ee75 | $\mathcal{O}(\log a + \log b)$

3.6 Polynomial Interpolation

```

1 public class interpol {
2

```

```

// divided differences for points given by vectors x
// and y
public static rat[] divDiff(rat[] x, rat[] y) {
    rat[] temp = y.clone();
    int n = x.length;
    rat[] res = new rat[n];
    res[0] = temp[0];
    for (int i=1; i < n; i++) {
        for (int j = 0; j < n-i; j++) {
            temp[j] = (temp[j+1].sub(temp[j])).div(x[j+i].
                sub(x[j]));
        }
        res[i] = temp[0];
    }
    return res;
}

```

// evaluates interpolating polynomial p at t for given
// x-coordinates and divided differences

```

public static rat p(rat t, rat[] x, rat[] dD) {
    int n = x.length;
    rat p = new rat(0);
    for (int i = n-1; i > 0; i--) {
        p = (p.add(dD[i])).mult(t.sub(x[i-1]));
    }
    p = p.add(dD[0]);
    return p;
}

```

```

public static void main(String[] args) {

```

```

    rat[] test = {new rat(4,5), new rat(7,10), new rat
        (3,4)};
    test = rat.commonDenominator(test);
    for (int i = 0; i < test.length; i++) {
        System.out.println(test[i].toString());
    }

```

```

    rat[] x = {new rat(0),new rat(1), new rat(2), new
        rat(3), new rat(4), new rat(5)};
    rat[] y = {new rat(-10), new rat(9), new rat(0),
        new rat(1), new rat(1,2), new rat(1,80)};
    rat[] dD = divDiff(x,y);
    System.out.println("p("+7+")_u=_"+p(new rat(7), x,
        dD));
}

```

// implementation of rational numbers

```

class rat {

```

```

    public long c;
    public long d;

```

```

    public rat (long c, long d) {
        this.c = c;
        this.d = d;
        this.shorten();
    }

```

```

    public rat (long c) {
        this.c = c;
        this.d = 1;
    }

```

```

    public static long ggT(long a, long b) {
        while (b != 0) {

```

```

64     long h = a%b;
65     a = b;
66     b = h;
67 }
68 return a;
69 }
70
71 public static long kgV(long a, long b) {
72     return a*b/ggT(a,b);
73 }
74
75 public static rat[] commonDenominator(rat[] c) {
76     long kgV = 1;
77     for (int i = 0; i < c.length; i++) {
78         kgV = kgV(kgV, c[i].d);
79     }
80     for (int i = 0; i < c.length; i++) {
81         c[i].c *= kgV/c[i].d;
82         c[i].d *= kgV/c[i].d;
83     }
84     return c;
85 }
86
87 public void shorten() {
88     long ggT = ggT(this.c, this.d);
89     this.c = this.c / ggT;
90     this.d = this.d / ggT;
91     if (d < 0) {
92         this.d *= -1;
93         this.c *= -1;
94     }
95 }
96
97 public String toString() {
98     if (this.d == 1) return ""+c;
99     return ""+c+"/"+d;
100 }
101
102 public rat mult(rat b) {
103     return new rat(this.c*b.c, this.d*b.d);
104 }
105
106 public rat div(rat b) {
107     return new rat(this.c*b.d, this.d*b.c);
108 }
109
110 public rat add(rat b) {
111     long new_d = kgV(this.d, b.d);
112     long new_c = this.c*(new_d/this.d) + b.c*(new_d/b.d);
113     return new rat(new_c, new_d);
114 }
115
116 public rat sub(rat b) {
117     return this.add(new rat(-b.c, b.d));
118 }
119
120 }

```

MD5: d98bd247b95395d8596ff1d5785ee06b | $\mathcal{O}(?)$

3.7 Sieve of Eratosthenes

Calculates Sieve of Eratosthenes.

Input: A integer N indicating the size of the sieve.

Output: A boolean array, which is true at an index i iff i is prime.

```

1 public static boolean[] sieveOfEratosthenes(int N) {
2     boolean[] isPrime = new boolean[N+1];
3     for (int i=2; i<=N; i++) isPrime[i] = true;
4     for (int i = 2; i*i <= N; i++)
5         if (isPrime[i])
6             for (int j = i*i; j <= N; j+=i)
7                 isPrime[j] = false;
8     return isPrime;
9 }

```

MD5: 95704ae7c1fe03e91adeb8d695b2f5bb | $\mathcal{O}(n)$

4 tcr-roland

5 Math Roland

5.1 Divisability Explanation

$D \mid M \Leftrightarrow D \mid \text{digit_sum}(M, k, \text{alt})$, refer to table for values of D, k, alt .

5.2 Combinatorics

- Variations (ordered): k out of n objects (permutations for $k = n$)
 - without repetition:
 $M = \{(x_1, \dots, x_k) : 1 \leq x_i \leq n, x_i \neq x_j \text{ if } i \neq j\}$,
 $|M| = \frac{n!}{(n-k)!}$
 - with repetition:
 $M = \{(x_1, \dots, x_k) : 1 \leq x_i \leq n\}$, $|M| = n^k$
- Combinations (unordered): k out of n objects
 - without repetition: $M = \{(x_1, \dots, x_n) : x_i \in \{0, 1\}, x_1 + \dots + x_n = k\}$, $|M| = \binom{n}{k}$
 - with repetition: $M = \{(x_1, \dots, x_n) : x_i \in \{0, 1, \dots, k\}, x_1 + \dots + x_n = k\}$, $|M| = \binom{n+k-1}{k}$
- Ordered partition of numbers: $x_1 + \dots + x_k = n$ (i.e. $1+3=3+1=4$ are counted as 2 solutions)
 - #Solutions for $x_i \in \mathbb{N}_0$: $\binom{n+k-1}{k-1}$
 - #Solutions for $x_i \in \mathbb{N}$: $\binom{n-1}{k-1}$
- Unordered partition of numbers: $x_1 + \dots + x_k = n$ (i.e. $1+3=3+1=4$ are counted as 1 solution)
 - #Solutions for $x_i \in \mathbb{N}$: $P_{n,k} = P_{n-k,k} + P_{n-1,k-1}$ where $P_{n,1} = P_{n,n} = 1$
- Derangements (permutations without fixed points): $!n = n! \sum_{k=0}^n \frac{(-1)^k}{k!} = \lfloor \frac{n!}{e} + \frac{1}{2} \rfloor$

5.3 Polynomial Interpolation

5.3.1 Theory

Problem: for $\{(x_0, y_0), \dots, (x_n, y_n)\}$ find $p \in \Pi_n$ with $p(x_i) = y_i$ for all $i = 0, \dots, n$.

Solution: $p(x) = \sum_{i=0}^n \gamma_{0,i} \prod_{j=0}^{i-1} (x - x_j)$ where $\gamma_{j,k} = y_j$ for $k = 0$

and $\gamma_{j,k} = \frac{\gamma_{j+1,k-1} - \gamma_{j,k-1}}{x_{j+k} - x_j}$ otherwise.
Efficient evaluation of $p(x)$: $b_n = \gamma_{0,n}$, $b_i = b_{i+1}(x - x_i) + \gamma_{0,i}$
for $i = n - 1, \dots, 0$ with $b_0 = p(x)$.

5.4 Fibonacci Sequence

5.4.1 Binet’s formula

$$\begin{pmatrix} f_n \\ f_{n+1} \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}^n \begin{pmatrix} 0 \\ 1 \end{pmatrix} \Rightarrow f_n = \frac{1}{\sqrt{5}}(\phi^n - \tilde{\phi}^n) \text{ where } \phi = \frac{1+\sqrt{5}}{2} \text{ and } \tilde{\phi} = \frac{1-\sqrt{5}}{2}.$$

5.4.2 Generalization

$$g_n = \frac{1}{\sqrt{5}}(g_0(\phi^{n-1} - \tilde{\phi}^{n-1}) + g_1(\phi^n - \tilde{\phi}^n)) = g_0f_{n-1} + g_1f_n$$

for all $g_0, g_1 \in \mathbb{N}_0$

5.4.3 Pisano Period

Both $(f_n \bmod k)_{n \in \mathbb{N}_0}$ and $(g_n \bmod k)_{n \in \mathbb{N}_0}$ are periodic.

6 Java Knowhow

6.1 System.out.printf() und String.format()

Syntax: %[flags][width][.precision][conv]

- flags:
- left-justify (default: right)
 - + always output number sign
 - 0 zero-pad numbers
 - (space) space instead of minus for pos. numbers
 - , group triplets of digits with ,
- width specifies output width
- precision is for floating point precision
- conv:
- d byte, short, int, long
 - f float, double
 - c char (use C for uppercase)
 - s String (use S for all uppercase)

6.2 Modulo: Avoiding negative Integers

```
1 int mod = (((nums[j] % D) + D) % D);
```

6.3 Speed up IO

Use

```
1 BufferedReader br = new BufferedReader(new
2 InputStreamReader(System.in));
```

Use

```
1 Double.parseDouble(Scanner.next());
```

Theoretical Computer Science Cheat Sheet

Definitions		Series	
$f(n) = O(g(n))$	iff \exists positive c, n_0 such that $0 \leq f(n) \leq cg(n) \forall n \geq n_0$.	$\sum_{i=1}^n i = \frac{n(n+1)}{2}, \quad \sum_{i=1}^n i^2 = \frac{n(n+1)(2n+1)}{6}, \quad \sum_{i=1}^n i^3 = \frac{n^2(n+1)^2}{4}.$	
$f(n) = \Omega(g(n))$	iff \exists positive c, n_0 such that $f(n) \geq cg(n) \geq 0 \forall n \geq n_0$.	In general:	
$f(n) = \Theta(g(n))$	iff $f(n) = O(g(n))$ and $f(n) = \Omega(g(n))$.	$\sum_{i=1}^n i^m = \frac{1}{m+1} \left[(n+1)^{m+1} - 1 - \sum_{i=1}^n ((i+1)^{m+1} - i^{m+1} - (m+1)i^m) \right]$	
$f(n) = o(g(n))$	iff $\lim_{n \rightarrow \infty} f(n)/g(n) = 0$.	$\sum_{i=1}^{n-1} i^m = \frac{1}{m+1} \sum_{k=0}^m \binom{m+1}{k} B_k n^{m+1-k}.$	
$\lim_{n \rightarrow \infty} a_n = a$	iff $\forall \epsilon > 0, \exists n_0$ such that $ a_n - a < \epsilon, \forall n \geq n_0$.	Geometric series:	
$\sup S$	least $b \in$ such that $b \geq s, \forall s \in S$.	$\sum_{i=0}^{\infty} c^i = \frac{c^{n+1} - 1}{c - 1}, \quad c \neq 1, \quad \sum_{i=0}^{\infty} c^i = \frac{1}{1 - c}, \quad \sum_{i=1}^{\infty} c^i = \frac{c}{1 - c}, \quad c < 1,$	
$\inf S$	greatest $b \in$ such that $b \leq s, \forall s \in S$.	$\sum_{i=0}^{\infty} ic^i = \frac{nc^{n+2} - (n+1)c^{n+1} + c}{(c-1)^2}, \quad c \neq 1, \quad \sum_{i=0}^{\infty} ic^i = \frac{c}{(1-c)^2}, \quad c < 1.$	
$\liminf_{n \rightarrow \infty} a_n$	$\lim_{n \rightarrow \infty} \inf \{a_i \mid i \geq n, i \in \mathbb{N}\}.$	Harmonic series:	
$\limsup_{n \rightarrow \infty} a_n$	$\lim_{n \rightarrow \infty} \sup \{a_i \mid i \geq n, i \in \mathbb{N}\}.$	$H_n = \sum_{i=1}^n \frac{1}{i}, \quad \sum_{i=1}^n iH_i = \frac{n(n+1)}{2}H_n - \frac{n(n-1)}{4}.$	
$\binom{n}{k}$	Combinations: Size k sub-sets of a size n set.	$\sum_{i=1}^n H_i = (n+1)H_n - n, \quad \sum_{i=1}^n \binom{i}{m} H_i = \binom{n+1}{m+1} \left(H_{n+1} - \frac{1}{m+1} \right).$	
$[n]_k$	Stirling numbers (1st kind): Arrangements of an n element set into k cycles.	1. $\binom{n}{k} = \frac{n!}{(n-k)!k!}, \quad 2. \sum_{k=0}^n \binom{n}{k} = 2^n, \quad 3. \binom{n}{k} = \binom{n}{n-k},$	
$\{n\}_k$	Stirling numbers (2nd kind): Partitions of an n element set into k non-empty sets.	4. $\binom{n}{k} = \frac{n}{k} \binom{n-1}{k-1}, \quad 5. \binom{n}{k} = \binom{n-1}{k} + \binom{n-1}{k-1},$	
$\langle n \rangle_k$	1st order Eulerian numbers: Permutations $\pi_1 \pi_2 \dots \pi_n$ on $\{1, 2, \dots, n\}$ with k ascents.	6. $\binom{n}{m} \binom{m}{k} = \binom{n}{k} \binom{n-k}{m-k}, \quad 7. \sum_{k=0}^n \binom{r+k}{k} = \binom{r+n+1}{n},$	
$\langle\langle n \rangle\rangle_k$	2nd order Eulerian numbers.	8. $\sum_{k=0}^n \binom{k}{m} = \binom{n+1}{m+1}, \quad 9. \sum_{k=0}^n \binom{r}{k} \binom{s}{n-k} = \binom{r+s}{n},$	
C_n	Catalan Numbers: Binary trees with $n+1$ vertices.	10. $\binom{n}{k} = (-1)^k \binom{k-n-1}{k}, \quad 11. \left\{ \begin{matrix} n \\ 1 \end{matrix} \right\} = \left\{ \begin{matrix} n \\ n \end{matrix} \right\} = 1,$	
14. $\left[\begin{matrix} n \\ 1 \end{matrix} \right] = (n-1)!,$	15. $\left[\begin{matrix} n \\ 2 \end{matrix} \right] = (n-1)!H_{n-1},$	16. $\left[\begin{matrix} n \\ n \end{matrix} \right] = 1,$	17. $\left[\begin{matrix} n \\ k \end{matrix} \right] \geq \left\{ \begin{matrix} n \\ k \end{matrix} \right\},$
18. $\left[\begin{matrix} n \\ k \end{matrix} \right] = (n-1) \left[\begin{matrix} n-1 \\ k \end{matrix} \right] + \left[\begin{matrix} n-1 \\ k-1 \end{matrix} \right],$	19. $\left\{ \begin{matrix} n \\ n-1 \end{matrix} \right\} = \left[\begin{matrix} n \\ n-1 \end{matrix} \right] = \binom{n}{2},$	20. $\sum_{k=0}^n \left[\begin{matrix} n \\ k \end{matrix} \right] = n!,$	21. $C_n = \frac{1}{n+1} \binom{2n}{n},$
22. $\left\langle \begin{matrix} n \\ 0 \end{matrix} \right\rangle = \left\langle \begin{matrix} n \\ n-1 \end{matrix} \right\rangle = 1,$	23. $\left\langle \begin{matrix} n \\ k \end{matrix} \right\rangle = \left\langle \begin{matrix} n \\ n-1-k \end{matrix} \right\rangle,$	24. $\left\langle \begin{matrix} n \\ k \end{matrix} \right\rangle = (k+1) \left\langle \begin{matrix} n-1 \\ k \end{matrix} \right\rangle + (n-k) \left\langle \begin{matrix} n-1 \\ k-1 \end{matrix} \right\rangle,$	
25. $\left\langle \begin{matrix} 0 \\ k \end{matrix} \right\rangle = \begin{cases} 1 & \text{if } k=0, \\ 0 & \text{otherwise} \end{cases}$	26. $\left\langle \begin{matrix} n \\ 1 \end{matrix} \right\rangle = 2^n - n - 1,$	27. $\left\langle \begin{matrix} n \\ 2 \end{matrix} \right\rangle = 3^n - (n+1)2^n + \binom{n+1}{2},$	
28. $x^n = \sum_{k=0}^n \left\langle \begin{matrix} n \\ k \end{matrix} \right\rangle \binom{x+k}{n},$	29. $\left\langle \begin{matrix} n \\ m \end{matrix} \right\rangle = \sum_{k=0}^m \binom{n+1}{k} (m+1-k)^n (-1)^k,$	30. $m! \left\{ \begin{matrix} n \\ m \end{matrix} \right\} = \sum_{k=0}^n \left\langle \begin{matrix} n \\ k \end{matrix} \right\rangle \binom{k}{n-m},$	
31. $\left\langle \begin{matrix} n \\ m \end{matrix} \right\rangle = \sum_{k=0}^n \left\{ \begin{matrix} n \\ k \end{matrix} \right\} \binom{n-k}{m} (-1)^{n-k-m} k!,$	32. $\langle\langle \begin{matrix} n \\ 0 \end{matrix} \rangle\rangle = 1,$	33. $\langle\langle \begin{matrix} n \\ n \end{matrix} \rangle\rangle = 0 \quad \text{for } n \neq 0,$	
34. $\langle\langle \begin{matrix} n \\ k \end{matrix} \rangle\rangle = (k+1) \langle\langle \begin{matrix} n-1 \\ k \end{matrix} \rangle\rangle + (2n-1-k) \langle\langle \begin{matrix} n-1 \\ k-1 \end{matrix} \rangle\rangle,$	35. $\sum_{k=0}^n \langle\langle \begin{matrix} n \\ k \end{matrix} \rangle\rangle = \frac{(2n)^n}{2^n},$	36. $\left\{ \begin{matrix} x \\ x-n \end{matrix} \right\} = \sum_{k=0}^n \langle\langle \begin{matrix} n \\ k \end{matrix} \rangle\rangle \binom{x+n-1-k}{2n},$	37. $\left\{ \begin{matrix} n+1 \\ m+1 \end{matrix} \right\} = \sum_k \binom{n}{k} \left\{ \begin{matrix} k \\ m \end{matrix} \right\} = \sum_{k=0}^n \left\{ \begin{matrix} k \\ m \end{matrix} \right\} (m+1)^{n-k},$

Theoretical Computer Science Cheat Sheet

Identities Cont.

$$\begin{aligned}
38. \quad \begin{bmatrix} n+1 \\ m+1 \end{bmatrix} &= \sum_k \begin{bmatrix} n \\ k \end{bmatrix} \begin{bmatrix} k \\ m \end{bmatrix} = \sum_{k=0}^n \begin{bmatrix} k \\ m \end{bmatrix} n^{\overline{n-k}} = n! \sum_{k=0}^n \frac{1}{k!} \begin{bmatrix} k \\ m \end{bmatrix}, & 39. \quad \begin{bmatrix} x \\ x-n \end{bmatrix} &= \sum_{k=0}^n \left\langle \begin{bmatrix} n \\ k \end{bmatrix} \right\rangle \begin{bmatrix} x+k \\ 2n \end{bmatrix}, \\
40. \quad \left\{ \begin{bmatrix} n \\ m \end{bmatrix} \right\} &= \sum_k \left\{ \begin{bmatrix} n \\ k \end{bmatrix} \right\} \left\{ \begin{bmatrix} k+1 \\ m+1 \end{bmatrix} \right\} (-1)^{n-k}, & 41. \quad \begin{bmatrix} n \\ m \end{bmatrix} &= \sum_k \begin{bmatrix} n+1 \\ k+1 \end{bmatrix} \begin{bmatrix} k \\ m \end{bmatrix} (-1)^{m-k}, \\
42. \quad \left\{ \begin{bmatrix} m+n+1 \\ m \end{bmatrix} \right\} &= \sum_{k=0}^m k \left\{ \begin{bmatrix} n+k \\ k \end{bmatrix} \right\}, & 43. \quad \begin{bmatrix} m+n+1 \\ m \end{bmatrix} &= \sum_{k=0}^m k(n+k) \begin{bmatrix} n+k \\ k \end{bmatrix}, \\
44. \quad \begin{bmatrix} n \\ m \end{bmatrix} &= \sum_k \left\{ \begin{bmatrix} n+1 \\ k+1 \end{bmatrix} \right\} \begin{bmatrix} k \\ m \end{bmatrix} (-1)^{m-k}, & 45. \quad (n-m)! \begin{bmatrix} n \\ m \end{bmatrix} &= \sum_k \begin{bmatrix} n+1 \\ k+1 \end{bmatrix} \left\{ \begin{bmatrix} k \\ m \end{bmatrix} \right\} (-1)^{m-k}, \quad \text{for } n \geq m, \\
46. \quad \left\{ \begin{bmatrix} n \\ n-m \end{bmatrix} \right\} &= \sum_k \begin{bmatrix} m-n \\ m+k \end{bmatrix} \begin{bmatrix} m+n \\ n+k \end{bmatrix} \begin{bmatrix} m+k \\ k \end{bmatrix}, & 47. \quad \begin{bmatrix} n \\ n-m \end{bmatrix} &= \sum_k \begin{bmatrix} m-n \\ m+k \end{bmatrix} \begin{bmatrix} m+n \\ n+k \end{bmatrix} \left\{ \begin{bmatrix} m+k \\ k \end{bmatrix} \right\}, \\
48. \quad \left\{ \begin{bmatrix} n \\ \ell+m \end{bmatrix} \right\} \begin{bmatrix} \ell+m \\ \ell \end{bmatrix} &= \sum_k \left\{ \begin{bmatrix} k \\ \ell \end{bmatrix} \right\} \left\{ \begin{bmatrix} n-k \\ m \end{bmatrix} \right\} \begin{bmatrix} n \\ k \end{bmatrix}, & 49. \quad \begin{bmatrix} n \\ \ell+m \end{bmatrix} \begin{bmatrix} \ell+m \\ \ell \end{bmatrix} &= \sum_k \begin{bmatrix} k \\ \ell \end{bmatrix} \begin{bmatrix} n-k \\ m \end{bmatrix} \begin{bmatrix} n \\ k \end{bmatrix}.
\end{aligned}$$

Trees

Every tree with n vertices has $n-1$ edges.

Kraft inequality: If the depths of the leaves of a binary tree are d_1, \dots, d_n :

$$\sum_{i=1}^n 2^{-d_i} \leq 1,$$

and equality holds only if every internal node has 2 sons.

Recurrences

Master method:

$$T(n) = aT(n/b) + f(n), \quad a \geq 1, b > 1$$

If $\exists \epsilon > 0$ such that $f(n) = O(n^{\log_b a - \epsilon})$ then

$$T(n) = \Theta(n^{\log_b a}).$$

If $f(n) = \Theta(n^{\log_b a})$ then

$$T(n) = \Theta(n^{\log_b a} \log_2 n).$$

If $\exists \epsilon > 0$ such that $f(n) = \Omega(n^{\log_b a + \epsilon})$, and $\exists c < 1$ such that $af(n/b) \leq cf(n)$ for large n , then

$$T(n) = \Theta(f(n)).$$

Substitution (example): Consider the following recurrence

$$T_{i+1} = 2^{2^i} \cdot T_i^2, \quad T_1 = 2.$$

Note that T_i is always a power of two.

Let $t_i = \log_2 T_i$. Then we have

$$t_{i+1} = 2^i + 2t_i, \quad t_1 = 1.$$

Let $u_i = t_i/2^i$. Dividing both sides of the previous equation by 2^{i+1} we get

$$\frac{t_{i+1}}{2^{i+1}} = \frac{2^i}{2^{i+1}} + \frac{t_i}{2^i}.$$

Substituting we find

$$u_{i+1} = \frac{1}{2} + u_i, \quad u_1 = \frac{1}{2},$$

which is simply $u_i = i/2$. So we find that T_i has the closed form $T_i = 2^{i2^{i-1}}$.

Summing factors (example): Consider the following recurrence

$$T(n) = 3T(n/2) + n, \quad T(1) = 1.$$

Rewrite so that all terms involving T are on the left side

$$T(n) - 3T(n/2) = n.$$

Now expand the recurrence, and choose a factor which makes the left side “telescope”

$$1(T(n) - 3T(n/2)) = n$$

$$3(T(n/2) - 3T(n/4)) = n/2$$

$$\vdots \quad \vdots \quad \vdots$$

$$3^{\log_2 n - 1}(T(2) - 3T(1)) = 2$$

Let $m = \log_2 n$. Summing the left side we get $T(n) - 3^m T(1) = T(n) - 3^m = T(n) - n^k$ where $k = \log_2 3 \approx 1.58496$.

Summing the right side we get

$$\sum_{i=0}^{m-1} \frac{n}{2^i} 3^i = n \sum_{i=0}^{m-1} \left(\frac{3}{2}\right)^i.$$

Let $c = \frac{3}{2}$. Then we have

$$n \sum_{i=0}^{m-1} c^i = n \left(\frac{c^m - 1}{c - 1} \right)$$

$$= 2n(c^{\log_2 n} - 1)$$

$$= 2n(c^{(k-1)\log_2 n} - 1)$$

$$= 2n^k - 2n,$$

and so $T(n) = 3n^k - 2n$. Full history recurrences can often be changed to limited history ones (example): Consider

$$T_i = 1 + \sum_{j=0}^{i-1} T_j, \quad T_0 = 1.$$

Note that

$$T_{i+1} = 1 + \sum_{j=0}^i T_j.$$

Subtracting we find

$$\begin{aligned}
T_{i+1} - T_i &= 1 + \sum_{j=0}^i T_j - 1 - \sum_{j=0}^{i-1} T_j \\
&= T_i.
\end{aligned}$$

And so $T_{i+1} = 2T_i = 2^{i+1}$.

Generating functions:

1. Multiply both sides of the equation by x^i .
2. Sum both sides over all i for which the equation is valid.
3. Choose a generating function $G(x)$. Usually $G(x) = \sum_{i=0}^{\infty} x^i g_i$.
3. Rewrite the equation in terms of the generating function $G(x)$.
4. Solve for $G(x)$.
5. The coefficient of x^i in $G(x)$ is g_i .

Example:

$$g_{i+1} = 2g_i + 1, \quad g_0 = 0.$$

Multiply and sum:

$$\sum_{i \geq 0} g_{i+1} x^i = \sum_{i \geq 0} 2g_i x^i + \sum_{i \geq 0} x^i.$$

We choose $G(x) = \sum_{i \geq 0} x^i g_i$. Rewrite in terms of $G(x)$:

$$\frac{G(x) - g_0}{x} = 2G(x) + \sum_{i \geq 0} x^i.$$

Simplify:

$$\frac{G(x)}{x} = 2G(x) + \frac{1}{1-x}.$$

Solve for $G(x)$:

$$G(x) = \frac{x}{(1-x)(1-2x)}.$$

Expand this using partial fractions:

$$\begin{aligned}
G(x) &= x \left(\frac{2}{1-2x} - \frac{1}{1-x} \right) \\
&= x \left(2 \sum_{i \geq 0} 2^i x^i - \sum_{i \geq 0} x^i \right) \\
&= \sum_{i \geq 0} (2^{i+1} - 1) x^{i+1}.
\end{aligned}$$

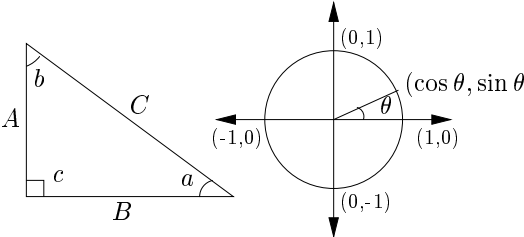
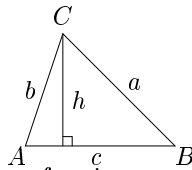
So $g_i = 2^i - 1$.

Theoretical Computer Science Cheat Sheet

$$\pi \approx 3.14159, \quad e \approx 2.71828, \quad \gamma \approx 0.57721, \quad \phi = \frac{1+\sqrt{5}}{2} \approx 1.61803, \quad \hat{\phi} = \frac{1-\sqrt{5}}{2} \approx -.61803$$

i	2^i	p_i	General	Probability
1	2	2	Bernoulli Numbers ($B_i = 0$, odd $i \neq 1$):	Continuous distributions: If
2	4	3	$B_0 = 1, B_1 = -\frac{1}{2}, B_2 = \frac{1}{6}, B_4 = -\frac{1}{30},$	$\Pr[a < X < b] = \int_a^b p(x) dx,$
3	8	5	$B_6 = \frac{1}{42}, B_8 = -\frac{1}{30}, B_{10} = \frac{5}{66}.$	then p is the probability density function of X . If
4	16	7	Change of base, quadratic formula:	$\Pr[X < a] = P(a),$
5	32	11	$\log_b x = \frac{\log_a x}{\log_a b}, \quad \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}.$	then P is the distribution function of X . If P and p both exist then
6	64	13	Euler's number e :	$P(a) = \int_{-\infty}^a p(x) dx.$
7	128	17	$e = 1 + \frac{1}{2} + \frac{1}{6} + \frac{1}{24} + \frac{1}{120} + \dots$	Expectation: If X is discrete
8	256	19	$\lim_{n \rightarrow \infty} \left(1 + \frac{x}{n}\right)^n = e^x.$	$E[g(X)] = \sum_x g(x) \Pr[X = x].$
9	512	23	$\left(1 + \frac{1}{n}\right)^n < e < \left(1 + \frac{1}{n}\right)^{n+1}.$	If X continuous then
10	1,024	29	$\left(1 + \frac{1}{n}\right)^n = e - \frac{e}{2n} + \frac{11e}{24n^2} - O\left(\frac{1}{n^3}\right).$	$E[g(X)] = \int_{-\infty}^{\infty} g(x)p(x) dx = \int_{-\infty}^{\infty} g(x) dP(x).$
11	2,048	31	Harmonic numbers:	Variance, standard deviation:
12	4,096	37	$1, \frac{3}{2}, \frac{11}{6}, \frac{25}{12}, \frac{137}{60}, \frac{49}{20}, \frac{363}{140}, \frac{761}{280}, \frac{7129}{2520}, \dots$	$\text{VAR}[X] = E[X^2] - E[X]^2,$
13	8,192	41	$\ln n < H_n < \ln n + 1,$	$\sigma = \sqrt{\text{VAR}[X]}.$
14	16,384	43	$H_n = \ln n + \gamma + O\left(\frac{1}{n}\right).$	For events A and B :
15	32,768	47	Factorial, Stirling's approximation:	$\Pr[A \vee B] = \Pr[A] + \Pr[B] - \Pr[A \wedge B]$
16	65,536	53	$1, 2, 6, 24, 120, 720, 5040, 40320, 362880, \dots$	$\Pr[A \wedge B] = \Pr[A] \cdot \Pr[B],$
17	131,072	59	$n! = \sqrt{2\pi n} \left(\frac{n}{e}\right)^n \left(1 + \Theta\left(\frac{1}{n}\right)\right).$	iff A and B are independent.
18	262,144	61	Ackermann's function and inverse:	$\Pr[A B] = \frac{\Pr[A \wedge B]}{\Pr[B]}$
19	524,288	67	$a(i, j) = \begin{cases} 2^j & i = 1 \\ a(i-1, 2) & j = 1 \\ a(i-1, a(i, j-1)) & i, j \geq 2 \end{cases}$	For random variables X and Y :
20	1,048,576	71	$\alpha(i) = \min\{j \mid a(j, j) \geq i\}.$	$E[X \cdot Y] = E[X] \cdot E[Y],$
21	2,097,152	73	Binomial distribution:	if X and Y are independent.
22	4,194,304	79	$\Pr[X = k] = \binom{n}{k} p^k q^{n-k}, \quad q = 1 - p,$	$E[X + Y] = E[X] + E[Y],$
23	8,388,608	83	$E[X] = \sum_{k=1}^n k \binom{n}{k} p^k q^{n-k} = np.$	$E[cX] = c E[X].$
24	16,777,216	89	Poisson distribution:	Bayes' theorem:
25	33,554,432	97	$\Pr[X = k] = \frac{e^{-\lambda} \lambda^k}{k!}, \quad E[X] = \lambda.$	$\Pr[A_i B] = \frac{\Pr[B A_i] \Pr[A_i]}{\sum_{j=1}^n \Pr[A_j] \Pr[B A_j]}.$
26	67,108,864	101	Normal (Gaussian) distribution:	Inclusion-exclusion:
27	134,217,728	103	$p(x) = \frac{1}{\sqrt{2\pi}\sigma} e^{-(x-\mu)^2/2\sigma^2}, \quad E[X] = \mu.$	$\Pr\left[\bigvee_{i=1}^n X_i\right] = \sum_{i=1}^n \Pr[X_i] +$
28	268,435,456	107	The "coupon collector": We are given a random coupon each day, and there are n different types of coupons. The distribution of coupons is uniform. The expected number of days to pass before we to collect all n types is	$\sum_{k=2}^n (-1)^{k+1} \sum_{i_1 < \dots < i_k} \Pr\left[\bigwedge_{j=1}^k X_{i_j}\right].$
29	536,870,912	109	$nH_n.$	Moment inequalities:
30	1,073,741,824	113		$\Pr[X \geq \lambda E[X]] \leq \frac{1}{\lambda},$
31	2,147,483,648	127		$\Pr[X - E[X] \geq \lambda \cdot \sigma] \leq \frac{1}{\lambda^2}.$
32	4,294,967,296	131		Geometric distribution:
Pascal's Triangle				$\Pr[X = k] = pq^{k-1}, \quad q = 1 - p,$
1				$E[X] = \sum_{k=1}^{\infty} kpq^{k-1} = \frac{1}{p}.$
1 1				
1 2 1				
1 3 3 1				
1 4 6 4 1				
1 5 10 10 5 1				
1 6 15 20 15 6 1				
1 7 21 35 35 21 7 1				
1 8 28 56 70 56 28 8 1				
1 9 36 84 126 126 84 36 9 1				
1 10 45 120 210 252 210 120 45 10 1				

Theoretical Computer Science Cheat Sheet

Trigonometry	Matrices	More Trig.																								
<div></div> <p>Pythagorean theorem: $C^2 = A^2 + B^2$.</p> <p>Definitions:</p> $\sin a = A/C, \quad \cos a = B/C,$ $\csc a = C/A, \quad \sec a = C/B,$ $\tan a = \frac{\sin a}{\cos a} = \frac{A}{B}, \quad \cot a = \frac{\cos a}{\sin a} = \frac{B}{A}.$ <p>Area, radius of inscribed circle:</p> $\frac{1}{2}AB, \quad \frac{AB}{A+B+C}.$ <p>Identities:</p> $\sin x = \frac{1}{\csc x}, \quad \cos x = \frac{1}{\sec x},$ $\tan x = \frac{1}{\cot x}, \quad \sin^2 x + \cos^2 x = 1,$ $1 + \tan^2 x = \sec^2 x, \quad 1 + \cot^2 x = \csc^2 x,$ $\sin x = \cos\left(\frac{\pi}{2} - x\right), \quad \sin x = \sin(\pi - x),$ $\cos x = -\cos(\pi - x), \quad \tan x = \cot\left(\frac{\pi}{2} - x\right),$ $\cot x = -\cot(\pi - x), \quad \csc x = \cot \frac{x}{2} - \cot x,$ $\sin(x \pm y) = \sin x \cos y \pm \cos x \sin y,$ $\cos(x \pm y) = \cos x \cos y \mp \sin x \sin y,$ $\tan(x \pm y) = \frac{\tan x \pm \tan y}{1 \mp \tan x \tan y},$ $\cot(x \pm y) = \frac{\cot x \cot y \mp 1}{\cot x \pm \cot y},$ $\sin 2x = 2 \sin x \cos x, \quad \sin 2x = \frac{2 \tan x}{1 + \tan^2 x},$ $\cos 2x = \cos^2 x - \sin^2 x, \quad \cos 2x = 2 \cos^2 x - 1,$ $\cos 2x = 1 - 2 \sin^2 x, \quad \cos 2x = \frac{1 - \tan^2 x}{1 + \tan^2 x},$ $\tan 2x = \frac{2 \tan x}{1 - \tan^2 x}, \quad \cot 2x = \frac{\cot^2 x - 1}{2 \cot x},$ $\sin(x + y) \sin(x - y) = \sin^2 x - \sin^2 y,$ $\cos(x + y) \cos(x - y) = \cos^2 x - \sin^2 y.$ <p>Euler's equation:</p> $e^{ix} = \cos x + i \sin x, \quad e^{i\pi} = -1.$	<p>Multiplication:</p> $C = A \cdot B, \quad c_{i,j} = \sum_{k=1}^n a_{i,k} b_{k,j}.$ <p>Determinants: $\det A \neq 0$ iff A is non-singular.</p> $\det A \cdot B = \det A \cdot \det B,$ $\det A = \sum_{\pi} \prod_{i=1}^n \text{sign}(\pi) a_{i,\pi(i)}.$ <p>2×2 and 3×3 determinant:</p> $\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc,$ $\begin{vmatrix} a & b & c \\ d & e & f \\ g & h & i \end{vmatrix} = g \begin{vmatrix} a & b \\ d & e \end{vmatrix} - h \begin{vmatrix} a & c \\ d & f \end{vmatrix} + i \begin{vmatrix} a & b \\ d & e \end{vmatrix}$ $= aei + bfg + cdh - ceg - fha - ibd.$ <p>Permanents:</p> $\text{perm } A = \sum_{\pi} \prod_{i=1}^n a_{i,\pi(i)}.$	<div></div> <p>Law of cosines:</p> $c^2 = a^2 + b^2 - 2ab \cos C.$ <p>Area:</p> $A = \frac{1}{2}hc,$ $= \frac{1}{2}ab \sin C,$ $= \frac{c^2 \sin A \sin B}{2 \sin C}.$ <p>Heron's formula:</p> $A = \sqrt{s \cdot s_a \cdot s_b \cdot s_c},$ $s = \frac{1}{2}(a + b + c),$ $s_a = s - a,$ $s_b = s - b,$ $s_c = s - c.$ <p>More identities:</p> $\sin \frac{x}{2} = \sqrt{\frac{1 - \cos x}{2}},$ $\cos \frac{x}{2} = \sqrt{\frac{1 + \cos x}{2}},$ $\tan \frac{x}{2} = \sqrt{\frac{1 - \cos x}{1 + \cos x}},$ $= \frac{1 - \cos x}{\sin x},$ $= \frac{\sin x}{1 + \cos x},$ $\cot \frac{x}{2} = \sqrt{\frac{1 + \cos x}{1 - \cos x}},$ $= \frac{1 + \cos x}{\sin x},$ $= \frac{\sin x}{1 - \cos x},$ $\sin x = \frac{e^{ix} - e^{-ix}}{2i},$ $\cos x = \frac{e^{ix} + e^{-ix}}{2},$ $\tan x = -i \frac{e^{ix} - e^{-ix}}{e^{ix} + e^{-ix}},$ $= -i \frac{e^{2ix} - 1}{e^{2ix} + 1},$ $\sin x = \frac{\sinh ix}{i},$ $\cos x = \cosh ix,$ $\tan x = \frac{\tanh ix}{i}.$																								
	<p>Hyperbolic Functions</p> <p>Definitions:</p> $\sinh x = \frac{e^x - e^{-x}}{2}, \quad \cosh x = \frac{e^x + e^{-x}}{2},$ $\tanh x = \frac{e^x - e^{-x}}{e^x + e^{-x}}, \quad \text{csch } x = \frac{1}{\sinh x},$ $\text{sech } x = \frac{1}{\cosh x}, \quad \coth x = \frac{1}{\tanh x}.$ <p>Identities:</p> $\cosh^2 x - \sinh^2 x = 1, \quad \tanh^2 x + \text{sech}^2 x = 1,$ $\coth^2 x - \text{csch}^2 x = 1, \quad \sinh(-x) = -\sinh x,$ $\cosh(-x) = \cosh x, \quad \tanh(-x) = -\tanh x,$ $\sinh(x + y) = \sinh x \cosh y + \cosh x \sinh y,$ $\cosh(x + y) = \cosh x \cosh y + \sinh x \sinh y,$ $\sinh 2x = 2 \sinh x \cosh x,$ $\cosh 2x = \cosh^2 x + \sinh^2 x,$ $\cosh x + \sinh x = e^x, \quad \cosh x - \sinh x = e^{-x},$ $(\cosh x + \sinh x)^n = \cosh nx + \sinh nx, \quad n \in \mathbb{Z},$ $2 \sinh^2 \frac{x}{2} = \cosh x - 1, \quad 2 \cosh^2 \frac{x}{2} = \cosh x + 1.$																									
	<table><tr><th>θ</th><th>$\sin \theta$</th><th>$\cos \theta$</th><th>$\tan \theta$</th></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td></tr><tr><td>$\frac{\pi}{6}$</td><td>$\frac{1}{2}$</td><td>$\frac{\sqrt{3}}{2}$</td><td>$\frac{\sqrt{3}}{3}$</td></tr><tr><td>$\frac{\pi}{4}$</td><td>$\frac{\sqrt{2}}{2}$</td><td>$\frac{\sqrt{2}}{2}$</td><td>1</td></tr><tr><td>$\frac{\pi}{3}$</td><td>$\frac{\sqrt{3}}{2}$</td><td>$\frac{1}{2}$</td><td>$\sqrt{3}$</td></tr><tr><td>$\frac{\pi}{2}$</td><td>1</td><td>0</td><td>∞</td></tr></table> <p>... in mathematics you don't understand things, you just get used to them. - J. von Neumann</p>	θ	$\sin \theta$	$\cos \theta$	$\tan \theta$	0	0	1	0	$\frac{\pi}{6}$	$\frac{1}{2}$	$\frac{\sqrt{3}}{2}$	$\frac{\sqrt{3}}{3}$	$\frac{\pi}{4}$	$\frac{\sqrt{2}}{2}$	$\frac{\sqrt{2}}{2}$	1	$\frac{\pi}{3}$	$\frac{\sqrt{3}}{2}$	$\frac{1}{2}$	$\sqrt{3}$	$\frac{\pi}{2}$	1	0	∞	
θ	$\sin \theta$	$\cos \theta$	$\tan \theta$																							
0	0	1	0																							
$\frac{\pi}{6}$	$\frac{1}{2}$	$\frac{\sqrt{3}}{2}$	$\frac{\sqrt{3}}{3}$																							
$\frac{\pi}{4}$	$\frac{\sqrt{2}}{2}$	$\frac{\sqrt{2}}{2}$	1																							
$\frac{\pi}{3}$	$\frac{\sqrt{3}}{2}$	$\frac{1}{2}$	$\sqrt{3}$																							
$\frac{\pi}{2}$	1	0	∞																							
<p>v2.01 ©1994 by Steve Seiden sseiden@acm.org http://www.csc.lsu.edu/~seiden</p>																										

Theoretical Computer Science Cheat Sheet

Number Theory

The Chinese remainder theorem: There exists a number C such that:

$$C \equiv r_1 \pmod{m_1}$$

$$\vdots \quad \vdots \quad \vdots$$

$$C \equiv r_n \pmod{m_n}$$

if m_i and m_j are relatively prime for $i \neq j$.

Euler's function: $\phi(x)$ is the number of positive integers less than x relatively prime to x . If $\prod_{i=1}^n p_i^{e_i}$ is the prime factorization of x then

$$\phi(x) = \prod_{i=1}^n p_i^{e_i-1} (p_i - 1).$$

Euler's theorem: If a and b are relatively prime then

$$1 \equiv a^{\phi(b)} \pmod{b}.$$

Fermat's theorem:

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

The Euclidean algorithm: if $a > b$ are integers then

$$\gcd(a, b) = \gcd(a \bmod b, b).$$

If $\prod_{i=1}^n p_i^{e_i}$ is the prime factorization of x then

$$S(x) = \sum_{d|x} d = \prod_{i=1}^n \frac{p_i^{e_i+1} - 1}{p_i - 1}.$$

Perfect Numbers: x is an even perfect number iff $x = 2^{n-1}(2^n - 1)$ and $2^n - 1$ is prime.

Wilson's theorem: n is a prime iff

$$(n-1)! \equiv -1 \pmod{n}.$$

Möbius inversion:

$$\mu(i) = \begin{cases} 1 & \text{if } i = 1. \\ 0 & \text{if } i \text{ is not square-free.} \\ (-1)^r & \text{if } i \text{ is the product of } r \text{ distinct primes.} \end{cases}$$

If

$$G(a) = \sum_{d|a} F(d),$$

then

$$F(a) = \sum_{d|a} \mu(d) G\left(\frac{a}{d}\right).$$

Prime numbers:

$$\begin{aligned} p_n &= n \ln n + n \ln \ln n - n + n \frac{\ln \ln n}{\ln n} \\ &\quad + O\left(\frac{n}{\ln n}\right), \\ \pi(n) &= \frac{n}{\ln n} + \frac{n}{(\ln n)^2} + \frac{2!n}{(\ln n)^3} \\ &\quad + O\left(\frac{n}{(\ln n)^4}\right). \end{aligned}$$

Graph Theory

Definitions:

Loop An edge connecting a vertex to itself.

Directed Each edge has a direction.

Simple Graph with no loops or multi-edges.

Walk A sequence $v_0 e_1 v_1 \dots e_\ell v_\ell$.

Trail A walk with distinct edges.

Path A trail with distinct vertices.

Connected A graph where there exists a path between any two vertices.

Component A maximal connected subgraph.

Tree A connected acyclic graph.

Free tree A tree with no root.

DAG Directed acyclic graph.

Eulerian Graph with a trail visiting each edge exactly once.

Hamiltonian Graph with a cycle visiting each vertex exactly once.

Cut A set of edges whose removal increases the number of components.

Cut-set A minimal cut.

Cut edge A size 1 cut.

k-Connected A graph connected with the removal of any $k-1$ vertices.

k-Tough $\forall S \subseteq V, S \neq \emptyset$ we have $k \cdot c(G-S) \leq |S|$.

k-Regular A graph where all vertices have degree k .

k-Factor A k -regular spanning subgraph.

Matching A set of edges, no two of which are adjacent.

Clique A set of vertices, all of which are adjacent.

Ind. set A set of vertices, none of which are adjacent.

Vertex cover A set of vertices which cover all edges.

Planar graph A graph which can be embedded in the plane.

Plane graph An embedding of a planar graph.

$$\sum_{v \in V} \deg(v) = 2m.$$

If G is planar then $n - m + f = 2$, so

$$f \leq 2n - 4, \quad m \leq 3n - 6.$$

Any planar graph has a vertex with degree ≤ 5 .

Notation:

$E(G)$ Edge set

$V(G)$ Vertex set

$c(G)$ Number of components

$G[S]$ Induced subgraph

$\deg(v)$ Degree of v

$\Delta(G)$ Maximum degree

$\delta(G)$ Minimum degree

$\chi(G)$ Chromatic number

$\chi_E(G)$ Edge chromatic number

G^c Complement graph

K_n Complete graph

K_{n_1, n_2} Complete bipartite graph

$r(k, \ell)$ Ramsey number

Geometry

Projective coordinates: triples (x, y, z) , not all x, y and z zero.

$$(x, y, z) = (cx, cy, cz) \quad \forall c \neq 0.$$

Cartesian Projective

$$(x, y) \quad (x, y, 1)$$

$$y = mx + b \quad (m, -1, b)$$

$$x = c \quad (1, 0, -c)$$

Distance formula, L_p and L_∞ metric:

$$\sqrt{(x_1 - x_0)^2 + (y_1 - y_0)^2},$$

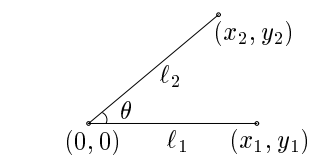
$$[|x_1 - x_0|^p + |y_1 - y_0|^p]^{1/p},$$

$$\lim_{p \rightarrow \infty} [|x_1 - x_0|^p + |y_1 - y_0|^p]^{1/p}.$$

Area of triangle (x_0, y_0) , (x_1, y_1) and (x_2, y_2) :

$$\frac{1}{2} \text{abs} \begin{vmatrix} x_1 - x_0 & y_1 - y_0 \\ x_2 - x_0 & y_2 - y_0 \end{vmatrix}.$$

Angle formed by three points:



$$\cos \theta = \frac{(x_1, y_1) \cdot (x_2, y_2)}{l_1 l_2}.$$

Line through two points (x_0, y_0) and (x_1, y_1) :

$$\begin{vmatrix} x & y & 1 \\ x_0 & y_0 & 1 \\ x_1 & y_1 & 1 \end{vmatrix} = 0.$$

Area of circle, volume of sphere:

$$A = \pi r^2, \quad V = \frac{4}{3} \pi r^3.$$

If I have seen farther than others, it is because I have stood on the shoulders of giants.

– Issac Newton

Theoretical Computer Science Cheat Sheet

 π

Wallis' identity:

$$\pi = 2 \cdot \frac{2 \cdot 2 \cdot 4 \cdot 4 \cdot 6 \cdot 6 \cdots}{1 \cdot 3 \cdot 3 \cdot 5 \cdot 5 \cdot 7 \cdots}$$

Brouncker's continued fraction expansion:

$$\frac{\pi}{4} = 1 + \frac{1^2}{2 + \frac{3^2}{2 + \frac{5^2}{2 + \frac{7^2}{2 + \cdots}}}}$$

Gregory's series:

$$\frac{\pi}{4} = 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \cdots$$

Newton's series:

$$\frac{\pi}{6} = \frac{1}{2} + \frac{1}{2 \cdot 3 \cdot 2^3} + \frac{1 \cdot 3}{2 \cdot 4 \cdot 5 \cdot 2^5} + \cdots$$

Sharp's series:

$$\frac{\pi}{6} = \frac{1}{\sqrt{3}} \left(1 - \frac{1}{3^1 \cdot 3} + \frac{1}{3^2 \cdot 5} - \frac{1}{3^3 \cdot 7} + \cdots \right)$$

Euler's series:

$$\frac{\pi^2}{6} = \frac{1}{1^2} + \frac{1}{2^2} + \frac{1}{3^2} + \frac{1}{4^2} + \frac{1}{5^2} + \cdots$$

$$\frac{\pi^2}{8} = \frac{1}{1^2} + \frac{1}{3^2} + \frac{1}{5^2} + \frac{1}{7^2} + \frac{1}{9^2} + \cdots$$

$$\frac{\pi^2}{12} = \frac{1}{1^2} - \frac{1}{2^2} + \frac{1}{3^2} - \frac{1}{4^2} + \frac{1}{5^2} - \cdots$$

Partial Fractions

Let $N(x)$ and $D(x)$ be polynomial functions of x . We can break down $N(x)/D(x)$ using partial fraction expansion. First, if the degree of N is greater than or equal to the degree of D , divide N by D , obtaining

$$\frac{N(x)}{D(x)} = Q(x) + \frac{N'(x)}{D(x)},$$

where the degree of N' is less than that of D . Second, factor $D(x)$. Use the following rules: For a non-repeated factor:

$$\frac{N(x)}{(x-a)D(x)} = \frac{A}{x-a} + \frac{N'(x)}{D(x)},$$

where

$$A = \left[\frac{N(x)}{D(x)} \right]_{x=a}.$$

For a repeated factor:

$$\frac{N(x)}{(x-a)^m D(x)} = \sum_{k=0}^{m-1} \frac{A_k}{(x-a)^{m-k}} + \frac{N'(x)}{D(x)},$$

where

$$A_k = \frac{1}{k!} \left[\frac{d^k}{dx^k} \left(\frac{N(x)}{D(x)} \right) \right]_{x=a}.$$

The reasonable man adapts himself to the world; the unreasonable persists in trying to adapt the world to himself. Therefore all progress depends on the unreasonable.
– George Bernard Shaw

Calculus

Derivatives:

$$1. \frac{d(cu)}{dx} = c \frac{du}{dx}, \quad 2. \frac{d(u+v)}{dx} = \frac{du}{dx} + \frac{dv}{dx}, \quad 3. \frac{d(uv)}{dx} = u \frac{dv}{dx} + v \frac{du}{dx},$$

$$4. \frac{d(u^n)}{dx} = nu^{n-1} \frac{du}{dx}, \quad 5. \frac{d(u/v)}{dx} = \frac{v \left(\frac{du}{dx} \right) - u \left(\frac{dv}{dx} \right)}{v^2}, \quad 6. \frac{d(e^{cu})}{dx} = ce^{cu} \frac{du}{dx},$$

$$7. \frac{d(c^u)}{dx} = (\ln c) c^u \frac{du}{dx}, \quad 8. \frac{d(\ln u)}{dx} = \frac{1}{u} \frac{du}{dx},$$

$$9. \frac{d(\sin u)}{dx} = \cos u \frac{du}{dx}, \quad 10. \frac{d(\cos u)}{dx} = -\sin u \frac{du}{dx},$$

$$11. \frac{d(\tan u)}{dx} = \sec^2 u \frac{du}{dx}, \quad 12. \frac{d(\cot u)}{dx} = -\csc^2 u \frac{du}{dx},$$

$$13. \frac{d(\sec u)}{dx} = \tan u \sec u \frac{du}{dx}, \quad 14. \frac{d(\csc u)}{dx} = -\cot u \csc u \frac{du}{dx},$$

$$15. \frac{d(\arcsin u)}{dx} = \frac{1}{\sqrt{1-u^2}} \frac{du}{dx}, \quad 16. \frac{d(\arccos u)}{dx} = \frac{-1}{\sqrt{1-u^2}} \frac{du}{dx},$$

$$17. \frac{d(\arctan u)}{dx} = \frac{1}{1+u^2} \frac{du}{dx}, \quad 18. \frac{d(\operatorname{arccot} u)}{dx} = \frac{-1}{1+u^2} \frac{du}{dx},$$

$$19. \frac{d(\operatorname{arcsec} u)}{dx} = \frac{1}{u\sqrt{1-u^2}} \frac{du}{dx}, \quad 20. \frac{d(\operatorname{arccsc} u)}{dx} = \frac{-1}{u\sqrt{1-u^2}} \frac{du}{dx},$$

$$21. \frac{d(\sinh u)}{dx} = \cosh u \frac{du}{dx}, \quad 22. \frac{d(\cosh u)}{dx} = \sinh u \frac{du}{dx},$$

$$23. \frac{d(\tanh u)}{dx} = \operatorname{sech}^2 u \frac{du}{dx}, \quad 24. \frac{d(\coth u)}{dx} = -\operatorname{csch}^2 u \frac{du}{dx},$$

$$25. \frac{d(\operatorname{sech} u)}{dx} = -\operatorname{sech} u \tanh u \frac{du}{dx}, \quad 26. \frac{d(\operatorname{csch} u)}{dx} = -\operatorname{csch} u \coth u \frac{du}{dx},$$

$$27. \frac{d(\operatorname{arcsinh} u)}{dx} = \frac{1}{\sqrt{1+u^2}} \frac{du}{dx}, \quad 28. \frac{d(\operatorname{arccosh} u)}{dx} = \frac{1}{\sqrt{u^2-1}} \frac{du}{dx},$$

$$29. \frac{d(\operatorname{arctanh} u)}{dx} = \frac{1}{1-u^2} \frac{du}{dx}, \quad 30. \frac{d(\operatorname{arccoth} u)}{dx} = \frac{1}{u^2-1} \frac{du}{dx},$$

$$31. \frac{d(\operatorname{arcsech} u)}{dx} = \frac{-1}{u\sqrt{1-u^2}} \frac{du}{dx}, \quad 32. \frac{d(\operatorname{arccsch} u)}{dx} = \frac{-1}{|u|\sqrt{1+u^2}} \frac{du}{dx}.$$

Integrals:

$$1. \int cu \, dx = c \int u \, dx, \quad 2. \int (u+v) \, dx = \int u \, dx + \int v \, dx,$$

$$3. \int x^n \, dx = \frac{1}{n+1} x^{n+1}, \quad n \neq -1, \quad 4. \int \frac{1}{x} \, dx = \ln x, \quad 5. \int e^x \, dx = e^x,$$

$$6. \int \frac{dx}{1+x^2} = \arctan x, \quad 7. \int u \frac{dv}{dx} \, dx = uv - \int v \frac{du}{dx} \, dx,$$

$$8. \int \sin x \, dx = -\cos x, \quad 9. \int \cos x \, dx = \sin x,$$

$$10. \int \tan x \, dx = -\ln |\cos x|, \quad 11. \int \cot x \, dx = \ln |\cos x|,$$

$$12. \int \sec x \, dx = \ln |\sec x + \tan x|, \quad 13. \int \csc x \, dx = \ln |\csc x + \cot x|,$$

$$14. \int \arcsin \frac{x}{a} \, dx = \arcsin \frac{x}{a} + \sqrt{a^2 - x^2}, \quad a > 0,$$

Theoretical Computer Science Cheat Sheet

Calculus Cont.

15. $\int \arccos \frac{x}{a} dx = \arccos \frac{x}{a} - \sqrt{a^2 - x^2}, \quad a > 0,$
16. $\int \arctan \frac{x}{a} dx = x \arctan \frac{x}{a} - \frac{a}{2} \ln(a^2 + x^2), \quad a > 0,$
17. $\int \sin^2(ax) dx = \frac{1}{2a}(ax - \sin(ax) \cos(ax)),$
18. $\int \cos^2(ax) dx = \frac{1}{2a}(ax + \sin(ax) \cos(ax)),$
19. $\int \sec^2 x dx = \tan x,$
20. $\int \csc^2 x dx = -\cot x,$
21. $\int \sin^n x dx = -\frac{\sin^{n-1} x \cos x}{n} + \frac{n-1}{n} \int \sin^{n-2} x dx,$
22. $\int \cos^n x dx = \frac{\cos^{n-1} x \sin x}{n} + \frac{n-1}{n} \int \cos^{n-2} x dx,$
23. $\int \tan^n x dx = \frac{\tan^{n-1} x}{n-1} - \int \tan^{n-2} x dx, \quad n \neq 1,$
24. $\int \cot^n x dx = -\frac{\cot^{n-1} x}{n-1} - \int \cot^{n-2} x dx, \quad n \neq 1,$
25. $\int \sec^n x dx = \frac{\tan x \sec^{n-1} x}{n-1} + \frac{n-2}{n-1} \int \sec^{n-2} x dx, \quad n \neq 1,$
26. $\int \csc^n x dx = -\frac{\cot x \csc^{n-1} x}{n-1} + \frac{n-2}{n-1} \int \csc^{n-2} x dx, \quad n \neq 1,$
27. $\int \sinh x dx = \cosh x,$
28. $\int \cosh x dx = \sinh x,$
29. $\int \tanh x dx = \ln |\cosh x|,$
30. $\int \coth x dx = \ln |\sinh x|,$
31. $\int \operatorname{sech} x dx = \arctan \sinh x,$
32. $\int \operatorname{csch} x dx = \ln \left| \tanh \frac{x}{2} \right|,$
33. $\int \sinh^2 x dx = \frac{1}{4} \sinh(2x) - \frac{1}{2} x,$
34. $\int \cosh^2 x dx = \frac{1}{4} \sinh(2x) + \frac{1}{2} x,$
35. $\int \operatorname{sech}^2 x dx = \tanh x,$
36. $\int \operatorname{arcsinh} \frac{x}{a} dx = x \operatorname{arcsinh} \frac{x}{a} - \sqrt{x^2 + a^2}, \quad a > 0,$
37. $\int \operatorname{arctanh} \frac{x}{a} dx = x \operatorname{arctanh} \frac{x}{a} + \frac{a}{2} \ln |a^2 - x^2|,$
38. $\int \operatorname{arccosh} \frac{x}{a} dx = \begin{cases} x \operatorname{arccosh} \frac{x}{a} - \sqrt{x^2 + a^2}, & \text{if } \operatorname{arccosh} \frac{x}{a} > 0 \text{ and } a > 0, \\ x \operatorname{arccosh} \frac{x}{a} + \sqrt{x^2 + a^2}, & \text{if } \operatorname{arccosh} \frac{x}{a} < 0 \text{ and } a > 0, \end{cases}$
39. $\int \frac{dx}{\sqrt{a^2 + x^2}} = \ln \left(x + \sqrt{a^2 + x^2} \right), \quad a > 0,$
40. $\int \frac{dx}{a^2 + x^2} = \frac{1}{a} \arctan \frac{x}{a}, \quad a > 0,$
41. $\int \sqrt{a^2 - x^2} dx = \frac{x}{2} \sqrt{a^2 - x^2} + \frac{a^2}{2} \arcsin \frac{x}{a}, \quad a > 0,$
42. $\int (a^2 - x^2)^{3/2} dx = \frac{x}{8} (5a^2 - 2x^2) \sqrt{a^2 - x^2} + \frac{3a^4}{8} \arcsin \frac{x}{a}, \quad a > 0,$
43. $\int \frac{dx}{\sqrt{a^2 - x^2}} = \arcsin \frac{x}{a}, \quad a > 0,$
44. $\int \frac{dx}{a^2 - x^2} = \frac{1}{2a} \ln \left| \frac{a+x}{a-x} \right|,$
45. $\int \frac{dx}{(a^2 - x^2)^{3/2}} = \frac{x}{a^2 \sqrt{a^2 - x^2}},$
46. $\int \sqrt{a^2 \pm x^2} dx = \frac{x}{2} \sqrt{a^2 \pm x^2} \pm \frac{a^2}{2} \ln \left| x + \sqrt{a^2 \pm x^2} \right|,$
47. $\int \frac{dx}{\sqrt{x^2 - a^2}} = \ln \left| x + \sqrt{x^2 - a^2} \right|, \quad a > 0,$
48. $\int \frac{dx}{ax^2 + bx} = \frac{1}{a} \ln \left| \frac{x}{a+bx} \right|,$
49. $\int x \sqrt{a+bx} dx = \frac{2(3bx-2a)(a+bx)^{3/2}}{15b^2},$
50. $\int \frac{\sqrt{a+bx}}{x} dx = 2\sqrt{a+bx} + a \int \frac{1}{x\sqrt{a+bx}} dx,$
51. $\int \frac{x}{\sqrt{a+bx}} dx = \frac{1}{\sqrt{2}} \ln \left| \frac{\sqrt{a+bx} - \sqrt{a}}{\sqrt{a+bx} + \sqrt{a}} \right|, \quad a > 0,$
52. $\int \frac{\sqrt{a^2 - x^2}}{x} dx = \sqrt{a^2 - x^2} - a \ln \left| \frac{a + \sqrt{a^2 - x^2}}{x} \right|,$
53. $\int x \sqrt{a^2 - x^2} dx = -\frac{1}{3} (a^2 - x^2)^{3/2},$
54. $\int x^2 \sqrt{a^2 - x^2} dx = \frac{x}{8} (2x^2 - a^2) \sqrt{a^2 - x^2} + \frac{a^4}{8} \arcsin \frac{x}{a}, \quad a > 0,$
55. $\int \frac{dx}{\sqrt{a^2 - x^2}} = -\frac{1}{a} \ln \left| \frac{a + \sqrt{a^2 - x^2}}{x} \right|,$
56. $\int \frac{x dx}{\sqrt{a^2 - x^2}} = -\sqrt{a^2 - x^2},$
57. $\int \frac{x^2 dx}{\sqrt{a^2 - x^2}} = -\frac{x}{2} \sqrt{a^2 - x^2} + \frac{a^2}{2} \arcsin \frac{x}{a}, \quad a > 0,$
58. $\int \frac{\sqrt{a^2 + x^2}}{x} dx = \sqrt{a^2 + x^2} - a \ln \left| \frac{a + \sqrt{a^2 + x^2}}{x} \right|,$
59. $\int \frac{\sqrt{x^2 - a^2}}{x} dx = \sqrt{x^2 - a^2} - a \arccos \frac{a}{|x|}, \quad a > 0,$
60. $\int x \sqrt{x^2 \pm a^2} dx = \frac{1}{3} (x^2 \pm a^2)^{3/2},$
61. $\int \frac{dx}{x \sqrt{x^2 + a^2}} = \frac{1}{a} \ln \left| \frac{x}{a + \sqrt{a^2 + x^2}} \right|,$

Theoretical Computer Science Cheat Sheet

Calculus Cont.

$$\begin{aligned}
62. \int \frac{dx}{x\sqrt{x^2 - a^2}} &= \frac{1}{a} \arccos \frac{a}{|x|}, \quad a > 0, & 63. \int \frac{dx}{x^2\sqrt{x^2 \pm a^2}} &= \mp \frac{\sqrt{x^2 \pm a^2}}{a^2 x}, \\
64. \int \frac{x dx}{\sqrt{x^2 \pm a^2}} &= \sqrt{x^2 \pm a^2}, & 65. \int \frac{\sqrt{x^2 \pm a^2}}{x^4} dx &= \mp \frac{(x^2 + a^2)^{3/2}}{3a^2 x^3}, \\
66. \int \frac{dx}{ax^2 + bx + c} &= \begin{cases} \frac{1}{\sqrt{b^2 - 4ac}} \ln \left| \frac{2ax + b - \sqrt{b^2 - 4ac}}{2ax + b + \sqrt{b^2 - 4ac}} \right|, & \text{if } b^2 > 4ac, \\ \frac{2}{\sqrt{4ac - b^2}} \arctan \frac{2ax + b}{\sqrt{4ac - b^2}}, & \text{if } b^2 < 4ac, \end{cases} \\
67. \int \frac{dx}{\sqrt{ax^2 + bx + c}} &= \begin{cases} \frac{1}{\sqrt{a}} \ln \left| 2ax + b + 2\sqrt{a}\sqrt{ax^2 + bx + c} \right|, & \text{if } a > 0, \\ \frac{1}{\sqrt{-a}} \arcsin \frac{-2ax - b}{\sqrt{b^2 - 4ac}}, & \text{if } a < 0, \end{cases} \\
68. \int \sqrt{ax^2 + bx + c} dx &= \frac{2ax + b}{4a} \sqrt{ax^2 + bx + c} + \frac{4ac - b^2}{8a} \int \frac{dx}{\sqrt{ax^2 + bx + c}}, \\
69. \int \frac{x dx}{\sqrt{ax^2 + bx + c}} &= \frac{\sqrt{ax^2 + bx + c}}{a} - \frac{b}{2a} \int \frac{dx}{\sqrt{ax^2 + bx + c}}, \\
70. \int \frac{dx}{x\sqrt{ax^2 + bx + c}} &= \begin{cases} \frac{-1}{\sqrt{c}} \ln \left| \frac{2\sqrt{c}\sqrt{ax^2 + bx + c} + bx + 2c}{x} \right|, & \text{if } c > 0, \\ \frac{1}{\sqrt{-c}} \arcsin \frac{bx + 2c}{|x|\sqrt{b^2 - 4ac}}, & \text{if } c < 0, \end{cases} \\
71. \int x^3 \sqrt{x^2 + a^2} dx &= \left(\frac{1}{3}x^2 - \frac{2}{15}a^2\right)(x^2 + a^2)^{3/2}, \\
72. \int x^n \sin(ax) dx &= -\frac{1}{a}x^n \cos(ax) + \frac{n}{a} \int x^{n-1} \cos(ax) dx, \\
73. \int x^n \cos(ax) dx &= \frac{1}{a}x^n \sin(ax) - \frac{n}{a} \int x^{n-1} \sin(ax) dx, \\
74. \int x^n e^{ax} dx &= \frac{x^n e^{ax}}{a} - \frac{n}{a} \int x^{n-1} e^{ax} dx, \\
75. \int x^n \ln(ax) dx &= x^{n+1} \left(\frac{\ln(ax)}{n+1} - \frac{1}{(n+1)^2} \right), \\
76. \int x^n (\ln ax)^m dx &= \frac{x^{n+1}}{n+1} (\ln ax)^m - \frac{m}{n+1} \int x^n (\ln ax)^{m-1} dx.
\end{aligned}$$

Finite Calculus

Difference, shift operators:

$$\Delta f(x) = f(x+1) - f(x),$$

$$\mathbb{E} f(x) = f(x+1).$$

Fundamental Theorem:

$$f(x) = \Delta F(x) \Leftrightarrow \sum f(x) \delta x = F(x) + C.$$

$$\sum_a^b f(x) \delta x = \sum_{i=a}^{b-1} f(i).$$

Differences:

$$\Delta(cu) = c\Delta u, \quad \Delta(u+v) = \Delta u + \Delta v,$$

$$\Delta(uv) = u\Delta v + \mathbb{E} v \Delta u,$$

$$\Delta(x^n) = nx^{n-1},$$

$$\Delta(H_x) = x^{-1}, \quad \Delta(2^x) = 2^x,$$

$$\Delta(c^x) = (c-1)c^x, \quad \Delta\binom{x}{m} = \binom{x}{m-1}.$$

Sums:

$$\sum cu \delta x = c \sum u \delta x,$$

$$\sum (u+v) \delta x = \sum u \delta x + \sum v \delta x,$$

$$\sum u \Delta v \delta x = uv - \sum \mathbb{E} v \Delta u \delta x,$$

$$\sum x^n \delta x = \frac{x^{n+1}}{n+1}, \quad \sum x^{-1} \delta x = H_x,$$

$$\sum c^x \delta x = \frac{c^x}{c-1}, \quad \sum \binom{x}{m} \delta x = \binom{x}{m+1}.$$

Falling Factorial Powers:

$$x^{\underline{n}} = x(x-1) \cdots (x-n+1), \quad n > 0,$$

$$x^{\underline{0}} = 1,$$

$$x^{\underline{n}} = \frac{1}{(x+1) \cdots (x+|n|)}, \quad n < 0,$$

$$x^{\overline{n+m}} = x^{\overline{m}}(x-m)^{\underline{n}}.$$

Rising Factorial Powers:

$$x^{\overline{n}} = x(x+1) \cdots (x+n-1), \quad n > 0,$$

$$x^{\overline{0}} = 1,$$

$$x^{\overline{n}} = \frac{1}{(x-1) \cdots (x-|n|)}, \quad n < 0,$$

$$x^{\overline{n+m}} = x^{\overline{m}}(x+m)^{\underline{n}}.$$

Conversion:

$$x^{\underline{n}} = (-1)^n (-x)^{\overline{n}} = (x-n+1)^{\overline{n}}$$

$$= 1/(x+1)^{\overline{-n}},$$

$$x^{\overline{n}} = (-1)^n (-x)^{\underline{n}} = (x+n-1)^{\underline{n}}$$

$$= 1/(x-1)^{\underline{-n}},$$

$$x^n = \sum_{k=1}^n \left\{ \begin{matrix} n \\ k \end{matrix} \right\} x^{\underline{k}} = \sum_{k=1}^n \left\{ \begin{matrix} n \\ k \end{matrix} \right\} (-1)^{n-k} x^{\overline{k}},$$

$$x^{\underline{n}} = \sum_{k=1}^n \left[\begin{matrix} n \\ k \end{matrix} \right] (-1)^{n-k} x^k,$$

$$x^{\overline{n}} = \sum_{k=1}^n \left[\begin{matrix} n \\ k \end{matrix} \right] x^k.$$

$$\begin{aligned}
x^{\underline{1}} &= x^{\underline{1}} & x^{\overline{1}} &= x^{\overline{1}} \\
x^{\underline{2}} &= x^{\underline{2}} + x^{\underline{1}} & x^{\overline{2}} &= x^{\overline{2}} - x^{\overline{1}} \\
x^{\underline{3}} &= x^{\underline{3}} + 3x^{\underline{2}} + x^{\underline{1}} & x^{\overline{3}} &= x^{\overline{3}} - 3x^{\overline{2}} + x^{\overline{1}} \\
x^{\underline{4}} &= x^{\underline{4}} + 6x^{\underline{3}} + 7x^{\underline{2}} + x^{\underline{1}} & x^{\overline{4}} &= x^{\overline{4}} - 6x^{\overline{3}} + 7x^{\overline{2}} - x^{\overline{1}} \\
x^{\underline{5}} &= x^{\underline{5}} + 15x^{\underline{4}} + 25x^{\underline{3}} + 10x^{\underline{2}} + x^{\underline{1}} & x^{\overline{5}} &= x^{\overline{5}} - 15x^{\overline{4}} + 25x^{\overline{3}} - 10x^{\overline{2}} + x^{\overline{1}} \\
x^{\overline{1}} &= x^{\overline{1}} & x^{\underline{1}} &= x^{\underline{1}} \\
x^{\overline{2}} &= x^{\overline{2}} + x^{\overline{1}} & x^{\underline{2}} &= x^{\underline{2}} - x^{\underline{1}} \\
x^{\overline{3}} &= x^{\overline{3}} + 3x^{\overline{2}} + 2x^{\overline{1}} & x^{\underline{3}} &= x^{\underline{3}} - 3x^{\underline{2}} + 2x^{\underline{1}} \\
x^{\overline{4}} &= x^{\overline{4}} + 6x^{\overline{3}} + 11x^{\overline{2}} + 6x^{\overline{1}} & x^{\underline{4}} &= x^{\underline{4}} - 6x^{\underline{3}} + 11x^{\underline{2}} - 6x^{\underline{1}} \\
x^{\overline{5}} &= x^{\overline{5}} + 10x^{\overline{4}} + 35x^{\overline{3}} + 50x^{\overline{2}} + 24x^{\overline{1}} & x^{\underline{5}} &= x^{\underline{5}} - 10x^{\underline{4}} + 35x^{\underline{3}} - 50x^{\underline{2}} + 24x^{\underline{1}}
\end{aligned}$$

Theoretical Computer Science Cheat Sheet

Series

Taylor's series:

$$f(x) = f(a) + (x-a)f'(a) + \frac{(x-a)^2}{2}f''(a) + \dots = \sum_{i=0}^{\infty} \frac{(x-a)^i}{i!} f^{(i)}(a).$$

Expansions:

$$\begin{aligned} \frac{1}{1-x} &= 1 + x + x^2 + x^3 + x^4 + \dots = \sum_{i=0}^{\infty} x^i, \\ \frac{1}{1-cx} &= 1 + cx + c^2x^2 + c^3x^3 + \dots = \sum_{i=0}^{\infty} c^i x^i, \\ \frac{1}{1-x^n} &= 1 + x^n + x^{2n} + x^{3n} + \dots = \sum_{i=0}^{\infty} x^{ni}, \\ \frac{x}{(1-x)^2} &= x + 2x^2 + 3x^3 + 4x^4 + \dots = \sum_{i=0}^{\infty} ix^i, \\ x^k \frac{d^n}{dx^n} \left(\frac{1}{1-x} \right) &= x + 2^n x^2 + 3^n x^3 + 4^n x^4 + \dots = \sum_{i=0}^{\infty} i^n x^i, \\ e^x &= 1 + x + \frac{1}{2}x^2 + \frac{1}{6}x^3 + \dots = \sum_{i=0}^{\infty} \frac{x^i}{i!}, \\ \ln(1+x) &= x - \frac{1}{2}x^2 + \frac{1}{3}x^3 - \frac{1}{4}x^4 + \dots = \sum_{i=1}^{\infty} (-1)^{i+1} \frac{x^i}{i}, \\ \ln \frac{1}{1-x} &= x + \frac{1}{2}x^2 + \frac{1}{3}x^3 + \frac{1}{4}x^4 + \dots = \sum_{i=1}^{\infty} \frac{x^i}{i}, \\ \sin x &= x - \frac{1}{3!}x^3 + \frac{1}{5!}x^5 - \frac{1}{7!}x^7 + \dots = \sum_{i=0}^{\infty} (-1)^i \frac{x^{2i+1}}{(2i+1)!}, \\ \cos x &= 1 - \frac{1}{2!}x^2 + \frac{1}{4!}x^4 - \frac{1}{6!}x^6 + \dots = \sum_{i=0}^{\infty} (-1)^i \frac{x^{2i}}{(2i)!}, \\ \tan^{-1} x &= x - \frac{1}{3}x^3 + \frac{1}{5}x^5 - \frac{1}{7}x^7 + \dots = \sum_{i=0}^{\infty} (-1)^i \frac{x^{2i+1}}{(2i+1)}, \\ (1+x)^n &= 1 + nx + \frac{n(n-1)}{2}x^2 + \dots = \sum_{i=0}^{\infty} \binom{n}{i} x^i, \\ \frac{1}{(1-x)^{n+1}} &= 1 + (n+1)x + \binom{n+2}{2}x^2 + \dots = \sum_{i=0}^{\infty} \binom{i+n}{i} x^i, \\ \frac{x}{e^x - 1} &= 1 - \frac{1}{2}x + \frac{1}{12}x^2 - \frac{1}{720}x^4 + \dots = \sum_{i=0}^{\infty} \frac{B_i x^i}{i!}, \\ \frac{1}{2x}(1 - \sqrt{1-4x}) &= 1 + x + 2x^2 + 5x^3 + \dots = \sum_{i=0}^{\infty} \frac{1}{i+1} \binom{2i}{i} x^i, \\ \frac{1}{\sqrt{1-4x}} &= 1 + x + 2x^2 + 6x^3 + \dots = \sum_{i=0}^{\infty} \binom{2i}{i} x^i, \\ \frac{1}{\sqrt{1-4x}} \left(\frac{1 - \sqrt{1-4x}}{2x} \right)^n &= 1 + (2+n)x + \binom{4+n}{2}x^2 + \dots = \sum_{i=0}^{\infty} \binom{2i+n}{i} x^i, \\ \frac{1}{1-x} \ln \frac{1}{1-x} &= x + \frac{3}{2}x^2 + \frac{11}{6}x^3 + \frac{25}{12}x^4 + \dots = \sum_{i=1}^{\infty} H_i x^i, \\ \frac{1}{2} \left(\ln \frac{1}{1-x} \right)^2 &= \frac{1}{2}x^2 + \frac{3}{4}x^3 + \frac{11}{24}x^4 + \dots = \sum_{i=2}^{\infty} \frac{H_{i-1} x^i}{i}, \\ \frac{x}{1-x-x^2} &= x + x^2 + 2x^3 + 3x^4 + \dots = \sum_{i=0}^{\infty} F_i x^i, \\ \frac{F_n x}{1 - (F_{n-1} + F_{n+1})x - (-1)^n x^2} &= F_n x + F_{2n} x^2 + F_{3n} x^3 + \dots = \sum_{i=0}^{\infty} F_{ni} x^i. \end{aligned}$$

Ordinary power series:

$$A(x) = \sum_{i=0}^{\infty} a_i x^i.$$

Exponential power series:

$$A(x) = \sum_{i=0}^{\infty} a_i \frac{x^i}{i!}.$$

Dirichlet power series:

$$A(x) = \sum_{i=1}^{\infty} \frac{a_i}{i^x}.$$

Binomial theorem:

$$(x+y)^n = \sum_{k=0}^n \binom{n}{k} x^{n-k} y^k.$$

Difference of like powers:

$$x^n - y^n = (x-y) \sum_{k=0}^{n-1} x^{n-1-k} y^k.$$

For ordinary power series:

$$\alpha A(x) + \beta B(x) = \sum_{i=0}^{\infty} (\alpha a_i + \beta b_i) x^i,$$

$$x^k A(x) = \sum_{i=k}^{\infty} a_{i-k} x^i,$$

$$\frac{A(x) - \sum_{i=0}^{k-1} a_i x^i}{x^k} = \sum_{i=0}^{\infty} a_{i+k} x^i,$$

$$A(cx) = \sum_{i=0}^{\infty} c^i a_i x^i,$$

$$A'(x) = \sum_{i=0}^{\infty} (i+1) a_{i+1} x^i,$$

$$xA'(x) = \sum_{i=1}^{\infty} i a_i x^i,$$

$$\int A(x) dx = \sum_{i=1}^{\infty} \frac{a_{i-1}}{i} x^i,$$

$$\frac{A(x) + A(-x)}{2} = \sum_{i=0}^{\infty} a_{2i} x^{2i},$$

$$\frac{A(x) - A(-x)}{2} = \sum_{i=0}^{\infty} a_{2i+1} x^{2i+1}.$$

Summation: If $b_i = \sum_{j=0}^i a_j$ then

$$B(x) = \frac{1}{1-x} A(x).$$

Convolution:

$$A(x)B(x) = \sum_{i=0}^{\infty} \left(\sum_{j=0}^i a_j b_{i-j} \right) x^i.$$

God made the natural numbers;
all the rest is the work of man.
– Leopold Kronecker

Theoretical Computer Science Cheat Sheet

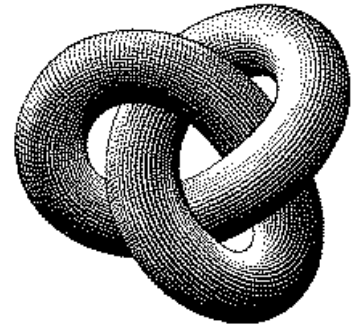
Series

Expansions:

$$\begin{aligned} \frac{1}{(1-x)^{n+1}} \ln \frac{1}{1-x} &= \sum_{i=0}^{\infty} (H_{n+i} - H_n) \binom{n+i}{i} x^i, \\ x^{\overline{n}} &= \sum_{i=0}^{\infty} \left[\begin{matrix} n \\ i \end{matrix} \right] x^i, \\ \left(\ln \frac{1}{1-x} \right)^n &= \sum_{i=0}^{\infty} \left[\begin{matrix} i \\ n \end{matrix} \right] \frac{n! x^i}{i!}, \\ \tan x &= \sum_{i=1}^{\infty} (-1)^{i-1} \frac{2^{2i} (2^{2i} - 1) B_{2i} x^{2i-1}}{(2i)!}, \\ \frac{1}{\zeta(x)} &= \sum_{i=1}^{\infty} \frac{\mu(i)}{i^x}, \\ \zeta(x) &= \prod_p \frac{1}{1-p^{-x}}, \\ \zeta^2(x) &= \sum_{i=1}^{\infty} \frac{d(i)}{x^i} \quad \text{where } d(n) = \sum_{d|n} 1, \\ \zeta(x)\zeta(x-1) &= \sum_{i=1}^{\infty} \frac{S(i)}{x^i} \quad \text{where } S(n) = \sum_{d|n} d, \\ \zeta(2n) &= \frac{2^{2n-1} |B_{2n}|}{(2n)!} \pi^{2n}, \quad n \in \mathbb{N}, \\ \frac{x}{\sin x} &= \sum_{i=0}^{\infty} (-1)^{i-1} \frac{(4^i - 2) B_{2i} x^{2i}}{(2i)!}, \\ \left(\frac{1 - \sqrt{1-4x}}{2x} \right)^n &= \sum_{i=0}^{\infty} \frac{n(2i+n-1)!}{i!(n+i)!} x^i, \\ e^x \sin x &= \sum_{i=1}^{\infty} \frac{2^{i/2} \sin \frac{i\pi}{4}}{i!} x^i, \\ \sqrt{\frac{1 - \sqrt{1-x}}{x}} &= \sum_{i=0}^{\infty} \frac{(4i)!}{16^i \sqrt{2} (2i)!(2i+1)!} x^i, \\ \left(\frac{\arcsin x}{x} \right)^2 &= \sum_{i=0}^{\infty} \frac{4^i i!^2}{(i+1)(2i+1)!} x^{2i}. \end{aligned}$$

$$\begin{aligned} \left(\frac{1}{x} \right)^{\overline{-n}} &= \sum_{i=0}^{\infty} \left\{ \begin{matrix} i \\ n \end{matrix} \right\} x^i, \\ (e^x - 1)^n &= \sum_{i=0}^{\infty} \left\{ \begin{matrix} i \\ n \end{matrix} \right\} \frac{n! x^i}{i!}, \\ x \cot x &= \sum_{i=0}^{\infty} \frac{(-4)^i B_{2i} x^{2i}}{(2i)!}, \\ \zeta(x) &= \sum_{i=1}^{\infty} \frac{1}{i^x}, \\ \frac{\zeta(x-1)}{\zeta(x)} &= \sum_{i=1}^{\infty} \frac{\phi(i)}{i^x}, \end{aligned}$$

Escher's Knot



Stieltjes Integration

If G is continuous in the interval $[a, b]$ and F is nondecreasing then

$$\int_a^b G(x) dF(x)$$

exists. If $a \leq b \leq c$ then

$$\int_a^c G(x) dF(x) = \int_a^b G(x) dF(x) + \int_b^c G(x) dF(x).$$

If the integrals involved exist

$$\int_a^b (G(x) + H(x)) dF(x) = \int_a^b G(x) dF(x) + \int_a^b H(x) dF(x),$$

$$\int_a^b G(x) d(F(x) + H(x)) = \int_a^b G(x) dF(x) + \int_a^b G(x) dH(x),$$

$$\int_a^b c \cdot G(x) dF(x) = \int_a^b G(x) d(c \cdot F(x)) = c \int_a^b G(x) dF(x),$$

$$\int_a^b G(x) dF(x) = G(b)F(b) - G(a)F(a) - \int_a^b F(x) dG(x).$$

If the integrals involved exist, and F possesses a derivative F' at every point in $[a, b]$ then

$$\int_a^b G(x) dF(x) = \int_a^b G(x) F'(x) dx.$$

Cramer's Rule

If we have equations:

$$a_{1,1}x_1 + a_{1,2}x_2 + \cdots + a_{1,n}x_n = b_1$$

$$a_{2,1}x_1 + a_{2,2}x_2 + \cdots + a_{2,n}x_n = b_2$$

$$\vdots \quad \quad \quad \vdots$$

$$a_{n,1}x_1 + a_{n,2}x_2 + \cdots + a_{n,n}x_n = b_n$$

Let $A = (a_{i,j})$ and B be the column matrix (b_i) . Then there is a unique solution iff $\det A \neq 0$. Let A_i be A with column i replaced by B . Then

$$x_i = \frac{\det A_i}{\det A}.$$

Improvement makes strait roads, but the crooked roads without Improvement, are roads of Genius.
– William Blake (The Marriage of Heaven and Hell)

00	47	18	76	29	93	85	34	61	52
86	11	57	28	70	39	94	45	02	63
95	80	22	67	38	71	49	56	13	04
59	96	81	33	07	48	72	60	24	15
73	69	90	82	44	17	58	01	35	26
68	74	09	91	83	55	27	12	46	30
37	08	75	19	92	84	66	23	50	41
14	25	36	40	51	62	03	77	88	99
21	32	43	54	65	06	10	89	97	78
42	53	64	05	16	20	31	98	79	87

The Fibonacci number system:
Every integer n has a unique representation

$$n = F_{k_1} + F_{k_2} + \cdots + F_{k_m},$$

where $k_i \geq k_{i+1} + 2$ for all i ,
 $1 \leq i < m$ and $k_m \geq 2$.

Fibonacci Numbers

1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, ...

Definitions:

$$F_i = F_{i-1} + F_{i-2}, \quad F_0 = F_1 = 1,$$

$$F_{-i} = (-1)^{i-1} F_i,$$

$$F_i = \frac{1}{\sqrt{5}} \left(\phi^i - \hat{\phi}^i \right),$$

Cassini's identity: for $i > 0$:

$$F_{i+1}F_{i-1} - F_i^2 = (-1)^i.$$

Additive rule:

$$F_{n+k} = F_k F_{n+1} + F_{k-1} F_n,$$

$$F_{2n} = F_n F_{n+1} + F_{n-1} F_n.$$

Calculation by matrices:

$$\begin{pmatrix} F_{n-2} & F_{n-1} \\ F_{n-1} & F_n \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}^n.$$