



Daffodil International University

# DIU\_WA\_rriors

[\\_Masum\\_Billah](#), [piyash\\_basak](#), [Hamza\\_28](#)

Team Reference Document

## Contents

## 1 Miscellaneous

|     |  |   |
|-----|--|---|
| 1.1 | Lazy Propagation                               | 1 |
| 1.2 | PBDS   | 1 |
| 1.3 | Segment Tree - Binary search on Unsorted array | 1 |
| 1.4 | Segment Tree                                   | 2 |
| 1.5 | Sparse Table                                   | 2 |
| 1.6 | Unique Prime Factorization using Sieve         | 2 |
| 1.7 | nCr  | 2 |

## 2 Graph

|      |  |   |
|------|--|---|
| 2.1  | Articulation Point                     | 2 |
| 2.2  | Bridge Finding Algorithm               | 2 |
| 2.3  | Cycle Detection in DAG                 | 2 |
| 2.4  | DSU on Trees                           | 2 |
| 2.5  | DSU                                    | 3 |
| 2.6  | Euler Tour                             | 3 |
| 2.7  | Floyd Warshall                         | 3 |
| 2.8  | LCA using Binary Lifting               | 3 |
| 2.9  | MST                                    | 3 |
| 2.10 | Max Bipartite Matching [Hopcroft-Karp] | 3 |
| 2.11 | Max Bipartite Matching [Kuhn's]        | 3 |
| 2.12 | Topological Sorting                    | 4 |
| 2.13 | Weighted Union Find                    | 4 |

## 3 Geometry

|      |                          |   |
|------|--------------------------|---|
| 3.1  | Angular Sort             | 4 |
| 3.2  | CircleCircleIntersection | 4 |
| 3.3  | CircleLineIntersection   | 4 |
| 3.4  | Closest Pair of Points   | 4 |
| 3.5  | ComputeCentroid          | 4 |
| 3.6  | ComputeCircleCenter      | 4 |
| 3.7  | ComputeLineIntersection  | 5 |
| 3.8  | ComputeSignedArea        | 5 |
| 3.9  | Convex Hull              | 5 |
| 3.10 | DistancePointPlane       | 5 |
| 3.11 | DistancePointSegment     | 5 |
| 3.12 | Half Plane Intersection  | 5 |
| 3.13 | IsSimple                 | 5 |
| 3.14 | LinesCollinear           | 5 |
| 3.15 | LinesParallel            | 5 |
| 3.16 | Point                    | 5 |
| 3.17 | PointInPolygon           | 6 |
| 3.18 | ProjectPointLine         | 6 |
| 3.19 | ProjectPointSegment      | 6 |
| 3.20 | SegmentsIntersect        | 6 |

## 4 Notes

|      |                         |   |
|------|-------------------------|---|
| 4.1  | Geometry                | 6 |
| 4.2  | Binomial Coefficient    | 6 |
| 4.3  | Fibonacci Number        | 6 |
| 4.4  | Sums                    | 6 |
| 4.5  | Series                  | 7 |
| 4.6  | Pythagorean Triples     | 7 |
| 4.7  | Number Theory           | 7 |
| 4.8  | Permutations            | 8 |
| 4.9  | Partitions and subsets  | 8 |
| 4.10 | Coloring                | 8 |
| 4.11 | General purpose numbers | 8 |
| 4.12 | Ballot Theorem          | 9 |
| 4.13 | Classical Problem       | 9 |
| 4.14 | Matching Formula        | 9 |
| 4.15 | Inequalities            | 9 |
| 4.16 | Games                   | 9 |
| 4.17 | Tree Hashing            | 9 |
| 4.18 | Permutation             | 9 |
| 4.19 | String                  | 9 |
| 4.20 | Bit                     | 9 |
| 4.21 | Convolution             | 9 |

|      |                    |   |
|------|--------------------|---|
| 4.22 | Matrix Rotation    | 9 |
| 4.23 | Common Formulas    | 9 |
| 4.24 | Logarithms         | 9 |
| 4.25 | Common Series Sums | 9 |
| 4.26 | Progressions       | 9 |

## 1 Miscellaneous

## 1.1 Lazy Propagation

```

class stree {
    vector<int> seg, lazy;
public:
    segtree(int n) {
        seg.resize(4 * n + 5);
        lazy.resize(4 * n + 5);
    }
    void propagate(int i, int low, int high) {
        if (lazy[i] != 0) {
            seg[i] += (high - low + 1) * lazy[i];
            if (low != high) {
                lazy[2 * i + 1] += lazy[i];
                lazy[2 * i + 2] += lazy[i];
            }
            lazy[i] = 0;
        }
    }
    void build(int i, int low, int high, int arr[]) {
        if (low == high) {
            seg[i] = arr[low];
            return;
        }
        int mid = (low + high) >> 1;
        build(2 * i + 1, low, mid, arr);
        build(2 * i + 2, mid + 1, high, arr);
        seg[i] = seg[2 * i + 1] + seg[2 * i + 2];
    }
    void update(int i, int low, int high, int l, int r,
        int val) {
        propagate(i, low, high);
        if (high < l or r < low) return;
        if (low >= l and high <= r) {
            seg[i] += (high - low + 1) * val;
            if (low != high) {
                // has children
                lazy[2 * i + 1] += val;
                lazy[2 * i + 2] += val;
            }
            return;
        }
        int mid = (low + high) >> 1;
        update(2 * i + 1, low, mid, l, r, val);
        update(2 * i + 2, mid + 1, high, l, r, val);
        seg[i] = seg[2 * i + 1] + seg[2 * i + 2];
    }
    int query(int i, int low, int high, int l, int r) {
        propagate(i, low, high);
        if (high < l or r < low) return 0;
        if (low >= l and high <= r) return seg[i];
        int mid = (low + high) >> 1;
        int left = query(2 * i + 1, low, mid, l, r);
        int right = query(2 * i + 2, mid + 1, high, l, r);
        return left + right;
    }
};

```

## 1.2 PBDS

```

#include "ext/pb_ds/assoc_container.hpp"
#include "ext/pb_ds/tree_policy.hpp"
using namespace gnu_pbds;
template <class T>
using oset = tree<T, null_type, less<T>, rb_tree_tag,

```

```

tree_order_statistics_node_update>;
Note: Use less_equal for multiset like behaviour
Usage:
st.find_by_order(k) :: returns iterator of the k-th
    - smallest element
st.order_of_key(x) :: returns index of x (number of
    - elements less than x)

```

## 1.3 Segment Tree - Binary search on Unsorted array

```

// 1 based indexing
struct SegTree {
    int n;
    vector<int> seg;
    SegTree(int n) {
        n = n;
        seg.assign(4 * n + 5, 0);
    }
    void build(int node, int l, int r) {
        if (l == r) {
            seg[node] = 1;
            return;
        } // each position initially present
        int mid = (l + r) >> 1;
        build(node * 2, l, mid);
        build(node * 2 + 1, mid + 1, r);
        seg[node] = seg[node * 2] + seg[node * 2 + 1];
    }
    // set position pos to value val (0 or 1)
    void update(int node, int l, int r, int pos, int
        val) {
        if (l == r) {
            seg[node] = val;
            return;
        }
        int mid = (l + r) >> 1;
        if (pos <= mid)
            update(node * 2, l, mid, pos, val);
        else
            update(node * 2 + 1, mid + 1, r, pos, val);
        seg[node] = seg[node * 2] + seg[node * 2 + 1];
    }
    // find index of k-th "present" element (1-based k)
    int kth(int node, int l, int r, int k) {
        if (l == r) return l;
        int leftCnt = seg[node * 2];
        int mid = (l + r) >> 1;
        if (k <= leftCnt)
            return kth(node * 2, l, mid, k);
        else
            return kth(node * 2 + 1, mid + 1, r, k -
                leftCnt);
    }
};

void solve() {
    int n;
    cin >> n;
    vector<ll> a(n + 1), p(n + 1);
    for (int i = 1; i <= n; ++i) {
        cin >> a[i];
    }
    for (int i = 1; i <= n; ++i) {
        cin >> p[i];
    }
    SegTree st(n);
    st.build(1, 1, n);
    // For each removal request p[i], find the p[i]-th
    // present element,
    // print it and mark that position as removed (set to
    // 0).
    for (int i = 1; i <= n; ++i) {
        int k = p[i];
        int idx = st.kth(1, 1, n, k); // index in original
        // array
    }
}

```

```

    cout << a[idx] << (i == n ? '\n' : ' ');
    st.update(1, 1, n, idx, 0);
}
}

```

#### 1.4 Segment Tree

```

class stree {
    vector<int> seg;
public:
    segtree(int n) {
        seg.assign(4 * n + 5, 0);
    }
    void build(int ind, int low, int high, int arr[]) {
        if (low == high) {
            seg[ind] = arr[low];
            return;
        }
        int mid = (low + high) >> 1;
        build(2 * ind + 1, low, mid, arr);
        build(2 * ind + 2, mid + 1, high, arr);
        seg[ind] = min(seg[2 * ind + 1], seg[2 * ind + 2]);
    }
    int query(int ind, int low, int high, int l, int r) {
        if (r < low or high < l) return INT_MAX;
        if (low >= l and high <= r) return seg[ind];
        int mid = (low + high) / 2;
        int left = query(2 * ind + 1, low, mid, l, r);
        int right = query(2 * ind + 2, mid + 1, high, l, r);
        return min(left, right);
    }
    void update(int ind, int low, int high, int i, int val) {
        if (low == high) {
            seg[ind] = val;
            return;
        }
        int mid = (low + high) / 2;
        if (i <= mid) update(2 * ind + 1, low, mid, i, val);
        else update(2 * ind + 2, mid + 1, high, i, val);
        seg[ind] = min(seg[2 * ind + 1], seg[2 * ind + 2]);
    }
};

```

#### 1.5 Sparse Table

```

const int MX = 2e5 + 10;
int n, arr[MX], st[25][MX];
int log2Floor(int i) {
    return 31 - __builtin_clz(i);
}
void build() {
    int k = log2Floor(n);
    copy(arr, arr + n, st[0]);
    for (int i = 1; i <= k; ++i) {
        for (int j = 0; j + (1 << i) <= n; j++) {
            st[i][j] = min(st[i - 1][j], st[i - 1][j + (1 << i)]);
        }
    }
}
int query(int l, int r) {
    int i = log2Floor(r - l + 1);
    return min(st[i][l], st[i][r - (1 << i) + 1]);
}

```

#### 1.6 Unique Prime Factorization using Sieve

```

const int MX = 2e5 + 10;
vector<int> pfac[MX];
void factorize() {

```

```

    for (int i = 2; i < MX; i++) {
        if (!pfac[i].empty()) continue;
        for (int j = i; j < MX; j += i)
            pfac[j].push_back(i);
    }
}

```

#### 1.7 nCr

```

const int MX = 1e6 + 10;
const int M = 1e9 + 7;
int fact[MX], inv_fact[MX];
int modPow(int a, int b) {
    int ans = 1;
    while (b) {
        if (b & 1) ans = (1LL * ans * a) % M;
        a = (1LL * a * a) % M;
        b >>= 1;
    }
    return ans;
}
void precalFact() {
    fact[0] = inv_fact[0] = 1;
    for (int i = 1; i < MX; i++) {
        fact[i] = (1LL * fact[i - 1] * i) % M;
    }
    inv_fact[MX - 1] = modPow(fact[MX - 1], M - 2);
    for (int i = MX - 2; i >= 1; i--) {
        inv_fact[i] = (1LL * inv_fact[i + 1] * (i + 1)) % M;
    }
}
int nCr(int n, int r) {
    if (r < 0 or r > n) return 0;
    return 1LL * fact[n] * inv_fact[r] % M * inv_fact[n - r] % M;
}

```

### 2 2. Graph

#### 2.1 Articulation Point

```

int n; // number of nodes
vector<vector<int>> lst; // adjacency list of graph
vector<bool> vis;
vector<int> tin, low;
int timer;
void dfs(int u, int p = -1) {
    vis[u] = true;
    tin[u] = low[u] = timer++;
    int children = 0;
    for (int v : lst[u]) {
        if (v == p) continue;
        if (vis[v]) {
            low[u] = min(low[u], tin[v]);
        } else {
            dfs(v, u);
            low[u] = min(low[u], low[v]);
            if (low[v] >= tin[u] && p != -1)
                IS_CUTPOINT(u);
            ++children;
        }
    }
    // if no vertex below v can reach u or higher
    // removing u disconnects that subtree
    if (p == -1 && children > 1)
        IS_CUTPOINT(u);
}
void find_cutpoints() {
    timer = 0;
    vis.assign(n, false);
    tin.assign(n, -1);
    low.assign(n, -1);
    for (int i = 0; i < n; ++i) {
        if (!vis[i])

```

```

        dfs(i);
    }
}

```

#### 2.2 Bridge Finding Algorithm

```

const int MX = 1e5 + 10;
int n, m, timer = 0;
vector<int> adj[MX];
vector<int> tin(MX, -1), low(MX, -1);
vector<bool> vis(MX, false);
void is_bridge(int u, int v) {
    // do something with the edge
}
void dfs(int u, int p = -1) {
    vis[u] = true;
    tin[u] = low[u] = timer++;
    for (int v : adj[u]) {
        if (v == p) continue;
        if (vis[v]) {
            low[u] = min(low[u], tin[v]);
        } else {
            dfs(v, u);
            low[u] = min(low[u], low[v]);
            if (low[v] > tin[u]) {
                is_bridge(u, v);
            }
        }
    }
}

```

#### 2.3 Cycle Detection in DAG

```

const int MX = 1e5 + 10;
bool vis[MX], pathVis[MX];
vector<int> lst[MX];
bool dfs(int u) {
    vis[u] = true;
    pathVis[u] = true;
    for (auto v : lst[u]) {
        if (!vis[v]) {
            if (dfs(v))
                return true;
        } else if (pathVis[v]) {
            return true;
        }
    }
    pathVis[u] = false;
    return false;
}
void solve() {
    // take graph input
    for (int i = 0; i < n; ++i) {
        if (!vis[i])
            dfs(i);
    }
}

```

#### 2.4 DSU on Trees

```

int n, color[MX], ans[MX];
vector<int> g[MX];
set<int> bucket[MX];
int merge(int a, int b) {
    if (bucket[a].size() < bucket[b].size()) swap(a, b);
    bucket[a].insert(bucket[b].begin(), bucket[b].end());
    bucket[b].clear();
    return a;
}
int dfs(int u, int p = -1) {
    int cur = u;
    for (int v : g[u])
        if (v != p)
            cur = merge(cur, dfs(v, u));

```

```

    ans[u] = (int)bucket[cur].size();
    return cur;
}
void solve() {
    cin >> n;
    for (int i = 0; i < n; ++i) {
        cin >> color[i];
        bucket[i].insert(color[i]);
    }
    // graph input
    dfs(0);
    // print output
}

```

## 2.5 DSU

```

const int MX = 1e5 + 10;
int par[MX], sz[MX];
void init() {
    for (int i = 1; i < MX; i++) {
        par[i] = i;
        sz[i] = 1;
    }
}
int findpar(int x) {
    if (par[x] == x) return x;
    return par[x] = findpar(par[x]);
}
void unite(int u, int v) {
    u = findpar(u);
    v = findpar(v);
    if (u != v) {
        if (sz[u] < sz[v]) {
            swap(u, v);
        }
        sz[u] += sz[v];
        par[v] = u;
    }
}

```

## 2.6 Euler Tour

```

const int MX = 2e5 + 10;
int timer = -1;
// s = start pos, e = end pos
int val[MX], s[MX], e[MX], flat[MX];
vector<int> lst[MX];
void dfs(int u, int p) {
    s[u] = ++timer;
    flat[timer] = val[u];
    for (auto v : lst[u]) {
        if (v != p)
            dfs(v, u);
    }
    e[u] = timer;
}

```

## 2.7 Floyd Warshall

```

vector<vector<int>> d(n, vector<int>(n, INF));
// take graph input into d
for (int k = 0; k < n; ++k) {
    for (int i = 0; i < n; ++i) {
        for (int j = 0; j < n; ++j) {
            if (d[i][k] < INF && d[k][j] < INF)
                d[i][j] = min(d[i][j], d[i][k] + d[k][j]);
        }
    }
}

```

## 2.8 LCA using Binary Lifting

```

int n, l;
vector<vector<int>> adj;

```

```

int timer;
vector<int> tin, tout;
vector<vector<int>> up;
void dfs(int v, int p) {
    tin[v] = ++timer;
    up[v][0] = p;
    for (int i = 1; i <= l; ++i)
        up[v][i] = up[up[v][i-1]][i-1];
    for (int u : adj[v]) {
        if (u != p)
            dfs(u, v);
    }
    tout[v] = ++timer;
}
bool is_ancestor(int u, int v) {
    return tin[u] <= tin[v] && tout[u] >= tout[v];
}
int lca(int u, int v) {
    if (is_ancestor(u, v))
        return u;
    if (is_ancestor(v, u))
        return v;
    for (int i = l; i >= 0; --i) {
        if (!is_ancestor(up[u][i], v))
            u = up[u][i];
    }
    return up[u][0];
}
void preprocess(int root) {
    tin.resize(n);
    tout.resize(n);
    timer = 0;
    l = ceil(log2(n));
    up.assign(n, vector<int>(l + 1));
    dfs(root, root);
}

```

## 2.9 MST

```

// DSU first
void solve() {
    int n, m;
    cin >> n >> m;
    vector<tuple<int, int, int>> edges;
    for (int i = 0; i < m; ++i) {
        int u, v, wt;
        cin >> u >> v >> wt;
        edges.push_back({wt, u, v});
    }
    sort(edges.begin(), edges.end());
    init(n);
    int cost = 0;
    for (tuple<int, int, int> & t : edges) {
        if (findpar(t[1]) == findpar(t[2])) continue;
        unite(t[1], t[2]);
        cost += t[0];
    }
    cout << cost << endl;
}

```

## 2.10 Max Bipartite Matching [Hopcroft-Karp]

```

const int INF = 1e9;
void hopcroftCarp() {
    int n, m, e;
    cin >> n >> m >> e;
    vector<int> adj[n];
    for (int i = 0; i < e; ++i) {
        int u, v;
        cin >> u >> v;
        --u;
        adj[u].push_back(v);
    }
}

```

```

}
vector<int> ml(m, -1), mr(n, -1), dist(n);
auto bfs = [&]() -> bool {
    queue<int> q;
    for (int u = 0; u < n; ++u) {
        if (mr[u] == -1) {
            dist[u] = 0;
            q.push(u);
        } else {
            dist[u] = INF;
        }
    }
    bool foundAugmenting = false;
    while (!q.empty()) {
        int u = q.front();
        q.pop();
        for (int v : adj[u]) {
            int pairedLeft = ml[v];
            if (pairedLeft == -1) {
                foundAugmenting = true;
            } else if (dist[pairedLeft] == INF) {
                dist[pairedLeft] = dist[u] + 1;
                q.push(pairedLeft);
            }
        }
    }
    return foundAugmenting;
};
function<bool(int)> dfs = [&](int u) -> bool {
    for (int v : adj[u]) {
        int pairedLeft = ml[v];
        if (pairedLeft == -1 or (dist[pairedLeft] == dist[u] + 1 and dfs(pairedLeft))) {
            mr[u] = v;
            ml[v] = u;
            return true;
        }
    }
    dist[u] = INF;
    return false;
};
int matching = 0;
while (bfs()) {
    for (int u = 0; u < n; ++u) {
        if (mr[u] == -1) {
            if (dfs(u)) matching++;
        }
    }
}
cout << matching << endl;
for (int u = 0; u < n; ++u) {
    if (mr[u] != -1) {
        cout << u << " " << mr[u] << endl;
    }
}
}

```

## 2.11 Max Bipartite Matching [Kuhn's]

```

// left set size, right set size, edge count
int n, k, m, visToken = 1;
vector<int> lst[MX];
int mr[MX], ml[MX], vis[MX];
bool try_kuhn(int u) {
    if (vis[u] == visToken)
        return false;
    vis[u] = visToken;
    for (auto v : lst[u]) {
        if (ml[v] == -1 or try_kuhn(ml[v])) {
            ml[v] = u;
            mr[u] = v;
            return true;
        }
    }
}

```

```

    }
    return false;
}
void solve() {
    cin >> n >> k >> m;
    for (int i = 0; i < m; ++i) {
        int u, v;
        cin >> u >> v;
        --u, --v;
        lst[u].push_back(v);
    }
    fill(mr, mr + n, -1);
    fill(ml, ml + k, -1);
    int ans = 0;
    for (int u = 0; u < n; ++u) {
        for (auto v : lst[u]) {
            if (ml[v] == -1) {
                ml[v] = u;
                mr[u] = v;
                ans++;
                break;
            }
        }
    }
    for (int u = 0; u < n; ++u) {
        if (mr[u] != -1) continue;
        visToken++;
        if (try_kuhn(u))
            ans++;
    }
    cout << ans << el;
    for (int v = 0; v < k; ++v) {
        if (ml[v] != -1) {
            cout << ml[v] + 1 << " " << v + 1 << el;
        }
    }
}
}

```

## 2.12 Topological Sorting

```

const int N = 1e5 + 10;
vector<int> g[N], indegree(N, 0);
vector<int> topSort(int n) {
    queue<int> q;
    vector<int> order;
    for (int i = 1; i <= n; i++) {
        if (indegree[i] == 0) {
            q.push(i);
        }
    }
    while (!q.empty()) {
        int u = q.front();
        q.pop();
        order.push_back(u);
        for (int v : g[u]) {
            indegree[v]--;
            if (indegree[v] == 0) {
                q.push(v);
            }
        }
    }
    return order;
}

```

## 2.13 Weighted Union Find

```

const int MX = 2e5 + 10;
int par[MX], sz[MX];
ll d[MX];
void init() {
    for (int i = 0; i < MX; ++i) {
        par[i] = i;
        sz[i] = 1;
        d[i] = 0;
    }
}

```

```

int findpar(int x) {
    if (par[x] == x) return x;
    int p = par[x];
    par[x] = findpar(p);
    d[x] += d[p];
    return par[x];
}
bool unite(int a, int b, ll w) {
    int ra = findpar(a);
    int rb = findpar(b);
    if (ra == rb) {
        return (d[b] - d[a] == w);
    }
    if (sz[ra] < sz[rb]) {
        swap(a, b);
        swap(ra, rb);
        w = -w;
    }
    par[rb] = ra;
    d[rb] = d[a] + w - d[b];
    sz[ra] += sz[rb];
    return true;
}
ll dist(int a, int b) {
    findpar(a), findpar(b);
    return d[b] - d[a];
}

```

## 3 Geometry

### 3.1 Angular Sort

```

inline bool up (point p) {
    return p.y > 0 or (p.y == 0 and p.x >= 0);
}
sort(v.begin(), v.end(), [] (point a, point b) {
    return up(a) == up(b) ? a.x * b.y > a.y * b.x :
        up(a) < up(b);
});
inline int quad (point p) {
    if (p.y >= 0) return p.x < 0;
    return 2 + (p.x >= 0);
}
sort(pt.begin(), pt.end(), [] (point a, point b) {
    return quad(a) == quad(b) ? a.x * b.y > a.y * b.x :
        quad(a) < quad(b);
});

```

### 3.2 CircleCircleIntersection

**Description:** compute intersection of circle centered at  $a$  with radius  $r$  with circle centered at  $b$  with radius  $R$ .

```

vector<PT> CircleCircleIntersection(PT a, PT b, double
    r, double R) {
    vector<PT> ret;
    double d = sqrt(dist2(a, b));
    if (d > r+R || d+min(r, R) < max(r, R)) return ret;
    double x = (d*d-R*R+r*r)/(2*d);
    double y = sqrt(r*r-x*x);
    PT v = (b-a)/d;
    ret.push_back(a+v*x + RotateCCW90(v)*y);
    if (y > 0)
        ret.push_back(a+v*x - RotateCCW90(v)*y);
    return ret;
}

```

### 3.3 CircleLineIntersection

**Description:** Compute intersection of line through points  $a$  and  $b$  with circle centered at  $c$  with radius  $r > 0$ .

```

vector<PT> CircleLineIntersection(PT a, PT b, PT c,
    double r) {
    vector<PT> ret;

```

```

    b = b-a; a = a-c;
    double A = dot(b, b); double B = dot(a, b);
    double C = dot(a, a) - r*r;
    double D = B*B - A*C;
    if (D < -EPS) return ret;
    ret.push_back(c+a+b*(-B+sqrt(D+EPS))/A);
    if (D > EPS)
        ret.push_back(c+a+b*(-B-sqrt(D))/A);
    return ret;
}

```

## 3.4 Closest Pair of Points

```

ll min_dis(vector<array<int, 2>> &pts, int l, int r) {
    if (l + 1 >= r) return LLONG_MAX;
    int m = (l + r) / 2;
    ll my = pts[m][1];
    ll d = min(min_dis(pts, l, m), min_dis(pts, m, r));
    inplace_merge(pts.begin()+l, pts.begin()+m,
        pts.begin()+r);
    for (int i = l; i < r; ++i) {
        if ((pts[i][1] - my) * (pts[i][1] - my) < d) {
            for (int j = i + 1; j < r and (pts[i][0] -
                pts[j][0]) * (pts[i][0] - pts[j][0]) < d;
                ++j) {
                ll dx = pts[i][0] - pts[j][0], dy = pts[i][1]
                    - pts[j][1];
                d = min(d, dx * dx + dy * dy);
            }
        }
    }
    return d;
}
vector<array<int, 2>> pts(n);
sort(pts.begin(), pts.end(), [&] (array<int, 2> a,
    array<int, 2> b) {
    return make_pair(a[1], a[0]) < make_pair(b[1], b[0]);
});

```

## 3.5 ComputeCentroid

```

// centroid of a (possibly nonconvex) polygon.
PT ComputeCentroid(const vector<PT> &p) {
    PT c(0,0);
    double scale = 6.0 * ComputeSignedArea(p);
    for (int i = 0; i < p.size(); i++){
        int j = (i+1) % p.size();
        c = c + (p[i]+p[j])*(p[i].x*p[j].y -
            p[j].x*p[i].y);
    }
    return c / scale;
}

```

## 3.6 ComputeCircleCenter

```

// compute center of circle passing through three
    points
    ComputeCircleCenter(PT a, PT b, PT c) {
        b=(a+b)/2;
        c=(a+c)/2;
        return ComputeLineIntersection(b, b+RotateCW90(a-b),
            c, c+RotateCW90(a-c));
    }

```



### 3.7 ComputeLineIntersection

**Description:** compute intersection of line passing through  $a$  and  $b$  with line passing through  $c$  and  $d$ , assuming that unique intersection exists; for segment intersection, check if segments intersect first.

```
PT ComputeLineIntersection(PT a, PT b, PT c, PT d) {
    b=b-a; d=c-d; c=c-a;
    assert(dot(b, b) > EPS && dot(d, d) > EPS);
    return a + b*cross(c, d)/cross(b, d);
}
```

### 3.8 ComputeSignedArea

**Description:** Computes the area of a (possibly nonconvex) polygon, assuming that the coordinates are listed in a clockwise or counter-clockwise fashion.

```
double ComputeSignedArea(const vector<PT> &p) {
    double area = 0;
    for(int i = 0; i < p.size(); i++) {
        int j = (i+1) % p.size();
        area += p[i].x*p[j].y - p[j].x*p[i].y;
    }
    return area / 2.0;
}

double ComputeArea(const vector<PT> &p) {
    return fabs(ComputeSignedArea(p));
}

// integer area
void computeIntArea() {
    int n; cin >> n;
    point arr[n];
    for (int i = 0; i < n; i++) {
        arr[i].read();
    }
    point a = {0, 0};
    ll ans = 0;
    for (int i = 0; i + 1 < n; i++) {
        ans += a.triangle(arr[i], arr[i + 1]);
    }
    ans += a.triangle(arr[n - 1], arr[0]);
    cout << abs(ans) << "\n";
}
```

### 3.9 Convex Hull

```
vector<PT> convexHull (vector<PT> p) {
    int n = p.size(), m = 0;
    if (n < 3) return p;
    vector<PT> hull(n + n);
    sort(p.begin(), p.end(), [&] (PT a, PT b) {
        return (a.x==b.x? a.y<b.y: a.x<b.x);
    });
    for (int i = 0; i < n; ++i) {
        while (m > 1 and cross(hull[m - 2] - p[i], hull[m] - p[i]) <= 0) --m;
        hull[m++] = p[i];
    }
    for (int i = n - 2, j = m + 1; i >= 0; --i) {
        while (m >= j and cross(hull[m - 2] - p[i], hull[m] - p[i]) <= 0) --m;
        hull[m++] = p[i];
    }
    hull.resize(m - 1); return hull;
}
```

### 3.10 DistancePointPlane

**Description:** compute distance between point  $(x,y,z)$  and plane  $ax+by+cz=d$

```
double DistancePointPlane(double x, double y, double z, double a, double b, double c, double d) {
    return fabs(a*x+b*y+c*z-d)/sqrt(a*a+b*b+c*c);
}
```

### 3.11 DistancePointSegment

```
// compute distance from c to segment between a and b
double DistancePointSegment(PT a, PT b, PT c) {
    return sqrt(dist2(c, ProjectPointSegment(a, b, c)));
}
```

### 3.12 Half Plane Intersection

**Description:** Calculates the intersection of halfplanes, assuming every half-plane allows the region to the left of its line.

```
struct Halfplane {
    PT p, pq; ld angle;
    Halfplane() {}
    // Two points on line
    Halfplane(const PT& a, const PT& b) : p(a), pq(b - a) {
        angle = atan2l(pq.y, pq.x);
    }
    bool out(const PT& r) {
        return cross(pq, r - p) < -EPS;
    }
    bool operator < (const Halfplane& e) const {
        return angle < e.angle;
    }
    friend PT inter(const Halfplane& s, const Halfplane& t) {
        ld alpha = cross((t.p - s.p), t.pq) / cross(s.pq, t.pq);
        return s.p + (s.pq * alpha);
    }
};

vector<PT> hp_intersect(vector<Halfplane>& H) {
    PT box[4] = { // Bounding box in CCW order
        PT(INF, INF), PT(-INF, INF),
        PT(-INF, -INF), PT(INF, -INF)
    };
    for (int i = 0; i < 4; i++) { // Add bounding box half-planes.
        Halfplane aux(box[i], box[(i+1) % 4]);
        H.push_back(aux);
    }
    sort(H.begin(), H.end());
    deque<Halfplane> dq; int len = 0;
    for (int i = 0; i < int(H.size()); i++) {
        while (len > 1 && H[i].out(inter(dq[len-1], dq[len-2]))) {
            dq.pop_back(); --len;
        }
        while (len > 1 && H[i].out(inter(dq[0], dq[1]))) {
            dq.pop_front(); --len;
        }
        if (len > 0 && fabsl(cross(H[i].pq, dq[len-1].pq)) < EPS) {
            if (dot(H[i].pq, dq[len-1].pq) < 0.0)
                return vector<PT>();
            if (H[i].out(dq[len-1].p)) {
                dq.pop_back(); --len;
            }
            else continue;
        }
        dq.push_back(H[i]); ++len;
    }
}
```

```
while (len > 2 && dq[0].out(inter(dq[len-1], dq[len-2]))) {
    dq.pop_back(); --len;
}
while (len > 2 && dq[len-1].out(inter(dq[0], dq[1]))) {
    dq.pop_front(); --len;
}
// Report empty intersection if necessary
if (len < 3) return vector<PT>();
// Reconstruct the convex polygon from the remaining half-planes.
vector<PT> ret(len);
for (int i = 0; i+1 < len; i++) {
    ret[i] = inter(dq[i], dq[i+1]);
}
ret.back() = inter(dq[len-1], dq[0]);
return ret;
}
```

### 3.13 IsSimple

```
// tests whether or not a given polygon (in CW or CCW order) is simple
bool IsSimple(const vector<PT> &p) {
    for (int i = 0; i < p.size(); i++) {
        for (int k = i+1; k < p.size(); k++) {
            int j = (i+1) % p.size();
            int l = (k+1) % p.size();
            if (i == l || j == k) continue;
            if (SegmentsIntersect(p[i], p[j], p[k], p[l]))
                return false;
        }
    }
    return true;
}
```

### 3.14 LinesCollinear

```
bool LinesCollinear(PT a, PT b, PT c, PT d) {
    return LinesParallel(a, b, c, d)
        && fabs(cross(a-b, a-c)) < EPS
        && fabs(cross(c-d, c-a)) < EPS;
}
```

### 3.15 LinesParallel

```
// determine if lines from a to b and c to d are parallel or collinear
bool LinesParallel(PT a, PT b, PT c, PT d) {
    return fabs(cross(b-a, c-d)) < EPS;
}
```

### 3.16 Point

```
double INF = 1e100;
double EPS = 1e-12;
struct PT {
    double x, y;
    PT() {}
    PT(double x, double y) : x(x), y(y) {}
    PT(const PT &p) : x(p.x), y(p.y) {}
    PT operator + (const PT &p) const { return PT(x+p.x, y+p.y); }
    PT operator - (const PT &p) const { return PT(x-p.x, y-p.y); }
    PT operator * (double c) const { return PT(x*c, y*c); }
    PT operator / (double c) const { return PT(x/c, y/c); }
};

double dot(PT p, PT q) { return p.x*q.x+p.y*q.y; }
double dist2(PT p, PT q) { return dot(p-q, p-q); }
```

```
double abs(PT p) { return sqrt(p.x*p.x + p.y*p.y); }
double cross(PT p, PT q) { return p.x*q.y - p.y*q.x; }
ostream& operator<<(ostream& os, const PT& p) {
    return os << "(" << p.x << ", " << p.y << ")";
}
// rotate a point CCW or CW around the origin
PT RotateCCW90(PT p) { return PT(-p.y, p.x); }
PT RotateCW90(PT p) { return PT(p.y, -p.x); }
PT RotateCCW(PT p, double t) {
    return PT(p.x*cos(t) - p.y*sin(t),
        p.x*sin(t) + p.y*cos(t));
}
// angle (range [0, pi]) between two vectors
double angle(PT v, PT w) {
    return acos(clamp(dot(v,w) / abs(v) / abs(w), -1.0,
        1.0));
}
```

### 3.17 PointInPolygon

**Description:** -1 = strictly inside, 0 = on, 1 = strictly outside.

```
int PointInPolygon(vector<PT> &P, PT a) {
    int cnt = 0, n = P.size();
    for(int i = 0; i < n; ++i) {
        PT q = P[(i + 1) % n];
        if (onSegment(P[i], q, a)) return 0;
        cnt ^= ((a.y < P[i].y) - (a.y < q.y)) * cross(P[i]
            - a, q - a) > 0;
    } return cnt > 0 ? -1 : 1;
}
int PointInConvexPolygon(vector<PT> &P, const PT& q) {
    // O(log n)
    int n = P.size();
    ll a = cross(P[0] - q, P[1] - q), b = cross(P[0] -
        q, P[n - 1] - q);
    if (a < 0 or b > 0) return 1;
    int l = 1, r = n - 1;
    while (l + 1 < r) {
        int mid = l + r >> 1;
        if (cross(P[0] - q, P[mid] - q) >= 0) l = mid;
        else r = mid;
    }
    ll k = cross(P[l] - q, P[r] - q);
    if (k <= 0) return k < 0 ? 1 : 0;
    if (l == 1 and a == 0) return 0;
    if (r == n - 1 and b == 0) return 0;
    return -1;
}
```

### 3.18 ProjectPointLine

```
// project point c onto line through a and b, assuming
// a != b
PT ProjectPointLine(PT a, PT b, PT c) {
    return a + (b-a)*dot(c-a, b-a)/dot(b-a, b-a);
}
```

### 3.19 ProjectPointSegment

```
// project point c onto line segment through a and b
PT ProjectPointSegment(PT a, PT b, PT c) {
    double r = dot(b-a, b-a);
    if (fabs(r) < EPS) return a;
    r = dot(c-a, b-a)/r;
    if (r < 0) return a;
    if (r > 1) return b;
    return a + (b-a)*r;
}
```

### 3.20 SegmentsIntersect

```
// determine if line segment from a to b intersects
// with line segment from c to d
bool SegmentsIntersect(PT a, PT b, PT c, PT d) {
    if (LinesCollinear(a, b, c, d)) {
        if (dist2(a, c) < EPS || dist2(a, d) < EPS ||
            dist2(b, c) < EPS || dist2(b, d) < EPS) return
            true;
        if (dot(c-a, c-b) > 0 && dot(d-a, d-b) > 0 &&
            dot(c-b, d-b) > 0)
            return false;
        return true;
    }
    if (cross(d-a, b-a) * cross(c-a, b-a) > 0) return
        false;
    if (cross(a-c, d-c) * cross(b-c, d-c) > 0) return
        false;
    return true;
}
```

## 4 Notes

### 4.1 Geometry

#### 4.1.1 Triangles

Circumradius:  $R = \frac{abc}{4A}$ , Inradius:  $r = \frac{A}{s}$

The area of a triangle using two sides and the included angle can be given as:

$$A = \frac{1}{2}ab \sin C$$

Length of median (divides triangle into two equal-area triangles):

$$m_a = \frac{1}{2}\sqrt{2b^2 + 2c^2 - a^2}$$

Length of bisector (divides angles in two):  $s_a = \sqrt{bc \left[ 1 - \left( \frac{a}{b+c} \right)^2 \right]}$

Law of tangents:  $\frac{a+b}{a-b} = \frac{\tan \frac{\alpha+\beta}{2}}{\tan \frac{\alpha-\beta}{2}}$

#### 4.1.2 Quadrilaterals

With side lengths  $a, b, c, d$ , diagonals  $e, f$ , diagonals angle  $\theta$ , area  $A$  and magic flux  $F = b^2 + d^2 - a^2 - c^2$ :

$$4A = 2ef \cdot \sin \theta = F \tan \theta = \sqrt{4e^2 f^2 - F^2}$$

For cyclic quadrilaterals the sum of opposite angles is  $180^\circ$ ,  $ef = ac + bd$ , and  $A = \sqrt{(p-a)(p-b)(p-c)(p-d)}$ .

#### 4.1.3 Spherical coordinates

$$\begin{aligned} x &= r \sin \theta \cos \phi & r &= \sqrt{x^2 + y^2 + z^2} \\ y &= r \sin \theta \sin \phi & \theta &= \arccos(z/\sqrt{x^2 + y^2 + z^2}) \\ z &= r \cos \theta & \phi &= \operatorname{atan2}(y, x) \end{aligned}$$

#### 4.1.4 Pick's Theorem:

Given a lattice polygon with non-zero area, we define:  $S$  as the area of the polygon,  $I$  as the number of integer-coordinate points strictly inside the polygon,  $B$  as the number of integer-coordinate points on the boundary of the polygon. Then, Pick's Theorem states:

$$S = I + \frac{B}{2} - 1$$

The number of lattice points on segments  $(x_1, y_1)$  to  $(x_2, y_2)$  is:  $\gcd(\operatorname{abs}(x_2 - x_1), \operatorname{abs}(y_2 - y_1)) + 1$

### 4.1.5 Polygon

For a regular polygon with  $n$  sides and side length  $a$ , the circumradius  $R$  is given by:

$$R = \frac{a}{2 \sin \left( \frac{\pi}{n} \right)}$$

#### 4.1.6 Area of a Circular Segment

The area of a circular segment, which is the region enclosed by a chord and the corresponding arc, can be calculated using the formula:

$$A = \frac{R^2}{2} (\theta - \sin \theta)$$

where:  $R$  is the radius of the circle,  $\theta$  is the central angle subtended by the chord, in radians.

### 4.2 Binomial Coefficient

- Factoring in:  $\binom{n}{k} = \frac{n}{k} \binom{n-1}{k-1}$

- Sum over  $k$ :  $\sum_{k=0}^n \binom{n}{k} = 2^n$

- Alternating sum:  $\sum_{k=0}^n (-1)^k \binom{n}{k} = 0$

- Even and odd sum:  $\sum_{k=0}^n \binom{n}{2k} = \sum_{k=0}^n \binom{n}{2k+1} 2^{n-1}$

- The Hockey Stick Identity

- (Left to right) Sum over  $n$  and  $k$ :  $\sum_{k=0}^m \binom{n+k}{k} = \binom{n+m-1}{m}$

- (Right to left) Sum over  $n$ :  $\sum_{m=0}^n \binom{m}{k} = \binom{n+1}{k+1}$

- Sum of the squares:  $\sum_{k=0}^n \binom{n}{k}^2 = \binom{2n}{n}$

- Weighted sum:  $\sum_{k=1}^n k \binom{n}{k} = n 2^{n-1}$

- Connection with the fibonacci numbers:  $\sum_{k=0}^n \binom{n-k}{k} = F_{n+1}$

- Vandermonde's Identity:  $\sum_{i=0}^k \binom{m}{i} \binom{n}{k-i} = \binom{m+n}{k}$

- If  $f(n, k) = C(n, 0) + C(n, 1) + \dots + C(n, k)$ , Then  $f(n+1, k) = 2 * f(n, k) - C(n, k)$  [For multiple  $f(n, k)$  queries, use Mo's algo]

### Lucas Theorem

$$\binom{m}{n} \equiv \prod_{i=0}^k \binom{m_i}{n_i} \pmod{p}$$

- $\binom{m}{n}$  is divisible by  $p$  if and only if at least one of the base- $p$  digits of  $n$  is greater than the corresponding base- $p$  digit of  $m$ .

- The number of entries in the  $n$ th row of Pascal's triangle that are not divisible by  $p = \prod_{i=0}^k (n_i + 1)$

- All entries in the  $(p^k - 1)th$  row are not divisible by  $p$ .

- $\binom{n}{m} \equiv \lfloor \frac{n}{p} \rfloor \pmod{p}$

### 4.3 Fibonacci Number

$$1. k = A - B, F_A F_B = F_{k+1} F_A^2 + F_k F_A F_{A-1}$$

$$2. \sum_{i=0}^n F_i^2 = F_{n+1} F_n \quad 3. \sum_{i=0}^n F_i F_{i+1} = F_{n+1}^2 - (-1)^n$$

$$4. \sum_{i=0}^n F_i F_{i+1} = F_{n+1}^2 - (-1)^n \quad 5. \sum_{i=0}^n F_i F_{i-1} = \sum_{i=0}^{n-1} F_i F_{i+1}$$

$$6. \gcd(F_m, F_n) = F_{\gcd(m, n)} \quad 7. \sum_{0 \leq k \leq n} \binom{n-k}{k} = F_{n+1}$$

$$8. \gcd(F_n, F_{n+1}) = \gcd(F_n, F_{n+2}) = \gcd(F_{n+1}, F_{n+2}) = 1$$

#### 4.4 Sums

$$1^2 + 2^2 + 3^2 + \dots + n^2 = \frac{n(2n+1)(n+1)}{6}$$

$$1^3 + 2^3 + 3^3 + \dots + n^3 = \frac{n^2(n+1)^2}{4}$$

$$1^4 + 2^4 + 3^4 + \dots + n^4 = \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30}$$

$$\sum_{i=1}^n i^m = \frac{1}{m+1} \left[ (n+1)^{m+1} - 1 - \sum_{i=1}^n ((i+1)^{m+1} - i^{m+1} - (m+1)i^m) \right]$$

$$\sum_{i=1}^{n-1} i^m = \frac{1}{m+1} \sum_{k=0}^m \binom{m+1}{k} B_k n^{m+1-k}$$

$$\sum_{k=0}^n kx^k = (x - (n+1)x^{n+1} + nx^{n+2})/(x-1)^2$$

#### 4.5 Series

$$e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots, (-\infty < x < \infty)$$

$$\ln(1+x) = x - \frac{x^2}{2} + \frac{x^3}{3} - \frac{x^4}{4} + \dots, (-1 < x \leq 1)$$

$$\sqrt{1+x} = 1 + \frac{x}{2} - \frac{x^2}{8} + \frac{2x^3}{32} - \frac{5x^4}{128} + \dots, (-1 \leq x \leq 1)$$

$$\sin x = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots, (-\infty < x < \infty)$$

$$\cos x = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots, (-\infty < x < \infty)$$

$$(x+a)^{-n} = \sum_{k=0}^{\infty} (-1)^k \binom{n+k-1}{k} x^k a^{-n-k}$$

#### Generating Function

$$1/(1-x) = 1 + x + x^2 + x^3 + \dots$$

$$1/(1-ax) = 1 + ax + (ax)^2 + (ax)^3 + \dots$$

$$1/(1-x)^2 = 1 + 2x + 3x^2 + 4x^3 + \dots$$

$$1/(1-x)^3 = C(2,2) + C(3,2)x + C(4,2)x^2 + C(5,2)x^3 + \dots$$

$$1/(1-ax)^{(k+1)} = 1 + C(1+k,k)(ax) + C(2+k,k)(ax)^2 + C(3+k,k)(ax)^3 + \dots$$

$$x(x+1)(1-x)^{-3} = 1 + x + 4x^2 + 9x^3 + 16x^4 + 25x^5 + \dots$$

$$e^x = 1 + x + (x^2)/2! + (x^3)/3! + (x^4)/4! + \dots$$

#### 4.6 Pythagorean Triples

The Pythagorean triples are uniquely generated by

$$a = k \cdot (m^2 - n^2), \quad b = k \cdot (2mn), \quad c = k \cdot (m^2 + n^2),$$

with  $m > n > 0$ ,  $k > 0$ ,  $m \perp n$ , and either  $m$  or  $n$  even.

#### 4.7 Number Theory

• HCN: 1e6(240), 1e9(1344), 1e12(6720), 1e14(17280), 1e15(26880), 1e16(41472)

$$\bullet \gcd(a, b, c, d, \dots) = \gcd(a, b - a, c - b, d - c, \dots)$$

$$\bullet \gcd(a + k, b + k, c + k, d + k, \dots) = \gcd(a + k, b - a, c - b, d - c, \dots)$$

• Primitive root exists iff  $n = 1, 2, 4, p^k, 2 \times p^k$ , where  $p$  is an odd prime.

• If primitive root exists, there are  $\phi(\phi(n))$  primitive roots of  $n$ .

• The numbers from 1 to  $n$  have in total  $O(n \log \log n)$  unique prime factors.

•  $x \equiv r_1 \pmod{m_1}$  and  $x \equiv r_2 \pmod{m_2}$  has a solution iff  $\gcd(m_1, m_2) | (r_1 - r_2)$  Solution of  $x^2 \equiv a \pmod{p}$

$$\bullet ca \equiv cb \pmod{m} \iff a \equiv b \pmod{\frac{n}{\gcd(n,c)}}$$

$$\bullet ax \equiv b \pmod{m} \text{ has a solution } \iff \gcd(a, m) | b$$

• If  $ax \equiv b \pmod{m}$  has a solution, then it has  $\gcd(a, m)$  solutions and they are separated by  $\frac{m}{\gcd(a, m)}$

•  $ax \equiv 1 \pmod{m}$  has a solution or  $a$  is invertible  $\pmod{m} \iff \gcd(a, m) = 1$

$$\bullet x^2 \equiv 1 \pmod{p} \text{ then } x \equiv \pm 1 \pmod{p}$$

• There are  $\frac{p-1}{2}$  has no solution.

• There are  $\frac{p-1}{2}$  has exactly two solutions.

$$\bullet \text{ When } p \% 4 = 3, x \equiv \pm a^{\frac{p+1}{4}}$$

$$\bullet \text{ When } p \% 8 = 5, x \equiv a^{\frac{p+3}{8}} \text{ or } x \equiv 2^{\frac{p-1}{4}} a^{\frac{p+3}{8}}$$

##### 4.7.1 Primes

$p = 962592769$  is such that  $2^{21} \mid p - 1$ , which may be useful. For hashing use 970592641 (31-bit number), 31443539979727 (45-bit), 3006703054056749 (52-bit). There are 78498 primes less than 1 000 000.

Primitive roots exist modulo any prime power  $p^a$ , except for  $p = 2, a > 2$ , and there are  $\phi(\phi(p^a))$  many. For  $p = 2, a > 2$ , the group  $\mathbb{Z}_{2^a}^\times$  is instead isomorphic to  $\mathbb{Z}_2 \times \mathbb{Z}_{2^{a-2}}$ .

##### 4.7.2 Estimates

$$\sum_{d|n} d = O(n \log \log n).$$

The number of divisors of  $n$  is at most around 100 for  $n < 5e4$ , 500 for  $n < 1e7$ , 2000 for  $n < 1e10$ , 200 000 for  $n < 1e19$ .

##### 4.7.3 Perfect numbers

$n > 1$  is called perfect if it equals sum of its proper divisors and 1. Even  $n$  is perfect iff  $n = 2^{p-1}(2^p - 1)$  and  $2^p - 1$  is prime (Mersenne's). No odd perfect numbers are yet found.

##### 4.7.4 Carmichael numbers

A positive composite  $n$  is a Carmichael number ( $a^{n-1} \equiv 1 \pmod{n}$  for all  $a: \gcd(a, n) = 1$ ), iff  $n$  is square-free, and for all prime divisors  $p$  of  $n$ ,  $p - 1$  divides  $n - 1$ .

##### 4.7.5 Totient

$$\text{- If } p \text{ is a prime } (p^k) = p^k - p^{k-1}$$

$$\text{- If } a, b \text{ are relatively prime, } \phi(ab) = \phi(a)\phi(b)$$

$$\text{- } \phi(n) = n(1 - \frac{1}{p_1})(1 - \frac{1}{p_2})(1 - \frac{1}{p_3}) \dots (1 - \frac{1}{p_k})$$

$$\text{- Sum of coprime to } n = n * \frac{\phi(n)}{2}$$

$$\text{- If } n = 2^k, \phi(n) = 2^{k-1} = \frac{n}{2}$$

$$\text{- For } a, b, \phi(ab) = \phi(a)\phi(b) \frac{d}{\phi(d)}$$

$$\text{- } \phi(ip) = p\phi(i) \text{ whenever } p \text{ is a prime and it divides } i$$

$$\text{- The number of } a (1 \leq a \leq N) \text{ such that } \gcd(a, N) = d \text{ is } \phi(\frac{N}{d})$$

$$\text{- If } n > 2, \phi(n) \text{ is always even}$$

$$\text{- Sum of gcd, } \sum_{i=1}^n \gcd(i, n) = \sum_{d|n} d\phi(\frac{n}{d})$$

$$\text{- Sum of lcm, } \sum_{i=1}^n \text{lcm}(i, n) = \frac{n}{2} (\sum_{d|n} (d\phi(d)) + 1)$$

$$\text{- } \phi(1) = 1 \text{ and } \phi(2) = 1 \text{ which two are only odd } \phi$$

$$\text{- } \phi(3) = 2 \text{ and } \phi(4) = 2 \text{ and } \phi(6) = 2 \text{ which three are only prime } \phi$$

- Find minimum  $n$  such that  $\frac{\phi(n)}{n}$  is maximum- Multiple of small primes-  $2 * 3 * 5 * 7 * 11 * 13 * \dots$

##### 4.7.6 Mobius function

$\mu(1) = 1$ .  $\mu(n) = 0$ , if  $n$  is not squarefree.  $\mu(n) = (-1)^s$ , if  $n$  is the product of  $s$  distinct primes. Let  $f, F$  be functions on positive integers. If for all  $n \in \mathbb{N}$ ,  $F(n) = \sum_{d|n} f(d)$ , then  $f(n) = \sum_{d|n} \mu(d)F(\frac{n}{d})$ , and vice versa.

$$\phi(n) = \sum_{d|n} \mu(d) \frac{n}{d}. \quad \sum_{d|n} \mu(d) = 1.$$

If  $f$  is multiplicative, then  $\sum_{d|n} \mu(d)f(d) = \prod_{p|n} (1 - f(p))$ ,

$$\sum_{d|n} \mu(d)^2 f(d) = \prod_{p|n} (1 + f(p)).$$

$$\sum_{i=1}^n \sum_{j=1}^n [\gcd(i, j) = 1] = \sum_{k=1}^n \mu(k) \lfloor \frac{n}{k} \rfloor^2$$

$$\sum_{i=1}^n \sum_{j=1}^n \gcd(i, j) = \sum_{k=1}^n k \sum_{l=1}^{\lfloor \frac{n}{k} \rfloor} \mu(l) \lfloor \frac{n}{kl} \rfloor^2$$

$$\sum_{i=1}^n \sum_{j=1}^n \gcd(i, j) = \sum_{k=1}^n \left( \frac{\lfloor \frac{n}{k} \rfloor (1 + \lfloor \frac{n}{k} \rfloor)}{2} \right)^2 \sum_{d|k} \mu(d) k d$$

##### 4.7.7 Legendre symbol

If  $p$  is an odd prime,  $a \in \mathbb{Z}$ , then  $\left(\frac{a}{p}\right)$  equals 0, if  $p|a$ ; 1 if  $a$  is a quadratic residue modulo  $p$ ; and  $-1$  otherwise. Euler's criterion:

$$\left(\frac{a}{p}\right) = a^{\left(\frac{p-1}{2}\right)} \pmod{p}.$$

##### 4.7.8 Jacobi symbol

$$\text{If } n = p_1^{a_1} \dots p_k^{a_k} \text{ is odd, then } \left(\frac{a}{n}\right) = \prod_{i=1}^k \left(\frac{a}{p_i}\right)^{a_i}.$$

##### 4.7.9 Primitive roots

If the order of  $g$  modulo  $m$  ( $\min n > 0: g^n \equiv 1 \pmod{m}$ ) is  $\phi(m)$ , then  $g$  is called a primitive root. If  $Z_m$  has a primitive root, then it has  $\phi(\phi(m))$  distinct primitive roots.  $Z_m$  has a primitive root iff  $m$  is one of  $2, 4, p^k, 2p^k$ , where  $p$  is an odd prime. If  $Z_m$  has a primitive root  $g$ , then for all  $a$  coprime to  $m$ , there exists unique integer  $i = \text{ind}_g(a)$  modulo  $\phi(m)$ , such that  $g^i \equiv a \pmod{m}$ .  $\text{ind}_g(a)$  has logarithm-like properties:  $\text{ind}(1) = 0$ ,  $\text{ind}(ab) = \text{ind}(a) + \text{ind}(b)$ .

If  $p$  is prime and  $a$  is not divisible by  $p$ , then congruence  $x^n \equiv a \pmod{p}$  has  $\gcd(n, p-1)$  solutions if  $a^{(p-1)/\gcd(n, p-1)} \equiv 1 \pmod{p}$ , and no solutions otherwise. (Proof sketch: let  $g$  be a primitive root, and  $g^i \equiv a \pmod{p}$ ,  $g^u \equiv x \pmod{p}$ .  $x^n \equiv a \pmod{p}$  iff  $g^{nu} \equiv g^i \pmod{p}$  iff  $nu \equiv i \pmod{p}$ .)



**4.7.10 Discrete logarithm problem**

Find  $x$  from  $a^x \equiv b \pmod{m}$ . Can be solved in  $O(\sqrt{m})$  time and space with a meet-in-the-middle trick. Let  $n = \lceil \sqrt{m} \rceil$ , and  $x = ny - z$ . Equation becomes  $a^{ny} \equiv ba^z \pmod{m}$ . Precompute all values that the RHS can take for  $z = 0, 1, \dots, n-1$ , and brute force  $y$  on the LHS, each time checking whether there's a corresponding value for RHS.

**4.7.11 Pythagorean triples**

Integer solutions of  $x^2 + y^2 = z^2$  All relatively prime triples are given by:  $x = 2mn, y = m^2 - n^2, z = m^2 + n^2$  where  $m > n, \gcd(m, n) = 1$  and  $m \not\equiv n \pmod{2}$ . All other triples are multiples of these. Equation  $x^2 + y^2 = 2z^2$  is equivalent to  $(\frac{x+y}{2})^2 + (\frac{x-y}{2})^2 = z^2$ .

**4.7.12 Postage stamps/McNuggets problem**

Let  $a, b$  be relatively-prime integers. There are exactly  $\frac{1}{2}(a-1)(b-1)$  numbers *not* of form  $ax + by$  ( $x, y \geq 0$ ), and the largest is  $(a-1)(b-1) - 1 = ab - a - b$ .

**4.7.13 Fermat's two-squares theorem**

Odd prime  $p$  can be represented as a sum of two squares iff  $p \equiv 1 \pmod{4}$ . A product of two sums of two squares is a sum of two squares. Thus,  $n$  is a sum of two squares iff every prime of form  $p = 4k + 3$  occurs an even number of times in  $n$ 's factorization.

**4.8 Permutations****4.8.1 Factorial**

| $n$            | 1     | 2     | 3     | 4      | 5      | 6      | 7      | 8        | 9      | 10      |
|----------------|-------|-------|-------|--------|--------|--------|--------|----------|--------|---------|
| $n!$           | 1     | 2     | 6     | 24     | 120    | 720    | 5040   | 40320    | 362880 | 3628800 |
| $\frac{n}{n!}$ | 1     | 11    | 12    | 13     | 14     | 15     | 16     | 17       |        |         |
| $\frac{n}{n!}$ | 4.0e7 | 4.8e8 | 6.2e9 | 8.7e10 | 1.3e12 | 2.1e13 | 3.6e14 |          |        |         |
| $\frac{n}{n!}$ | 20    | 25    | 30    | 40     | 50     | 100    | 150    | 171      |        |         |
| $n!$           | 2e18  | 2e25  | 3e32  | 8e47   | 3e64   | 9e157  | 6e262  | >DBL_MAX |        |         |

**4.8.2 Cycles**

Let  $g_S(n)$  be the number of  $n$ -permutations whose cycle lengths all belong to the set  $S$ . Then

$$\sum_{n=0}^{\infty} g_S(n) \frac{x^n}{n!} = \exp \left( \sum_{n \in S} \frac{x^n}{n} \right)$$

**4.8.3 Derangements**

Permutations of a set such that none of the elements appear in their original position.

$$D(n) = (n-1)(D(n-1) + D(n-2)) = nD(n-1) + (-1)^n = \left\lfloor \frac{n!}{e} \right\rfloor$$

**4.8.4 Burnside's lemma**

Given a group  $G$  of symmetries and a set  $X$ , the number of elements of  $X$  up to symmetry equals

$$\frac{1}{|G|} \sum_{g \in G} |X^g|,$$

where  $X^g$  are the elements fixed by  $g$  ( $g \cdot x = x$ ).

If  $f(n)$  counts "configurations" (of some sort) of length  $n$ , we can ignore rotational symmetry using  $G = \mathbb{Z}_n$  to get

$$g(n) = \frac{1}{n} \sum_{k=0}^{n-1} f(\gcd(n, k)) = \frac{1}{n} \sum_{k|n} f(k) \phi(n/k)$$

**4.9 Partitions and subsets****4.9.1 Partition function**

Number of ways of writing  $n$  as a sum of positive integers, disregarding the order of the summands.

$$p(0) = 1, p(n) = \sum_{k \in \mathbb{Z} \setminus \{0\}} (-1)^{k+1} p(n - k(3k-1)/2)$$

$$p(n) \sim 0.145/n \cdot \exp(2.56\sqrt{n})$$

| $\frac{n}{p(n)}$ | 0 | 1 | 2 | 3 | 4 | 5 | 6  | 7  | 8  | 9  | 20  | 50   | 100  |
|------------------|---|---|---|---|---|---|----|----|----|----|-----|------|------|
|                  | 1 | 1 | 2 | 3 | 5 | 7 | 11 | 15 | 22 | 30 | 627 | ~2e5 | ~2e8 |

**4.9.2 Partition Number**

- Time Complexity:  $O(n\sqrt{n})$

```
for (int i = 1; i <= n; ++i) {
    pent[2 * i - 1] = i * (3 * i - 1) / 2;
    pent[2 * i] = i * (3 * i + 1) / 2;
}
p[0] = 1;
for (int i = 1; i <= n; ++i) {
    p[i] = 0;
    for (int j = 1, k = 0; pent[j] <= i; ++j) {
        if (k < 2) p[i] = add(p[i], p[i - pent[j]]);
        else p[i] = sub(p[i], p[i - pent[j]]); ++k, k &= 3;
    }
}
```

- The number of partitions of a positive integer  $n$  into exactly  $k$  parts equals the number of partitions of  $n$  whose largest part equals  $k$

$$p_k(n) = p_k(n-k) + p_{k-1}(n-1)$$

**4.9.3 2nd Kaplansky's Lemma**

The number of ways of selecting  $k$  objects, no two consecutive, from  $n$  labelled objects arrayed in a circle is  $\frac{n}{k} \binom{n-k-1}{k-1} = \frac{n}{n-k} \binom{n-k}{k}$

**4.9.4 Distinct Objects into Distinct Bins**

-  $n$  distinct objects into  $r$  distinct bins  $= r^n$

- Among  $n$  distinct objects, exactly  $k$  of them into  $r$  distinct bins  $= \binom{n}{k} r^k$

-  $n$  distinct objects into  $r$  distinct bins such that each bin contains at least one object  $= \sum_{i=0}^r (-1)^i \binom{r}{i} (r-i)^n$

**4.10 Coloring**

The number of labeled undirected graphs with  $n$  vertices,  $G_n = 2^{\binom{n}{2}}$

The number of labeled directed graphs with  $n$  vertices,  $G_n = 2^{n(n-1)}$

The number of connected labeled undirected graphs with  $n$  vertices,  $C_n = 2^{\binom{n}{2}} - \frac{1}{n} \sum_{k=1}^{n-1} k \binom{n}{k} 2^{\binom{n-k}{2}} C_k = 2^{\binom{n}{2}} - \sum_{k=1}^{n-1} \frac{n-1}{k-1} 2^{\binom{n-k}{2}} C_k$

The number of  $k$ -connected labeled undirected graphs with  $n$  vertices,  $D[n][k] = \sum_{s=1}^n \binom{n-1}{s-1} C_s D[n-s][k-1]$

Cayley's formula: the number of trees on  $n$  labeled vertices = the number of spanning trees of a complete graph with  $n$  labeled vertices  $= n^{n-2}$

Number of ways to color a graph using  $k$  color such that no two adjacent nodes have same color

Complete graph  $= k(k-1)(k-2)\dots(k-n+1)$

Tree  $= k(k-1)^{n-1}$

Cycle  $= (k-1)^n + (-1)^n (k-1)$

Number of trees with  $n$  labeled nodes:  $n^{n-2}$

**4.11 General purpose numbers****4.11.1 Eulerian numbers**

Number of permutations  $\pi \in S_n$  in which exactly  $k$  elements are greater than the previous element.  $k$   $j$ 's s.t.  $\pi(j) > \pi(j+1)$ ,  $k+1$   $j$ 's s.t.  $\pi(j) \geq j$ ,  $k$   $j$ 's s.t.  $\pi(j) > j$ .

$$E(n, k) = (n-k)E(n-1, k-1) + (k+1)E(n-1, k)$$

$$E(n, 0) = E(n, n-1) = 1$$

$$E(n, k) = \sum_{j=0}^k (-1)^j \binom{n+1}{j} (k+1-j)^n$$

**4.11.2 Bell numbers**

Total number of partitions of  $n$  distinct elements.  $B(n) = 1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, \dots$  For  $p$  prime,

$$B(p^m + n) \equiv mB(n) + B(n+1) \pmod{p}$$

**4.11.3 Bernoulli numbers**

$\sum_{j=0}^m \binom{m+1}{j} B_j = 0$ .  $B_0 = 1, B_1 = -\frac{1}{2}$ .  $B_n = 0$ , for all odd  $n \neq 1$ .

**4.11.4 Catalan numbers**

$$C_n = \frac{1}{n+1} \binom{2n}{n} = \binom{2n}{n} - \binom{2n}{n+1} = \frac{(2n)!}{(n+1)!n!}$$

$$C_0 = 1, C_{n+1} = \frac{2(2n+1)}{n+2} C_n, C_{n+1} = \sum C_i C_{n-i}$$

- $C_n = 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, \dots$
- sub-diagonal monotone paths in an  $n \times n$  grid.
- strings with  $n$  pairs of parenthesis, correctly nested.
- binary trees with  $n+1$  leaves (0 or 2 children).
- ordered trees with  $n+1$  vertices.
- ways a convex polygon with  $n+2$  sides can be cut into triangles by connecting vertices with straight lines.
- permutations of  $[n]$  with no 3-term increasing subseq.
- Find the count of balanced parentheses sequences consisting of  $n+k$  pairs of parentheses where the first  $k$  symbols are open brackets.

$$C_n^{(k)} = \frac{k+1}{n+k+1} \binom{2n+k}{n}$$

- Recursive formula of Catalan Numbers:

$$C_n^{(k)} = \frac{(2n+k-1) \cdot (2n+k)}{n \cdot (n+k+1)} C_{n-1}^{(k)}$$

**4.11.5 Lucas Number**

Number of edge cover of a cycle graph  $C_n$  is  $L_n$

$$L(n) = L(n-1) + L(n-2); L(0) = 2, L(1) = 1$$

**4.12 Ballot Theorem**

Suppose that in an election, candidate A receives  $a$  votes and candidate B receives  $b$  votes, where  $a > b$  for some positive integer  $k$ . Compute the number of ways the ballots can be ordered so that A maintains more than  $k$  times as many votes as B throughout the counting of the ballots.

The solution to the ballot problem is  $\frac{a-kb}{a+b} \times C(a+b, a)$

**4.13 Classical Problem**

$F(n, k)$  = number of ways to color  $n$  objects using exactly  $k$  colors

Let  $G(n, k)$  be the number of ways to color  $n$  objects using no more than  $k$  colors.

Then,  $F(n, k) = G(n, k) - C(k, 1) * G(n, k-1) + C(k, 2) * G(n, k-2) - C(k, 3) * G(n, k-3) \dots$

**Determining  $G(n, k)$  :**

Suppose, we are given a  $1 * n$  grid. Any two adjacent cells can not have same color. Then,  $G(n, k) = k * ((k-1)^{n-1})$

If no such condition on adjacent cells. Then,  $G(n, k) = k^n$

**4.14 Matching Formula****4.14.1 Normal Graph**

$MM + MEC = n$  (exculding vertex),  $IS + VC = G$ ,  $MIS + MVC = G$

**4.14.2 Bipartite Graph**

$MIS = n - MBM$ ,  $MVC = MBM$ ,  $MEC = n - MBM$

**4.15 Inequalities****4.15.1 Titu's Lemma**

For positive reals  $a_1, a_2, \dots, a_n$  and  $b_1, b_2, \dots, b_n$ ,

$$\frac{a_1^2}{b_1} + \frac{a_2^2}{b_2} + \dots + \frac{a_n^2}{b_n} \geq \frac{a_1 + a_2 + \dots + a_n^2}{b_1 + b_2 + \dots + b_n}$$

Equality holds if and only if  $a_i = kb_i$  for a non-zero real constant  $k$ .

**4.16 Games****4.16.1 Grundy numbers**

For a two-player, normal-play (last to move wins) game on a graph  $(V, E)$ :  $G(x) = \text{mex}(\{G(y) : (x, y) \in E\})$ , where  $\text{mex}(S) = \min\{n \geq 0 : n \notin S\}$ .  $x$  is losing iff  $G(x) = 0$ .

**4.16.2 Sums of games**

- *Player chooses a game and makes a move in it* Grundy number of a position is xor of grundy numbers of positions in summed games.
- *Player chooses a non-empty subset of games (possibly, all) and makes moves in all of them* A position is losing iff each game is in a losing position.
- *Player chooses a proper subset of games (not empty and not all), and makes moves in all chosen ones.* A position is losing iff grundy numbers of all games are equal.
- *Player must move in all games, and loses if can't move in some game* A position is losing if any of the games is in a losing position.

**4.16.3 Misère Nim**

A position with pile sizes  $a_1, a_2, \dots, a_n \geq 1$ , not all equal to 1, is losing iff  $a_1 \oplus a_2 \oplus \dots \oplus a_n = 0$  (like in normal nim.) A position with  $n$  piles of size 1 is losing iff  $n$  is odd.

**4.17 Tree Hashing**

$f(u) = sz[u] * \sum_{i=0} f(v) * p^i$ ;  $f(v)$  are sorted  $f(child) = 1$

**4.18 Permutation**

To maximize the sum of adjacent differences of a permutation, it is necessary and sufficient to place the smallest half numbers in odd position and the greatest half numbers in even position. Or, vice versa.

**4.19 String**

- If the sum of length of some strings is  $N$ , there can be at most  $\sqrt{N}$  distinct length.
- A Text can have at most  $O(N \times \sqrt{N})$  distinct substrings that match with given patterns where the sum of the length of the given patterns is  $N$ .
- $\text{Period} = n \% (n - \text{pi.back}() == 0) ? n - \text{pi.back}() : n$

- The first (*period*) cyclic rotations of a string are distinct. Further cyclic rotations repeat the previous strings.

- $S$  is a palindrome if and only if it's period is a palindrome.

- If  $S$  and  $T$  are palindromes, then the periods of  $S \ T$  are same if and only if  $S + T$  is a palindrome.

**4.20 Bit**

-  $(a \text{ xor } b)$  and  $(a + b)$  has the same parity

-  $(a + b) = (a \text{ xor } b) + 2(a \ \& \ b)$

-  $\text{gcd}(a, b) \leq a - b \leq \text{xor}(a, b)$

**4.21 Convolution**

- Hamming Distance: Replace 0 with -1 - SQRT Decomposition: Find

block size,  $B = \sqrt{8 * n}$

**4.22 Matrix Rotation****4.22.1 Anti-Clockwise Rotation**

$$\begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} x' \\ y' \end{bmatrix}$$

**4.22.2 Clockwise Rotation**

$$\begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

**4.23 Common Formulas****4.23.1 Permutation**

$${}_nP_r = \frac{n!}{(n-r)!}$$

**4.23.2 Combination**

$${}_nC_r = \frac{n!}{r!(n-r)!}$$

**4.24 Logarithms****4.24.1 Change of Base Formula**

$$\log_a x = \frac{\log_b x}{\log_b a}$$

**4.25 Common Series Sums****4.25.1 Sum of first  $n$  positive integers**

$$1 + 2 + 3 + \dots + n = \frac{n(n+1)}{2}$$

**4.25.2 Sum of first  $n$  odd positive integers**

$$1 + 3 + 5 + \dots + (2n-1) = n^2$$

**4.25.3 Sum of first  $n$  even positive integers**

$$2 + 4 + 6 + \dots + 2n = n(n+1)$$

**4.25.4 Sum of first  $n$  squares**

$$1^2 + 2^2 + 3^2 + \dots + n^2 = \frac{n(n+1)(2n+1)}{6}$$

**4.25.5 Sum of first  $n$  cubes**

$$1^3 + 2^3 + 3^3 + \dots + n^3 = \left[ \frac{n(n+1)}{2} \right]^2$$

**4.26 Progressions****4.26.1 Arithmetic Progression**

- **Sequence:**  $a, a + d, a + 2d, \dots, a + (n-1)d$

- **Sum of first  $n$  terms:**  $S_n = \frac{n}{2}[2a + (n-1)d]$

**4.26.2 Geometric Progression**

- **Sequence:**  $a, ar, ar^2, \dots, ar^{n-1}$

- **Sum (for  $r > 1$ ):**  $S_n = \frac{a(r^n - 1)}{r - 1}$

- **Sum (for  $r < 1$ ):**  $S_n = \frac{a(1 - r^n)}{1 - r}$