Notebook - Competitive Programming

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Contents

1 Data structures

1.1 Matrix

```cpp
template <typename T>
struct Matrix {
  vector<vector<T>> d;

  Matrix() : Matrix(0) {}
  Matrix(int n) : Matrix(n, n) {}
  Matrix(int n, int m) : Matrix(vector<vector<T>>(n, vector<T>(m))) {}
  Matrix(const vector<vector<T>> &v) : d(v) {}

  constexpr int n() const { return (int)d.size(); }
  constexpr int m() const { return n() ? (int)d[0].size() : 0; }

  void rotate() { *this = rotated(); }

  Matrix<T> rotated() const {
    Matrix<T> res(m(), n());
    for (int i = 0; i < m(); i++) {
      for (int j = 0; j < n(); j++) {
        res[i][j] = d[n() - j - 1][i];
      }
    }
    return res;
  }

  Matrix<T> pow(int power) const {
    assert(n() == m());

    auto res = Matrix<T>::identity(n());
    auto b = *this;
    while (power) {
      if (power & 1) res *= b;
      b *= b;
      power >>= 1;
    }
    return res;
  }

  Matrix<T> submatrix(int start_i, int start_j, int rows = INT_MAX,
                      int cols = INT_MAX) const {
    rows = min(rows, n() - start_i);
    cols = min(cols, m() - start_j);
    if (rows <= 0 or cols <= 0) return {};

    Matrix<T> res(rows, cols);
    for (int i = 0; i < rows; i++)
      for (int j = 0; j < cols; j++) res[i][j] = d[i + start_i][j + start_j];
    return res;
  }

  Matrix<T> translated(int x, int y) const {
    Matrix<T> res(n(), m());
    for (int i = 0; i < n(); i++) {
      for (int j = 0; j < m(); j++) {
        if (i + x < 0 or i + x >= n() or j + y < 0 or j + y >= m()) continue;
        res[i + x][j + y] = d[i][j];
      }
    }
    return res;
  }

  static Matrix<T> identity(int n) {
    Matrix<T> res(n);
    for (int i = 0; i < n; i++) res[i][i] = 1;
    return res;
  }

  vector<T> &operator[](int i) { return d[i]; }
  const vector<T> &operator[](int i) const { return d[i]; }
  Matrix<T> &operator+=(T value) {
    for (auto &row : d) {
      for (auto &x : row) x += value;
    }
    return *this;
  }
  Matrix<T> operator+(T value) const {
    auto res = *this;
    for (auto &row : res) {
      for (auto &x : row) x = x + value;
    }
    return res;
  }
  Matrix<T> &operator-=(T value) {
    for (auto &row : d) {
      for (auto &x : row) x -= value;
    }
    return *this;
  }
  Matrix<T> operator-(T value) const {
    auto res = *this;
    for (auto &row : res) {
      for (auto &x : row) x = x - value;
    }
    return res;
  }
  Matrix<T> &operator*=(T value) {
    for (auto &row : d) {
      for (auto &x : row) x *= value;
    }
    return *this;
  }
  Matrix<T> operator*(T value) const {
    auto res = *this;
    for (auto &row : res) {
      for (auto &x : row) x = x * value;
    }
    return res;
  }
  Matrix<T> &operator/=(T value) {
    for (auto &row : d) {
      for (auto &x : row) x /= value;
    }
    return *this;
```

```
}
Matrix<T> operator/(T value) const {
  auto res = *this;
  for (auto &row : res) {
    for (auto &x : row) x = x / value;
  }
  return res;
}
Matrix<T> &operator+=(const Matrix<T> &o) {
  assert(n() == o.n() and m() == o.m());
  for (int i = 0; i < n(); i++) {
    for (int j = 0; j < m(); j++) {
      d[i][j] += o[i][j];
    }
  }
  return *this;
}
Matrix<T> operator+(const Matrix<T> &o) const {
  assert(n() == o.n() and m() == o.m());
  auto res = *this;
  for (int i = 0; i < n(); i++) {
    for (int j = 0; j < m(); j++) {
      res[i][j] = res[i][j] + o[i][j];
    }
  }
  return res;
}
Matrix<T> &operator-=(const Matrix<T> &o) {
  assert(n() == o.n() and m() == o.m());
  for (int i = 0; i < n(); i++) {
    for (int j = 0; j < m(); j++) {
      d[i][j] -= o[i][j];
    }
  }
  return *this;
}
Matrix<T> operator-(const Matrix<T> &o) const {
  assert(n() == o.n() and m() == o.m());
  auto res = *this;
  for (int i = 0; i < n(); i++) {
    for (int j = 0; j < m(); j++) {
      res[i][j] = res[i][j] - o[i][j];
    }
  }
  return res;
}
Matrix<T> &operator*=(const Matrix<T> &o) {
  *this = *this * o;
  return *this;
}
Matrix<T> operator*(const Matrix<T> &o) const {
  assert(m() == o.n());
  Matrix<T> res(n(), o.m());
  for (int i = 0; i < res.n(); i++) {
    for (int j = 0; j < res.m(); j++) {
      auto &x = res[i][j];
      for (int k = 0; k < m(); k++) {
        x += (d[i][k] * o[k][j]);
      }
    }
  }
  return res;
}

friend istream &operator>>(istream &is, Matrix<T> &mat) {
  for (auto &row : mat)
    for (auto &x : row) is >> x;
  return is;
}
friend ostream &operator<<(ostream &os, const Matrix<T> &mat) {
  bool frow = 1;
  for (auto &row : mat) {
    if (not frow) os << '\n';
    bool first = 1;
    for (auto &x : row) {
      if (not first) os << ' ';
      os << x;
      first = 0;
    }

    frow = 0;
  }
  return os;
}

auto begin() { return d.begin(); }
auto end() { return d.end(); }
auto rbegin() { return d.rbegin(); }
auto rend() { return d.rend(); }

auto begin() const { return d.begin(); }
auto end() const { return d.end(); }
auto rbegin() const { return d.rbegin(); }
auto rend() const { return d.rend(); }
};
```

1.2 Union Find Disjoint Set (UFDS)

Uncomment the lines to recover which element belong to each set.
Time: $\approx O(1)$ for everything.

```
class UFDS {
 public:
  vi ps, size;
  // vector<unordered_set<int>> sts;

  UFDS(int N) : size(N + 1, 1), ps(N + 1), sts(N) {
    iota(ps.begin(), ps.end(), 0);
    // for (int i = 0; i < N; i++) sts[i].insert(i);
  }

  int find_set(int x) { return x == ps[x] ? x : (ps[x] = find_set(ps[x])); }

  bool same_set(int x, int y) { return find_set(x) == find_set(y); }

  void union_set(int x, int y) {
    if (same_set(x, y)) return;
```

```
    int px = find_set(x);
    int py = find_set(y);

    if (size[px] < size[py]) swap(px, py);

    ps[py] = px;
    size[px] += size[py];
    // sts[px].merge(sts[py]);
  }
};
```

2 Dynamic programming

2.1 Kadane

```
int kadane(const vi& xs) {
  vi s(xs.size());
  s[0] = xs[0];

  for (size_t i = 1; i < xs.size(); ++i) s[i] = max(xs[i], s[i - 1] + xs[i]);

  return *max_element(all(s));
}
```

2.2 Longest Increasing Subsequence (LIS)

Time: $O(N \cdot \log N)$.

```
int lis(vi const& a) {
  int n = a.size();
  const int INF = 1e9;
  vi d(n + 1, INF);
  d[0] = -INF;

  for (int i = 0; i < n; i++) {
    int l = upper_bound(d.begin(), d.end(), a[i]) - d.begin();
    if (d[l - 1] < a[i] && a[i] < d[l]) d[l] = a[i];
  }

  int ans = 0;
  for (int l = 0; l <= n; l++) {
    if (d[l] < INF) ans = l;
  }

  return ans;
}
```

3 Geometry

3.1 Convex Hull

Given a set of points find the smallest convex polygon that contains all the given points.
Time: $O(N \cdot \log N)$
By default it removes the collinear points, set the boolean to true if you don't want that

```
struct pt {
  double x, y;
};

int orientation(pt a, pt b, pt c) {
  double v = a.x * (b.y - c.y) + b.x * (c.y - a.y) + c.x * (a.y - b.y);
  if (v < 0) return -1;  // clockwise
  if (v > 0) return +1;  // counter-clockwise
  return 0;
}

bool cw(pt a, pt b, pt c, bool include_collinear) {
  int o = orientation(a, b, c);
  return o < 0 || (include_collinear && o == 0);
}
bool collinear(pt a, pt b, pt c) { return orientation(a, b, c) == 0; }

void convex_hull(vector<pt>& a, bool include_collinear = false) {
  pt p0 = *min_element(a.begin(), a.end(), [](pt a, pt b) {
    return make_pair(a.y, a.x) < make_pair(b.y, b.x);
  });
  sort(a.begin(), a.end(), [&p0](const pt& a, const pt& b) {
    int o = orientation(p0, a, b);
    if (o == 0)
      return (p0.x - a.x) * (p0.x - a.x) + (p0.y - a.y) * (p0.y - a.y) <
             (p0.x - b.x) * (p0.x - b.x) + (p0.y - b.y) * (p0.y - b.y);
    return o < 0;
  });
  if (include_collinear) {
    int i = (int)a.size() - 1;
    while (i >= 0 && collinear(p0, a[i], a.back())) i--;
    reverse(a.begin() + i + 1, a.end());
  }

  vector<pt> st;
  for (int i = 0; i < (int)a.size(); i++) {
    while (st.size() > 1 &&
           !cw(st[st.size() - 2], st.back(), a[i], include_collinear))
      st.pop_back();
    st.push_back(a[i]);
  }

  a = st;
}
```

3.2 Point To Segment

```
typedef pair<double, double> pdb;

double pt2segment(pdb A, pdb B, pdb E) {
  pdb AB = {B.fst - A.fst, B.snd - A.snd};
  pdb BE = {E.fst - B.fst, E.snd - B.snd};
  pdb AE = {E.fst - A.fst, E.snd - A.snd};

  double AB_BE = AB.fst * BE.fst + AB.snd * BE.snd;
  double AB_AE = AB.fst * AE.fst + AB.snd * AE.snd;
```

```
  double ans;
  if (AB_BE > 0) {
    double y = E.snd - B.snd;
    double x = E.fst - B.fst;
    ans = hypot(x, y);
  } else if (AB_AE < 0) {
    double y = E.snd - A.snd;
    double x = E.fst - A.fst;
    ans = hypot(x, y);
  } else {
    auto [x1, y1] = AB;
    auto [x2, y2] = AE;
    double mod = hypot(x1, y1);
    ans = abs(x1 * y2 - y1 * x2) / mod;
  }

  return ans;
}
```

4 Graphs

4.1 Articulation Points

```
int dfs_num[MAX], dfs_low[MAX];
vi adj[MAX];

int dfs_articulation_points(int u, int p, int& next, set<int>& points) {
  int children = 0;
  dfs_low[u] = dfs_num[u] = next++;

  for (auto v : adj[u])
    if (not dfs_num[v]) {
      ++children;

      dfs_articulation_points(v, u, next, points);

      if (dfs_low[v] >= dfs_num[u]) points.insert(u);

      dfs_low[u] = min(dfs_low[u], dfs_low[v]);
    } else if (v != p)
      dfs_low[u] = min(dfs_low[u], dfs_num[v]);

  return children;
}

set<int> articulation_points(int N) {
  memset(dfs_num, 0, (N + 1) * sizeof(int));
  memset(dfs_low, 0, (N + 1) * sizeof(int));

  set<int> points;

  for (int u = 1, next = 1; u <= N; ++u)
    if (not dfs_num[u]) {
      auto children = dfs_articulation_points(u, u, next, points);

      if (children == 1) points.erase(u);
    }

  return points;
}
```

4.2 Bellman Ford

Time: $O(V \cdot E)$. Returns the shortest path from s to all other nodes.

```
using edge = tuple<int, int, int>;

pair<vi, vi> bellman_ford(int s, int N, const vector<edge>& edges) {
  vi dist(N + 1, oo), pred(N + 1, oo);

  dist[s] = 0;
  pred[s] = s;

  for (int i = 1; i <= N - 1; i++)
    for (auto [u, v, w] : edges)
      if (dist[u] < oo and dist[v] > dist[u] + w) {
        dist[v] = dist[u] + w;
        pred[v] = u;
      }

  return {dist, pred};
}
```

4.3 BFS 0/1

Time: $O(V + E)$.

```
vii adj[MAX];

vi bfs_01(int s, int N) {
  vi dist(N + 1, oo);
  dist[s] = 0;

  deque<int> q;
  q.emplace_back(s);

  while (not q.empty()) {
    auto u = q.front();
    q.pop_front();

    for (auto [v, w] : adj[u])
      if (dist[v] > dist[u] + w) {
        dist[v] = dist[u] + w;
        w == 0 ? q.emplace_front(v) : q.emplace_back(v);
      }
  }

  return dist;
}
```

4.4 Bridges

```
int dfs_num[MAX], dfs_low[MAX];
vi adj[MAX];
```

```
void dfs_bridge(int u, int p, int& next, vii& bridges) {
  dfs_low[u] = dfs_num[u] = next++;

  for (auto v : adj[u])
    if (not dfs_num[v]) {
      dfs_bridge(v, u, next, bridges);

      if (dfs_low[v] > dfs_num[u]) bridges.emplace_back(u, v);

      dfs_low[u] = min(dfs_low[u], dfs_low[v]);
    } else if (v != p)
      dfs_low[u] = min(dfs_low[u], dfs_num[v]);
}

vii bridges(int N) {
  memset(dfs_num, 0, (N + 1) * sizeof(int));
  memset(dfs_low, 0, (N + 1) * sizeof(int));

  vii bridges;

  for (int u = 1, next = 1; u <= N; ++u)
    if (not dfs_num[u]) dfs_bridge(u, u, next, bridges);

  return bridges;
}
```

4.5 Negative Cycle Bellman Ford

Time: $O(V \cdot E)$. Detects whether there is a negative cycle in the graph using Bellman Ford.

```
using edge = tuple<int, int, int>;

bool has_negative_cycle(int s, int N, const vector<edge>& edges) {
  vi dist(N + 1, oo);
  dist[s] = 0;

  for (int i = 1; i <= N - 1; i++)
    for (auto [u, v, w] : edges)
      if (dist[u] < oo and dist[v] > dist[u] + w) dist[v] = dist[u] + w;

  for (auto [u, v, w] : edges)
    if (dist[u] < oo and dist[v] > dist[u] + w) return true;

  return false;
}
```

4.6 Negative Cycle Floyd Warshall

Time: $O(n^3)$. Detects whether there is a negative cycle in the graph using Floyd Warshall.

```
int dist[MAX][MAX];
vii adj[MAX];

bool has_negative_cycle(int N) {
  for (int u = 1; u <= N; ++u)
    for (int v = 1; v <= N; ++v) dist[u][v] = u == v ? 0 : oo;

  for (int u = 1; u <= N; ++u)
    for (auto [v, w] : adj[u]) dist[u][v] = w;

  for (int k = 1; k <= N; ++k)
    for (int u = 1; u <= N; ++u)
      for (int v = 1; v <= N; ++v)
        if (dist[u][k] < oo and dist[k][v] < oo)
          dist[u][v] = min(dist[u][v], dist[u][k] + dist[k][v]);

  for (int i = 1; i <= N; ++i)
    if (dist[i][i] < 0) return true;

  return false;
}
```

4.7 Dijkstra

```
pair<vl, vl> Graph::dijkstra(ll src) {
  vl pd(this->N, LLONG_MAX), ds(this->N, LLONG_MAX);
  pd[src] = src;
  ds[src] = 0;

  set<pll> st;
  st.emplace(0, src);

  while (!st.empty()) {
    ll u = st.begin()->snd;
    ll wu = st.begin()->fst;
    st.erase(st.begin());

    if (wu != ds[u]) continue;
    for (auto& [v, w] : adj[u]) {
      if (ds[v] > ds[u] + w) {
        ds[v] = ds[u] + w;
        pd[v] = u;
        st.emplace(ds[v], v);
      }
    }
  }

  return {ds, pd};
}
```

4.8 Floyd Warshall

```
vii adj[MAX];

pair<vector<vi>, vector<vi>> floyd_warshall(int N) {
  vector<vi> dist(N + 1, vi(N + 1, oo));
  vector<vi> pred(N + 1, vi(N + 1, oo));

  for (int u = 1; u <= N; ++u) {
    dist[u][u] = 0;
    pred[u][u] = u;
  }
```

```
  for (int u = 1; u <= N; ++u)
    for (auto [v, w] : adj[u]) {
      dist[u][v] = w;
      pred[u][v] = u;
    }

  for (int k = 1; k <= N; ++k) {
    for (int u = 1; u <= N; ++u) {
      for (int v = 1; v <= N; ++v) {
        if (dist[u][k] < oo and dist[k][v] < oo and
            dist[u][v] > dist[u][k] + dist[k][v]) {
          dist[u][v] = dist[u][k] + dist[k][v];
          pred[u][v] = pred[k][v];
        }
      }
    }
  }

  return {dist, pred};
}
```

4.9 Graph

```
class Graph {
 private:
  ll N;
  bool undirected;
  vector<vll> adj;

 public:
  Graph(ll N, bool is_undirected = true) {
    this->N = N;
    adj.resize(N);
    undirected = is_undirected;
  }

  void add(ll u, ll v, ll w) {
    adj[u].emplace_back(v, w);
    if (undirected) adj[v].emplace_back(u, w);
  }
};
```

4.10 Kruskal

Time: $O(e \cdot log(v))$

```
using edge = tuple<int, int, int>;

int kruskal(int N, vector<edge>& es) {
  sort(es.begin(), es.end());

  int cost = 0;
  UnionFind ufds(N);

  for (auto [w, u, v] : es) {
    if (not ufds.same_set(u, v)) {
      cost += w;
      ufds.union_set(u, v);
    }
  }

  return cost;
}
```

4.11 MSF

Minimum Spanning Forest - a forest of trees of length k that connects all vertices in a graph with minimum total weight. Time: $O(e \cdot log(v))$

```
using edge = tuple<int, int, int>;

int msf(int k, int N, vector<edge>& es) {
  sort(es.begin(), es.end());

  int cost = 0, cc = N;
  UnionFind ufds(N);

  for (auto [w, u, v] : es) {
    if (not ufds.same_set(u, v)) {
      cost += w;
      ufds.union_set(u, v);

      if (--cc == k) return cost;
    }
  }

  return cost;
}
```

4.12 MSG

Minimum Spanning Graph - given some obligatory edges es, find a minimum spanning graph that contains them. Time: $O(e \cdot log(v))$

```
using edge = tuple<int, int, int>;

const int MAX{100010};

vector<ii> adj[MAX];

int msg(int N, const vector<edge>& es) {
  set<int> C;
  priority_queue<ii, vii, greater<ii>> pq;
  int cost = 0;

  for (auto [u, v, w] : es) {
    cost += w;

    C.insert(u);
    C.insert(v);

    for (auto [r, s] : adj[u]) pq.push(ii(s, r));

    for (auto [r, s] : adj[v]) pq.push(ii(s, r));
  }
```

```
  while ((int)C.size() < N) {
    int v, w;

    do {
      w = pq.top().first, v = pq.top().second;
      pq.pop();
    } while (C.count(v));

    cost += w;
    C.insert(v);

    for (auto [s, p] : adj[v]) pq.push(ii(p, s));
  }

  return cost;
}
```

4.13 Prim

A node u is chosen to start a connected component. Time: $O(e \cdot log(v))$

```
const int MAX{100010};

vector<ii> adj[MAX];

int prim(int u, int N) {
  set<int> C;
  C.insert(u);

  priority_queue<ii, vector<ii>, greater<ii>> pq;

  for (auto [v, w] : adj[u]) pq.push(ii(w, v));

  int mst = 0;

  while ((int)C.size() < N) {
    int v, w;

    do {
      w = pq.top().first, v = pq.top().second;
      pq.pop();
    } while (C.count(v));

    mst += w;
    C.insert(v);

    for (auto [s, p] : adj[v]) pq.push(ii(p, s));
  }

  return mst;
}
```

4.14 Retrieve Path 2d

```
vll Graph::retrieve_path_2d(ll src, ll trg, const vector<vl>& pred) {
  vll p;

  do {
    p.emplace_back(pred[src][trg], trg);
    trg = pred[src][trg];
  } while (trg != src);

  reverse(all(p));

  return p;
}
```

4.15 Retrieve Path

```
vll Graph::retrieve_path(ll src, ll trg, const vl& pred) {
  vll p;

  do {
    p.emplace_back(pred[trg], trg);
    trg = pred[trg];
  } while (trg != src);

  reverse(all(p));

  return p;
}
```

4.16 Second Best MST

Time: $O(v \cdot e)$

```
using edge = tuple<int, int, int>;

pair<int, vi> kruskal(int N, vector<edge>& es, int blocked = -1) {
  vi mst;
  UnionFind ufds(N);
  int cost = 0;

  for (int i = 0; i < (int)es.size(); ++i) {
    auto [w, u, v] = es[i];

    if (i != blocked and not ufds.same_set(u, v)) {
      cost += w;
      ufds.union_set(u, v);
      mst.emplace_back(i);
    }
  }

  return {(int)mst.size() == N - 1 ? cost : oo, mst};
}

int second_best(int N, vector<edge>& es) {
  sort(es.begin(), es.end());

  auto [_, mst] = kruskal(N, es);
  int best = oo;

  for (auto blocked : mst) {
    auto [cost, __] = kruskal(N, es, blocked);
    best = min(best, cost);
```

```
  }

  return best;
}
```

5 Math

5.1 Binomial

```
ll binom(ll n, ll k) {
  if (k > n) return 0;
  vll dp(k + 1, 0);
  dp[0] = 1;
  for (ll i = 1; i <= n; i++)
    for (ll j = k; j > 0; j--) dp[j] = dp[j] + dp[j - 1];
  return dp[k];
}
```

5.2 Count Divisors

```
ll count_divisors(ll num) {
  ll count = 1;
  for (int i = 2; (ll)i * i <= num; i++) {
    if (num % i == 0) {
      int e = 0;
      do {
        e++;
        num /= i;
      } while (num % i == 0);
      count *= e + 1;
    }
  }
  if (num > 1) {
    count *= 2;
  }
  return count;
}
```

5.3 Factorization With Sieve

```
map<ll, ll> factorization_with_sieve(ll n, const vl& primes) {
  map<ll, ll> fact;

  for (ll d : primes) {
    if (d * d > n) break;

    ll k = 0;
    while (n % d == 0) {
      k++;
      n /= d;
    }

    if (k) fact[d] = k;
  }
  if (n > 1) fact[n] = 1;
  return fact;
}
```

5.4 Factorization

```
map<ll, ll> factorization(ll n) {
  map<ll, ll> ans;
  for (ll i = 2; i * i <= n; i++) {
    ll count = 0;
    for (; n % i == 0; count++, n /= i)
      ;
    if (count) ans[i] = count;
  }
  if (n > 1) ans[n]++;
  return ans;
}
```

5.5 Fast Exp Iterative

```
ll fast_exp_it(ll a, ll n, ll mod = LLONG_MAX) {
  a %= mod;
  ll res = 1;

  while (n) {
    if (n & 1) (res *= a) %= mod;

    (a *= a) %= mod;
    n >>= 1;
  }

  return res;
}
```

5.6 Fast Exp

```
ll fast_exp(ll a, ll n, ll mod = LLONG_MAX) {
  if (n == 0) return 1;
  if (n == 1) return a;

  ll x = fast_exp(a, n / 2, mod) % mod;

  return ((x * x) % mod * (n & 1 ? a : 1ll)) % mod;
}
```

5.7 GCD

The Euclidean algorithm allows to find the greatest common divisor of two numbers a and b in $O(\log \cdot \min(a, b))$.

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

5.8 Integer Mod

```
const ll INF = 1e18;
const ll mod = 998244353;
template <ll MOD = mod>
```

```
struct Modular {
  ll value;
  static const ll MOD_value = MOD;

  Modular(ll v = 0) {
    value = v % MOD;
    if (value < 0) value += MOD;
  }
  Modular(ll a, ll b) : value(0) {
    *this += a;
    *this /= b;
  }

  Modular& operator+=(Modular const& b) {
    value += b.value;
    if (value >= MOD) value -= MOD;
    return *this;
  }
  Modular& operator-=(Modular const& b) {
    value -= b.value;
    if (value < 0) value += MOD;
    return *this;
  }
  Modular& operator*=(Modular const& b) {
    value = (ll)value * b.value % MOD;
    return *this;
  }

  friend Modular mexp(Modular a, ll e) {
    Modular res = 1;
    while (e) {
      if (e & 1) res *= a;
      a *= a;
      e >>= 1;
    }
    return res;
  }
  friend Modular inverse(Modular a) { return mexp(a, MOD - 2); }

  Modular& operator/=(Modular const& b) { return *this *= inverse(b); }
  friend Modular operator+(Modular a, Modular const b) { return a += b; }
  Modular operator++(int) { return this->value = (this->value + 1) % MOD; }
  Modular operator++() { return this->value = (this->value + 1) % MOD; }
  friend Modular operator-(Modular a, Modular const b) { return a -= b; }
  friend Modular operator-(Modular const a) { return 0 - a; }
  Modular operator--(int) {
    return this->value = (this->value - 1 + MOD) % MOD;
  }

  Modular operator--() { return this->value = (this->value - 1 + MOD) % MOD; }
  friend Modular operator*(Modular a, Modular const b) { return a *= b; }
  friend Modular operator/(Modular a, Modular const b) { return a /= b; }
  friend std::ostream& operator<<(std::ostream& os, Modular const& a) {
    return os << a.value;
  }
  friend bool operator==(Modular const& a, Modular const& b) {
    return a.value == b.value;
  }
  friend bool operator!=(Modular const& a, Modular const& b) {
    return a.value != b.value;
  }
};
```

5.9 Is prime

$O(\sqrt{N})$

```
bool isprime(ll n) {
  if (n < 2) return false;
  if (n == 2) return true;
  if (n % 2 == 0) return false;
  for (ll i = 3; i * i < n; i += 2)
    if (n % i == 0) return false;
  return true;
}
```

5.10 LCM

Calculating the least common multiple (commonly denoted LCM) can be reduced to calculating the GCD with the following simple formula: $\operatorname{lcm}(a, b) = (a \cdot b)/\gcd(a, b)$
Thus, LCM can be calculated using the Euclidean algorithm with the same time complexity:

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

5.11 Euler phi $\varphi(n)$

Computes the number of positive integers less than n that are co-primes with n, in $O(\sqrt{N})$.

```
ll phi(ll n) {
  if (n == 1) return 1;

  auto fs = factorization(n);
  auto res = n;

  for (auto [p, k] : fs) {
    res /= p;
    res *= (p - 1);
  }

  return res;
}
```

5.12 Sieve

```
vl sieve(ll N) {
  bitset<MAX + 1> sieve;
  vl ps{2, 3};
  sieve.set();

  for (ll i = 5, step = 2; i <= N; i += step, step = 6 - step) {
    if (sieve[i]) {
      ps.push_back(i);
```

```
      for (ll j = i * i; j <= N; j += 2 * i) sieve[j] = false;
    }
  }
  return ps;
}
```

5.13 Sum Divisors

```
ll sum_divisors(ll num) {
  ll result = 1;

  for (int i = 2; (ll)i * i <= num; i++) {
    if (num % i == 0) {
      int e = 0;
      do {
        e++;
        num /= i;
      } while (num % i == 0);

      ll sum = 0, pow = 1;
      do {
        sum += pow;
        pow *= i;
      } while (e-- > 0);
      result *= sum;
    }
  }
  if (num > 1) {
    result *= (1 + num);
  }
  return result;
}
```

5.14 Sum of difference

Function to calculate sum of absolute difference of all pairs in array: $\frac{1}{2}\sum_{i=1}^{N}\sum_{j=1}^{N}|A_i - A_j|$

```
ll sum_of_diference(vl& arr, ll n) {
  sort(all(arr));

  ll sum = 0;
  for (ll i = 0; i < n; i++) {
    sum += i * arr[i] - (n - 1 - i) * arr[i];
  }

  return sum;
}
```

6 Problems

6.1 Kth Digit String (CSES)

Time: $O(\log_{10} K)$.
Space: $O(1)$.

```
ll kth_digit_string(ll k) {
  if (k < 10) return k;

  ll c = 180, i = 2, u = 10, r = 0, ans = -1, m;
  for (k -= 9; k > c; i++, u *= 10) {
    k -= c;
    c /= i;
    c *= 10 * (i + 1);
  }

  if ((m = k % i))
    r++;
  else
    m = i;

  ll tmp = (k / i) + r + u - 1;
  for (m = i + 1 - m; m--; tmp /= 10) ans = tmp % 10;

  return ans;
}
```

7 Strings

7.1 Manacher

Given string s with length n. Find all the pairs (i, j) such that substring $s[i \dots j]$ is a palindrome. String t is a palindrome when $t = t_{rev}$ (t_{rev} is a reversed string for t).
Time: $O(N)$

```
vi manacher(string s) {
  string t;
  for (auto c : s) t += string("#") + c;
  t = t + '#';

  int n = t.size();
  t = "$" + t + "^";

  vi p(n + 2);
  int l = 1, r = 1;
  for (int i = 1; i <= n; i++) {
    p[i] = max(0, min(r - i, p[l + (r - i)]));
    while (t[i - p[i]] == t[i + p[i]]) p[i]++;
    if (i + p[i] > r) {
      l = i - p[i], r = i + p[i];
    }
    p[i]--;
  }

  return vi(begin(p) + 1, end(p) - 1);
}
```

8 Trees

8.1 LCA Binary Lifting (CP Algo)

The algorithm described will need $O(N \cdot \log N)$ for preprocessing the tree, and then $O(\log N)$ for each LCA query.

```cpp
ll n, l;
vector<ll> adj[MAX];

ll timer;
vector<ll> tin, tout;
vector<vector<ll>> up;

void dfs(ll v, ll p) {
  tin[v] = ++timer;
  up[v][0] = p;
  for (ll i = 1; i <= l; ++i) up[v][i] = up[up[v][i - 1]][i - 1];

  for (ll u : adj[v]) {
    if (u != p) dfs(u, v);
  }

  tout[v] = ++timer;
}

bool is_ancestor(ll u, ll v) { return tin[u] <= tin[v] && tout[u] >= tout[v];
    }

ll lca(ll u, ll v) {
  if (is_ancestor(u, v)) return u;
  if (is_ancestor(v, u)) return v;
  for (ll i = l; i >= 0; --i) {
    if (!is_ancestor(up[u][i], v)) u = up[u][i];
  }
  return up[u][0];
}

void preprocess(ll root) {
  tin.resize(n);
  tout.resize(n);
  timer = 0;
  l = ceil(log2(n));
  up.assign(n, vector<ll>(l + 1));
  dfs(root, root);
}
```

8.2 LCA SegTree (CP Algo)

The algorithm can answer each query in $O(\log N)$ with preprocessing in $O(N)$ time.

```cpp
struct LCA {
  vector<ll> height, euler, first, segtree;
  vector<bool> visited;
  ll n;

  LCA(vector<vector<ll>>& adj, ll root = 0) {
    n = adj.size();
    height.resize(n);
    first.resize(n);
    euler.reserve(n * 2);
    visited.assign(n, false);
    dfs(adj, root);
    ll m = euler.size();
    segtree.resize(m * 4);
    build(1, 0, m - 1);
  }

  void dfs(vector<vector<ll>>& adj, ll node, ll h = 0) {
    visited[node] = true;
    height[node] = h;
    first[node] = euler.size();
    euler.push_back(node);
    for (auto to : adj[node]) {
      if (!visited[to]) {
        dfs(adj, to, h + 1);
        euler.push_back(node);
      }
    }
  }

  void build(ll node, ll b, ll e) {
    if (b == e) {
      segtree[node] = euler[b];
    } else {
      ll mid = (b + e) / 2;
      build(node << 1, b, mid);
      build(node << 1 | 1, mid + 1, e);
      ll l = segtree[node << 1], r = segtree[node << 1 | 1];
      segtree[node] = (height[l] < height[r]) ? l : r;
    }
  }

  ll query(ll node, ll b, ll e, ll L, ll R) {
    if (b > R || e < L) return -1;
    if (b >= L && e <= R) return segtree[node];
    ll mid = (b + e) >> 1;

    ll left = query(node << 1, b, mid, L, R);
    ll right = query(node << 1 | 1, mid + 1, e, L, R);
    if (left == -1) return right;
    if (right == -1) return left;
    return height[left] < height[right] ? left : right;
  }

  ll lca(ll u, ll v) {
    ll left = first[u], right = first[v];
    if (left > right) swap(left, right);
    return query(1, 0, euler.size() - 1, left, right);
  }
};
```

8.3 LCA Sparse Table

The algorithm described will need $O(N)$ for preprocessing, and then $O(1)$ for each LCA query.
0 indexed!

```cpp
typedef vector<vl> vl2d;
#define all(a) a.begin(), a.end()
#define len(x) (int)x.size()

template <typename T>
struct SparseTable {
```

```
  vector<T> v;
  ll n;
  static const ll b = 30;
  vl mask, t;

  ll op(ll x, ll y) { return v[x] < v[y] ? x : y; }
  ll msb(ll x) { return __builtin_clz(1) - __builtin_clz(x); }
  SparseTable() {}
  SparseTable(const vector<T>& v_) : v(v_), n(v.size()), mask(n), t(n) {
    for (ll i = 0, at = 0; i < n; mask[i++] = at |= 1) {
      at = (at << 1) & ((1 << b) - 1);
      while (at and op(i, i - msb(at & -at)) == i) at ^= at & -at;
    }
    for (ll i = 0; i < n / b; i++)
      t[i] = b * i + b - 1 - msb(mask[b * i + b - 1]);
    for (ll j = 1; (1 << j) <= n / b; j++)
      for (ll i = 0; i + (1 << j) <= n / b; i++)
        t[n / b * j + i] =
          op(t[n / b * (j - 1) + i], t[n / b * (j - 1) + i + (1 << (j - 1))]);
  }
  ll small(ll r, ll sz = b) { return r - msb(mask[r] & ((1 << sz) - 1)); }
  T query(ll l, ll r) {
    if (r - l + 1 <= b) return small(r, r - l + 1);
    ll ans = op(small(l + b - 1), small(r));
    ll x = l / b + 1, y = r / b - 1;
    if (x <= y) {
      ll j = msb(y - x + 1);
      ans = op(ans, op(t[n / b * j + x], t[n / b * j + y - (1 << j) + 1]));
    }
    return ans;
  }
};

struct LCA {
  SparseTable<ll> st;
  ll n;
  vl v, pos, dep;

  LCA(const vl2d& g, ll root) : n(len(g)), pos(n) {
    dfs(root, 0, -1, g);
    st = SparseTable<ll>(vector<ll>(all(dep)));
  }

  void dfs(ll i, ll d, ll p, const vl2d& g) {
    v.emplace_back(len(dep)) = i, pos[i] = len(dep), dep.emplace_back(d);
    for (auto j : g[i])
      if (j != p) {
        dfs(j, d + 1, i, g);
        v.emplace_back(len(dep)) = i, dep.emplace_back(d);
      }
  }

  ll lca(ll a, ll b) {
    ll l = min(pos[a], pos[b]);
    ll r = max(pos[a], pos[b]);
    return v[st.query(l, r)];
  }
  ll dist(ll a, ll b) {
    return dep[pos[a]] + dep[pos[b]] - 2 * dep[pos[lca(a, b)]];
  }
};
```

8.4 Tree Isomorph

Checks whether two tree are isomorph. The function *thash*() returns the hash of the tree (using centroids as special vertices). Two trees are isomorph if their hash are the same.

```
map<vector<int>, int> mphash;

struct tree {
  int n;
  vector<vector<int>> g;
  vector<int> sz, cs;

  tree(int n_) : n(n_), g(n_), sz(n_) {}

  void dfs_centroid(int v, int p) {
    sz[v] = 1;
    bool cent = true;
    for (int u : g[v])
      if (u != p) {
        dfs_centroid(u, v), sz[v] += sz[u];
        if (sz[u] > n / 2) cent = false;
      }
    if (cent and n - sz[v] <= n / 2) cs.push_back(v);
  }
  int fhash(int v, int p) {
    vector<int> h;
    for (int u : g[v])
      if (u != p) h.push_back(fhash(u, v));
    sort(h.begin(), h.end());
    if (!mphash.count(h)) mphash[h] = mphash.size();
    return mphash[h];
  }
  ll thash() {
    cs.clear();
    dfs_centroid(0, -1);
    if (cs.size() == 1) return fhash(cs[0], -1);
    ll h1 = fhash(cs[0], cs[1]), h2 = fhash(cs[1], cs[0]);
    return (min(h1, h2) << 30) + max(h1, h2);
  }
  void add(int a, int b) {
    g[a].emplace_back(b);
    g[b].emplace_back(a);
  }
};
```

9 Settings and macros

9.1 macro.cpp

```
#include <bits/stdc++.h>
#include <ext/pb_ds/assoc_container.hpp>
```

```cpp
#include <ext/pb_ds/tree_policy.hpp>

using namespace __gnu_pbds;
#define ordered_set tree<int, null_type, less<int>, rb_tree_tag,
    tree_order_statistics_node_update>

using namespace std;

#ifdef DEBUG
#include "./settings-and-macros/debug.cpp"
#else
#define dbg(...)
#endif

typedef long long ll;
typedef pair<int, int> pii;
typedef pair<ll, ll> pll;
typedef vector<int> vi;
typedef vector<ll> vl;
typedef vector<pii> vii;
typedef vector<pll> vll;

#define fst first
#define snd second
#define all(x) x.begin(), x.end()
#define vin(vt) for (auto &e : vt) cin >> e
#define LSOne(S) ((S) & -(S))
#define MSOne(S) (1ull << (63 - __builtin_clzll(S)))
#define fastio ios_base::sync_with_stdio(0); \
               cin.tie(0); \
               cout.tie(0)

const vii dir4 {{1,0},{-1,0},{0,1},{0,-1}};

auto solve() {  }

int main() {
    fastio;

    ll t = 1;
    //cin >> t;

    while (t--) solve();

    return 0;
}
```

9.2 short-macro.cpp

```cpp
#include <bits/stdc++.h>

using namespace std;

#ifdef DEBUG
#include "./settings-and-macros/debug.cpp"
#else
#define dbg(...)
#endif

typedef long long ll;
typedef pair<int, int> ii;

#define all(x) x.begin(), x.end()
#define vin(vt) for (auto &e : vt) cin >> e

auto solve() {  }

int main() {
    ios_base::sync_with_stdio(0);
    cin.tie(0);

    ll t = 1;
    //cin >> t;

    while (t--) solve();

    return 0;
}
```

10 Theoretical guide

10.1 Notable Series

1. Sum of the first n naturals:
$$S_n = \sum_{i=1}^{n} i = 1 + 2 + 3 + \cdots + n = \frac{n(n+1)}{2}$$
2. Sum of the squares of the first n naturals:
$$S_n = \sum_{i=1}^{n} i^2 = 1^2 + 2^2 + 3^2 + \cdots + n^2 = \frac{n(n+1)(2n+1)}{6}$$
3. Sum of the cubes of the first natural n:
$$S_n = \sum_{i=1}^{n} i^3 = 1^3 + 2^3 + 3^3 + \cdots + n^3 = \left[\frac{n(n+1)}{2}\right]^2$$
4. Sum of the first n odd numbers:
$$S_n = \sum_{i=1}^{n} 2i - 1 = 1 + 3 + 5 + \cdots + (2n-1) = n^2$$

10.2 Modular Multiplicative Inverse

A modular multiplicative inverse of an integer a is an integer x such that $a \cdot x$ is congruent to 1 modular some modulus m. To write it in a formal way:

$$a \cdot x \equiv 1 \mod m.$$

Euler's theorem, which states that the following congruence is true if a and m are co-primes:

$$a^{\phi(m)} \equiv 1 \mod m$$

Multiply both sides of the above equations by a^{-1}, and we get:

- For an arbitrary (but coprime) modulus m: $a^{\phi(m)-1} \equiv a^{-1} \mod m$
- For a prime modulus m: $a^{m-2} \equiv a^{-1} \mod m$

From these results, we can easily find the modular inverse using the binary exponentiation algorithm, which works in $O(\log m)$ time.