

# Competitive STL Extensions

## Meeting C++ 2018

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Good evening everyone! Thanks for having me. My name is Fedor. I'm a student from Moscow.

I'm also doing some competitive programming as a hobby. I have a team called My pity.

# Outline

## Competitive Programming

### Kool tricks

- Standard library

- g++ builtins

- SGL STL extensions

- Policy-Based Data Structures

# Competitive Programming

# Competitive Programming

Engineering is Programming integrated over time?

# Standard library

▶ `#include <bits/stdc++.h>`

# Standard library

- ▶ `#include <bits/stdc++.h>`
- ▶ `std::__gcd` from `<algorithm>`

popcount: number of set bits

```
int main(int argc, const char* argv[]) {  
    static_assert(0 == __builtin_popcount(0)); // wow so constexpr  
    static_assert(4 == __builtin_popcount(0b1111));  
    static_assert(3 == __builtin_popcount(0b100101));  
    return __builtin_popcount(argc);  
}
```

godbolts to

main:

```
xor     eax, eax  
popcnt  eax, edi  
ret
```



## ctz: Count Trailing Zeros

```
int main(int argc, const char* argv[]) {  
    static_assert(32 == __builtin_ctz(0));  
    static_assert(0 == __builtin_ctz(0b1111));  
    static_assert(2 == __builtin_ctz(0b10100));  
    return __builtin_ctz(argc);  
}
```

godbolts to

main:

```
    xor     eax, eax  
    tzcnt   eax, edi  
    ret
```

Also `__builtin_clz(int)` counts leading zeros

## SGI STL extensions: power

```
#include <bits/extc++.h>
constexpr int64_t Modulo = 1000000007;
auto multiply_modulo = [](int64_t a, int64_t b) {
    return a * b % Modulo;
};
int64_t identity_element(decotype(multiply_modulo)) {
    return 1;
}
bool fermat_little_theorem_holds(int64_t x) {
    auto inverse = __gnu_cxx::power(x, Modulo - 2, multiply_modulo);
    return 0 == x || 1 == multiply_modulo(x, inverse);
}
```

# SGI STL extensions: power

rope

# Kool tricks: pbds order statistics tree

# pbds gp hash table

kthxbye