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1 Algorithms

1.1 Mo.cpp

```

// Determining the number of distinct numbers in a subsequence
#include <bits/stdc++.h>
#define SIZE 30010
#define MAX_VALUE 1000010
#define QUERIES 200010
using namespace std;
int N, M, sz, res, cnt[MAX_VALUE], a[SIZE], ans[QUERIES];
struct Query {
    int l, r, index;
    Query () {}
    Query (int l, int r, int index): l(l), r(r), index(index) {}
    bool operator < (const Query& q) const {
        if ((l - 1) / sz != (q.l - 1) / sz)
            return (l - 1) / sz > (q.l - 1) / sz;
        return r < q.r;
    }
} q[QUERIES];

void update (int i) {
    if (!cnt[i]++)
        res++;
}

void remove (int i) {
    if (--cnt[i])
        res--;
}

int main () {
    scanf("%d", &N);
    sz = (int)sqrt(N);

    for (int i = 1; i <= N; i++)
        scanf("%d", &a[i]);

    scanf("%d", &M);
    for (int i = 0; i < M; i++) {
        int l, r;
        scanf("%d%d", &l, &r);
        q[i] = Query(l, r, i);
    }

    sort(q, q + M);
    int l = 1, r = 0;
    for (int i = 0; i < M; i++) {
        while (r > q[i].r)
            remove(a[r--]);
        while (r < q[i].r)
            update(a[++r]);
        while (l < q[i].l)
            remove(a[l++]);
        while (l > q[i].l)
            update(a[--l]);
        ans[q[i].index] = res;
    }

    for (int i = 0; i < M; i++)
        printf("%d\n", ans[i]);
    return 0;
}

```

2 Dynamic Programming

2.1 Convex_Hull_Trick.cpp

```

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

```

```
typedef long long ll;

struct ConvexHullTrick {
    vector<ll> M, B;
    int ptr = 0;

    void addLine (ll m, ll b) {
        int len = M.size();

        while (len > 1 && (B[len - 2] - B[len - 1]) * (m - M[len - 1]) >= (B[len - 1] - b) * (M[len - 1] - M[len - 2]))
            len--;
        M.resize(len);
        B.resize(len);
        M.push_back(m);
        B.push_back(b);
    }

    ll getMax (ll x) {
        if (ptr >= (int)M.size())
            ptr = (int)M.size() - 1;
        while (ptr < (int)M.size() - 1 && M[ptr + 1] * x + B[ptr + 1] >= M[ptr] * x + B[ptr])
            ptr++;
        return M[ptr] * x + B[ptr];
    }
};
```

2.2 Divide_And_Conquer.cpp

```
/* Requirements:
 * - dp[i][j] = min(dp[i - 1][k] + C[k][j]) where k < j
 * - min[i][j] <= min[i][j + 1], min[i][j] = smallest k for optimal ans
 *
 * There are N people at an amusement park who are in a queue for a ride.
 * Each pair of people has a measured level of unfamiliarity. The people
 * will be divided into K non-empty contiguous groups. Each division has
 * a total unfamiliarity value which is the sum of the levels of
 * unfamiliarity between any pair of people for each group
 */

#include <bits/stdc++.h>

#define MAX_N 4001
#define MAX_K 801
#define scan(x) do{while((x=getchar())<'0'); for(x='0'; '0'<=(_=getchar()); x=(x<<3)+(x<<1)+_-'0');}while(0)
char _;
using namespace std;

int N, K;
int A[MAX_N][MAX_N];
int dp[MAX_K][MAX_N];

void compute (int g, int i, int j, int l, int r) {
    if (i > j)
        return;
    int mid = (i + j) >> 1;
    int bestIndex = l;
    for (int k = l; k <= min(mid, r); k++) {
        int val = dp[g - 1][k - 1] + (A[mid][mid] - A[mid][k - 1] - A[k - 1][mid] + A[k - 1][k - 1]);
        if (val < dp[g][mid]) {
            dp[g][mid] = val;
            bestIndex = k;
        }
    }
    compute(g, i, mid - 1, l, bestIndex);
    compute(g, mid + 1, j, bestIndex, r);
}

int main () {
    scan(N);
    scan(K);

    for (int i = 1; i <= N; i++) {
        for (int j = 1; j <= N; j++) {
```

```
            scan(A[i][j]);
            A[i][j] += A[i - 1][j] + A[i][j - 1] - A[i - 1][j - 1];
        }
    }

    for (int i = 0; i <= K; i++)
        for (int j = 0; j <= N; j++)
            dp[i][j] = 1 << 30;
    dp[0][0] = 0;

    for (int i = 1; i <= K; i++)
        compute(i, 1, N, 1, N);

    printf("%d\n", dp[K][N] / 2);
    return 0;
}
```

2.3 Knuth.cpp

```
/* Requirements:
 * - dp[i][j] = min(dp[i][k] + dp[k][j] + C[i][j]) where i < k < j
 * - min[i][j - 1] <= min[i][j] <= min[i + 1][j],
 *   min[i][j] = smallest k for optimal answer
 *
 * A certain string-processing language allows the programmer to
 * break a string into two pieces. Since this involves copying the
 * old string, it cost N units of time to break a string of N
 * characters into two pieces. Suppose you want to break a string into
 * many pieces. The order in which the breaks are made can affect the
 * total amount of time.
 *
 * Given the length of the string N, and M places to break the string at,
 * what is the minimum amount of time to break the string?
 */
```

```
#include <bits/stdc++.h>
#define SIZE 1005

typedef long long ll;

ll dp[SIZE][SIZE];
int mid[SIZE][SIZE];
int pos[SIZE];
int N, M;

int main () {
    while (scanf("%d%d", &N, &M) != EOF) {
        for (int i = 1; i <= M; i++)
            scanf("%d", &pos[i]);
        pos[0] = 0;
        pos[M + 1] = N;

        for (int i = 0; i <= M + 1; i++) {
            for (int j = 0; j + i <= M + 1; j++) {
                if (i < 2) {
                    dp[j][j + i] = 0LL;
                    mid[j][j + i] = j;
                    continue;
                }
                dp[j][j + i] = 1LL << 60;
                for (int k = mid[j][i + j - 1]; k <= mid[j + 1][i + j]; k++) {
                    ll next = dp[j][k] + dp[k][j + i] + pos[j + i] - pos[j];
                    if (next < dp[j][j + i]) {
                        dp[j][j + i] = next;
                        mid[j][j + i] = k;
                    }
                }
            }
        }

        printf("%lld\n", dp[0][M + 1]);
    }
    return 0;
}
```

3 Data Structures

3.1 BIT.cpp

```
#include <bits/stdc++.h>
using namespace std;
struct BIT {
    int N;
    vector<int> val;
    BIT (int N) : N(N), val(N) {}

    void update (int idx, int v) {
        for (int x = idx; x < N; x += (x & -x))
            val[x] += v;
    }

    int query (int idx) {
        int ret = 0;
        for (int x = idx; x > 0; x -= (x & -x))
            ret += val[x];
        return ret;
    }
};
```

3.2 BIT_Range.cpp

```
#include <bits/stdc++.h>
using namespace std;
struct BIT_Range {
    int N;
    vector<int> val1, val2;
    BIT_Range (int N): N(N), val1(N), val2(N) {}

    void update (vector<int> &val, int idx, int v) {
        for (int x = idx; x < N; x += (x & -x))
            val[x] += v;
    }

    void update (int x1, int x2, int val) {
        update(val1, x1, val);
        update(val1, x2 + 1, -val);
        update(val2, x1, val * (x1 - 1));
        update(val2, x2 + 1, -val * x2);
    }

    int query (vector<int> &val, int idx) {
        int ret = 0;
        for (int x = idx; x > 0; x -= (x & -x))
            ret += val[x];
        return ret;
    }

    int query (int x) {
        return query(val1, x) * x - query(val2, x);
    }

    int query (int x1, int x2) {
        return query(x2) - query(x1 - 1);
    }
};
```

3.3 Treap.cpp

```
#include <bits/stdc++.h>
using namespace std;
int randomPriority () {
    return rand() * 65536 + rand();
}
struct Node {
    int val, p;
    Node *left, *right;
    Node (int val): val(val), p(randomPriority()) {
        left = nullptr;
        right = nullptr;
    }
};
```

```
};
struct Treap {
    Node* root;

    Treap () {
        root = nullptr;
    }

    // precondition: all values of u are smaller than all values of v
    Node* join (Node* u, Node* v) {
        if (u == nullptr)
            return v;
        if (v == nullptr)
            return u;
        if (u->p < v->p) {
            u->right = join(u->right, v);
            return u;
        }
        v->left = join(u, v->left);
        return v;
    }

    pair<Node*, Node*> split (Node* u, int k) {
        if (u == nullptr)
            return make_pair(nullptr, nullptr);
        if (u->val < k) {
            auto res = split(u->right, k);
            u->right = res.first;
            res.first = u;
            return res;
        } else if (u->val > k) {
            auto res = split(u->left, k);
            u->left = res.second;
            res.second = u;
            return res;
        } else {
            return make_pair(u->left, u->right);
        }
    }

    bool contains (int val) {
        return contains(root, val);
    }

    bool contains (Node* u, int val) {
        if (u == nullptr)
            return false;
        if (u->val < val)
            return contains(u->right, val);
        else if (u->val > val)
            return contains(u->left, val);
        return true;
    }

    void insert (int val) {
        if (contains(root, val))
            return;
        auto nodes = split(root, val);
        root = join(nodes.first, join(new Node(val), nodes.second));
    }

    void remove (int val) {
        if (root == nullptr)
            return;
        auto nodes = split(root, val);
        root = join(nodes.first, nodes.second);
    }
};
```

3.4 Persistent_Segment_Tree.cpp

```
// What would be the k-th number in (A[i], A[i + 1], ..., A[j]) if this segment
// was sorted?
#include <bits/stdc++.h>
#define SIZE 100001
using namespace std;
struct Node {
    int cnt;
    Node *left, *right;
    Node (int cnt): cnt(cnt) {}
    Node (int cnt, Node *left, Node *right): cnt(cnt), left(left), right(right) {}
};
```

```

};

struct Tree {
    int N;
    vector<Node*> val;
    Tree () {}
    Tree (int N): N(N), val(N + 1) {
        val[0] = new Node(0);
        val[0]->left = val[0]->right = val[0];
    }

    Node* update (Node* prev, int l, int r, int val) {
        if (l <= val && val <= r) {
            if (l == r)
                return new Node(prev->cnt + 1);
            int mid = (l + r) >> 1;
            return new Node(prev->cnt + 1, update(prev->left, l, mid, val), update(
                prev->right, mid + 1, r, val));
        }
        return prev;
    }

    int query (Node* lo, Node* hi, int l, int r, int val) {
        if (l == r)
            return l;
        int mid = (l + r) >> 1;
        int cnt = hi->left->cnt - lo->left->cnt;
        if (val <= cnt)
            return query(lo->left, hi->left, l, mid, val);
        else
            return query(lo->right, hi->right, mid + 1, r, val - cnt);
    }
};

int N, Q;
set<int> ts;
int toVal[SIZE], a[SIZE];
unordered_map<int, int> toIndex;
Tree t(SIZE);

int main () {
    scanf("%d%d", &N, &Q);

    for (int i = 1; i <= N; i++) {
        scanf("%d", &a[i]);
        ts.insert(a[i]);
    }
    int cnt = 0;
    for (int val : ts) {
        toIndex[val] = ++cnt;
        toVal[cnt] = val;
    }

    for (int i = 1; i <= N; i++)
        t.val[i] = t.update(t.val[i - 1], 1, cnt, toIndex[a[i]]);

    for (int i = 0; i < Q; i++) {
        int l, r, k;
        scanf("%d%d%d", &l, &r, &k);
        printf("%d\n", toVal[t.query(t.val[l - 1], t.val[r], 1, cnt, k)]);
    }
}

```

4 Geometry

4.1 Convex_Hull.cpp

```

#include <bits/stdc++.h>
using namespace std;
struct Point {
    int x, y;
    Point (int x, int y): x(x), y(y) {}
    bool operator < (const Point& p) const {
        return make_pair(x, y) < make_pair(p.x, p.y);
    }
}

```

```

};

int ccw (Point p1, Point p2, Point p3) {
    return (p2.x - p1.x) * (p3.y - p1.y) - (p2.y - p1.y) * (p3.x - p1.x);
}

vector<Point> convexHull (vector<Point> pts) {
    vector<Point> u, l;
    sort(pts.begin(), pts.end());

    for (int i = 0; i < (int)pts.size(); i++) {
        int j = (int)l.size();
        while (j >= 2 && ccw(l[j - 2], l[j - 1], pts[i]) <= 0) {
            l.erase(l.end() - 1);
            j = (int)l.size();
        }
        l.push_back(pts[i]);
    }
    for (int i = (int)pts.size() - 1; i >= 0; i--) {
        int j = (int)u.size();
        while (j >= 2 && ccw(u[j - 2], u[j - 1], pts[i]) <= 0) {
            u.erase(u.end() - 1);
            j = (int)u.size();
        }
        u.push_back(pts[i]);
    }
    u.erase(u.end() - 1);
    l.erase(l.end() - 1);
    l.reserve(l.size() + u.size());
    l.insert(l.end(), u.begin(), u.end());

    return l;
}

```

4.2 Delaunay.cpp

// input: vector<pair<int, int>> p = x, y coordinates
// output: vector<vector<int>> ret = M by 3 matrix containing triple
// of indices corresponding to vertices

```

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

vector<vector<int>> triangulate (vector<int> x, vector<int> y) {
    int N = x.size();
    vector<int> z (N);
    vector<vector<int>> ret;

    for (int i = 0; i < N; i++)
        z[i] = x[i] * x[i] + y[i] + y[i];

    for (int i = 0; i < N - 2; i++) {
        for (int j = i + 1; j < N; j++) {
            for (int k = i + 1; k < N; k++) {
                if (j == k)
                    continue;
                int xn = (y[j] - y[i]) * (z[k] - z[i]) - (y[k] - y[i]) * (z[j] - z[i]);
                int yn = (x[k] - x[i]) * (z[j] - z[i]) - (x[j] - x[i]) * (z[k] - z[i]);
                int zn = (x[j] - x[i]) * (y[k] - y[i]) - (x[k] - x[i]) * (y[j] - y[i]);
                bool flag = zn < 0;
                for (int m = 0; flag && m < N; m++)
                    flag &= ((x[m] - x[i]) * xn + (y[m] - y[i]) * yn + (z[m] - z[i]) * zn <= 0);
                if (flag)
                    ret.push_back({i, j, k});
            }
        }
    }
    return ret;
}

```

5 Graph Theory

5.1 Eulerian.cpp

```
#include <bits/stdc++.h>
using namespace std;
struct Edge {
    int dest, index;
    bool used;
};
struct Euler {
    int N;
    vector<vector<Edge>> adj;
    vector<int> used;
    Euler (int N): N(N), adj(N), used(N) {}

    void addEdge (int u, int v) {
        adj[u].push_back({v, (int)adj[v].size(), 0});
        adj[v].push_back({u, (int)adj[u].size() - 1, 0});
    }

    // precondition: all vertices are connected
    int getEuler () {
        int odd = 0;
        for (int i = 0; i < N; i++)
            if ((int)adj[i].size() & 1)
                odd++;
        if (odd > 2)
            return -1;
        return odd == 0 ? 0 : 1;
    }

    bool isEulerianPath () {
        return getEuler() != -1;
    }

    bool isEulerianCycle () {
        return getEuler() == 0;
    }

    void printEulerianPath () {
        if (!isEulerianPath()) {
            printf("No Eulerian Path Exists.");
            return;
        }
        stack<int> order;
        int curr = 0;
        for (int i = 0; i < N; i++)
            if ((int)adj[i].size() & 1)
                curr = i;
        while (true) {
            if ((int)adj[curr].size() - used[curr] == 0) {
                printf("%d ", curr);
                if (order.size() == 0)
                    break;
                curr = order.top();
                order.pop();
            } else {
                order.push(curr);
                for (int i = 0; i < (int)adj[curr].size(); i++) {
                    if (!adj[curr][i].used) {
                        int dest = adj[curr][i].dest;
                        int index = adj[curr][i].index;
                        adj[curr][i].used = true;
                        adj[dest][index].used = true;
                        used[curr]++;
                        used[dest]++;
                        curr = dest;
                        break;
                    }
                }
            }
        }
    }
};
```

5.2 SCC.cpp

```
#include <bits/stdc++.h>
using namespace std;
struct SCC {
    int N, cnt, idCnt;
    vector<int> disc, lo, id;
    vector<bool> inStack;
    vector<vector<int>> adj;
    stack<int> s;

    SCC (int N): N(N), disc(N), lo(N), id(N), inStack(N), adj(N) {}

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

    void dfs (int i) {
        disc[i] = lo[i] = ++cnt;
        inStack[i] = true;
        s.push(i);
        for (int j : adj[i]) {
            if (disc[j] == 0) {
                dfs(j);
                lo[i] = min(lo[i], lo[j]);
            } else if (inStack[j]) {
                lo[i] = min(lo[i], disc[j]);
            }
        }
        if (disc[i] == lo[i]) {
            while (s.top() != i) {
                inStack[s.top()] = false;
                id[s.top()] = idCnt;
                s.pop();
            }
            inStack[s.top()] = false;
            id[s.top()] = idCnt++;
            s.pop();
        }
    }

    void compute () {
        for (int i = 0; i < N; i++)
            if (disc[i] == 0)
                dfs(i);
    }
};
```

5.3 Biconnected_Components.cpp

```
#include <bits/stdc++.h>
using namespace std;
typedef pair<int, int> edge;
struct BiconnectedComponents {
    int N, cnt = 0;
    vector<edge> bridges;
    vector<vector<edge>> components;
    vector<vector<int>> adj;
    stack<edge> s;
    vector<int> lo, disc;
    vector<bool> vis, cutVertex;

    BiconnectedComponents (int N): N(N), adj(N), lo(N), disc(N), vis(N), cutVertex(N) {}

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

    void dfs (int u, int prev) {
        disc[u] = lo[u] = cnt++;
        vis[u] = true;
        int children = 0;
        for (int v : adj[u]) {
            if (!vis[v]) {
```

```

        children++;
        s.push({u, v});
        dfs(v, u);
        lo[u] = min(lo[u], lo[v]);
        if ((disc[u] == 0 && children > 1) || (disc[u] > 0 && lo[v] >=
            disc[u])) {
            cutVertex[u] = true;
            components.push_back(vector<edge>());
            while (s.top().first != u && s.top().second != v) {
                components.back().push_back(edge(s.top().first, s.top().
                    second));
                s.pop();
            }
            components.back().push_back(edge(s.top().first, s.top().second
                ));
            s.pop();
        }
        if (lo[v] > disc[u])
            bridges.push_back(edge(s.top().first, s.top().second));
    } else if (v != prev && disc[v] < lo[u]) {
        lo[u] = disc[v];
        s.push({u, v});
    }
}

void compute () {
    for (int i = 0; i < N; i++)
        if (!vis[i])
            dfs(i, -1);
}
};

```

5.4 Max_Flow.cpp

```

#include <bits/stdc++.h>
using namespace std;
struct Edge {
    int dest, cost, next;
    Edge (int dest, int cost, int next): dest(dest), cost(cost), next(next) {}
};

struct Network {
    int N, src, sink;
    vector<int> last, dist;
    vector<Edge> e;

    Network (int N, int src, int sink): N(N), src(src), sink(sink), last(N), dist(
        N) {
        fill(last.begin(), last.end(), -1);
    }

    void AddEdge (int x, int y, int xy, int yx) {
        e.push_back(Edge(y, xy, last[x]));
        last[x] = (int)e.size() - 1;
        e.push_back(Edge(x, yx, last[y]));
        last[y] = (int)e.size() - 1;
    }

    bool getPath () {
        fill(dist.begin(), dist.end(), -1);
        queue<int> q;
        q.push(src);
        dist[src] = 0;

        while (!q.empty()) {
            int curr = q.front(); q.pop();
            for (int i = last[curr]; i != -1; i = e[i].next) {
                if (e[i].cost > 0 && dist[e[i].dest] == -1) {
                    dist[e[i].dest] = dist[curr] + 1;
                    q.push(e[i].dest);
                }
            }
        }

        return dist[sink] != -1;
    }
};

```

```

    }

    int dfs (int curr, int flow) {
        if (curr == sink)
            return flow;
        int ret = 0;
        for (int i = last[curr]; i != -1; i = e[i].next) {
            if (e[i].cost > 0 && dist[e[i].dest] == dist[curr] + 1) {
                int res = dfs(e[i].dest, min(flow, e[i].cost));
                ret += res;
                e[i].cost -= res;
                e[i ^ 1].cost += res;
                flow -= res;
                if (flow == 0)
                    break;
            }
        }
        return ret;
    }

    int getFlow () {
        int res = 0;
        while (getPath())
            res += dfs(src, 1 << 30);
        return res;
    }
};

```

5.5 Max_Flow_Min_Cost.cpp

```

#include <bits/stdc++.h>
using namespace std;
struct Edge {
    int orig, dest, origCost, cost, flow, last;
    Edge (int orig, int dest, int cost, int flow, int last): orig(orig), dest(dest
        ), origCost(cost), cost(cost), flow(flow), last(last) {}
};

struct Vertex {
    int index, cost;
    Vertex (int index, int cost): index(index), cost(cost) {}
    bool operator < (const Vertex& v) const {
        return cost < v.cost;
    }
};

struct MaxFlowMinCost {
    int N, src, sink, cnt = 0;
    vector<Edge> e;
    vector<int> last, phi, prev, dist, index;
    MaxFlowMinCost (int N, int src, int sink): N(N), src(src), sink(sink), last(N)
        , phi(N), prev(N), dist(N), index(N) {
        fill(last.begin(), last.end(), -1);
    }

    void addEdge (int u, int v, int flow, int cost) {
        e.push_back({u, v, cost, flow, last[u]});
        last[u] = (int)e.size() - 1;
        e.push_back({v, u, -cost, 0, last[v]});
        last[v] = (int)e.size() - 1;
    }

    void reduceCost () {
        for (int i = 0; i < (int)e.size(); i += 2) {
            e[i].cost += phi[e[i].orig] - phi[e[i].dest];
            e[i ^ 1].cost = 0;
        }
    }

    void bellmanFord () {
        fill(phi.begin(), phi.end(), 1 << 25);
        phi[src] = 0;
        for (int j = 0; j < N - 1; j++)
            for (int i = 0; i < (int)e.size(); i++)
                if (e[i].flow > 0)
                    phi[e[i].dest] = min(phi[e[i].dest], phi[e[i].orig] + e[i].
                        cost);
    }
};

```

```

bool dijkstra () {
    fill(dist.begin(), dist.end(), 1 << 30);
    fill(prev.begin(), prev.end(), -1);
    fill(index.begin(), index.end(), -1);
    dist[src] = 0;
    priority_queue<Vertex> pq;
    pq.push({src, 0});
    while (!pq.empty()) {
        Vertex curr = pq.top();
        pq.pop();
        for (int next = last[curr.index]; next != -1; next = e[next].last) {
            if (e[next].flow == 0 || dist[e[next].dest] <= dist[curr.index] +
                e[next].cost)
                continue;
            dist[e[next].dest] = dist[curr.index] + e[next].cost;
            prev[e[next].dest] = curr.index;
            index[e[next].dest] = next;
            pq.push({e[next].dest, dist[e[next].dest]});
        }
    }
    return dist[sink] != 1 << 30;
}

pair<int, int> getMaxFlowMinCost () {
    int flow = 0;
    int cost = 0;
    bellmanFord();
    reduceCost();
    while (dijkstra()) {
        for (int i = 0; i < N; i++)
            phi[i] = dist[i];
        reduceCost();
        int aug = 1 << 30;
        int curr = sink;
        while (prev[curr] != -1) {
            aug = min(aug, e[index[curr]].flow);
            curr = prev[curr];
        }
        flow += aug;
        curr = sink;
        while (prev[curr] != -1) {
            e[index[curr]].flow -= aug;
            e[index[curr] ^ 1].flow += aug;
            cost += aug * e[index[curr]].origCost;
            curr = prev[curr];
        }
    }
    return {flow, cost};
}
};

```

5.6 Max_Matching.cpp

```

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

struct MaxMatching {
    int N;
    vector<vector<int>>> adj;
    vector<bool> mark, used;
    vector<int> match, par, id;
    MaxMatching (int N): N(N), adj(N), mark(N), used(N), match(N), par(N), id(N)
    {}

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

    void markPath (vector<bool>& blossom, int i, int b, int j) {
        for (; id[i] != b; i = par[match[i]]) {
            blossom[id[i]] = blossom[id[match[i]]] = true;
            par[i] = j;
            j = match[i];
        }
    }
};

```

```

    }

    int lca (int i, int j) {
        vector<bool> v(N);
        while (true) {
            i = id[i];
            used[i] = true;
            if (match[i] == -1)
                break;
            i = par[match[i]];
        }
        while (true) {
            j = id[j];
            if (v[j])
                return j;
            j = par[match[j]];
        }
    }

    int getAugmentingPath (int src) {
        fill(par.begin(), par.end(), -1);
        fill(used.begin(), used.end(), 0);
        for (int i = 0; i < N; i++)
            id[i] = i;
        used[src] = true;
        queue<int> q;
        q.push(src);

        while (!q.empty()) {
            int curr = q.front();
            q.pop();
            for (int next : adj[curr]) {
                if (id[curr] == id[next] || match[curr] == next)
                    continue;
                if (next == src || (match[next] != -1 && par[match[next]] != -1))
                {
                    int newBase = lca(curr, next);
                    vector<bool> blossom(N);
                    markPath(blossom, curr, newBase, next);
                    markPath(blossom, next, newBase, curr);
                    for (int i = 0; i < N; i++) {
                        if (blossom[id[i]]) {
                            id[i] = newBase;
                            if (!used[i]) {
                                used[i] = true;
                                q.push(i);
                            }
                        }
                    }
                }
                else if (par[next] == -1) {
                    par[next] = curr;
                    if (match[next] == -1)
                        return next;
                    next = match[next];
                    used[next] = true;
                    q.push(next);
                }
            }
        }
    }

    int getMaxMatching () {
        fill(match.begin(), match.end(), -1);
        fill(par.begin(), par.end(), 0);
        fill(id.begin(), id.end(), 0);
        fill(used.begin(), used.end(), 0);

        for (int i = 0; i < N; i++) {
            if (match[i] == -1) {
                int v = getAugmentingPath(i);
                while (v != -1) {
                    int pv = par[v];
                    int ppv = match[pv];
                    match[v] = pv;
                    match[pv] = v;
                }
            }
        }
    }
};

```

```

        v = ppv;
    }
}

int res = 0;
for (int i = 0; i < N; i++)
    if (match[i] != -1)
        res++;
return res / 2;
}
};

```

5.7 Min-Cut.cpp

```

#include <bits/stdc++.h>
using namespace std;
struct MinCut {
    int N;
    vector<vector<int>> adj;
    vector<int> weight;
    vector<bool> inContraction, used;
    MinCut (int N): N(N), adj(N, vector<int>(N)), weight(N, 0), inContraction(N, 0), used(N, 0) {}

    void addEdge (int u, int v, int c) {
        adj[u][v] = c;
        adj[v][u] = c;
    }

    int getMinCut () {
        int minCut = 1 << 30;
        for (int v = N - 1; v >= 0; v--) {
            for (int i = 1; i < N; i++) {
                used[i] = inContraction[i];
                weight[i] = adj[0][i];
            }
            int prev = 0, curr = 0;
            for (int sz = 1; sz <= v; sz++) {
                prev = curr;
                curr = -1;
                for (int i = 1; i < N; i++)
                    if (!used[i] && (curr == -1 || weight[i] > weight[curr]))
                        curr = i;
                if (sz != v) {
                    for (int i = 0; i < N; i++)
                        weight[i] += adj[curr][i];
                    used[curr] = true;
                } else {
                    for (int i = 0; i < N; i++)
                        adj[prev][i] = adj[i][prev] += adj[i][curr];
                    inContraction[curr] = true;
                    minCut = min(minCut, weight[curr]);
                }
            }
            return minCut;
        }
    }
};

```

5.8 LCA.cpp

```

#include <bits/stdc++.h>
using namespace std;
struct LCA {
    int N, LN;
    vector<int> depth;
    vector<vector<int>> pa;
    vector<vector<int>> adj;
    LCA (int N): N(N), LN(ceil(log(N) / log(2) + 1)), depth(N), pa(N, vector<int>(LN)), adj(N) {
        for (auto &x : pa)
            fill(x.begin(), x.end(), -1);
    }
};

```

```

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

void dfs (int u, int d, int prev) {
    depth[u] = d;
    pa[u][0] = prev;
    for (int v : adj[u])
        if (v != prev)
            dfs(v, d + 1, u);
}

void precompute () {
    for (int i = 1; i < LN; i++)
        for (int j = 0; j < N; j++)
            if (pa[j][i - 1] != -1)
                pa[j][i] = pa[pa[j][i - 1]][i - 1];
}

int getLca (int u, int v) {
    if (depth[u] < depth[v])
        swap(u, v);
    for (int k = LN - 1; k >= 0; k--)
        if (pa[u][k] != -1 && depth[pa[u][k]] >= depth[v])
            u = pa[u][k];
    if (u == v)
        return u;
    for (int k = LN - 1; k >= 0; k--)
        if (pa[u][k] != -1 && pa[v][k] != -1 && pa[u][k] != pa[v][k])
            u = pa[u][k], v = pa[v][k];
    return pa[u][0];
}
};

```

5.9 HLD.cpp

```

#include <bits/stdc++.h>
using namespace std;
struct HLD {
    int N, chainIndex;
    vector<vector<int>> adj;
    vector<int> sz, depth, chain, par, head;

    HLD (int N): N(N), adj(N), sz(N), depth(N), chain(N), par(N), head(N) {
        fill(head.begin(), head.end(), -1);
    }

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

    void dfs (int u, int p, int d) {
        par[u] = p;
        depth[u] = d;
        sz[u] = 1;
        for (int v : adj[u]) {
            if (v != p) {
                dfs(v, u, d + 1);
                sz[u] += sz[v];
            }
        }
    }

    void build (int u, int p) {
        if (head[chainIndex] == -1)
            head[chainIndex] = u;
        chain[u] = chainIndex;

        int maxIndex = -1;
        for (int v : adj[u])
            if (v != p && (maxIndex == -1 || sz[v] > sz[maxIndex]))
                maxIndex = v;
        if (maxIndex != -1)

```



```

        build(maxIndex, u);
    for (int v : adj[u])
        if (v != p && v != maxIndex) {
            chainIndex++;
            build(v, u);
        }
    }

void precompute () {
    dfs(0, -1, 0);
    build(0, -1);
}

int getLca (int u, int v) {
    while (chain[u] != chain[v]) {
        if (depth[head[chain[u]]] < depth[head[chain[v]]])
            v = par[head[chain[v]]];
        else
            u = par[head[chain[u]]];
    }
    return depth[u] < depth[v] ? u : v;
}
};

```

6 Mathematics

6.1 General.cpp

```

#include <bits/stdc++.h>
using namespace std;
typedef long long ll;

vector<int> getPrimesEratosthenes (int N) {
    vector<bool> prime (N + 1);
    vector<int> ret;

    fill(prime.begin(), prime.end(), true);

    for (int i = 2; i * i <= N; i++)
        if (prime[i])
            for (int j = i * i; j <= N; j += i)
                prime[j] = false;

    for (int i = 2; i <= N; i++)
        if (prime[i])
            ret.push_back(i);

    return ret;
}

vector<int> eulerTotient (int N) {
    vector<int> ret (N + 1);
    for (int i = 1; i <= N; i++)
        ret[i] = i;
    for (int i = 2; i <= N; i++)
        if (ret[i] == i)
            for (int j = i; j <= N; j += i)
                ret[j] -= ret[j] / i;
    return ret;
}

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

ll multmod (ll a, ll b, ll m) {
    ll x = 0, y = a % m;
    for (; b > 0; b >= 1) {
        if ((b & 1) == 1)
            x = (x + y) % m;
        y = (y << 1) % m;
    }
    return x % m;
}

ll randLong () {

```

```

    return ((rand() * 1LL) << 47) | ((rand() * 1LL) << 32) | ((rand() * 1LL) <<
        16) | rand();
}

ll brent (ll n) {
    if (n % 2 == 0)
        return 2;
    ll y = randLong() % (n - 1) + 1;
    ll c = randLong() % (n - 1) + 1;
    ll m = randLong() % (n - 1) + 1;
    ll g = 1, r = 1, q = 1, ys = 0, hi = 0, x = 0;
    while (g == 1) {
        x = y;

        for (int i = 0; i < r; i++)
            y = (multmod(y, y, n) + c) % n;

        for (ll k = 0; k < r && g == 1; k += m) {
            ys = y;
            hi = min(m, r - k);
            for (int j = 0; j < hi; j++) {
                y = (multmod(y, y, n) + c) % n;
                q = multmod(q, x > y ? x - y : y - x, n);
            }
            g = gcd(q, n);
        }

        r *= 2;
    }

    if (g == n)
        do {
            ys = (multmod(ys, ys, n) + c) % n;
            g = gcd(x > ys ? x - ys : ys - x, n);
        } while (g <= 1);

    return g;
}

```

6.2 Miller_Rabin.cpp

```

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

typedef unsigned long long ULL;
ULL mulmod (ULL a, ULL b, ULL c) {
    ULL x = 0, y = a % c;
    for (; b > 0; b >= 1) {
        if (b & 1) x = (x + y) % c;
        y = (y << 1) % c;
    }
    return x % c;
}

ULL powmod (ULL a, ULL b, ULL c) {
    ULL x = 1, y = a;
    for (; b > 0; b >= 1) {
        if (b & 1) x = mulmod(x, y, c);
        y = mulmod(y, y, c);
    }
    return x % c;
}

inline ULL rand64U () {
    return ((ULL)rand() << 48) | ((ULL)rand() << 32) | ((ULL)rand() << 16) | ((ULL)
        )rand();
}

bool isPrime (long long N, int k = 5) {
    if (N < 2 || (N != 2 && !(N & 1)))
        return 0;

    ULL s = N - 1, p = N - 1, x, R;

    while (!(s & 1))
        s >>= 1;

    for (int i = 0; i <= k-1; i++) {

```

```

    R = powmod(rand64U() % p + 1, s, N);
    for (x = s; x != p && R != 1 && R != p; x <= 1)
        R = mulmod(R, R, N);
    if (R != p && !(x & 1))
        return 0;
}
return 1;
}

```

6.3 Euclid.cpp

```

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

int mod (int a, int b) {
    return ((a % b) + b) % b;
}

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

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

// returns (d, x, y) such that d = gcd(a, b) and d = ax + by
vector<int> euclid (int a, int b) {
    int x = 1, y = 0, x1 = 0, y1 = 1, t;
    while (b != 0) {
        int q = a / b;
        t = x;
        x = x1;
        x1 = t - q * x1;
        t = y;
        y = y1;
        y1 = t - q * y1;
        t = b;
        b = a - q * b;
        a = t;
    }
    vector<int> ret = {a, x, y};
    if (a <= 0) ret = {-a, -x, -y};
    return ret;
}

// finds all solutions to ax = b mod n
vector<int> linearEquationSolver (int a, int b, int n) {
    vector<int> ret;
    vector<int> res = euclid(a, b);
    int d = res[0], x = res[1];

    if (b % d == 0) {
        x = mod(x * (b / d), n);
        for (int i = 0; i < d; i++)
            ret.push_back(mod(x + i * (n / d), n));
    }

    return ret;
}

// computes x and y such that ax + by = c; on failure, x = y = -1 << 30
void linearDiophantine (int a, int b, int c, int &x, int &y) {
    int d = gcd(a, b);

    if (c % d != 0) {
        x = y = -1 << 30;
    } else {
        a /= d;
        b /= d;
        c /= d;
        vector<int> ret = euclid(a, b);
        x = ret[1] * c;
        y = ret[2] * c;
    }
}

// precondition: m > 0 && gcd(a, m) = 1

```

```

int modInverse (int a, int m) {
    a = mod(a, m);
    return a == 0 ? 0 : mod((1 - modInverse(m % a, a) * m) / a, m);
}

// precondition: p is prime
vector<int> generateInverse (int p) {
    vector<int> res(p);
    res[1] = 1;
    for (int i = 2; i < p; ++i)
        res[i] = (p - (p / i) * res[p % i] % p) % p;
    return res;
}

// solve x = a[i] (mod p[i]), where gcd(p[i], p[j]) == 1
int simpleRestore (vector<int> a, vector<int> p) {
    int res = a[0];
    int m = 1;
    for (int i = 1; i < (int)a.size(); i++) {
        m *= p[i - 1];
        while (res % p[i] != a[i])
            res += m;
    }
    return res;
}

int garnerRestore (vector<int> a, vector<int> p) {
    vector<int> x(a.size());
    for (int i = 0; i < (int)x.size(); ++i) {
        x[i] = a[i];
        for (int j = 0; j < i; ++j) {
            x[i] = (int) modInverse(p[j], p[i]) * (x[i] - x[j]);
            x[i] = (x[i] % p[i] + p[i]) % p[i];
        }
    }
    int res = x[0];
    int m = 1;
    for (int i = 1; i < (int)a.size(); i++) {
        m *= p[i - 1];
        res += x[i] * m;
    }
    return res;
}

```

6.4 Combinatorics.cpp

```

#include <bits/stdc++.h>
typedef long long ll;

ll modpow (ll base, ll pow, ll mod) {
    if (pow == 0)
        return 1L;
    if (pow == 1)
        return base;
    if (pow % 2)
        return base * modpow(base * base % mod, pow / 2, mod) % mod;
    return modpow(base * base % mod, pow / 2, mod);
}

ll factorial (ll n, ll m) {
    ll ret = 1;
    for (int i = 2; i <= n; i++)
        ret = (ret * i) % m;
    return ret;
}

// precondition: p is prime
ll divMod (ll i, ll j, ll p) {
    return i * modpow(j, p - 2, p) % p;
}

// precondition: p is prime; O(log P) if you precompute factorials
ll fastChoose (ll n, ll k, ll p) {
    return divMod(divMod(factorial(n, p), factorial(k, p), p), factorial(n - k, p), p);
}

```

```
// number of partitions of n
ll partitions (ll n, ll m) {
    ll dp[n + 1];
    memset(dp, 0, sizeof dp);
    dp[0] = 1;
    for (int i = 1; i <= n; i++)
        for (int j = i; j <= n; j++)
            dp[j] = (dp[j] + dp[j - 1]) % m;
    return dp[n] % m;
}

ll stirling1 (int n, int k, long m) {
    ll dp[n + 1][k + 1];
    memset(dp, 0, sizeof dp);
    dp[0][0] = 1;
    for (int i = 1; i <= n; i++)
        for (int j = 1; j <= k; j++) {
            dp[i][j] = ((i - 1) * dp[i - 1][j]) % m;
            dp[i][j] = (dp[i][j] + dp[i - 1][j - 1]) % m;
        }
    return dp[n][k];
}

ll stirling2 (int n, int k, ll m) {
    ll dp[n + 1][k + 1];
    memset(dp, 0, sizeof dp);
    dp[0][0] = 1;
    for (int i = 1; i <= n; i++)
        for (int j = 1; j <= k; j++) {
            dp[i][j] = (j * dp[i - 1][j]) % m;
            dp[i][j] = (dp[i][j] + dp[i - 1][j - 1]) % m;
        }
    return dp[n][k];
}

ll eulerian1 (int n, int k, ll m) {
    if (k > n - 1 - k)
        k = n - 1 - k;
    ll dp[n + 1][k + 1];
    memset(dp, 0, sizeof dp);
    for (int j = 1; j <= k; j++)
        dp[0][j] = 0;
    for (int i = 1; i <= n; i++)
        for (int j = 1; j <= k; j++) {
            dp[i][j] = ((i - j) * dp[i - 1][j - 1]) % m;
            dp[i][j] = (dp[i][j] + ((j + 1) * dp[i - 1][j]) % m) % m;
        }
    return dp[n][k] % m;
}

ll eulerian2 (int n, int k, ll m) {
    ll dp[n + 1][k + 1];
    memset(dp, 0, sizeof dp);
    for (int i = 1; i <= n; i++)
        for (int j = 1; j <= k; j++) {
            if (i == j) {
                dp[i][j] = 0;
            } else {
                dp[i][j] = ((j + 1) % dp[i - 1][j]) % m;
                dp[i][j] = (((2 * i - 1 - j) * dp[i - 1][j - 1]) % m + dp[i][j]) % m;
            }
        }
    return dp[n][k] % m;
}

// precondition: p is prime
ll catalan (int n, ll p) {
    return fastChoose(2 * n, n, p) * modpow(n + 1, p - 2, p) % p;
}
```

6.5 Gauss_Jordon.cpp

```
/*
 * 1) Solving system of linear equations (AX=B), stored in B
 * 2) Inverting matrices (AX=I), stored in A
```

```
* 3) Computing determinants of square matrices, returned as T
*/

#include <bits/stdc++.h>
#define EPS 1e-10
using namespace std;
typedef vector<int> VI;
typedef double T;
typedef vector<T> VT;
typedef vector<VT> VVT;
T GaussJordan(VVT &a, VVT &b) {
    const int n = a.size();
    const int m = b[0].size();
    VI irow(n), icol(n), ipiv(n);
    T det = 1;

    for (int i = 0; i < n; i++) {
        int pj = -1, pk = -1;
        for (int j = 0; j < n; j++) if (!ipiv[j])
            for (int k = 0; k < n; k++) if (!ipiv[k])
                if (pj == -1 || fabs(a[j][k]) > fabs(a[pj][pk])) { pj = j; pk = k; }
        if (fabs(a[pj][pk]) < EPS)
            return 0;
        ipiv[pk]++;
        swap(a[pj], a[pk]);
        swap(b[pj], b[pk]);
        if (pj != pk) det *= -1;
        irow[i] = pj;
        icol[i] = pk;

        T c = 1.0 / a[pk][pk];
        det *= a[pk][pk];
        a[pk][pk] = 1.0;
        for (int p = 0; p < n; p++) a[pk][p] *= c;
        for (int p = 0; p < m; p++) b[pk][p] *= c;
        for (int p = 0; p < n; p++) if (p != pk) {
            c = a[p][pk];
            a[p][pk] = 0;
            for (int q = 0; q < n; q++) a[p][q] -= a[pk][q] * c;
            for (int q = 0; q < m; q++) b[p][q] -= b[pk][q] * c;
        }
    }

    for (int p = n-1; p >= 0; p--) if (irow[p] != icol[p]) {
        for (int k = 0; k < n; k++) swap(a[k][irow[p]], a[k][icol[p]]);
    }
    return det;
}
```

6.6 Matrix.cc

```
/*
 * From Alex Li
 * Basic matrix class with support for arithmetic operations
 * as well as matrix multiplication and exponentiation. You
 * can access/modify indices using m(r, c) or m[r][c]. You
 * can also treat it as a 2d vector, since the cast operator
 * to a reference to its internal 2d vector is defined. This
 * makes it compatible with the 2d vector functions such as
 * det() and lu_decompose() in later sections.
 */

#include <ostream>
#include <vector>
#define cmr const matrix &
#define fbo friend bool operator
#define fmo friend matrix operator

using namespace std;

template<class T> struct matrix {
    int r, c;
    vector<vector<T>> mat;

    matrix(int rows, int cols, T init = T()) {
```

```

    r = rows;
    c = cols;
    mat.resize(r, vector<T>(c, init));
}

matrix(const vector<vector<T>> & m) {
    r = m.size();
    c = m[0].size();
    mat = m;
    mat.resize(r, vector<T>(c));
}

template<size_t rows, size_t cols>
matrix(T (&init)[rows][cols]) {
    r = rows;
    c = cols;
    mat.resize(r, vector<T>(c));
    for (int i = 0; i < r; i++)
        for (int j = 0; j < c; j++)
            mat[i][j] = init[i][j];
}

operator vector<vector<T>>&() { return mat; }
T & operator() (int r, int c) { return mat[r][c]; }
vector<T> & operator[] (int r) { return mat[r]; }

fbo < (cmr a, cmr b) { return a.mat < b.mat; }
fbo > (cmr a, cmr b) { return a.mat > b.mat; }
fbo <= (cmr a, cmr b) { return a.mat <= b.mat; }
fbo >= (cmr a, cmr b) { return a.mat >= b.mat; }
fbo == (cmr a, cmr b) { return a.mat == b.mat; }
fbo != (cmr a, cmr b) { return a.mat != b.mat; }

fmo + (cmr a, cmr b) {
    matrix res(a);
    for (int i = 0; i < res.r; i++)
        for (int j = 0; j < res.c; j++)
            res.mat[i][j] += b.mat[i][j];
    return res;
}

fmo - (cmr a, cmr b) {
    matrix res(a);
    for (int i = 0; i < a.r; i++)
        for (int j = 0; j < a.c; j++)
            res.mat[i][j] -= b.mat[i][j];
    return res;
}

fmo * (cmr a, cmr b) {
    matrix res(a.r, b.c, 0);
    for (int i = 0; i < a.r; i++)
        for (int j = 0; j < b.c; j++)
            for (int k = 0; k < a.c; k++)
                res.mat[i][j] += a.mat[i][k] * b.mat[k][j];
    return res;
}

fmo + (cmr a, const T & v) {
    matrix res(a);
    for (int i = 0; i < a.r; i++)
        for (int j = 0; j < a.c; j++) res.mat[i][j] += v;
    return res;
}

fmo - (cmr a, const T & v) {
    matrix res(a);
    for (int i = 0; i < a.r; i++)
        for (int j = 0; j < a.c; j++) res.mat[i][j] -= v;
    return res;
}

fmo * (cmr a, const T & v) {
    matrix res(a);
    for (int i = 0; i < a.r; i++)
        for (int j = 0; j < a.c; j++) res.mat[i][j] *= v;
    return res;
}

```

```

fmo / (cmr a, const T & v) {
    matrix res(a);
    for (int i = 0; i < a.r; i++)
        for (int j = 0; j < a.c; j++)
            res.mat[i][j] /= v;
    return res;
}

friend ostream & operator << (ostream & out, cmr m) {
    out << "[";
    for (int i = 0; i < m.r; i++) {
        out << (i > 0 ? ",[" : "[";
        for (int j = 0; j < m.c; j++)
            out << (j > 0 ? ", " : "") << m.mat[i][j];
        out << "];";
    }
    out << "];";
    return out;
}

};

template <class T>
matrix<T> eye(int n) {
    matrix<T> res(n, n);
    for (int i = 0; i < n; i++) res[i][i] = 1;
    return res;
}

template <class T>
matrix<T> operator ^ (const matrix<T>& a, unsigned int n) {
    if (n == 0) return eye<T>(a.r);
    if (n % 2 == 0) return (a * a) ^ (n / 2);
    return a * (a ^ (n - 1));
}

//returns a^1 + a^2 + ... + a^n
template <class T>
matrix<T> powsum(const matrix<T>& a, unsigned int n) {
    if (n == 0) return matrix<T>(a.r, a.r);
    if (n % 2 == 0)
        return powsum(a, n / 2) * (eye<T>(a.r) + (a ^ (n / 2)));
    return a + a * powsum(a, n - 1);
}

/** Example Usage */

#include <cassert>
#include <iostream>
using namespace std;

int main() {
    int a[2][2] = {{1,8}, {5,9}};
    matrix<int> m(5, 5, 10), m2(a);
    for (int i=0; i<m.r; ++i)
        for (int j=0; j<m.c; ++j)
            m[i][j] += 10;
    m[0][0] += 10;
    assert(m[0][0] == 30 && m[1][1] == 20);
    assert(powsum(m2, 3) == m2 + m2*m2 + (m2^3));
    return 0;
}

```

7 String

7.1 Manacher's.cpp

```

#include <bits/stdc++.h>
using namespace std;
string getLongestPalindrome (string s) {
    int len = (int)s.size() * 2 + 1;
    char text[len];
    for (int i = 0; i < len; i++)
        text[i] = '#';
    for (int i = 1; i < len; i += 2)

```

```

        text[i] = s[i / 2];
    int maxLen[len];
    memset(maxLen, 0, sizeof maxLen);

    int c = 0, r = 0;
    for (int i = 1; i < len; i++) {
        int j = (c - (i - c));
        maxLen[i] = r > i ? min(r - i, maxLen[j]) : 0;
        while (i + 1 + maxLen[i] < len && i - 1 - maxLen[i] >= 0 && text[i + 1 +
            maxLen[i]] == text[i - 1 - maxLen[i]])
            maxLen[i]++;

        if (i + maxLen[i] > r) {
            r = i + maxLen[i];
            c = i;
        }
    }

    int maxLength = 0;
    int index = 0;
    for (int i = 1; i < len - 1; i++) {
        int currLen = maxLen[i];
        if (currLen > maxLength) {
            maxLength = currLen;
            index = i;
        }
    }
    maxLength = maxLength + (index - maxLength) % 2;
    return s.substr((index - maxLength + 1) / 2, maxLength);
}

```

7.2 KMP.cpp

```

#include <bits/stdc++.h>
using namespace std;
struct KMP {
    string pattern;
    vector<int> lcp;
    KMP (string pattern): pattern(pattern), lcp(pattern.size()) {
        buildLcp();
    }

    void buildLcp () {
        for (int i = 1; i < (int)pattern.size(); i++) {
            int j = lcp[i - 1];
            while (j > 0 && pattern[j] != pattern[i])
                j = lcp[j - 1];
            if (pattern[j] == pattern[i])
                j++;
            lcp[i] = j;
        }
        for (int i = 0; i < (int)pattern.size(); i++)
            printf("%d\n", lcp[i]);
    }

    int search (string text) {
        int j = 0;
        for (int i = 0; i < (int)text.size(); i++) {
            while (j > 0 && text[i] != pattern[j])
                j = lcp[j - 1];
            if (text[i] == pattern[j])
                j++;
            if (j == (int)pattern.size())
                return i - j + 1;
        }
        return -1;
    }
};

```

7.3 Rabin_Karp.cpp

```

#include <bits/stdc++.h>
#define MOD 1000000007L
#define R 256L
using namespace std;

```

```

typedef long long ll;
struct RabinKarp {
    ll pow, patternHash;
    string pattern;
    RabinKarp (string pattern): pattern(pattern) {
        initialize();
    }

    ll getHash (string s, int len) {
        ll ret = 0;
        for (int i = 0; i < len; i++)
            ret = (R * ret + s[i]) % MOD;
        return ret;
    }

    void initialize () {
        patternHash = getHash(pattern, pattern.size());
        pow = 1;
        for (int i = 0; i < (int)pattern.size() - 1; i++)
            pow = (pow * R) % MOD;
    }

    int search (string text) {
        if (pattern.size() > text.size())
            return -1;
        ll currHash = getHash(text, pattern.size());
        if (currHash == patternHash)
            return 0;
        for (int i = (int)pattern.size(); i < (int)text.size(); i++) {
            currHash = ((currHash - pow * text[i - (int)pattern.size()]) % MOD +
                MOD) % MOD;
            currHash = (currHash * R + text[i]) % MOD;
            if (currHash == patternHash)
                return i - (int)pattern.size() + 1;
        }
        return -1;
    }
};

```

7.4 Z_Algorithm.cpp

```

/*
 * Produces an array Z where Z[i] is the length of the longest substring
 * starting from S[i] which is also a prefix of S.
 */
#include <bits/stdc++.h>
using namespace std;

vector<int> compute (string s) {
    vector<int> z(s.size());
    int l = 0, r = 0;
    for (int i = 1; i < (int)s.size(); i++) {
        if (i > r) {
            l = r = i;
            while (r < (int)s.size() && s[r] == s[r - l])
                r++;
            r--;
            z[i] = r - l + 1;
        } else {
            int j = i - l;
            if (z[j] < r - i + 1)
                z[i] = z[j];
            else {
                l = i;
                while (r < (int)s.size() && s[r] == s[r - l])
                    r++;
                r--;
                z[i] = r - l + 1;
            }
        }
    }
    return z;
}

```

7.5 Suffix_Array.cpp

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

struct Suffix {
    int index;
    pair<int, int> rank;
    Suffix () {}
    Suffix (int index, int rank1, int rank2): index(index), rank{rank1, rank2} {}
    bool operator < (const Suffix& s) const {
        return rank < s.rank;
    }
    bool operator == (const Suffix& s) const {
        return rank == s.rank;
    }
};

vector<int> buildSuffixArray (string s) {
    int N = (int)s.size();
    vector<Suffix> suff(N);
    vector<int> ind(N), ret(N);

    for (int i = 0; i < N; i++)
        suff[i] = Suffix(i, s[i], i + 1 < N ? s[i + 1] : -1);

    for (int i = 2;; i <= 1) {
        sort(suff.begin(), suff.end());
        ind[suff[0].index] = 0;
        for (int j = 1; j < N; j++)
            ind[suff[j].index] = (suff[j] == suff[j - 1] ? 0 : 1) + ind[suff[j - 1].index];
        for (int j = 0; j < N; j++) {
            suff[j].rank.second = suff[j].index + i < N ? ind[suff[j].index + i] : -1;
            suff[j].rank.first = ind[suff[j].index];
        }
        if ((*--suff.end()).rank.first == N - 1)
            break;
    }
    for (int i = 0; i < N; i++)
        ret[ind[i]] = i;
    return ret;
}
```

7.6 Suffix_Tree.cpp

```
#include <bits/stdc++.h>
#define END 1 << 30
#define RADIX 256
using namespace std;
struct Node {
    // represents the string [s, e)
    int s, e;
    Node *child[RADIX];
    Node *suffix;

    Node (int s, int e): s(s), e(e) {
        for (int i = 0; i < RADIX; i++)
            child[i] = nullptr;
        suffix = nullptr;
    }

    int getLength (int currentPos) {
        return min(currentPos + 1, e) - s;
    }
};

struct SuffixTree {
    string input;
    int len, currentPos, activeEdge, activeLength, remainder;
    bool firstNodeCreated;
    Node *root, *activeNode, *lastNodeCreated;

    SuffixTree (string input): input(input) {
        initialize();
    }
}
```

```
void initialize () {
    len = input.size();
    root = new Node(0, 0);
    activeEdge = 0;
    activeLength = 0;
    remainder = 0;
    activeNode = root;
    currentPos = 0;
    lastNodeCreated = nullptr;
    firstNodeCreated = false;
}

void compute () {
    for (currentPos = 0; currentPos < len; currentPos++)
        addSuffix();
}

void addSuffixLink (Node* curr) {
    if (!firstNodeCreated)
        lastNodeCreated->suffix = curr;
    firstNodeCreated = false;
    lastNodeCreated = curr;
}

void addSuffix () {
    remainder++;
    firstNodeCreated = true;
    while (remainder > 0) {
        if (activeLength == 0)
            activeEdge = currentPos;
        if (activeNode->child[(int)input[activeEdge]] == nullptr) {
            activeNode->child[(int)input[activeEdge]] = new Node(currentPos, END);
            addSuffixLink(activeNode);
        } else {
            int nextLen = activeNode->child[(int)input[activeEdge]]->getLength(currentPos);
            if (activeLength >= nextLen) {
                activeNode = activeNode->child[(int)input[activeEdge]];
                activeEdge += nextLen;
                activeLength -= nextLen;
                continue;
            }
            if (input[activeNode->child[(int)input[activeEdge]]->s + activeLength] == input[currentPos]) {
                activeLength++;
                addSuffixLink(activeNode);
                break;
            } else {
                Node* old = activeNode->child[(int)input[activeEdge]];
                Node* split = new Node(old->s, old->s + activeLength);
                activeNode->child[(int)input[activeEdge]] = split;
                Node* leaf = new Node(currentPos, END);
                split->child[(int)input[currentPos]] = leaf;
                old->s += activeLength;
                split->child[(int)input[old->s]] = old;
                addSuffixLink(split);
            }
        }
        remainder--;
    }
    if (activeNode == root && activeLength > 0) {
        activeLength--;
        activeEdge = currentPos - remainder + 1;
    } else {
        if (activeNode->suffix != nullptr) {
            activeNode = activeNode->suffix;
        } else {
            activeNode = root;
        }
    }
}

void printTree (Node* curr) {
}
```

<pre> for (int i = 0; i < RADIX; i++) { if (curr->child[i] != nullptr) { cout << input.substr(curr->child[i]->s, curr->child[i]->e == END ? input.size() - curr->child[i]->s: curr->child[i]->e - curr-> child[i]->s) << endl; </pre>	<pre> printTree(curr->child[i]); } } }; </pre>
---	---