



Federal University of Rio de Janeiro

# Todo mundo adora o Chris

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Contest (1)

Makefile8 lines

CXX = g++  
CXXFLAGS = -std=c++17 -O2 -Wall -Wextra -pedantic -Wshadow -Wformat=2 -Wfloat-equal -Wconversion -Wlogical-op -Wshift-overflow=2 -Wduplicated-cond -Wcast-qual -Wcast-align -Wno-unused-result -Wno-sign-conversion  
DEBUGFLAGS = -D\_GLIBCXX\_DEBUG -D\_GLIBCXX\_DEBUG\_PEDANTIC -DLOCAL -fsanitize=address -fsanitize=undefined -fno-sanitize-recover=all -fstack-protector -D\_FORTIFY\_SOURCE=2  
  
DEBUG = false  
ifeq (\$(DEBUG),true)  
CXXFLAGS += \$(DEBUGFLAGS)  
endif

hash.sh3 lines

# Hashes a file, ignoring all whitespace and comments. Use for  
# verifying that code was correctly typed.  
cpp -dD -P -fpreprocessed | tr -d '[:space:]' | md5sum |cut -c-6

hash-cpp.sh5 lines

# Hashes a file, ignoring all whitespace, comments and defines.  
Use for  
# verifying that code was correctly typed.  
# First do: chmod +x ./hash-cpp.sh  
# ./hash-cpp.sh \*.cpp start end  
sed -n \$2', '\$3' p' \$1 | sed '/^#w/d' | cpp -dD -P -fpreprocessed | tr -d '[:space:]' | md5sum |cut -c-6

Mathematics (2)

2.1 Equations

$$ax^2 + bx + c = 0 \Rightarrow x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

The extremum is given by  $x = -b/2a$ .

3

$$\begin{aligned} ax + by &= e & x &= \frac{ed - bf}{ad - bc} \\ cx + dy &= f & y &= \frac{af - ec}{ad - bc} \end{aligned}$$

10

15 In general, given an equation  $Ax = b$ , the solution to a variable  $x_i$  is given by

19

$$x_i = \frac{\det A'_i}{\det A}$$

21 where  $A'_i$  is  $A$  with the  $i$ 'th column replaced by  $b$ .

2.2 Recurrences

31 If  $a_n = c_1a_{n-1} + \dots + c_ka_{n-k}$ , and  $r_1, \dots, r_k$  are distinct roots of  $x^k - c_1x^{k-1} - \dots - c_k$ , there are  $d_1, \dots, d_k$  s.t.

37

$$a_n = d_1r_1^n + \dots + d_kr_k^n.$$

39 Non-distinct roots  $r$  become polynomial factors, e.g.  
 $a_n = (d_1n + d_2)r^n$ .

2.3 Trigonometry

$$\begin{aligned} \sin(v + w) &= \sin v \cos w + \cos v \sin w \\ \cos(v + w) &= \cos v \cos w - \sin v \sin w \end{aligned}$$

$$\begin{aligned} \tan(v + w) &= \frac{\tan v + \tan w}{1 - \tan v \tan w} \\ \sin v + \sin w &= 2 \sin \frac{v + w}{2} \cos \frac{v - w}{2} \\ \cos v + \cos w &= 2 \cos \frac{v + w}{2} \cos \frac{v - w}{2} \end{aligned}$$

$$(V + W) \tan(v - w)/2 = (V - W) \tan(v + w)/2$$

where  $V, W$  are lengths of sides opposite angles  $v, w$ .

$$\begin{aligned} a \cos x + b \sin x &= r \cos(x - \phi) \\ a \sin x + b \cos x &= r \sin(x + \phi) \end{aligned}$$

where  $r = \sqrt{a^2 + b^2}, \phi = \text{atan2}(b, a)$ .

2.4 Geometry

2.4.1 Triangles

Side lengths:  $a, b, c$

Semiperimeter:  $p = \frac{a + b + c}{2}$

Area:  $A = \sqrt{p(p - a)(p - b)(p - c)}$

Circumradius:  $R = \frac{abc}{4A}$

Inradius:  $r = \frac{A}{p}$

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 sines:  $\frac{\sin \alpha}{a} = \frac{\sin \beta}{b} = \frac{\sin \gamma}{c} = \frac{1}{2R}$

Law of cosines:  $a^2 = b^2 + c^2 - 2bc \cos \alpha$

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

Pick's: A polygon on an integer grid strictly containing  $i$  lattice points and having  $b$  lattice points on the boundary has area  $i + \frac{b}{2} - 1$ . (Nothing similar in higher dimensions)

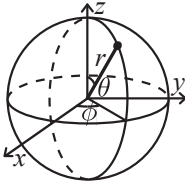
2.4.2 Quadrilaterals

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

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

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

2.4.3 Spherical coordinates



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

2.5 Derivatives/Integrals

$$\frac{d}{dx} \arcsin x = \frac{1}{\sqrt{1 - x^2}} \quad \frac{d}{dx} \arccos x = -\frac{1}{\sqrt{1 - x^2}}$$

$$\frac{d}{dx} \tan x = 1 + \tan^2 x \quad \frac{d}{dx} \arctan x = \frac{1}{1 + x^2}$$

$$\int \tan ax = -\frac{\ln |\cos ax|}{a} \quad \int x \sin ax = \frac{\sin ax - ax \cos ax}{a^2}$$

$$\int e^{-x^2} = \frac{\sqrt{\pi}}{2} \text{erf}(x) \quad \int x e^{ax} dx = \frac{e^{ax}}{a^2} (ax - 1)$$

Integration by parts:

$$\int_a^b f(x)g(x)dx = [F(x)g(x)]_a^b - \int_a^b F(x)g'(x)dx$$

Green’s theorem:  
Let  $C$  be a positive, smooth, simple curve.  $D$  is a region bounded by  $C$ .

$$\oint_C (Pdx + Qdy) = \int \int_D (\frac{\partial Q}{\partial x} - \frac{\partial P}{\partial y})$$

To calculate area,  $\frac{\partial Q}{\partial x} - \frac{\partial P}{\partial y} = 1$ , usually, picking  $Q = \frac{1}{2}x$  and  $P = -\frac{1}{2}y$  suffice.

Then we have

$$\frac{1}{2} \oint_C xdy - \frac{1}{2} \oint_C ydx$$

Line integral:  
 $C$  given by  $x = x(t), y = y(t), t \in [a, b]$ , then

$$\oint_C f(x, y)ds = \int_a^b f(x(t), y(t))ds$$

where,  $ds = \sqrt{(\frac{dx}{dt})^2 + (\frac{dy}{dt})^2}dt$  or  $\sqrt{(1 + (\frac{dy}{dx})^2}dx$

2.5.1 XOR sum

$$\bigoplus_{x=0}^{n-1} x = \{0, n-1, 1, n\}[n \bmod 4]$$
$$\bigoplus_{x=l}^{r-1} x = \bigoplus_{a=0}^{r-1} a \oplus \bigoplus_{b=0}^{l-1} b$$

2.6 Sums

$$c^a + c^{a+1} + \dots + c^b = \frac{c^{b+1} - c^a}{c - 1}, c \neq 1$$

$$1 + 2 + 3 + \dots + n = \frac{n(n+1)}{2}$$
$$1^2 + 2^2 + 3^2 + \dots + n^2 = \frac{n(2n+1)(n+1)}{6}$$
$$1^3 + 2^3 + 3^3 + \dots + n^3 = \frac{n^2(n+1)^2}{4}$$
$$1^4 + 2^4 + 3^4 + \dots + n^4 = \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30}$$

2.7 Series

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

$$\sqrt{1+x} = 1 + \frac{x}{2} - \frac{x^2}{8} + \frac{2x^3}{32} - \frac{5x^4}{128} + \dots, (-1 \leq x \leq 1)$$
$$\sin x = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots, (-\infty < x < \infty)$$
$$\cos x = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots, (-\infty < x < \infty)$$

2.8 Probability theory

Let  $X$  be a discrete random variable with probability  $p_X(x)$  of assuming the value  $x$ . It will then have an expected value (mean)  $\mu = \mathbb{E}(X) = \sum_x x p_X(x)$  and variance  $\sigma^2 = V(X) = \mathbb{E}(X^2) - (\mathbb{E}(X))^2 = \sum_x (x - \mathbb{E}(X))^2 p_X(x)$  where  $\sigma$  is the standard deviation. If  $X$  is instead continuous it will have a probability density function  $f_X(x)$  and the sums above will instead be integrals with  $p_X(x)$  replaced by  $f_X(x)$ .

Expectation is linear:

$$\mathbb{E}(aX + bY) = a\mathbb{E}(X) + b\mathbb{E}(Y)$$

For independent  $X$  and  $Y$ ,

$$V(aX + bY) = a^2V(X) + b^2V(Y).$$

2.8.1 Discrete distributions

Binomial distribution

The number of successes in  $n$  independent yes/no experiments, each which yields success with probability  $p$  is  $\text{Bin}(n, p)$ ,  $n = 1, 2, \dots, 0 \leq p \leq 1$ .

$$p(k) = \binom{n}{k} p^k (1-p)^{n-k}$$
$$\mu = np, \sigma^2 = np(1-p)$$

$\text{Bin}(n, p)$  is approximately  $\text{Po}(np)$  for small  $p$ .

First success distribution

The number of trials needed to get the first success in independent yes/no experiments, each wich yields success with probability  $p$  is  $\text{Fs}(p)$ ,  $0 \leq p \leq 1$ .

$$p(k) = p(1-p)^{k-1}, k = 1, 2, \dots$$
$$\mu = \frac{1}{p}, \sigma^2 = \frac{1-p}{p^2}$$

Poisson distribution

The number of events occurring in a fixed period of time  $t$  if these events occur with a known average rate  $\kappa$  and independently of the time since the last event is  $\text{Po}(\lambda)$ ,  $\lambda = t\kappa$ .

$$p(k) = e^{-\lambda} \frac{\lambda^k}{k!}, k = 0, 1, 2, \dots$$
$$\mu = \lambda, \sigma^2 = \lambda$$

2.8.2 Continuous distributions

Uniform distribution

If the probability density function is constant between  $a$  and  $b$  and 0 elsewhere it is  $\text{U}(a, b)$ ,  $a < b$ .

$$f(x) = \begin{cases} \frac{1}{b-a} & a < x < b \\ 0 & \text{otherwise} \end{cases}$$

$$\mu = \frac{a+b}{2}, \sigma^2 = \frac{(b-a)^2}{12}$$

Exponential distribution

The time between events in a Poisson process is  $\text{Exp}(\lambda)$ ,  $\lambda > 0$ .

$$f(x) = \begin{cases} \lambda e^{-\lambda x} & x \geq 0 \\ 0 & x < 0 \end{cases}$$

$$\mu = \frac{1}{\lambda}, \sigma^2 = \frac{1}{\lambda^2}$$

Normal distribution

Most real random values with mean  $\mu$  and variance  $\sigma^2$  are well described by  $\mathcal{N}(\mu, \sigma^2)$ ,  $\sigma > 0$ .

$$f(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

If  $X_1 \sim \mathcal{N}(\mu_1, \sigma_1^2)$  and  $X_2 \sim \mathcal{N}(\mu_2, \sigma_2^2)$  then

$$aX_1 + bX_2 + c \sim \mathcal{N}(\mu_1 + \mu_2 + c, a^2\sigma_1^2 + b^2\sigma_2^2)$$

2.9 Markov chains

A *Markov chain* is a discrete random process with the property that the next state depends only on the current state. Let  $X_1, X_2, \dots$  be a sequence of random variables generated by the Markov process. Then there is a transition matrix  $\mathbf{P} = (p_{ij})$ , with  $p_{ij} = \Pr(X_n = i | X_{n-1} = j)$ , and  $\mathbf{p}^{(n)} = \mathbf{P}^n \mathbf{p}^{(0)}$  is the probability distribution for  $X_n$  (i.e.,  $p_i^{(n)} = \Pr(X_n = i)$ ), where  $\mathbf{p}^{(0)}$  is the initial distribution.

$\pi$  is a stationary distribution if  $\pi = \pi \mathbf{P}$ . If the Markov chain is *irreducible* (it is possible to get to any state from any state), then  $\pi_i = \frac{1}{\mathbb{E}(T_i)}$  where  $\mathbb{E}(T_i)$  is the expected time between two visits in state  $i$ .  $\pi_j / \pi_i$  is the expected number of visits in state  $j$  between two visits in state  $i$ .

For a connected, undirected and non-bipartite graph, where the transition probability is uniform among all neighbors,  $\pi_i$  is proportional to node  $i$ 's degree.

A Markov chain is *ergodic* if the asymptotic distribution is independent of the initial distribution. A finite Markov chain is ergodic iff it is irreducible and *aperiodic* (i.e., the gcd of cycle lengths is 1).  $\lim_{k \rightarrow \infty} \mathbf{P}^k = \mathbf{1}\pi$ .

A Markov chain is an absorbing chain if

1. there is at least one absorbing state and
2. it is possible to go from any state to at least one absorbing state in a finite number of steps.

A Markov chain is an A-chain if the states can be partitioned into two sets **A** and **G**, such that all states in **A** are absorbing ( $p_{ii} = 1$ ), and all states in **G** leads to an absorbing state in **A**. The probability for absorption in state  $i \in \mathbf{A}$ , when the initial state is  $j$ , is  $a_{ij} = p_{ij} + \sum_{k \in \mathbf{G}} a_{ik} p_{kj}$ . The expected time until absorption, when the initial state is  $i$ , is  $t_i = 1 + \sum_{k \in \mathbf{G}} p_{ki} t_k$ .

Data Structures (3)

```
order-statistic-tree.h
Description: A set (not multiset!) with support for finding the n'th element, and finding the index of an element.
Time: O(log N)
<bits/extc++.h>
template <typename K, typename V, typename Comp = std::less<K>>
using ordered_map = __gnu_pbds::tree<
    K, V, Comp,
    __gnu_pbds::rb_tree_tag,
    __gnu_pbds::tree_order_statistics_node_update
>;
template <typename K, typename Comp = std::less<K>>
using ordered_set = ordered_map<K, __gnu_pbds::null_type, Comp
>;
void example() {
    ordered_set<int> t, t2; t.insert(8);
    auto it = t.insert(10).first;
    assert(it == t.lower_bound(9));
```

```
assert(t.order_of_key(10) == 1); // num strictly smaller
assert(t.order_of_key(11) == 2);
assert(*t.find_by_order(0) == 8);
t.join(t2); // assuming T < T2 or T > T2, merge t2 into t
}
```

```
dsu.h
Description: Disjoint-set data structure.
Time: O(alpha(N))
7d5db8, 14 lines

struct UF {
    vector<int> e;
    UF(int n) : e(n, -1) {}
    bool same_set(int a, int b) { return find(a) == find(b); }
    int size(int x) { return -e[find(x)]; }
    int find(int x) { return e[x] < 0 ? x : e[x] = find(e[x]); }
    bool unite(int a, int b) {
        a = find(a), b = find(b);
        if (a == b) return 0;
        if (e[a] > e[b]) swap(a, b);
        e[a] += e[b]; e[b] = a;
        return 1;
    }
};
```

```
bipartite-dsu.h
Description: Disjoint-set data structure.
Time: O(alpha(N))
07774d, 31 lines

struct DSU {
    vector<int> p, rk, color, bipartite;
    DSU(int n) : p(n), rk(n), color(n), bipartite(n, 1) {
        iota(p.begin(), p.end(), 0);
    };
    int find(int u) {
        if (u == p[u]) return u;
        int v = find(p[u]);
        color[u] ^= color[p[u]];
        return p[u] = v;
    }
    int find_color(int u) {
        find(u);
        return color[u];
    }
    // check if it doesn't create an odd cycle
    bool can(int u, int v) {
        return find(u) != find(v) || color[u] != color[v];
    }
    void unite(int u, int v) {
        int pu = find(u), pv = find(v);
        if (pu == pv) {
            if (color[u] == color[v]) bipartite[pu] = false;
            return;
        }
        if (rk[pu] < rk[pv]) swap(pu, pv);
        if (color[u] == color[v]) color[pv] ^= 1;
        p[pv] = pu, rk[pu] += (rk[pu] == rk[pv]);
        if (not bipartite[pv]) bipartite[pu] = false;
    }
};
```

```
dsu-rollback.h
Description: Disjoint-set data structure with undo.
Usage: int t = uf.time(); ...; uf.rollback(t);
Time: O(log(N))
7ddf1d, 21 lines

struct RollbackUF {
    vector<int> e; vector<pair<int,int>> st;
    RollbackUF(int n) : e(n, -1) {}
```

```
int size(int x) { return -e[find(x)]; }
int find(int x) { return e[x] < 0 ? x : find(e[x]); }
int time() { return st.size(); }
void rollback(int t) {
    for (int i = time(); i --> t; )
        e[st[i].first] = st[i].second;
    st.resize(t);
}
bool unite(int a, int b) {
    a = find(a), b = find(b);
    if (a == b) return false;
    if (e[a] > e[b]) swap(a, b);
    st.push_back({a, e[a]});
    st.push_back({b, e[b]});
    e[a] += e[b]; e[b] = a;
    return true;
}
};
```

```
monotonic-queue.h
Description: Supports pop and push queue-like, and add function adds a constant to all elements currently in the queue.
Time: O(1)
8b6ad8, 18 lines

template<typename T, typename Comp> struct monotonic_queue {
    int lo, hi; T S;
    deque<pair<T, T>> q;
    monotonic_queue() : lo(0), hi(0), S(0) {}
    void push(T val) {
        while(!q.empty() && Comp()(val, q.back().first + S))
            q.pop_back();
        q.emplace_back(val - S, hi++);
    }
    void pop() {
        if (!q.empty() && q.front().second == lo++) q.pop_front();
    }
    void add(T val) { S += val; }
    T get_val() const { return q.front().first + S; }
    int size() const { return hi-lo; }
};
template<typename T> using min_monotonic_queue =
    monotonic_queue<T, std::less_equal<T>>;
template<typename T> using max_monotonic_queue =
    monotonic_queue<T, std::greater_equal<T>>;
```

```
point-context.h
Description: Examples of Segment Tree
70d417, 32 lines

struct seg_node { // bbfc07
    int val, int mi, ma;
    seg_node() : mi(INT_MAX), ma(INT_MIN), val(0) {}
    seg_node(int x) : mi(x), ma(x), val(x) {}
    void merge(const seg_node& l, const seg_node& r) {
        val = l.val + r.val;
        mi = min(l.mi, r.mi), ma = max(l.ma, r.ma);
    }
    void update(int x) {
        mi = ma = val = x;
    }
    bool acc_min(int& acc, int x) const {
        if (x >= mi) return true;
        if (acc > mi) acc = mi;
        return false;
    }
    bool acc_max(int& acc, int x) const {
        if (x <= ma) return true;
        if (acc < ma) acc = ma;
        return false;
    }
};
```

```

};
// 1 + min of [a, N] <= x
auto find_min_right = [&](segtree<seg_node>& sg, int a, int x)
-> int {
    int acc = INT_MAX;
    return sg.find_first(a, N, &seg_node::acc_min, acc, x);
};
// max of [0, a] >= x
auto find_max_left = [&](segtree<seg_node>& sg, int a, int x)
-> int {
    int acc = INT_MIN;
    return sg.find_last(0, a, &seg_node::acc_max, acc, x);
};

```

### rec-lazy-segtree.h

**Description:** Segment Tree with Lazy update (half-open interval).

**Time:**  $\mathcal{O}(\lg(N) * Q)$

f00ac4, 63 lines

```

template<class T> struct segtree_range {
    int N; vector<T> ts;
    segtree_range() {}
    segtree_range(int M) : segtree_range(vector<T>(M, T(0))) {}
    template<class Q> segtree_range(const vector<Q>& A) {
        const int N_ = int(A.size());
        N = (1 << _lg(2*N_-1)); ts.resize(2*N);
        for (int i = 0; i < N_; ++i) at(i) = T(A[i]);
        build();
    }
    T& at(int a) { return ts[a + N]; }
    void build() { for (int a = N; --a; ) merge(a); }
    inline void push(int a) { ts[a].push(ts[2*a], ts[2*a+1]); }
    inline void merge(int a) { ts[a].merge(ts[2*a], ts[2*a+1]); }
    template<class Op, class E, class F, class... Args>
    auto query(int v, int l, int r, int a, int b, Op op, E e, F f
        , Args&&... args) {
        if (l >= b || r <= a) return e();
        if (l >= a && r <= b) return (ts[v].*f)(args...);
        int m = (l + r)/2;
        push(v);
        return op(query(2*v, l, m, a, b, op, args...), query(2*v+1,
            m, r, a, b, op, args...));
    }
    template<class Op, class E, class F, class... Args>
    auto query(int a, int b, Op op, E e, F f, Args&&... args) {
        return query(1, 0, N, a, b, op, e, f, args...);
    }
    T query(int v, int l, int r, int a, int b) {
        if (l >= b || r <= a) return T();
        if (l >= a && r <= b) return ts[v];
        int m = (l + r)/2;
        push(v); T t;
        t.merge(query(2*v, l, m, a, b), query(2*v+1, m, r, a, b));
        return t;
    }
    T query(int a, int b) { return query(1, 0, N, a, b); }
    template<class F, class... Args> void update(int v, int l,
        int r, int a, int b, F f, Args&&... args) {
        if (l >= b || r <= a) return;
        if (l >= a && r <= b && (ts[v].*f)(args...)) return;
        int m = (l + r)/2;
        push(v);
        update(2*v, l, m, a, b, f, args...);
        update(2*v+1, m, r, a, b, f, args...);
        merge(v);
    }
    template<class F, class... Args>
    void update(int a, int b, F f, Args&&... args) {
        update(1, 0, N, a, b, f, args...);
    }
}

```

```

template<class F, class... Args> int find_first(int v, int l,
    int r, int a, int b, F f, Args&&... args) {
    if (l >= b || r <= a || !(ts[v].*f)(args...)) return -1;
    if (l + 1 == r) return l;
    int m = (l + r)/2;
    push(v);
    int cur = find_first(2*v, l, m, a, b, f, args...);
    if (cur == -1)
        cur = find_first(2*v+1, m, r, a, b, f, args...);
    return cur;
}
template<class F, class... Args>
int find_first(int a, int b, F f, Args&&... args) {
    return find_first(1, 0, N, a, b, f, args...);
}
};

```

### lazy-context.h

**Description:** Examples of Segment Tree with Lazy update

bd0d51, 173 lines

```

template<typename T = int64_t> struct seg_node {
    T val, lz_add, lz_set;
    int sz; bool to_set;
    seg_node(T n = 0) : val(n), lz_add(0), lz_set(0), sz(1),
        to_set(0) {}
    void push(seg_node& l, seg_node& r) {
        if (to_set) {
            l.assign(lz_set), r.assign(lz_set);
            lz_set = 0; to_set = false;
        }
        if (lz_add != 0) {
            l.add(lz_add), r.add(lz_add), lz_add = 0;
        }
    }
    void merge(const seg_node& l, const seg_node& r) {
        sz = l.sz + r.sz; val = l.val + r.val;
    }
    bool add(T v) { // update range a[i] <- a[i] + v
        val += v * sz; lz_add += v; return true;
    }
    bool assign(T v) { // update range a[i] <- v
        val = v * sz; lz_add = 0;
        lz_set = v; to_set = true; return true;
    }
    T get_sum() const { return val; } // sum a[l, r)
};
// update range a[i] <- a[i] + b * (i - s) + c
// assuming b and c are non zero, be careful
// get sum a[l, r)
template<typename T = int64_t> struct seg_node {
    T sum, lzB, lzC;
    int sz, idx;
    seg_node(int id = 0, T v = 0, int s = 0, T b = 0, T c = 0) :
        sum(v), lzB(b), lzC(c - s * b), idx(id), sz(1) {}
    void push(seg_node& l, seg_node& r) {
        l.add(lzB, lzC), r.add(lzB, lzC);
        lzB = lzC = 0;
    }
    void merge(const seg_node& l, const seg_node& r) {
        idx = min(l.idx, r.idx), sz = l.sz + r.sz;
        sum = l.sum + r.sum;
    }
    T sum_idx(T n) const { return n * (n + 1) / 2; }
    bool add(T b, T c) {
        sum += b * (sum_idx(idx + sz) - sum_idx(idx)) + sz * c;
        lzB += b, lzC += c; return true;
    }
    T get_sum() const { return sum; }
};

```

```

// update range a[i] <- b * a[i] + c
// get sum a[l, r)
struct seg_node {
    int sz; i64 sum, lzB, lzC;
    seg_node() : sz(1), sum(0), lzB(1), lzC(0) {}
    seg_node(i64 v) : sz(1), sum(v), lzB(1), lzC(0) {}
    void push(seg_node& l, seg_node& r) {
        l.add(lzB, lzC), r.add(lzB, lzC);
        lzB = 1, lzC = 0;
    }
    void merge(const seg_node& l, const seg_node& r) {
        sz = l.sz + r.sz, sum = l.sum + r.sum;
    }
    bool add(i64 b, i64 c) {
        sum = (b * sum + c * sz), lzB = (lzB * b);
        lzC = (lzC * b + c); return true;
    }
    i64 get_sum() const { return sum; }
};
// update range a[i] <- min(a[i], b);
// update range a[i] <- max(a[i], b);
// get val a[i]
struct seg_node {
    int mn, mx;
    int lz0, lz1;
    seg_node() : mn(INT_MAX), mx(INT_MIN), lz0(INT_MAX), lz1(
        INT_MIN) {}
    void push(seg_node& l, seg_node& r) {
        l.minimize(lz0), l.maximize(lz1);
        r.minimize(lz0), r.maximize(lz1);
        lz0 = INT_MAX, lz1 = INT_MIN;
    }
    void merge(const seg_node& l, const seg_node& r) {
        mn = min(l.mn, r.mn), mx = max(l.mx, r.mx);
    }
    bool minimize(int val) {
        mn = lz0 = min(lz0, val);
        mx = lz1 = min(lz0, lz1); return true;
    }
    bool maximize(int val) {
        mx = lz1 = max(lz1, val);
        mn = lz0 = max(lz0, lz1); return true;
    }
    pair<int, int> get() const { return {mx, mn}; }
};

```

```

template<typename T> struct lazy_t {
    T a, b, c;
    lazy_t() : a(0), b(-INF), c(+INF) {}
    lazy_t(T a, T b, T c) : a(a), b(b), c(c) {}
    void add(T val) {
        a += val, b += val, c += val;
    }
    void upd_min(T val) {
        if (b > val) b = val;
        if (c > val) c = val;
    }
    void upd_max(T val) {
        if (b < val) b = val;
        if (c < val) c = val;
    }
};
template<typename T = int64_t> struct seg_node {
    T mi, mi2, ma, ma2, sum;
    T cnt_mi, cnt_ma, sz;
    lazy_t<T> lz;
    seg_node() : mi(INF), mi2(INF), ma(-INF), ma2(-INF), sum(0),
        cnt_mi(0), cnt_ma(0), sz(0), lz() {}
}

```

```

seg_node(T n) : mi(n), mi2(INF), ma(n), ma2(-INF), sum(n),
               cnt_mi(1), cnt_ma(1), sz(1), lz(1) {}
void push(seg_node& l, seg_node& r) {
    if (!l.can_apply(lz) || !r.can_apply(lz)) return;
    lz = lazy_t<T>();
}
bool can_apply(const lazy_t<T>& f) {
    if (!add(f.a) || !upd_max(f.b) || !upd_min(f.c)) return
        false;
    return true;
}
void merge(const seg_node& l, const seg_node& r) {
    mi = min(l.mi, r.mi);
    mi2 = min((l.mi == mi) ? l.mi2 : l.mi, (r.mi == mi) ? r.mi2
              : r.mi);
    cnt_mi = ((l.mi == mi) ? l.cnt_mi : 0) + ((r.mi == mi) ? r.
        cnt_mi : 0);
    ma = max(l.ma, r.ma);
    ma2 = max((l.ma == ma) ? l.ma2 : l.ma, (r.ma == ma) ? r.ma2
              : r.ma);
    cnt_ma = ((l.ma == ma) ? l.cnt_ma : 0) + ((r.ma == ma) ? r.
        cnt_ma : 0);
    sum = l.sum + r.sum;
    sz = l.sz + r.sz;
}
bool add(T v) { // a_i = a_i + v
    if (v) {
        mi += v;
        if (mi2 < INF) mi2 += v;
        ma += v;
        if (ma2 > -INF) ma2 += v;
        sum += sz * v;
        lz.add(v);
    }
    return true;
}
bool upd_max(T v) { // a_i = max(a_i, v)
    if (v > -INF) {
        if (v >= mi2) return false;
        else if (v > mi) {
            if (ma == mi) ma = v;
            if (ma2 == mi) ma2 = v;
            sum += cnt_mi * (v - mi);
            mi = v;
            lz.upd_max(v);
        }
    }
    return true;
}
bool upd_min(T v) { // a_i = min(a_i, v)
    if (v < INF) {
        if (v <= ma2) return false;
        else if (v < ma) {
            if (ma == mi) mi = v;
            if (mi2 == ma) mi2 = v;
            sum -= cnt_ma * (ma - v);
            ma = v;
            lz.upd_min(v);
        }
    }
    return true;
}
T get_sum() const { return sum; } // sum a[l, r)
};

```

### sparse-segtree.h

**Description:** Sparse Segment Tree with point update. Doesn't allocate storage for nodes with no data. Use BumpAllocator for better performance!

014f68, 59 lines

```

const int SZ = 1<<19;
template<class T> struct node_t {
    T delta = 0; node_t<T>* c[2];
    node_t() { c[0] = c[1] = nullptr; }
    void upd(int pos, T v, int L = 0, int R = SZ-1) { // add v
        if (L == pos && R == pos) { delta += v; return; }
        int M = (L + R)>>1;
        if (pos <= M) {
            if (!c[0]) c[0] = new node_t();
            c[0]->upd(pos, v, L, M);
        } else {
            if (!c[1]) c[1] = new node_t();
            c[1]->upd(pos, v, M+1, R);
        }
        delta = 0;
        for (int i = 0; i < 2; ++i) if (c[i]) delta += c[i]->delta;
    }
    T query(int lx, int rx, int L = 0, int R = SZ-1) { // query
        sum of segment
        if (rx < L || R < lx) return 0;
        if (lx <= L && R <= rx) return delta;
        int M = (L + R)>>1; T res = 0;
        if (c[0]) res += c[0]->query(lx, rx, L, M);
        if (c[1]) res += c[1]->query(lx, rx, M+1, R);
        return res;
    }
    void upd(int pos, node_t *a, node_t *b, int L = 0, int R = SZ
        -1) {
        if (L != R) {
            int M = (L + R)>>1;
            if (pos <= M) {
                if (!c[0]) c[0] = new node_t();
                c[0]->upd(pos, a ? a->c[0] : nullptr, b ? b->c[0] :
                    nullptr, L, M);
            } else {
                if (!c[1]) c[1] = new node_t();
                c[1]->upd(pos, a ? a->c[1] : nullptr, b ? b->c[1] :
                    nullptr, M+1, R);
            }
        }
        delta = (a ? a->delta : 0) + (b ? b->delta : 0);
    }
};

```

### segtree-2d.h

**Description:** 2D Segment Tree.

**Time:**  $\mathcal{O}(N \log^2 N)$  of memory,  $\mathcal{O}(\log^2 N)$  per query

"sparse\_seg\_tree.h" 09098e, 25 lines

```

template<class T> struct Node {
    node_t<T> seg; Node* c[2];
    Node() { c[0] = c[1] = nullptr; }
    void upd(int x, int y, T v, int L = 0, int R = SZ-1) { //add v
        if (L == x && R == x) { seg.upd(y,v); return; }
        int M = (L+R)>>1;
        if (x <= M) {
            if (!c[0]) c[0] = new Node();
            c[0]->upd(x,y,v,L,M);
        } else {
            if (!c[1]) c[1] = new Node();
            c[1]->upd(x,y,v,M+1,R);
        }
        seg.upd(y,v); // only for addition
        // seg.upd(y,c[0]?&c[0]->seg:nullptr,c[1]?&c[1]->
            seg:nullptr);
    }
    T query(int x1, int x2, int y1, int y2, int L = 0, int R = SZ
        -1) { // query sum of rectangle
        if (x1 <= L && R <= x2) return seg.query(y1,y2);
        if (x2 < L || R < x1) return 0;
    }
};

```

```

int M = (L+R)>>1; T res = 0;
if (c[0]) res += c[0]->query(x1, x2, y1, y2, L, M);
if (c[1]) res += c[1]->query(x1, x2, y1, y2, M+1, R);
return res;
}
};

```

### persistent-segtree.h

**Description:** Persistent implementation of a segment tree. This one compute the kth smallest element in a subarray  $[a, b]$ .

d277eb, 31 lines

```

struct segtree_t {
    struct snapshot {
        int cnt, linkl, linkr;
        snapshot() : cnt(0), linkl(0), linkr(0) {}
        snapshot(int _cnt, int l, int r) : cnt(_cnt), linkl(l),
            linkr(r) {}
    };
    int id;
    vector<snapshot> tree;
    segtree_t() {}
    segtree_t(int n) : id(1), tree(20*n) {}
    int update(int v, int l, int r, int x) {
        if (x < l || x > r) return v;
        if (l == r) {
            tree[id] = snapshot(1, 0, 0);
            return id++;
        }
        int m = (l + r) >> 1;
        int lx = update(tree[v].linkl, l, m, x);
        int rx = update(tree[v].linkr, m+1, r, x);
        tree[id] = snapshot(tree[lx].cnt + tree[rx].cnt, lx, rx);
        return id++;
    }
    int query(int a, int b, int l, int r, int k) { // kth
        if (l == r) return l;
        int m = (l + r) >> 1;
        int cnt = tree[tree[b].linkl].cnt - tree[tree[a].linkl].cnt
            ;
        if (k <= cnt)
            return query(tree[a].linkl, tree[b].linkl, l, m, k);
        return query(tree[a].linkr, tree[b].linkr, m+1, r, k-cnt);
    }
};

```

### merge-sort-tree.h

**Description:** Build segment tree where each node stores a sorted version of the underlying range.

**Time:**  $\mathcal{O}(\log^2 N)$

9216c7, 39 lines

```

struct merge_sort_tree {
    vector<int> v, ids;
    vector<vector<int>> tree;
    // f9aa52
    merge_sort_tree(vector<int> &v) : v(v), tree(4*(v.size()+1))
        {
            for(int i = 0; i < v.size(); ++i) ids.push_back(i);
            sort(ids.begin(), ids.end(), [&v](int i, int j) { return v[
                i] < v[j]; });
            build(1, 0, v.size()-1);
        }
    // 55ba58
    void build(int id, int left, int right) {
        if (left == right) tree[id].push_back(ids[left]);
        else {
            int mid = (left + right)>>1;
            build(id<<1, left, mid);
            build(id<<1|1, mid+1, right);
            tree[id] = vector<int>(right - left + 1);
        }
    }
};

```



```

merge(tree[id<<1].begin(), tree[id<<1].end(),
      tree[id<<1|1].begin(), tree[id<<1|1].end(),
      tree[id].begin());
}
// how many elements in this node have id in the range [a,b]
int how_many(int id, int a, int b) {
    return (int)(upper_bound(tree[id].begin(), tree[id].end(),
        b)
        - lower_bound(tree[id].begin(), tree[id].end(), a));
}
// e575ae
int query(int id, int left, int right, int a, int b, int x) {
    if (left == right) return v[tree[id].back()];
    int mid = (left + right)>>1;
    int lcount = how_many(id<<1, a, b);
    if (lcount >= x) return query(id<<1, left, mid, a, b, x);
    else return query(id<<1|1, mid+1, right, a, b, x - lcount);
}
int kth(int a, int b, int k) {
    return query(1, 0, v.size()-1, a, b, k);
}
};

```

### rmq.h

**Description:** Range Minimum/Maximum Queries on an array. Returns  $\min(V[a], V[a+1], \dots, V[b])$  in constant time. Returns a pair that holds the answer, first element is the value and the second is the index.

**Usage:** `rmq_t<pair<int, int>> rmq(values);`  
// values is a vector of pairs {val(i), index(i)}  
`rmq.query(inclusive, exclusive);`  
`rmq_t<pair<int, int>, greater<pair<int, int>>> rmq(values)`  
//max query  
**Time:**  $\mathcal{O}(|V| \log |V| + Q)$

8c53c5, 19 lines

```

template<typename T, typename Cmp=less<T>>
struct rmq_t : private Cmp {
    int N = 0;
    vector<vector<T>> table;
    const T& min(const T& a, const T& b) const { return Cmp::
        operator()(a, b) ? a : b; }
    rmq_t() {}
    rmq_t(const vector<T>& values) : N(int(values.size())), table
        (__lg(N) + 1) {
        table[0] = values;
        for (int a = 1; a < int(table.size()); ++a) {
            table[a].resize(N - (1 << a) + 1);
            for (int b = 0; b + (1 << a) <= N; ++b)
                table[a][b] = min(table[a-1][b], table[a-1][b + (1 << (
                    a-1))]);
        }
    }
    T query(int a, int b) const {
        int lg = __lg(b - a);
        return min(table[lg][a], table[lg][b - (1 << lg) ]);
    }
};

```

### fenwick-tree.h

**Description:** Computes partial sums  $a[0] + a[1] + \dots + a[pos - 1]$ , and updates single elements  $a[i]$ , taking the difference between the old and new value.

**Time:** Both operations are  $\mathcal{O}(\log N)$ .

2ee6d4, 26 lines

```

template<typename T> struct FT { // 8b7639
    vector<T> s;
    FT(int n) : s(n) {}
    FT(const vector<T>& A) : s(A) {
        const int N = int(s.size());

```

```

        for (int a = 0; a < N; ++a)
            if ((a | (a + 1)) < N) s[a | (a + 1)] += s[a];
    }
    void update(int pos, T dif) { // a[pos] += dif
        for (; pos < (int)s.size(); pos |= pos + 1) s[pos] += dif;
    }
    T query(int pos) { // sum of values in [0, pos)
        T res = 0;
        for (; pos > 0; pos &= pos - 1) res += s[pos-1];
        return res;
    }
    // min pos st sum of [0, pos] >= sum. Returns n if no sum
    int lower_bound(T sum) { //is >= sum, or -1 if empty sum is.
        if (sum <= 0) return -1;
        int pos = 0;
        for (int pw = 1 << 25; pw; pw >>= 1)
            if (pos + pw <= (int)s.size() && s[pos + pw-1] < sum)
                pos += pw, sum -= s[pos-1];
        return pos;
    }
};

```

### fenwick-tree-2d.h

**Description:** Computes sums  $a[i,j]$  for all  $i < I, j < J$ , and increases single elements  $a[i,j]$ . Requires that the elements to be updated are known in advance (call `fakeUpdate()` before `init()`).

**Time:**  $\mathcal{O}(\log^2 N)$ . (Use persistent segment trees for  $\mathcal{O}(\log N)$ .)

"fenwick-tree.h" aebbdc, 25 lines

```

template<typename T> struct FT2 {
    vector<vector<int>> ys; vector<FT<T>> ft;
    FT2(int limx) : ys(limx) {}
    void fakeUpdate(int x, int y) {
        for (; x < (int)ys.size(); x |= x + 1) ys[x].push_back(y);
    }
    void init() {
        for(auto &v : ys){
            sort(v.begin(), v.end());
            v.resize(unique(v.begin(), v.end()) - v.begin());
            ft.emplace_back(v.size());
        }
    }
    int ind(int x, int y) {
        return (int)(lower_bound(ys[x].begin(), ys[x].end(), y) -
            ys[x].begin());
    }
    void update(int x, int y, T dif) {
        for (; x < ys.size(); x |= x + 1)
            ft[x].update(ind(x, y), dif);
    }
    T query(int x, int y) {
        T sum = 0;
        for (; x; x &= x - 1) sum += ft[x-1].query(ind(x-1, y));
        return sum;
    }
};

```

### mo.h

**Description:** Answer interval or tree path queries by finding an approximate TSP through the queries, and moving from one query to the next by adding/removing points at the ends. If values are on tree edges, change step to add/remove the edge  $(a, c)$  and remove the initial add call (but keep in).

**Time:**  $\mathcal{O}(N\sqrt{Q})$

5ef29d, 49 lines

```

void add(int ind, int end) { ... } // add a[ind] (end = 0 or 1)
void del(int ind, int end) { ... } // remove a[ind]
int calc() { ... } // compute current answer

```

```

vector<int> mo(vector<pair<int, int>> Q) { // d9247c
    int L = 0, R = 0, blk = 350; // ~N/sqrt(Q)
    vector<int> s(int(Q.size())), res = s;

```

```

#define K(x) pair<int, int>(x.first/blk, x.second ^ ~(x.first/
    blk & 1))
iota(s.begin(), s.end(), 0);
sort(s.begin(), s.end(), [&](int s, int t){ return K(Q[s]) <
    K(Q[t]); });
for (int qi : s) {
    auto q = Q[qi];
    while (L > q.first) add(--L, 0);
    while (R < q.second) add(R++, 1);
    while (L < q.first) del(L++, 0);
    while (R > q.second) del(--R, 1);
    res[qi] = calc();
}
return res;
}

```

```

vector<int> moTree(vector<array<int, 2>> Q, vector<vector<int
    >>& ed, int root=0){ // bbf891
    int N = int(ed.size()), pos[2] = {}, blk = 350; // ~N/sqrt(Q)
    vector<int> s(int(Q.size())), res = s, I(N), L(N), R(N), in(N
        ), par(N);
    add(0, 0), in[0] = 1;
    auto dfs = [&](int x, int p, int dep, auto& f) -> void {
        par[x] = p;
        L[x] = N;
        if (dep) I[x] = N++;
        for (int y : ed[x]) if (y != p) f(y, x, !dep, f);
        if (!dep) I[x] = N++;
        R[x] = N;
    };
    dfs(root, -1, 0, dfs);
#define K(x) pii(I[x[0]] / blk, I[x[1]] ^ ~(I[x[0]] / blk & 1))
iota(s.begin(), s.end(), 0);
sort(s.begin(), s.end(), [&](int s, int t){ return K(Q[s]) <
    K(Q[t]); });
for (int qi : s) for (int end = 0; end < 2; ++end) {
    int &a = pos[end], b = Q[qi][end], i = 0;
#define step(c) { if (in[c]) { del(a, end); in[a] = 0; } \
    else { add(c, end); in[c] = 1; } a = c; }
    while (!L[b] <= L[a] && R[a] <= R[b])
        I[i++] = b, b = par[b];
    while (a != b) step(par[a]);
    while (i--) step(I[i]);
    if (end) res[qi] = calc();
}
return res;
}

```

### line-container.h

**Description:** Container where you can add lines of the form  $kx+m$ , and query maximum values at points  $x$ . Useful for dynamic programming ("convex hull trick").

**Time:**  $\mathcal{O}(\log N)$

8b2ace, 27 lines

```

struct Line {
    mutable lint k, m, p;
    bool operator<(const Line& o) const { return k < o.k; }
    bool operator<(lint x) const { return p < x; }
};
struct LineContainer : multiset<Line, less<>> {
    static const lint inf = LLONG_MAX; //for doubles 1/.0
    lint div(lint a, lint b) { //for doubles a/b
        return a / b - ((a ^ b) < 0 && a % b);
    }
    bool isect(iterator x, iterator y) {
        if (y == end()) { x->p = inf; return false; }
        if (x->k == y->k) x->p = x->m > y->m ? inf : -inf;
        else x->p = div(y->m - x->m, x->k - y->k);
        return x->p >= y->p;
    }
}

```

```

void add(lint k, lint m) {
    auto z = insert({k, m, 0}), y = z++, x = y;
    while (isect(y, z)) z = erase(z);
    if (x != begin() && isect(--x, y)) isect(x, y = erase(y));
    while ((y = x) != begin() && (--x)->p >= y->p)
        isect(x, erase(y));
}
lint query(lint x) {
    assert(!empty()); auto l = *lower_bound(x);
    return l.k * x + l.m;
}
};

```

### lichao.h

**Description:** Line Segments Li Chao Tree. Allows line add, segment add and point query.

**Time:**  $\mathcal{O}(\log N)$  except for segment add  $\mathcal{O}(\log^2 N)$

42896f, 62 lines

```

template<typename T, T L, T R>
struct lichao_t {
    static const T inf = numeric_limits<T>::max() / 2;
    bool first_best(T a, T b){ return a < b; }
    T get_best(T a, T b){ return first_best(a, b) ? a : b; }
    struct line{ // 785930
        T m, b;
        T operator()(T x){ return m*x + b; }
    };
    struct node{ // e92ef4
        line li;
        node *left, *right;
        node( line _li = {0, inf}): li(_li), left(nullptr), right(
            nullptr){}
        ~node(){
            delete left;
            delete right;
        }
    };
    node *root;
    lichao_t( line li = {0, inf}): root ( new node(li) ) {}
    ~lichao_t(){ delete root; }
    T query( T x , node *cur , T l, T r){ // e3e758
        if(cur == nullptr) return inf;
        if(x < l || x > r) return inf;
        T mid = ( l + r ) >> 1;
        T ans = cur->li(x);
        ans = get_best( ans , query(x, cur->left, l, mid) );
        ans = get_best( ans , query(x, cur->right, mid+1, r) );
        return ans;
    }
    T query( T x ){ return query( x, root, L, R ); }
    void add( line li, node *&cur, T l, T r){ // 0962ab
        if(cur == nullptr){
            cur = new node(li);
            return;
        }
        T mid = ( l + r ) >> 1;
        if( first_best( li(mid), cur->li(mid) ) )
            swap(li, cur->li);
        if( first_best( li(l), cur->li(l) ) )
            add(li, cur->left, l, mid);
        if( first_best( li(r), cur->li(r) ) )
            add(li, cur->right, mid + 1, r);
    }
    void add( T m, T b ){ add( {m, b}, root, L, R ); }
    void addSegment( line li, node *&cur, T l, T r, T lseg, T
        rseg){ // d1fcf2
        if(r < lseg || l > rseg) return;
        if(cur == nullptr) cur = new node;
        if(lseg <= l && r <= rseg){
            add(li, cur, l, r);
        }
    }
};

```

```

        add(li, cur, l, r);
        return;
    }
    T mid = ( l + r ) >> 1;
    if(l != r){
        addSegment(li, cur->left, l, mid, lseg, rseg);
        addSegment(li, cur->right, mid+1, r, lseg, rseg);
    }
}
void addSegment( T m, T b, T left, T right){
    addSegment( {m, b}, root, L, R, left, right);
}
};

```

### lichao-lazy.h

**Description:** Lazy Li Chao Tree. Allows line add, segment add, segment update and point query.

**Time:**  $\mathcal{O}(\log N)$  except for segment add  $\mathcal{O}(\log^2 N)$

5bf94a, 104 lines

```

template<typename T, T L, T R>
struct lichao_lazy {
    static const T inf = numeric_limits<T>::max() / 2;
    bool first_best( T a, T b ){ return a < b; }
    T get_best( T a, T b ){ return first_best(a, b) ? a : b; }
    struct line{ // 88f949
        T m, b;
        T operator()(T x){ return m*x + b; }
        void apply(line other){
            m += other.m;
            b += other.b;
        }
    };
    struct node{ // e6c99b
        line li, lazy;
        node *left, *right;
        node( line _li = {0, inf}): li(_li), lazy({0,0}), left(
            nullptr), right(nullptr){}
        void apply(line other){
            li.apply(other);
            lazy.apply(other);
        }
        ~node(){
            delete left;
            delete right;
        }
    };
    node *root;
    lichao_lazy( line li = {0, inf}): root ( new node(li) ) {}
    ~lichao_lazy(){ delete root; }
    void propagateLazy(node *&cur){ // f09e7a
        if(cur == nullptr) return;
        if(cur->left == nullptr) cur->left = new node;
        if(cur->right == nullptr) cur->right = new node;
        cur->left->apply( cur-> lazy);
        cur->right->apply( cur-> lazy);
        cur->lazy = {0, 0};
    }
    T query( T x , node *cur , T l, T r){ // f56802
        if(x < l || x > r || l > r) return inf;
        if(cur == nullptr) return inf;
        T mid = ( l + r ) >> 1;
        if(l != r) propagateLazy(cur);
        T ans = cur->li(x);
        ans = get_best( ans , query(x, cur->left, l, mid) );
        ans = get_best( ans , query(x, cur->right, mid+1, r) );
        return ans;
    }
    T query( T x ){ return query( x, root, L, R ); }
    void add( line li, node *&cur, T l, T r){ // 4191d1

```

```

        if(cur == nullptr){
            cur = new node(li);
            return;
        }
        T mid = ( l + r ) >> 1;
        propagateLazy(cur);
        if( first_best( li(mid), cur->li(mid) ) )
            swap(li, cur->li);
        if( first_best( li(l), cur->li(l) ) )
            add(li, cur->left, l, mid);
        if( first_best( li(r), cur->li(r) ) )
            add(li, cur->right, mid + 1, r);
    }
}
void add( T m, T b ){ add( {m, b}, root, L, R ); }
void propagateLine(node *&cur, T l, T r){ // 8d3255
    if(cur == nullptr) return;
    T mid = ( l + r ) >> 1;
    add(cur->li, cur->left, l, mid);
    add(cur->li, cur->right, mid+1, r);
    cur->li = {0, inf};
}
void addSegment( line li, node *&cur, T l, T r, T lseg, T
    rseg){ // 1a6dd3
    if(r < lseg || l > rseg) return;
    if(cur == nullptr) cur = new node;
    if(lseg <= l && r <= rseg){
        add(li, cur, l, r);
        return;
    }
    T mid = ( l + r ) >> 1;
    if(l != r){
        propagateLazy(cur);
        addSegment(li, cur->left, l, mid, lseg, rseg);
        addSegment(li, cur->right, mid+1, r, lseg, rseg);
    }
}
void addSegment( T m, T b, T left, T right){
    addSegment( {m, b}, root, L, R, left, right);
}
void updateSegment( line li, node *&cur, T l, T r, T lseg, T
    rseg){ // cce50c
    if(r < lseg || l > rseg) return;
    if(cur == nullptr) cur = new node;
    if(lseg <= l && r <= rseg){
        cur->apply(li);
        return;
    }
    T mid = ( l + r ) >> 1;
    propagateLazy(cur);
    propagateLine(cur, l, r);
    updateSegment(li, cur->left, l, mid, lseg, rseg);
    updateSegment(li, cur->right, mid+1, r, lseg, rseg);
}
void updateSegment( T m, T b, T left, T right){
    updateSegment( {m, b}, root, L, R, left, right);
}
};

```

### lichao-range.h

**Description:** Lazy Li Chao Tree. Allows line add, segment add, segment update (only linear coefficient) and range query.

**Time:**  $\mathcal{O}(\log N)$  except for segment add  $\mathcal{O}(\log^2 N)$

da0993, 120 lines

```

template<typename T, T L, T R>
struct lichao_range {
    static const T inf = numeric_limits<T>::max() / 2;
    static bool first_best( T a, T b ){ return a < b; }
    static T get_best( T a, T b ){ return first_best(a, b) ? a :
        b; }
};

```



```

struct wavelet_t { // b26328
    struct BitVector { // space: 32N bits
        vector<int> _rank = {0};
        BitVector(vector<char> v = vector<char>()) {
            _rank.reserve(v.size() + 1);
            for (int d : v) _rank.push_back(_rank.back() + d);
        }
        int rank(bool f, int k) { return f ? _rank[k] : (k - _rank[
            k]); }
        int rank(bool f, int l, int r) { return rank(f, r) - rank(f
            , l); }
    };
    /*
        struct BitVector { // space: 1.5N bits
            vector<ull> v;
            vector<int> _rank;
            BitVector(vector<char> _v = vector<char>()) {
                int n = int(_v.size());
                v = vector<ull>((n + 63) / 64);
                _rank = vector<int>(_v.size() + 1);
                for (int i = 0; i < n; i++) {
                    if (_v[i]) {
                        v[i / 64] |= 1ULL << (i % 64);
                    }
                }
            }
        };
    */
};

```

```

    _rank[i / 64 + 1]++;
}
}
for (int i = 0; i < int(v.size()); i++) {
    _rank[i+1] += _rank[i];
}
}
int rank(int k) {
    int a = _rank[k / 64];
    if (k % 64) a += __builtin_popcountll(v[k / 64] << (64 - k
        % 64));
    return a;
}
int rank(bool f, int k) { return f ? rank(k) : k - rank(k)
    ; }
int rank(bool f, int l, int r) { return rank(f, r) - rank(
    f, l); }
};
*/
int n, lg = 1;
vector<int> mid;
vector<BitVector> data;
wavelet_t(vector<int> v = vector<int>()) : n(int(v.size())) {
    int ma = 0;
    for (int x : v) ma = max(ma, x);
    while ((1 << lg) <= ma) lg++;
    mid = vector<int>(lg);
    data = vector<BitVector>(lg);
    for (int lv = lg - 1; lv >= 0; lv--) {
        vector<char> buf;
        vector<vector<int>> nx(2);
        for (int d : v) {
            bool f = (d & (1 << lv)) > 0;
            buf.push_back(f);
            nx[f].push_back(d);
        }
        mid[lv] = int(nx[0].size());
        data[lv] = BitVector(buf);
        v.clear();
        v.insert(v.end(), nx[0].begin(), nx[0].end());
        v.insert(v.end(), nx[1].begin(), nx[1].end());
    }
}
pair<int, int> succ(bool f, int a, int b, int lv) {
    int na = data[lv].rank(f, a) + (f ? mid[lv] : 0);
    int nb = data[lv].rank(f, b) + (f ? mid[lv] : 0);
    return {na, nb};
}
// count i, s.t. (a <= i < b) && (v[i] < u)
int rank(int a, int b, int u) {
    if ((1 << lg) <= u) return b - a;
    int ans = 0;
    for (int lv = lg - 1; lv >= 0; lv--) {
        bool f = (u & (1 << lv)) > 0;
        if (f) ans += data[lv].rank(false, a, b);
        tie(a, b) = succ(f, a, b, lv);
    }
    return ans;
}
// k-th(0-indexed!) number in v[a..b]
int select(int a, int b, int k) {
    int u = 0;
    for (int lv = lg - 1; lv >= 0; lv--) {
        int le = data[lv].rank(false, a, b);
        bool f = (le <= k);
        if (f) {
            u += (1 << lv);
            k -= le;
        }
    }
}

```

```

    tie(a, b) = succ(f, a, b, lv);
}
return u;
}
// k-th(0-indexed!) largest number in v[a..b]
int large_select(int a, int b, int k) {
    return select(a, b, b - a - k - 1);
}
// count i s.t. (a <= i < b) && (x <= v[i] < y)
int count(int a, int b, int x, int y) {
    return rank(a, b, y) - rank(a, b, x);
}
// max v[i] s.t. (a <= i < b) && (v[i] < x)
int pre_count(int a, int b, int x) {
    int cnt = rank(a, b, x);
    return cnt == 0 ? -1 : select(a, b, cnt - 1);
}
// min v[i] s.t. (a <= i < b) && (x <= v[i])
int nxt_count(int a, int b, int x) {
    int cnt = rank(a, b, x);
    return cnt == b - a ? -1 : select(a, b, cnt);
}
}
}
struct CompressWavelet { // 2447db
    wavelet_t wt;
    vector<int> v, vidx;
    int zip(int x) {
        return int(lower_bound(vidx.begin(), vidx.end(), x) - vidx.
            begin());
    }
    CompressWavelet(vector<int> _v = vector<int>()) : v(_v), vidx
        (v) {
        sort(vidx.begin(), vidx.end());
        vidx.erase(unique(vidx.begin(), vidx.end()), vidx.end());
        for (auto& d : v) d = zip(d);
        wt = Wavelet(v);
    }
    int rank(int a, int b, int u) { return wt.rank(a, b, zip(u));
        }
    int select(int a, int b, int k) { return vidx[wt.select(a, b,
        k)]; }
    int largest(int a, int b, int k) { return wt.large_select(a,
        b, k); }
    int count(int a, int b, int mi, int ma) { return wt.count(a,
        b, mi, ma); }
    int find_max(int a, int b, int x) { return wt.pre_count(a, b,
        x); }
    int find_min(int a, int b, int x) { return wt.nxt_count(a, b,
        x); }
};

```

### range-color.h

**Description:** RangeColor structure, supports point queries and range up-dates, if  $C$  isn't int32-t change *freq* to map

**Time:**  $\mathcal{O}(\lg(L) * Q)$

3d860e, 35 lines

```

template<class T, class C> struct RangeColor {
    struct Node{
        T lo, hi; C color;
        bool operator<(const Node &n) const { return hi < n.hi; }
    };
    C minInf; set<Node> st; vector<T> freq;
    RangeColor(T first, T last, C maxColor, C iniColor = C(0)) :
        minInf(first - T(1)), freq(maxColor + 1) {
        freq[iniColor] = last - first + T(1);
        st.insert({first, last, iniColor});
    }
    C query(T i) { //get color in position i

```

```

        return st.upper_bound({T(0), i - T(1), minInf})->color;
    }
    void upd(T a, T b, C x) { //set x in [a, b]
        auto p = st.upper_bound({T(0), a - T(1), minInf});
        assert(p != st.end());
        T lo = p->lo, hi = p->hi; C old = p->color;
        freq[old] -= (hi - lo + T(1)); p = st.erase(p);
        if (lo < a)
            freq[old] += (a-lo), st.insert({lo, a-T(1), old});
        if (b < hi)
            freq[old] += (hi-b), st.insert({b+T(1), hi, old});
        while ((p != st.end()) && (p->lo <= b)) {
            lo = p->lo, hi = p->hi; old = p->color;
            freq[old] -= (hi - lo + T(1));
            if (b < hi){
                freq[old] += (hi - b); st.erase(p);
                st.insert({b + T(1), hi, old});
                break;
            } else p = st.erase(p);
        }
        freq[x] += (b - a + T(1)); st.insert({a, b, x});
    }
    T countColor(C x){ return freq[x]; }
};

```

### implicit-treap.h

**Description:** A short self-balancing tree. It acts as a sequential container with log-time splits/joins, and is easy to augment with additional data.

**Time:**  $\mathcal{O}(\log N)$

2d0d97, 96 lines

```

mt19937 rng(chrono::steady_clock::now().time_since_epoch().
    count());
struct node {
    int v, p, sz;
    node *l, *r;
    bool rev;
    node(int k : v(k), p(rng()), l(nullptr), rev(0), r(nullptr),
        sz(0) {}
};
int sz(node *t) {
    if (t == nullptr) return 0;
    return t->sz;
}
void push(node *t) {
    if (t == nullptr) return;
    if (t->rev) {
        swap(t->l, t->r);
        if (t->l != nullptr) t->l->rev ^= t->rev;
        if (t->r != nullptr) t->r->rev ^= t->rev;
        t->rev = 0;
    }
}
void updsz(node *t) {
    if (t == nullptr) return;
    push(t); push(t->l); push(t->r);
    t->sz = sz(t->l) + sz(t->r) + 1;
}
void split(node *t, node *&l, node *&r, int k) { //k on left
    push(t);
    if (t == nullptr) l = r = nullptr;
    else if (k <= sz(t->l)) {
        split(t->l, l, t->l, k);
        r = t;
    }
    else {
        split(t->r, t->r, r, k-1-sz(t->l));
        l = t;
    }
}
updsz(t);

```

```

}

void merge(node *&t, node *l, node *r) {
    push(l); push(r);
    if (l == nullptr) t = r;
    else if (r == nullptr) t = l;
    else if (l->p <= r->p) {
        merge(l->r, l->r, r);
        t = l;
    }
    else {
        merge(r->l, l, r->l);
        t = r;
    }
}

updsz(t);
}

void add(node *&t, node *c, int k) {
    push(t);
    if (t == nullptr) t = c;
    else if (c->p >= t->p) {
        split(t, c->l, c->r, k);
        t = c;
    }
    else if (sz(t->l) >= k) add(t->l, c, k);
    else add(t->r, c, k-1-sz(t->l));
    updsz(t);
}

void del(node *&t, int k) {
    push(t);
    if (t == nullptr) return;
    if (sz(t->l) == k) merge(t, t->l, t->r);
    else if (sz(t->l) > k) del(t->l, k);
    else del(t->r, k);
    updsz(t);
}

void print(node *t) {
    if (r == nullptr) return;
    print(t->l);
    cout << t->v << ' ';
    print(t->r);
}

int main() {
    node *treap = nullptr;
    while(1) {
        int a;
        cin >> a;
        if (a == 1) {
            int c, d;
            cin >> c >> d;
            node *r = new node(d);
            add(treap, r, c);
        } else if (a == 2) {
            int d;
            cin >> d;
            del(treap, d);
        }
        print(treap);
    }
}
```

```

vector<double> poly_roots(Poly p, double xmin, double xmax) {
    if ((p.a).size() == 2) { return {-p.a[0]/p.a[1]}; }
    vector<double> ret;
    Poly der = p; der.diff();
    auto dr = poly_roots(der, xmin, xmax);
    dr.push_back(xmin-1); dr.push_back(xmax+1);
    sort(dr.begin(), dr.end());
    for(int i = 0; i < dr.size()-1; ++i) {
        double l = dr[i], h = dr[i+1]; bool sign = p(1) > 0;
        if (sign^(p(h) > 0)) {
            for(int it = 0; it < 60; ++it) { // while (h - l > 1e-8)
                double m = (l + h) / 2, f = p(m);
                if ((f <= 0) ^ sign) l = m;
                else h = m;
            }
            ret.push_back((l + h) / 2);
        }
    }
    return ret;
}

typedef vector<double> vd;
vd interpolate(vd x, vd y, int n) {
    vd res(n), temp(n);
    for(int k = 0; k < n-1; ++k) for(int i = k+1; i < n; ++i)
        y[i] = (y[i] - y[k]) / (x[i] - x[k]);
    double last = 0; temp[0] = 1;
    for(int k = 0; k < n; ++k) for(int i = 0; i < n; ++i) {
        res[i] += y[k] * temp[i]; swap(last, temp[i]);
        temp[i] -= last * x[k];
    }
    return res;
}

template<typename T> struct interpolator_t {
    vector<T> S;
    interpolator_t(int N): S(N) {}
}
```

Numerical (4)

```

struct Poly {
    vector<double> a;
    double operator()(double x) const {
        double val = 0;
        for(int i = a.size(); i--;) (val += x) += a[i];
        return val;
    }
    void diff() {
        for(int i = 1; i < a.size(); ++i) a[i-1] = i*a[i];
        a.pop_back();
    }
    void divroot(double x0) {
        double b = a.back(), c; a.back() = 0;
        for(int i = a.size()-1; i--;) c = a[i],a[i]=a[i+1]*x0+b, b=
            c;
        a.pop_back();
    }
};

vector<double> poly_roots(Poly p, double xmin, double xmax) {
    if ((p.a).size() == 2) { return {-p.a[0]/p.a[1]}; }
    vector<double> ret;
    Poly der = p; der.diff();
    auto dr = poly_roots(der, xmin, xmax);
    dr.push_back(xmin-1); dr.push_back(xmax+1);
    sort(dr.begin(), dr.end());
    for(int i = 0; i < dr.size()-1; ++i) {
        double l = dr[i], h = dr[i+1]; bool sign = p(1) > 0;
        if (sign^(p(h) > 0)) {
            for(int it = 0; it < 60; ++it) { // while (h - l > 1e-8)
                double m = (l + h) / 2, f = p(m);
                if ((f <= 0) ^ sign) l = m;
                else h = m;
            }
            ret.push_back((l + h) / 2);
        }
    }
    return ret;
}

lagrange.h
Description: Lagrange interpolation over a finite field and some combo stuff
Time: O(N)

"../number-theory/modular-arithmetic.h", "../number-theory/preparator.h"
ad3879, 13
lines

template<typename T> struct interpolator_t {
    vector<T> S;
    interpolator_t(int N): S(N) {}
}
```

```

T interpolate(const vector<T>& y, T x) {
    int N = int(y.size()); int sgn = (N & 1 ? 1 : -1);
    T res = 0, P = 1; S[N-1] = 1;
    for (int i = N-1; i > 0; --i) S[i-1] = S[i] * (x-i);
    for (int i = 0; i < N; ++i, sgn *= -1, P *= (x - i + 1)) {
        res += y[i] * sgn * P * S[i] * ifact[i] * ifact[N-1-i];
    }
    return res;
}
};

berlekamp-massey.h
Description: Recovers any n-order linear recurrence relation from the first
2n terms of the recurrence. Useful for guessing linear recurrences after brute-
forcing the first terms. Should work on any field, but numerical stability for
floats is not guaranteed. Output will have size ≤ n.
Usage: BerlekampMassey({0, 1, 1, 3, 5, 11}) // {1, 2}
Time: O(N^2)

"modular-arithmetic.h"
66d78a, 17 lines

template<typename num>
vector<num> BerlekampMassey(const vector<num>& s) {
    int n = int(s.size()), L = 0, m = 0; num b = 1;
    vector<num> C(n), B(n), T; C[0] = B[0] = 1;
    for(int i = 0; i < n; i++) { ++m;
        num d = s[i];
        for (int j = 1; j <= L; j++) d += C[j] * s[i - j];
        if (d == 0) continue;
        T = C; num coef = d / b;
        for (int j = m; j < n; j++) C[j] -= coef * B[j - m];
        if (2 * L > i) continue;
        L = i + 1 - L; B = T; b = d; m = 0;
    }
    C.resize(L + 1); C.erase(C.begin());
    for (auto& x : C) x = -x;
    return C;
}
```

```

linear-recurrence.h
Description: Bostan-Mori algorithm. Generates the k'th term of an n-
order linear recurrence S[i] = ∑j S[i - j - 1]tr[j], given S[0...n - 1] and
tr[0...n - 1]. Faster than matrix multiplication. Useful together with
Berlekamp-Massey.
Usage: linear_rec({0, 1}, {1, 1}, k) // k'th Fibonacci number
Time: O(n log n log k)

"../modular-arithmetic.h"
aa7314, 16 lines

template<typename T>
T linear_rec(const vector<T>& S, const vector<T>& tr, ll K) {
    const int N = int(tr.size());
    vector<T> qs(N + 1); qs[0] = 1;
    for (int i = 0; i < N; ++i) qs[i + 1] = -tr[i];
    auto fs = fft.convolve(S, qs); fs.resize(N);
    for (; K; K /= 2) {
        auto qneg = qs;
        for (int i = 1; i <= N; i += 2) qneg[i] = -qneg[i];
        fs = fft.convolve(fs, qneg), qs = fft.convolve(qs, qneg);
        for (int i = 0; i < N; ++i)
            fs[i] = fs[2 * i + (K & 1)], qs[i] = qs[2 * i];
        qs[N] = qs[2*N]; fs.resize(N), qs.resize(N+1);
    }
    return fs[0];
}
```

```

integrate.h
Description: Simple integration of a function over an interval using Simp-
son's rule. The error should be proportional to h^4, although in practice you
will want to verify that the result is stable to desired precision when epsilon
changes.

7bb98e, 7 lines
```

```
template<class F>
double quad(double a, double b, F& f, const int n = 1000) {
    double h = (b - a) / 2 / n, v = f(a) + f(b);
    for(int i = 1; i < n*2; ++i)
        v += f(a + i*h) * (i&1 ? 4 : 2);
    return v * h / 3;
}
```

integrate-adaptive.h

**Description:** Fast integration using an adaptive Simpson’s rule.

**Usage:** double sphereVolume = quad(-1, 1, [](double x) { return quad(-1, 1, [&](double y) { return quad(-1, 1, [&](double z) { return x\*x + y\*y + z\*z < 1; }}});});});

cfcad2, 13 lines

```
typedef double d;
#define S(a,b) (f(a) + 4*f((a+b) / 2) + f(b)) * (b-a) / 6
template <class F>
d rec(F& f, d a, d b, d eps, d S) {
    d c = (a + b) / 2, S1 = S(a, c), S2 = S(c, b), T = S1 + S2;
    if (abs(T - S) <= 15 * eps || b - a < 1e-10)
        return T + (T - S) / 15;
    return rec(f, a, c, eps / 2, S1) + rec(f, c, b, eps / 2, S2);
}
template<class F>
d quad(d a, d b, F f, d eps = 1e-8) {
    return rec(f, a, b, eps, S(a, b));
}
```

gaussian-elimination.h

**Time:**  $\mathcal{O}(\min(N, M)NM)$

“../data-structures/matrix.h” a5570d, 61 lines

```
template<typename T> struct gaussian_elimination {
    int N, M; Matrix<T> A, E;
    vector<int> pivot; int rank, nullity, sgn;
    gaussian_elimination(const Matrix<T>& A_) : A(A_) {
        N = A.size(), M = A[0].size(), E=Matrix<T>(N, vector<T>(N))
        ;
        for (int i = 0; i < N; ++i) E[i][i] = 1;
        rank = 0, nullity = M, sgn = 0; pivot.assign(M, -1);
        for (int col = 0, row = 0; col < M && row < N; ++col) {
            int sel = -1;
            for (int i = row; i < N; ++i) if (A[i][col] != 0) {
                sel = i; break;
            }
            if (sel == -1) continue;
            if (sel != row) {
                sgn += 1;
                swap(A[sel], A[row]); swap(E[sel], E[row]);
            }
            for (int i = 0; i < N; ++i) {
                if (i == row) continue;
                T c = A[i][col] / A[row][col];
                for (int j = col; j < M; ++j)
                    A[i][j] -= c*A[row][j];
                for (int j = 0; j < N; ++j)
                    E[i][j] -= c*E[row][j];
            }
            pivot[col] = row++; ++rank, --nullity;
        }
    }
    pair<bool, vector<T>> solve(vector<T> b, bool reduced = false)
    const {
        if (reduced == false) b = E * b;
        vector<T> x(M);
        for (int j = 0; j < M; ++j) {
            if (pivot[j] == -1) continue;
            x[j] = b[pivot[j]] / A[pivot[j]][j];
            b[pivot[j]] = 0;
        }
    }
};
```

```
    }
    for (int i = 0; i < N; ++i)
        if (b[i] != 0) return {false, x};
    return {true, x};
}
vector<vector<T>> kernel_basis() const {
    vector<vector<T>> basis; vector<T> e(M);
    for (int j = 0; j < M; ++j) {
        if (pivot[j] != -1) continue;
        e[j] = 1; auto y = solve(A * e, true).second;
        e[j] = 0, y[j] = -1; basis.push_back(y);
    }
    return basis;
}
Matrix<T> inverse() const {
    assert(N == M); assert(rank == N);
    Matrix<T> res(N, vector<T>(N));
    vector<T> e(N);
    for (int i = 0; i < N; ++i) {
        e[i] = 1; auto x = solve(e).second;
        for (int j = 0; j < N; ++j) res[j][i] = x[j];
        e[i] = 0;
    }
    return res;
}
};
```

linear-solver-z2.h

**Description:** Solves  $Ax = b$  over  $\mathbb{F}_2$ . If there are multiple solutions, one is returned arbitrarily. Returns true, or false if no solutions. Last column of  $a$  is  $b$ .  $c$  is the rank.

**Time:**  $\mathcal{O}(n^2m)$

7a24e1, 24 lines

```
typedef bitset<2010> bs;
bool gauss(vector<bs> a, bs& ans, int n) {
    int m = int(a.size()), c = 0;
    bs pos; pos.set();
    for (int j = n-1, i; j >= 0; --j) {
        for (i = c; i < m; ++i)
            if (a[i][j]) break;
        if (i == m) continue;
        swap(a[c], a[i]);
        i = c++; pos[j] = 0;
        for (int k = 0; k < m; ++k)
            if (a[k][j] && k != i) a[k] ^= a[i];
    } ans = pos;
    for(int i = 0; i < m; ++i) {
        int ac = 0;
        for (int j = 0; j < n; ++j) {
            if (!a[i][j]) continue;
            if (!pos[j]) pos[j] = 1, ans[j] = ac^a[i][n];
            ac ^= ans[j];
        }
        if (ac != a[i][n]) return false;
    }
    return true;
}
```

char-poly.h

**Description:** Calculates the characteristic polynomial of a matrix.  $\sum_{k=0}^n p(k)(-1)^{n-k}$

**Time:**  $\mathcal{O}(N^3)$  and div-free is  $\mathcal{O}(N^4)$

30bd65, 55 lines

```
// det(x I + a)
template<class T> vector<T> char_poly(const vector<vector<T>>&
    a) { // ed7ab1
    const int N = int(a.size()); auto b = a;
    for (int j = 0; j < N - 2; ++j) {
        for (int i = j + 1; i < N; ++i) {
```

```
        if (b[i][j]) {
            swap(b[j + 1], b[i]);
            for (int k = 0; k < N; ++k) swap(b[k][j + 1], b[k][i]);
            break;
        }
    }
    if (b[j + 1][j]) {
        const T r = 1 / b[j + 1][j];
        for (int i = j + 2; i < N; ++i) {
            const T s = r * b[i][j];
            for (int q = j; q < N; ++q) b[i][q] -= s * b[j + 1][q];
            for (int p = 0; p < N; ++p) b[p][j + 1] += s * b[p][i];
        }
    }
}
// fss[i] := det(x I - i + b[0..i][0..i])
vector<vector<T>> fss(N + 1);
fss[0] = {1};
for (int i = 0; i < N; ++i) {
    fss[i + 1].assign(i + 2, 0);
    for (int k = 0; k <= i; ++k) fss[i + 1][k + 1] = fss[i][k];
    for (int k = 0; k <= i; ++k) fss[i + 1][k] += b[i][i] * fss[i][k];
    T q = 1;
    for (int j = i - 1; j >= 0; --j) {
        q *= -b[j + 1][j];
        const T s = q * b[j][i];
        for (int k = 0; k <= j; ++k) fss[i + 1][k] += s * fss[j][k];
    }
}
return fss[N];
}
// det(x I + a), division free
template<class T> vector<T> char_poly_div_free(const vector<
    vector<T>>& a) { // 693758
    const int N = int(a.size());
    vector<T> ps(N + 1, 0);
    ps[N] = 1;
    for (int h = N - 1; h >= 0; --h) {
        vector<vector<T>> sub(N, vector<T>(h + 1, 0));
        for (int i = N; i >= 1; --i)
            sub[i - 1][h] += ps[i];
        for (int i = N - 1; i >= 1; --i) for (int u = 0; u <= h; ++u) {
            for (int v = 0; v < h; ++v)
                sub[i - 1][v] -= sub[i][u] * a[u][v];
        }
        for (int i = N - 1; i >= 1; --i) for (int u = 0; u <= h; ++u) {
            ps[i] += sub[i][u] * a[u][h];
        }
    }
    return ps;
}
```

simplex.h

**Description:** Solves a general linear maximization problem: maximize  $c^T x$  subject to  $Ax \leq b, x \geq 0$ .

**Time:**  $\mathcal{O}(NM * \#pivots)$ , where a pivot may be e.g. an edge relaxation.  $\mathcal{O}(2^n)$  in the general case. WARNING- segfaults on empty (size 0) max cx st  $Ax \leq b, x \geq 0$  do 2 phases; 1st check feasibility; 2nd check boundedness and ans

83fec6, 39 lines

```
using dbl = double; using vd = vector<dbl>;
vd simplex(vector<vd> A, vd b, vd c) { const dbl E = 1e-9;
    int n = A.size(), m = A[0].size() + 1, r = n, s = m-1;
    auto D = vector<vd>(n+2, vd(m+1));
    vector<int> ix = vector<int>(n + m);
```

```

for (int i = 0; i < n + m; ++i) ix[i] = i;
for (int i = 0; i < n; ++i) {
    for (int j = 0; j < m-1; ++j) D[i][j] = -A[i][j];
    D[i][m-1] = 1; D[i][m] = b[i];
    if (D[r][m] > D[i][m]) r = i;
}
for (int j = 0; j < m-1; ++j) D[n][j] = c[j];
D[n+1][m-1] = -1; int z = 0;
for (dbl d;;) {
    if (r < n) { swap(ix[s], ix[r+m]);
        D[r][s] = 1.0/D[r][s];
        for (int j = 0; j <= m; ++j) if (j != s)
            D[r][j] *= -D[r][s];
        for (int i = 0; i <= n+1; ++i) if (i != r) {
            for (int j = 0; j <= m; ++j)
                if (j != s) D[i][j] += D[r][j] * D[i][s];
            D[i][s] *= D[r][s];
        }
        r = -1; s = -1;
        for (int j = 0; j < m; ++j) if (s < 0 || ix[s] > ix[j])
            if (D[n+1][j]>E || D[n+1][j]>-E && D[n][j]>E) s = j;
        if (s < 0) break;
        for (int i = 0; i < n; ++i) if (D[i][s] < -E) {
            if (r<0 || (d = D[r][m]/D[r][s]-D[i][m]/D[i][s]) < -E
                || d < E && ix[r+m] > ix[i+m]) r = i;
        }
        if (r < 0) return vd(); // unbounded
    }
    if (D[n+1][m] < -E) return vd(); // infeasible
    vd x(m-1);
    for (int i=m; i < n+m; ++i) if (ix[i]<m-1) x[ix[i]]=D[i-m][m];
    dbl result = D[n][m]; return x; // ans: D[n][m]
}

```

## tridiagonal.h

**Description:**  $x = \text{tridiagonal}(d, p, q, b)$  solves the equation system

$$\begin{pmatrix} b_0 \\ b_1 \\ b_2 \\ b_3 \\ \vdots \\ b_{n-1} \end{pmatrix} = \begin{pmatrix} d_0 & p_0 & 0 & 0 & \cdots & 0 \\ q_0 & d_1 & p_1 & 0 & \cdots & 0 \\ 0 & q_1 & d_2 & p_2 & \cdots & 0 \\ \vdots & \vdots & \ddots & \ddots & \ddots & \vdots \\ 0 & 0 & \cdots & q_{n-3} & d_{n-2} & p_{n-2} \\ 0 & 0 & \cdots & 0 & q_{n-2} & d_{n-1} \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \\ \vdots \\ x_{n-1} \end{pmatrix}.$$

This is useful for solving problems on the type

$$a_i = b_i a_{i-1} + c_i a_{i+1} + d_i, \quad 1 \leq i \leq n,$$

where  $a_0, a_{n+1}, b_i, c_i$  and  $d_i$  are known.  $a$  can then be obtained from

$$\{a_i\} = \text{tridiagonal}(\{1, -1, -1, \dots, -1, 1\}, \{0, c_1, c_2, \dots, c_n\}, \{b_1, b_2, \dots, b_n, 0\}, \{a_0, d_1, d_2, \dots, d_n, a_{n+1}\}).$$

Fails if the solution is not unique.

If  $|d_i| > |p_i| + |q_{i-1}|$  for all  $i$ , or  $|d_i| > |p_{i-1}| + |q_i|$ , or the matrix is positive definite, the algorithm is numerically stable and neither `tr` nor the check for `diag[i] == 0` is needed.

**Time:**  $\mathcal{O}(N)$

be9642, 23 lines

```

typedef double T;
vector<T> tridiagonal(vector<T> diag, const vector<T> &super,
    const vector<T> &sub, vector<T> b) {
    int n = b.size(); vector<int> tr(n);
    for (int i = 0; i < n-1; ++i)
        if (abs(diag[i]) < 1e-9 * abs(super[i])) { // diag[i] == 0
            b[i+1] -= b[i] * diag[i+1] / super[i];
            if (i+2 < n) b[i+2] -= b[i] * sub[i+1] / super[i];
            diag[i+1] = sub[i]; tr[i+1] = 1;
        } else {
            diag[i+1] -= super[i]*sub[i]/diag[i];

```

```

        b[i+1] -= b[i]*sub[i]/diag[i];
    }
    for (int i = n; i--;)
        if (tr[i]) {
            swap(b[i], b[i-1]); diag[i-1] = diag[i];
            b[i] /= super[i-1];
        } else {
            b[i] /= diag[i];
            if (i) b[i-1] -= b[i]*super[i-1];
        }
    return b;
}

```

## polyominoes.h

**Description:** Generate all fixed polyominoes with at most  $n$  squares. `poly[x]` gives the polyominoes with  $x$  squares. Takes less than a sec if  $n < 10$ , around 2s if  $n = 10$  and around 6s if  $n = 11$ .

580a1b, 34 lines

```

const int LIM = 11;
using pii = pair<int,int>;
int dx[] = {0, 1, 0, -1};
int dy[] = {1, 0, -1, 0};
vector<vector<pii>> poly[LIM+1];
void generate(int n = LIM) {
    poly[1] = { { { 0, 0 } } };
    for (int i = 2; i <= n; ++i) {
        set<vector<pii>> cur_om;
        for (auto &om : poly[i-1]) for (auto &p : om)
            for (int d = 0; d < 4; ++d) {
                int x = p.first + dx[d];
                int y = p.second + dy[d];
                if (!binary_search(om.begin(), om.end(), pii(x,y))) {
                    pii m = min(om[0], {x, y});
                    pii new_cell(x - m.first, y - m.second);
                    vector<pii> norm;
                    norm.reserve(i);
                    bool new_in = false;
                    for (pii &c : om) {
                        pii cur(c.first - m.first, c.second - m.second);
                        if (!new_in && cur > new_cell) {
                            new_in = true;
                            norm.push_back(new_cell);
                        }
                        norm.push_back(cur);
                    }
                    if (!new_in) norm.push_back(new_cell);
                    cur_om.insert(norm);
                }
            }
        poly[i].assign(cur_om.begin(), cur_om.end());
    }
}

```

## 4.1 Fourier transforms

### fast-fourier-transform.h

**Description:** For convolution of complex numbers or more than two vectors: FFT, multiply pointwise, FFT inverse back.

**Time:**  $\mathcal{O}(N \log N)$  with  $N = |A| + |B|$  ( $\sim 1s$  for  $N = 2^{22}$ )

366399, 123 lines

```

inline int nxt_pow2(int s) { return 1 << (s > 1 ? 32 -
    __builtin_clz(s-1) : 0); }
template <typename T> struct root_of_unity {};

template <typename dbl> struct cplx {
    dbl x, y; using P = cplx;
    cplx(dbl x_ = 0, dbl y_ = 0) : x(x_), y(y_) {}
    friend P operator+(P a, P b) { return P(a.x+b.x, a.y+b.y); }
    friend P operator-(P a, P b) { return P(a.x-b.x, a.y-b.y); }

```

```

    friend P operator*(P a, P b) { return P(a.x*b.x - a.y*b.y, a.
        x*b.y + a.y*b.x); }
    friend P conj(P a) { return P(a.x, -a.y); }
    friend P inv(P a) { dbl n = (a.x*a.x+a.y*a.y); return P(a.x/n
        , -a.y/n); }
};
template <typename dbl> struct root_of_unity<cplx<dbl>> {
    static cplx<dbl> f(int k) {
        static const dbl PI = acos(-1); dbl a = 2*PI/k;
        return cplx<dbl>(cos(a), sin(a));
    }
};

```

//(MOD 3) := (M1:897581057), (M3:985661441), (M5:935329793)

```

using M0 = modnum<998244353U>;
constexpr unsigned primitive_root(unsigned M) {
    if (M == 880803841U) return 26U; // (M2)
    else if (M == 943718401U) return 7U; // (M4)
    else if (M == 918552577U) return 5U; // (M6)
    else return 3U;
}

```

```

template<unsigned MOD> struct root_of_unity<modnum<MOD>> {
    static constexpr modnum<MOD> g0 = primitive_root(MOD);
    static modnum<MOD> f(int K) {
        assert((MOD-1)%K == 0); return g0.pow((MOD-1)/K);
    }
};

```

```

template<typename T> struct FFT {
    vector<T> rt; vector<int> rev;
    FFT() : rt(2, T(1)) {}
    void init(int N) {
        N = nxt_pow2(N);
        if (N > int(rt.size())) {
            rev.resize(N); rt.reserve(N);
            for (int a = 0; a < N; ++a)
                rev[a] = (rev[a/2] | ((a&1)*N)) >> 1;
            for (int k = int(rt.size()); k < N; k *= 2) {
                rt.resize(2*k);
                T z = root_of_unity<T>::f(2*k);
                for (int a = k/2; a < k; ++a)
                    rt[2*a] = rt[a], rt[2*a+1] = rt[a] * z;
            }
        }
    }
}

```

```

void fft(vector<T> &xs, bool inverse) const {
    int N = int(xs.size());
    int s = __builtin_ctz(int(rev.size())/N);
    if (inverse) reverse(xs.begin() + 1, xs.end());
    for (int a = 0; a < N; ++a) {
        if (a < (rev[a] >> s)) swap(xs[a], xs[rev[a] >> s]);
    }
    for (int k = 1; k < N; k *= 2) {
        for (int a = 0; a < N; a += 2*k) {
            int u = a, v = u + k;
            for (int b = 0; b < k; ++b, ++u, ++v) {
                T z = rt[b + k] * xs[v];
                xs[v] = xs[u] - z, xs[u] = xs[u] + z;
            }
        }
    }
    if (inverse)
        for (int a = 0; a < N; ++a) xs[a] = xs[a] * inv(T(N));
}

```

```

vector<T> convolve(vector<T> as, vector<T> bs) {
    int N = int(as.size()), M = int(bs.size());
    int K = N + M - 1, S = nxt_pow2(K); init(S);
    if (min(N, M) <= 64) {
        vector<T> res(K);
        for (int u = 0; u < N; ++u) for (int v = 0; v < M; ++v)

```



```

        res[u + v] = res[u + v] + as[u] * bs[v];
        return res;
    } else {
        as.resize(S), bs.resize(S);
        fft(as, false); fft(bs, false);
        for (int i = 0; i < S; ++i) as[i] = as[i] * bs[i];
        fft(as, true); as.resize(K); return as;
    }
}; FFT<M0> FFT0;

// T = {unsigned, unsigned long long, modnum<M>}
template<class T, unsigned M0, unsigned M1, unsigned M2,
        unsigned M3, unsigned M4>
T garner(modnum<M0> a0, modnum<M1> a1, modnum<M2> a2, modnum<M3>
        > a3, modnum<M4> a4) {
    static const modnum<M1> INV_M0_M1 = modnum<M1>(M0).inv();
    static const modnum<M2> INV_M0M1_M2 = (modnum<M2>(M0) * M1).
        inv();
    // static const modnum<M3> INV_M0M1M2M3 = (modnum<M3>(M0) *
        M1 * M2).inv();
    // static const modnum<M4> INV_M0M1M2M3M4 = (modnum<M4>(M0)
        * M1 * M2 * M3).inv();
    const modnum<M1> b1 = INV_M0_M1 * (a1 - a0.x);
    const modnum<M2> b2 = INV_M0M1_M2 * (a2 - (modnum<M2>(b1.x) *
        M0 + a0.x));
    // const modnum<M3> b3 = INV_M0M1M2M3 * (a3 - ((modnum<M3>(
        b2.x) * M1 + b1.x) * M0 + a0.x));
    // const modnum<M4> b4 = INV_M0M1M2M3M4 * (a4 - (((modnum<M4>
        >(b3.x) * M2 + b2.x) * M1 + b1.x) * M0 + a0.x));
    return (T(b2.x) * M1 + b1.x) * M0 + a0.x;
    // return (((T(b4.x) * M3 + b3.x) * M2 + b2.x) * M1 + b1.x) *
        M0 + a0.x;
}

// results must be in [-448002610255888384, 448002611254132736]
vector<long long> convolve(const vector<long long>& as, const
        vector<long long>& bs) {
    static constexpr unsigned M0 = M0::M, M1 = M1::M;
    static const modnum<M1> INV_M0_M1 = modnum<M1>(M0).inv();
    if (as.empty() || bs.empty()) return {};
    const int len_as = int(as.size()), len_bs = int(bs.size());
    vector<modnum<M0>> as0(len_as), bs0(len_bs);
    for (int i = 0; i < len_as; ++i) as0[i] = as[i];
    for (int i = 0; i < len_bs; ++i) bs0[i] = bs[i];
    const vector<modnum<M0>> cs0 = FFT0.convolve(as0, bs0);
    vector<modnum<M1>> as1(len_as), bs1(len_bs);
    for (int i = 0; i < len_as; ++i) as1[i] = as[i];
    for (int i = 0; i < len_bs; ++i) bs1[i] = bs[i];
    const vector<modnum<M1>> cs1 = FFT1.convolve(as1, bs1);
    vector<long long> cs(len_as + len_bs - 1);
    for (int i = 0; i < len_as + len_bs - 1; ++i) {
        const modnum<M1> d1 = INV_M0_M1 * (cs1[i] - cs0[i].x);
        cs[i] = (d1.x > M1 - d1.x)
            ? (-1ULL - (static_cast<unsigned long long>(M1 - 1U - d1.
                x) * M0 + (M0 - 1U - cs0[i].x)))
            : (static_cast<unsigned long long>(d1.x) * M0 + cs0[i].x)
            ;
    }
    return cs;
}

```

### fast-subset-transform.h

**Description:** Transform to a basis with fast convolutions of the form  $c[z] = \sum_{z=x \oplus y} a[x] \cdot b[y]$ , where  $\oplus$  is one of AND, OR, XOR. The size of  $a$  must be a power of two.

**Time:**  $\mathcal{O}(N \log N)$

5b9574, 16 lines

```

void FST(vector<int> &a, bool inv) {
    for (int n = a.size(), step = 1; step < n; step *= 2) {

```

```

        for (int i = 0; i < n; i += 2 * step) for(int j = i; j < i +
            step; ++j) {
            int &u = a[j], &v = a[j + step]; tie(u, v) =
                inv ? pii(v - u, u) : pii(v, u + v); // AND
                inv ? pii(v, u - v) : pii(u + v, u); // OR
                pii(u + v, u - v); // XOR
            }
        }
        if (inv) for(auto &x : a) x /= a.size(); // XOR only
    }
    vector<int> conv(vector<int> a, vector<int> b) {
        FST(a, 0); FST(b, 0);
        for(int i = 0; i < a.size(); ++i) a[i] *= b[i];
        FST(a, 1); return a;
    }
}

```

### poly-998244353.h

"finite-field-fft.h", "../number-theory/mod-sqrt.h", "../number-theory/preparator.h"  
9cb4ca, 239 lines

```

using num = modnum<998244353U>; FFT<num> fft_data;
template<unsigned M> struct Poly : public vector<modnum<M>> {
    Poly() {}
    explicit Poly(int n) : vector<modnum<M>>(n) {}
    Poly(const vector<modnum<M>> &vec) : vector<modnum<M>>(vec)
        {}
    Poly(std::initializer_list<modnum<M>> il) : vector<modnum<M>
        >>(il) {}
    int size() const { return vector<modnum<M>>::size(); }
    num at(long long k) const { return (0 <= k && k < size()) ?
        (*this)[k] : 0U; }
    int ord() const { for (int i = 0; i < size(); ++i) if (int((*
        this)[i])) return i; return -1; }
    int deg() const { for (int i = size(); --i >= 0;) if (int((*
        this)[i])) return i; return -1; }
    Poly mod(int n) const { return Poly(vector<modnum<M>>(this->
        data(), this->data() + min(n, size()))); }
    friend std::ostream &operator<<(std::ostream &os, const Poly
        &fs) {
        os << "[";
        for (int i = 0; i < fs.size(); ++i) { if (i > 0) os << ", "
            ; os << fs[i]; }
        return os << "]";
    }
    Poly &operator+=(const Poly &fs) { // d36be
        if (size() < fs.size()) this->resize(fs.size());
        for (int i = 0; i < fs.size(); ++i) (*this)[i] += fs[i];
        return *this;
    }
    Poly &operator-=(const Poly &fs) { // 1f585
        if (size() < fs.size()) this->resize(fs.size());
        for (int i = 0; i < fs.size(); ++i) (*this)[i] -= fs[i];
        return *this;
    }
    Poly &operator*=(const Poly &fs) { // 24a99
        if (this->empty() || fs.empty()) return *this = {};
        *this = fft_data.convolve(*this, fs);
        return *this;
    }
    Poly &operator*=(const num &a) { // ea9fb
        for (int i = 0; i < size(); ++i) (*this)[i] *= a;
        return *this;
    }
    Poly &operator/=(const num &a) { // 71618
        const num b = a.inv();
        for (int i = 0; i < size(); ++i) (*this)[i] *= b;
        return *this;
    }
    Poly &operator/=(const Poly &fs) { // 291cd
        auto ps = fs;

```

```

        if (size() < ps.size()) return *this = {};
        int s = int(size()) - int(ps.size()) + 1;
        int nn = 1; for (; nn < s; nn <= 1) {}
        reverse(this->begin(), this->end());
        reverse(ps.begin(), ps.end());
        this->resize(nn); ps.resize(nn);
        ps = ps.inv();
        *this = *this * ps;
        this->resize(s); reverse(this->begin(), this->end());
        return *this;
    }
    Poly &operator%=(const Poly& fs) { // d6a38
        if (size() >= fs.size()) {
            Poly Q = (*this / fs) * fs;
            this->resize(fs.size() - 1);
            for (int x = 0; x < int(size()); ++x) (*this)[x] -= Q[x];
        }
        while (size() && this->back() == 0) this->pop_back();
        return *this;
    }
    Poly inv() const { // c47df7
        if (this->empty()) return {};
        Poly b(((*this)[0].inv()), fs;
        b.reserve(2 * int(this->size()));
        while (b.size() < this->size()) {
            int len = 2 * int(b.size());
            b.resize(2 * len, 0);
            if (int(fs.size()) < 2 * len) fs.resize(2 * len, 0);
            fill(fs.begin(), fs.begin() + 2 * len, 0);
            copy(this->begin(), this->begin() + min(len, int(this->
                size()))), fs.begin());
            fft_data.fft(b, false);
            fft_data.fft(fs, false);
            for (int x = 0; x < 2*len; ++x) b[x] = b[x] * (2 - fs[x]
                * b[x]);
            fft_data.fft(b, true);
            b.resize(len);
        }
        b.resize(this->size()); return b;
    }
    Poly differential() const { // 0b718
        if (this->empty()) return {};
        Poly f(max(size() - 1, 1));
        for (int x = 1; x < size(); ++x) f[x - 1] = x * (*this)[x];
        return f;
    }
    Poly integral() const { // 71d33
        if (this->empty()) return {};
        Poly f(size() + 1);
        for (int x = 0; x < size(); ++x) f[x + 1] = invs[x + 1] *
            (*this)[x];
        return f;
    }
    Poly log() const { // 6a365
        if (this->empty()) return {};
        Poly f = (differential() * inv()).integral();
        f.resize(size()); return f;
    }
    Poly exp() const { // 25174b
        Poly f = {1};
        if (this->empty()) return f;
        while (f.size() < size()) {
            int len = min(f.size() * 2, size());
            f.resize(len);
            Poly d(len);
            copy(this->begin(), this->begin() + len, d.begin());
            Poly g = d - f.log();
            g[0] += 1;
            f *= g;

```



```

    f.resize(len);
}
return f;
}
Poly pow(int N) const { // 48fee9
    Poly b(size());
    if (N == 0) { b[0] = 1; return b; }
    int p = 0;
    while (p < size() && (*this)[p] == 0) ++p;
    if (1LL * N * p >= size()) return b;
    num mu = ((*this)[p]).pow(N), di = ((*this)[p]).inv();
    Poly c(size() - N*p);
    for (int x = 0; x < int(c.size()); ++x) {
        c[x] = (*this)[x + p] * di;
    }
    c = c.log();
    for (auto& val : c) val *= N;
    c = c.exp();
    for (int x = 0; x < int(c.size()); ++x) {
        b[x + N*p] = c[x] * mu;
    }
    return b;
}
Poly sqrt(int N) const { // 262e0
    if (!size()) return {};
    if (deg() == -1) return Poly(N);
    int p = 0;
    while (at(p) == 0 && p < size()) ++p;
    if (p >= N) return {0};
    Poly fs(2*N);
    copy(this->begin() + p, this->end(), fs.begin());
    auto v = mod_sqrt(fs.at(0).x, M);
    if (p & 1 || v.empty()) return {};
    fs.resize(size() - p/2);
    fs *= fs.front().inv();
    fs = v[0] * (fs.log() / 2).exp();
    fs.insert(fs.begin(), p/2, 0);
    return fs;
}
Poly operator+() const { return *this; }
Poly operator-() const {
    Poly fs(size());
    for (int i = 0; i < size(); ++i) fs[i] = -(*this)[i];
    return fs;
}
Poly operator+(const Poly &fs) const { return (Poly(*this) += fs); }
Poly operator-(const Poly &fs) const { return (Poly(*this) -= fs); }
Poly operator*(const Poly &fs) const { return (Poly(*this) *= fs); }
Poly operator%(const Poly &fs) const { return (Poly(*this) %= fs); }
Poly operator/(const Poly &fs) const { return (Poly(*this) /= fs); }
Poly operator*(const num &a) const { return (Poly(*this) *= a); }
Poly operator/(const num &a) const { return (Poly(*this) /= a); }
friend Poly operator*(const num &a, const Poly &fs) { return fs * a; }
// multipoint evaluation/interpolation
friend Poly eval(const Poly& fs, const Poly& qs) { // da119a
    int N = int(qs.size());
    if (N == 0) return {};
    vector<Poly> up(2 * N);
    for (int x = 0; x < N; ++x)
        up[x + N] = Poly({0 - qs[x], 1});
    for (int x = N-1; x >= 1; --x)

```

```

        up[x] = up[2 * x] * up[2 * x + 1];
    vector<Poly> down(2 * N);
    down[1] = fs % up[1];
    for (int x = 2; x < 2*N; ++x)
        down[x] = down[x/2] % up[x];
    Poly y(N);
    for (int x = 0; x < N; ++x)
        y[x] = (down[x + N].empty() ? 0 : down[x + N][0]);
    return y;
}
friend Poly interpolate(const Poly& fs, const Poly& qs) { // 798982
    int N = int(fs.size());
    vector<Poly> up(2 * N);
    for (int x = 0; x < N; ++x)
        up[x + N] = Poly({0 - fs[x], 1});
    for (int x = N-1; x >= 1; --x)
        up[x] = up[2 * x] * up[2 * x + 1];
    Poly E = eval(up[1].differential(), fs);
    vector<Poly> down(2 * N);
    for (int x = 0; x < N; ++x)
        down[x + N] = Poly({qs[x] * E[x].inv()});
    for (int x = N-1; x >= 1; --x)
        down[x] = down[2*x] * up[2*x+1] + down[2*x+1] * up[2*x];
    return down[1];
}
friend Poly convolve_all(const vector<Poly>& fs, int l, int r)
{
    if (r - l == 1) return fs[l];
    else {
        int md = (l + r) / 2;
        return convolve_all(fs, l, md) * convolve_all(fs, md, r);
    }
}
Poly bernoulli(int N) const { // 145ab7
    N += 5; Poly fs(N); fs[1] = 1;
    fs = fs.exp();
    copy(fs.begin()+1, fs.end(), fs.begin());
    fs = fs.inv();
    for (int x = 0; x < N; ++x) fs[x] *= fact[x];
    fs.resize(N - 5);
    return fs;
}
// x(x-1)(x-2)...(x-N+1)
Poly stirling_first(int N) const {
    if (N == 0) return {1};
    vector<Poly> P(N);
    for (int x = 0; x < N; ++x) P[x] = {-x, 1};
    return convolve_all(P, 0, N);
}
Poly stirling_second(int N) const {
    if (N == 0) return {1};
    Poly P(N), Q(N);
    for (int x = 0; x < N; ++x) {
        P[x] = (x & 1 ? -1 : 1) * ifact[x];
        Q[x] = num(x).pow(N-1) * ifact[x];
    }
    P *= Q; P.resize(N);
    return P;
}
Poly taylor_shift(int N, int K) const {
    Poly P(N), Q = *this; P[0] = 1;
    for (int i = 1; i < N; ++i) P[i] += P[i-1] * K;
    for (int i = 1; i < N; ++i) P[i] *= ifact[i];
    reverse(P.begin(), P.end());
    for (int i = 1; i < N; ++i) Q[i] *= fact[i];
    P *= Q;
    for (int i = 0; i < N; ++i) P[i] = P[N - 1 + i] * ifact[i];
    P.resize(N);
}

```

```

    return P;
}
};
sum-of-powers.h
Description: Computes monomials and sum of powers product certain polynomials. Check "General purpose numbers" section for more info. (Monomials)  $pw(x) = x^d$  for a fixed  $d$ .  $\sum_{x=0}^{\infty} r^x f(x)$ . (degree of  $f \leq d$ ).  $\sum_{x=0}^{N-1} r^x f(x)$ . (degree of  $f \leq d$ ).
"../number-theory/modular-arithmetic.h", "lagrange.h" 85dfa0, 33 lines
vector<num> get_monomials(int N, long long d) {
    vector<int> pfac(N);
    for (int i = 2; i < N; ++i) pfac[i] = i;
    for (int p = 2; p < N; ++p) if (pfac[p] == p)
        for (int m = 2*p; m < N; m += p) if (pfac[m] > p) pfac[m]=p;
    vector<num> pw(N);
    for (int i = 0; i < N; ++i)
        if (i <= 1 || pfac[i] == i) pw[i] = num(i).pow(d);
        else pw[i] = (pw[pfac[i]] * pw[i / pfac[i]]);
    return pw;
}
num sum_of_power_limit(num r, int d, const vector<num>& fs) {
    interpolator_t<num> M(d + 2); num s = 1; auto gs = fs;
    for (int x = 0; x <= d; ++x, s *= r) gs[x] *= s;
    num ans = 0, cur_sum = 0; s = 1;
    for (int x = 0; x <= d; ++x, s *= -r) {
        cur_sum += choose(d+1, x) * s; ans += cur_sum * gs[d-x];
    } ans *= (1 - r).pow(-(d + 1));
    return ans;
}
num sum_of_power(num r, int d, vector<num>& fs, ll N) {
    if (r == 0) return (0 < N) ? fs[0] : 0;
    interpolator_t<num> M(d + 2);
    vector<num> gs(d + 2); gs[0] = 0; num s = 1;
    for (int x = 0; x <= d; ++x, s *= r)
        gs[x + 1] = gs[x] + s * fs[x];
    if (r == 1) return M.interpolate(gs, N);
    const num c = sum_of_power_limit(r, d, fs);
    const num r_inv = r.inv(); num w = 1;
    for (int x = 0; x <= d + 1; ++x, w *= r_inv)
        gs[x] = w * (gs[x] - c);
    return c + r.pow(N) * M.interpolate(gs, N);
}

```

#### 4.1.1 General linear recurrences

If  $a_n = \sum_{k=0}^{n-1} a_k b_{n-k}$ , then  $A(x) = \frac{a_0}{1-B(x)}$ .

#### 4.1.2 Polyominoes

How many free (rotation, reflection), one-sided (rotation) and fixed  $n$ -ominoes are there?

n	3	4	5	6	7	8	9	10
free	2	5	12	35	108	369	1.285	4.655
one-sided	2	7	18	60	196	704	2.500	9.189
fixed	6	19	63	216	760	2.725	9.910	36.446

#### 4.1.3 Duality

$\max c^T x$  s.t. to  $Ax \leq b$ . Dual problem is  $\min b^T x$  s.t. to  $A^T x \geq c$ . By strong duality, min max value coincides.

4.1.4 Strong duality

Given a linear problem  $\Pi_1$ : minimize  $c^t x$ , s.t to  $Ax \leq b, x \geq 0$  we can define the linear problem dual standard  $\Pi_2$  like the following: minimize  $-b^t y$ , s.t to  $A^t y \geq c$ . If  $\Pi_1$  is satisfied then  $\Pi_2$  is also satisfied and  $c^t x = b^t y$ . If  $\Pi_1$  is not satisfied and unbounded, then  $\Pi_2$  is not satisfied and unbounded. (OBS: Can't be both unbounded!)

4.1.5 Generating functions

A list of generating functions for useful sequences:

$(1, 1, 1, 1, 1, \dots)$	$\frac{1}{1-z}$
$(1, -1, 1, -1, 1, \dots)$	$\frac{1}{1+z}$
$(1, 0, 1, 0, 1, 0, \dots)$	$\frac{1}{1-z^2}$
$(1, 0, \dots, 0, 1, 0, 1, 0, \dots, 0, 1, 0, \dots)$	$\frac{1}{1-z^2}$
$(1, 2, 3, 4, 5, 6, \dots)$	$\frac{1}{(1-z)^2}$
$(1, \binom{m+1}{m}, \binom{m+2}{m}, \binom{m+3}{m}, \dots)$	$\frac{1}{(1-z)^{m+1}}$
$(1, c, \binom{c+1}{2}, \binom{c+2}{3}, \dots)$	$\frac{1}{(1-z)^c}$
$(1, c, c^2, c^3, \dots)$	$\frac{1}{1-cz}$
$(0, 1, \frac{1}{2}, \frac{1}{3}, \frac{1}{4}, \dots)$	$\ln \frac{1}{1-z}$

A neat manipulation trick is:

$$\frac{1}{1-z}G(z) = \sum_n \sum_{k \leq n} g_k z^n$$

Number theory (5)

5.1 Modular arithmetic

modular-arithmetic.h

Description: Operators for modular arithmetic.

```
"mod-inv.h"
3c7e89, 31 lines

template<unsigned M_> struct modnum {
    static constexpr unsigned M = M_; using num = modnum;
    using ll = int64_t; using ull = uint64_t; unsigned x;
    num& norm(unsigned a){x = a<M ? a : a-M;return *this;}
    constexpr modnum(ll a = 0U) : x(unsigned((a % M) < 0 ? a
        + ll(M) : a)) {}
    explicit operator int() const { return x; }
    num& operator+=(const num& a){ return norm(x+a.x); }
    num& operator-=(const num& a){ return norm(x-a.x+M); }
    num& operator*=(const num& a){ x = unsigned(ull(x)*a.x%M);
        return *this; }
    num& operator/=(const num& a){ return (*this *= a.inv());}
    num operator+(const num& a) const {return (num(*this) += a);}
    num operator-(const num& a) const {return (num(*this) -= a);}
    num operator*(const num& a) const {return (num(*this) *= a);}
    num operator/(const num& a) const {return (num(*this) /= a);}
    template<typename T> friend num operator+(T a, const num& b){
        return (num(a) += b); }
    template<typename T> friend num operator-(T a, const num& b){
        return (num(a) -= b); }
    template<typename T> friend num operator*(T a, const num& b){
        return (num(a) *= b); }
    template<typename T> friend num operator/(T a, const num& b){
        return (num(a) /= b); }
    num operator+() const { return *this; }
    num operator-() const { return num() - *this; }
```

```
num pow(ll e) const {
    if (e < 0) { return inv().pow(-e); } num b = x, xe = 1U;
    for (; e >= 1) { if (e & 1) xe *= b; b *= b; }
    return xe;
}
num inv() const { return minv(x, M); }
friend num inv(const num& a) { return a.inv(); }
explicit operator bool() const { return x; }
friend bool operator==(const num& a, const num& b){return a.x
    == b.x;}
friend bool operator!=(const num& a, const num& b){return a.x
    != b.x;}
};
```

pairnum-template.h

Description: Support pairs operations using modnum template. Pretty good for string hashing.

```
229a89, 42 lines

template <typename T, typename U> struct pairnum {
    T t; U u;
    pairnum() : t(0), u(0) {}
    pairnum(long long v) : t(v), u(v) {}
    pairnum(const T& t_, const U& u_) : t(t_), u(u_) {}
    friend std::ostream& operator << (std::ostream& out, const
        pairnum& n) { return out << ' (' << n.t << ', ' << ' ' <<
            n.u << ')'; }
    friend std::istream& operator >> (std::istream& in, pairnum&
        n) { long long v; in >> v; n = pairnum(v); return in; }
    friend bool operator == (const pairnum& a, const pairnum& b)
        { return a.t == b.t && a.u == b.u; }
    friend bool operator != (const pairnum& a, const pairnum& b)
        { return a.t != b.t || a.u != b.u; }
    pairnum inv() const {
        return pairnum(t.inv(), u.inv());
    }
    pairnum neg() const {
        return pairnum(t.neg(), u.neg());
    }
    pairnum operator- () const {
        return pairnum(-t, -u);
    }
    pairnum operator+ () const {
        return pairnum(+t, +u);
    }
    pairnum& operator += (const pairnum& o) {
        t += o.t; u += o.u;
        return *this;
    }
    pairnum& operator -= (const pairnum& o) {
        t -= o.t; u -= o.u;
        return *this;
    }
    pairnum& operator *= (const pairnum& o) {
        t *= o.t; u *= o.u;
        return *this;
    }
    pairnum& operator /= (const pairnum& o) {
        t /= o.t; u /= o.u;
        return *this;
    }
    friend pairnum operator + (const pairnum& a, const pairnum& b
        ) { return pairnum(a) += b; }
    friend pairnum operator - (const pairnum& a, const pairnum& b
        ) { return pairnum(a) -= b; }
    friend pairnum operator * (const pairnum& a, const pairnum& b
        ) { return pairnum(a) *= b; }
    friend pairnum operator / (const pairnum& a, const pairnum& b
        ) { return pairnum(a) /= b; }
};
```

preparator.h

Description: Precompute factorials and inverses

```
"modular-arithmetic.h"
4bfc8c, 11 lines

constexpr int V = 1 << 20;
num invs[V], fact[V], ifact[V];
void prepare() {
    invs[1] = 1;
    for (int i = 2; i < V; ++i) invs[i] = -((num::M / i) * invs[
        num::M % i]);
    fact[0] = ifact[0] = 1;
    for (int i = 1; i < V; ++i) {
        fact[i] = fact[i - 1] * i;
        ifact[i] = ifact[i - 1] * invs[i];
    }
}
```

mod-inv.h

Description: Find  $x$  such that  $ax \equiv 1(\text{mod } m)$ . The inverse only exist if  $a$  and  $m$  are coprimes.

```
48d5fb, 4 lines

int minv(int a, int m) {
    a %= m; assert(a);
    return a == 1 ? 1 : int(m - int64_t(minv(m, a)) * m / a);
}
```

mod-sum.h

Description: Sums of mod'ed arithmetic progressions.

modsum(to, c, k, m) =  $\sum_{i=0}^{to-1} (ki + c) \% m$ . divsum is similar but for floored division.

Time:  $\log(m)$ , with a large constant.

```
decfb8, 16 lines

typedef unsigned long long ull;
ull sumsq(ull to) { return to / 2 * ((to-1) | 1); }
ull divsum(ull to, ull c, ull k, ull m) {
    ull res = k / m * sumsq(to) + c / m * to;
    k %= m; c %= m;
    if (k) {
        ull to2 = (to * k + c) / m;
        res += to * to2;
        res -= divsum(to2, m-1 - c, m, k) + to2;
    }
    return res;
}
lint modsum(ull to, lint c, lint k, lint m) {
    c = ((c % m) + m) % m; k = ((k % m) + m) % m;
    return to * c + k * sumsq(to) - m * divsum(to, c, k, m);
}
```

mod-mul.h

Description: Calculate  $a \cdot b \text{ mod } c$  (or  $a^b \text{ mod } c$ ) for  $0 \leq a, b \leq c \leq 7.2 \cdot 10^{18}$ . Time:  $\mathcal{O}(1)$  for modmul,  $\mathcal{O}(\log b)$  for modpow

```
59afa8, 11 lines

typedef unsigned long long ull;
ull modmul(ull a, ull b, ull M) {
    lint ret = a * b - M * ull(1.L / M * a * b);
    return ret + M * (ret < 0) - M * (ret >= (lint)M);
}
ull modpow(ull b, ull e, ull mod) {
    ull ans = 1;
    for (; e; b = modmul(b, b, mod), e /= 2)
        if (e & 1) ans = modmul(ans, b, mod);
    return ans;
}
```

mod-sqrt.h

Description: Tonelli-Shanks algorithm for modular square roots. Finds  $x$  s.t.  $x^2 = a \text{ (mod } p)$  ( $-x$  gives the other solution).

Time:  $\mathcal{O}(\log^2 p)$  worst case,  $\mathcal{O}(\log p)$  for most  $p$

abffbe, 33 lines

```
int jacobi(ll a, ll m) { // Jacobi symbol (a/m)
    int s = 1;
    if (a < 0) a = a % m + m;
    for (; m > 1; ) {
        a %= m; if (a == 0) return 0;
        const int r = __builtin_ctzll(a);
        if ((r & 1) && ((m + 2) & 4)) s = -s;
        a >>= r; if (a & m & 2) s = -s;
        swap(a, m);
    } return s;
}

vector<ll> mod_sqrt(ll a, ll p) {
    if (p == 2) return {a & 1};
    const int j = jacobi(a, p);
    if (j == 0) return {0};
    if (j == -1) return {};
    ll b, d;
    while (true) {
        b = xrand() % p; d = (b * b - a) % p;
        if (d < 0) d += p;
        if (jacobi(d, p) == -1) break;
    }
    ll f0 = b, f1 = 1, g0 = 1, g1 = 0, tmp;
    for (ll e = (p + 1) >> 1; e >>= 1) {
        if (e & 1) {
            tmp = (g0 * f0 + d * ((g1 * f1) % p)) % p;
            g1 = (g0 * f1 + g1 * f0) % p; g0 = tmp;
        }
        tmp = (f0 * f0 + d * ((f1 * f1) % p)) % p;
        f1 = (2 * f0 * f1) % p; f0 = tmp;
    }
    return (g0<p-g0) ? vector<ll>{g0,p-g0} : vector<ll>{p-g0,g0};
}
```

**mul-order.h**  
**Description:** Find the smallest integer  $k$  such that  $a^k \pmod m = 1$ .  $0 < k < m$ .  
**Time:**  $\mathcal{O}(\log(N))$

```
"prime-factors.h", "mod-pow.h" 3d20e1, 12 lines

template<typename T> T mul_order(T a, T m) {
    if (__gcd(a, m) != 1) return 0;
    auto N = phi(m);
    auto primes = prime_factorize(N);
    T res = 1;
    for (auto &[p, e] : primes) {
        while (N % p == 0 && modpow(a, N/p, m) == 1) {
            N /= p;
        }
    }
    return N;
}
```

**mod-range.h**  
**Description:**  $\min x \geq 0$  s.t.  $l \leq ((ax) \bmod m) \leq r, m > 0, a \geq 0$ .

```
template<typename T> T mod_range(T m, T a, T l, T r) {
    l = max(l, T(0)); r = min(r, m - 1);
    if (l > r) return -1;
    a %= m;
    if (a == 0) return (l > 0) ? -1 : 0;
    const T k = (l + a - 1) / a;
    if (a * k <= r) return k;
    const T y = mod_range(a, m, a * k - r, a * k - 1);
    return (y == -1) ? -1 : ((m * y + r) / a);
}
```

**5.2 Primality**  
**sieve.h**  
**Description:** Prime sieve for generating all primes up to a certain limit.  $pfac[i]$  is the lowest prime factor of  $i$ . Also useful if you need to compute any multiplicative function.  
**Time:**  $\mathcal{O}(N)$

```
a0b9c3, 17 lines

vector<int> run_sieve(int N) {
    vector<int> pfac(N+1), primes, mu(N+1,-1), phi(N+1);
    primes.reserve(N+1); mu[1] = phi[1] = 1;
    for (int i = 2; i <= N; ++i) {
        if (!pfac[i])
            pfac[i] = i, phi[i] = i-1, primes.push_back(i);
        for (int p : primes) {
            if (p > N/i) break;
            pfac[p * i] = p; mu[p * i] *= mu[i];
            phi[p * i] = phi[i] * phi[p];
            if (i % p == 0) {
                mu[p * i] = 0; phi[p * i] = phi[i] * p;
                break;
            }
        }
    } return primes;
}
```

**segmented-sieve.h**  
**Description:** Prime sieve for generating all primes smaller than  $S$ .  
**Time:**  $S=1e9 \approx 1.5s$

```
68455e, 20 lines

const int S = 1e6;
bitset<S> isPrime;
vector<int> eratosthenes() {
    const int S = round(sqrt(S)), R = S/2;
    vector<int> pr = {2}, sieve(S+1); pr.reserve(int(S/log(S)
        *1.1));
    vector<pair<int,int>> cp;
    for (int i = 3; i <= S; i += 2) if (!sieve[i]) {
        cp.push_back({i, i*i/2});
        for (int j = i*i; j <= S; j += 2*i) sieve[j] = 1;
    }
    for (int L = 1; L <= R; L += S) {
        array<bool, S> block{};
        for (auto &[p, idx] : cp)
            for (int i=idx; i < S+L; idx = (i+=p)) block[i-L] = 1;
        for (int i = 0; i < min(S, R - L); ++i)
            if (!block[i]) pr.push_back((L + i)*2 + 1);
    }
    for (int i : pr) isPrime[i] = 1;
    return pr;
}
```

**miller-rabin.h**  
**Description:** Deterministic Miller-Rabin primality test. Guaranteed to work for numbers up to  $2^{64}$ ; for larger numbers, extend A randomly.  
**Time:** 7 times the complexity of  $a^b \bmod c$ .

```
bbee97, 12 lines

bool isPrime(ull n) {
    if (n < 2 || n % 6 % 4 != 1) return (n | 1) == 3;
    vector<ull> A = {2, 325, 9375, 28178, 450775, 9780504,
        1795265022};
    ull s = __builtin_ctzll(n-1), d = n >> s;
    for(ull a : A) { // ^ count trailing zeroes
        ull p = modpow(a % n, d, n), i = s;
        while (p != 1 && p != n-1 && a % n && i--)
            p = modmul(p, p, n);
        if (p != n-1 && i != s) return 0;
    }
    return 1;
}
```

**pollard-rho.h**  
**Description:** Pollard-rho randomized factorization algorithm. Returns prime factors of a number, in arbitrary order (e.g. 2299 -> {11, 19, 11}).  
**Time:**  $\mathcal{O}\left(n^{1/4}\right)$ , less for numbers with small factors.

```
"mod-mul.h", "extended-euclid.h", "miller-rabin.h" 6bf31f, 17 lines

ull pollard(ull n) {
    auto f = [n](ull x, ull k) { return modmul(x, x, n) + k; };
    ull x = 0, y = 0, t = 30, prd = 2, i = 1, q;
    while (t++ % 40 || gcd(prd, n) == 1) {
        if (x == y) x = ++i, y = f(x, i);
        if ((q = modmul(prd, max(x,y) - min(x,y), n))) prd = q;
        x = f(x, i), y = f(f(y, i), i);
    }
    return gcd(prd, n);
}

vector<ull> factor(ull n) {
    if (n == 1) return {};
    if (isPrime(n)) return {n};
    ull x = pollard(n); auto l = factor(x), r = factor(n/x);
    l.insert(l.end(), r.begin(), r.end());
    return l;
}
```

**5.3 Divisibility**  
**extended-euclid.h**  
**Description:** Finds two integers  $x$  and  $y$ , such that  $ax + by = \gcd(a, b)$ . If  $a$  and  $b$  are coprime, then  $x$  is the inverse of  $a \pmod b$ .

```
8b62c4, 6 lines

template<typename T>
T egcd(T a, T b, T &x, T &y) {
    if (!a) { x = 0, y = 1; return b; }
    T g = egcd(b % a, a, y, x);
    x -= y * (b/a); return g;
}
```

**division-lemma.h**  
**Description:** This lemma let us exploit the fact tha the sequence (harmonic on integer division) has at most  $2\sqrt{N}$  distinct elements, so we can iterate through every possible value of  $\lfloor \frac{N}{i} \rfloor$ , using the fact that the greatest integer  $j$  satisfying  $\lfloor \frac{N}{j} \rfloor = \lfloor \frac{N}{i} \rfloor$  is  $\lfloor \frac{N}{\lfloor \frac{N}{i} \rfloor} \rfloor$ . This one computes the  $\sum_{i=1}^N \lfloor \frac{N}{i} \rfloor$ .

```
b2c1ab, 15 lines

Time:  $\mathcal{O}\left(\sqrt{N}\right)$ 

int res = 0;
for (int a = 1, b; a <= N; a = b + 1) { // floor
    b = N / (N / a);
    // quotient (N/a) and there are (b - a + 1) elements
    int l = b - a + 1, r = a + b; // l * r / 2 = sum(i, j)
    if (l & 1) r /= 2;
    else l /= 2;
    res += l * r * (N / a);
}
// [1, N), need to deal with case where a = N separately
for (int a = 1, b; a < N; a = b + 1) { // ceil
    const int k = (N - 1) / a + 1; // quotient k
    b = (N - 1) / (k - 1);
    int cnt = b - a + 1; // occur cnt times on interval [a, b]
}
```

**prime-factors.h**  
**Description:** Find all prime factors of  $n$ .  
**Time:**  $\mathcal{O}(\log(n))$

```
7a803a, 25 lines

"sieve.h"

template<typename T>
vector<pair<T, int>> prime_factorize(T n) {
```

```
vector<pair<T, int>> factors;
while(n != 1) {
    T p = pfac[n];
    int exp = 0;
    do {
        n /= p;
        ++exp;
    } while(n % p == 0);
    factors.push_back({p, exp});
}
for (T p : primes) {
    if (p * p > n) break;
    if (p * p == 0) {
        factors.push_back({p, 0});
        do {
            n /= p;
            ++factors.back().second;
        } while(n % p == 0);
    }
}
if (n > 1) factors.push_back({n, 1});
return factors;
}
```

divisors.h  
**Description:** Generate all factors of  $n$  given it's prime factorization.

**Time:**  $\mathcal{O}\left(\frac{\sqrt{N}}{\log N}\right)$

```
"prime-factors.h" 5de75c, 14 lines

template<typename T> vector<T> get_divisors(T N) {
    auto factors = prime_factorize(N);
    vector<T> ans; ans.reserve(int(sqrtl(N) + 1));
    auto dfs = [&](auto&& self, auto& ans, T val, int d) -> void{
        auto& [P, E] = factors[d];
        if (d == int(factors.size())) ans.push_back(val);
        else {
            T X = 1;
            for (int pw = 0; pw <= E; ++pw, X *= P)
                self(self, ans, val * X, d + 1);
        }
    }; dfs(dfs, ans, 1, 0);
    return ans;
}
```

num-div.h  
**Description:** Count the number of divisors of  $n$ . Requires having run Sieve up to at least  $\text{sqrt}(n)$ .

**Time:**  $\mathcal{O}(\log(N))$

```
"sieve.h" be1146, 15 lines

template<typename T> T numDiv(T n) {
    T how_many = 1, prime_factors = 0;
    while(n != 1) {
        T p = lp[n];
        int exp = 0;
        do {
            n /= p;
            ++exp;
            ++prime_factors; //count prime factors!
        } while(n % p == 0);
        how_many *= 1ll * (exp + 1);
    }
    if (n != 1) ++prime_factors;
    return how_many;
}
```

sum-div.h  
**Description:** Sum of all divisors of  $n$ .

**Time:**  $\mathcal{O}(\log(N))$

```
"sieve.h", "mod-pow.h" 0448f4, 13 lines

template<typename T> T divSum(T n) {
    T sum = 1;
    while (n > 1) {
        int exp = 0;
        T p = pfac[n];
        do {
            n /= p;
            ++exp;
        } while(n % p == 0);
        sum *= (modpow(p, exp + 1, mod) - 1)/(p - 1);
    }
    return sum;
}
```

phi-function.h da7671, 6 lines

```
const int n = int(1e5)*5; vector<int> phi(n);
void calculatePhi() {
    for(int i = 0; i < n; ++i) phi[i] = i&1 ? i : i/2;
    for(int i = 3; i < n; i += 2) if (phi[i] == i)
        for(int j = i; j < n; j += i) phi[j] -= phi[j]/i;
}
```

discrete-log.h  
**Description:** Returns the smallest  $x \geq 0$  s.t.  $a^x = b \pmod{m}$ , or  $-1$  if no such  $x$  exists.  $\text{modLog}(a,1,m)$  can be used calculate the order of  $a$ . Assumes that  $0^0 = 1$ .

**Time:**  $\mathcal{O}(\sqrt{m})$

```
"extended-euclid.h" 62fc5e, 15 lines

template<typename T> T modLog(T a, T b, T m) {
    T k = 1, it = 0, g;
    while ((g = gcd(a, m)) != 1) {
        if (b == k) return it;
        if (b % g) return -1;
        b /= g; m /= g; ++it; k = k * a / g % m;
    }
    T n = sqrtl(m) + 1, f = 1, j = 1;
    unordered_map<T, T> A;
    while (j <= n)
        f = f * a % m, A[f * b % m] = j++;
    for(int i = 1; i <= n; ++i) if (A.count(k = k * f % m))
        return n * i - A[k] + it;
    return -1;
}
```

primitive-roots.h  
**Description:**  $a$  is a primitive root mod  $n$  if for every number  $x$  coprime to  $n$  there is an integer  $z$  s.t.  $x \equiv a^z \pmod{n}$ . The number of primitive roots mod  $n$ , if there are any, is equal to  $\phi(\phi(N))$ . If  $m$  isnt prime, replace  $m-1$  by  $\phi(m)$ .

**Time:**  $\mathcal{O}(\log(N))$

```
<sieve.h>, <prime-factors.h>, <mod-pow.h> 05729f, 6 lines

template<typename T> bool is_primitive(T a, T m) {
    vector<pair<T, T>> D = prime_factorize(m-1);
    for (auto p : D)
        if (modpow(a, (m-1)/p.first, m) == 1) return false;
    return true;
}
```

prime-counting.h  
**Description:** Count the number of primes up to  $N$ . Also useful for sum of primes.

**Time:**  $\mathcal{O}(N^{3/4}/\log N)$

```
c26239, 20 lines

struct primes_t {
    vector<ll> dp, w;
```

```
ll pi(ll N) {
    const int sqrtN = int(sqrt(N));
    for (ll a = 1, b; a <= N; a = b+1)
        b = N / (N / a), w.push_back(N/a);
    auto get = [&](ll x) {
        if (x <= sqrtN) return int(x-1);
        return int(w.size() - N/x);
    };
    reverse(w.begin(), w.end()); dp.reserve(w.size());
    for (auto& x : w) dp.push_back(x-1);
    for (ll i = 2; i*i <= N; ++i) {
        if (dp[i-1] == dp[i-2]) continue;
        for (int j = int(w.size()-1; w[j] >= i*i; --j)
            dp[j] -= dp[get(w[j]/i)] - dp[i-2];
    }
    return dp.back();
}
};
```

## 5.4 Chinese remainder theorem

chinese-remainder.h  
**Description:** Chinese Remainder Theorem.  $\text{crt}(a, m, b, n)$  computes  $x$  such that  $x \equiv a \pmod{m}$ ,  $x \equiv b \pmod{n}$ . If  $|a| < m$  and  $|b| < n$ ,  $x$  will obey  $0 \leq x < \text{lcm}(m, n)$ . Assumes  $mn < 2^{62}$ .

**Time:**  $\mathcal{O}(\log(\text{LCM}(m)))$

```
"extended-euclid.h" ece59a, 7 lines

pair<ll, ll> crt(ll a, ll m, ll b, ll n) {
    if (n > m) swap(a, b), swap(m, n);
    ll x, y, g = egcd(m, n, x, y);
    if ((a - b) % g != 0) return {0, -1};
    x = (b - a) % n * x % n / g * m + a;
    return {x + (x < 0 ? m*n/g : 0), m*n/g};
}
```

## 5.5 Fractions

fractions.h  
**Description:** Template that helps deal with frtions.

596163, 28 lines

```
template<typename num> struct fraction_t {
    num p, q; using fr = fraction_t;
    fraction_t() : p(0), q(1) { }
    fraction_t(num _n, num _d = 1): p(_n), q(_d){
        num g = gcd(p, q); p /= g, q /= g;
        if (q < 0) p *= -1, q *= -1; assert(q != 0);
    }
    friend bool operator<(const fr& l, const fr& r){
        return l.p*r.q < r.p*l.q;}
    friend bool operator==(const fr& l, const fr& r){return l.p
        == r.p && l.q == r.q;}
    friend bool operator!=(const fr& l, const fr& r){return !(l
        == r);}
    friend fr operator+(const fr& l, const fr& r){
        num g = gcd(l.q, r.q);
        return fr(r.q / g * l.p + l.q / g * r.p, l.q / g * r.q);
    }
    friend fr operator-(const fr& l, const fr& r) {
        num g = gcd(l.q, r.q);
        return fr( r.q / g * l.p - l.q / g * r.p, l.q / g * r.q);
    }
    friend fr operator*(const fr& l, const fr& r){
        return fr(l.p*r.p, l.q*r.q);}
    friend fr operator/(const fr& l, const fr& r){
        return l*fr(r.q,r.p);}
    friend fr& operator+=(fr& l, const fr& r){return l=l+r;}
    friend fr& operator-=(fr& l, const fr& r){return l=l-r;}
    template<class T> friend fr& operator*=(fr& l, const T& r){
        return l=l*r;}
```

```
template<class T> friend fr& operator/=(fr& l, const T& r){
    return l=1/r;}
};
```

continued-fractions.h

**Description:** Given  $N$  and a real number  $x \geq 0$ , finds the closest rational approximation  $p/q$  with  $p, q \leq N$ . It will obey  $|p/q - x| \leq 1/qN$ .  
For consecutive convergents,  $p_{k+1}q_k - q_{k+1}p_k = (-1)^k$ . ( $p_k/q_k$  alternates between  $> x$  and  $< x$ .) If  $x$  is rational,  $y$  eventually becomes  $\infty$ ; if  $x$  is the root of a degree 2 polynomial the  $a$ 's eventually become cyclic.  
**Time:**  $\mathcal{O}(\log N)$

```
3dfe17, 18 lines
typedef double dbl; // for N ~ 1e7; long double for N ~ 1e9
pair<ll, ll> approximate(dbl x, ll N) {
    ll LP = 0, LQ = 1, P = 1, Q = 0, inf = ll(1e18); dbl y = x;
    for (;;) {
        ll lim = min(P ? (N-LP) / P : inf, Q ? (N-LQ) / Q : inf),
            a = (ll)floor(y), b = min(a, lim),
            NP = b*P + LP, NQ = b*Q + LQ;
        if (a > b) {
            // If b > a/2, we have a semi-convergent that gives us a
            // better approximation; if b = a/2, we *may* have one.
            // Return {P, Q} here for a more canonical approximation.
            return (abs(x - (dbl)NP / (dbl)NQ) < abs(x - (dbl)P / (
                dbl)Q)) ?
                make_pair(NP, NQ) : make_pair(P, Q);
        }
        if (abs(y = 1/(y - (dbl)a)) > 3*N) return {NP, NQ};
        LP = P; P = NP; LQ = Q; Q = NQ;
    }
}
```

frac-binary-search.h

**Description:** Given  $f$  and  $N$ , finds the smallest fraction  $p/q \in [0, 1]$  such that  $f(p/q)$  is true, and  $p, q \leq N$ . You may want to throw an exception from  $f$  if it finds an exact solution, in which case  $N$  can be removed.  
**Usage:** `fracBS([])(Frac f) { return f.p>=3*f.q; }, 10);` // {1, 3}  
**Time:**  $\mathcal{O}(\log(N))$

```
74ffd8, 20 lines
struct Frac { ll p, q; };
template<class F> Frac fracBS(F f, ll N) {
    bool dir = 1, A = 1, B = 1;
    Frac left{0, 1}, right{1, 1}; //right{1, 0} to search (0, N]
    assert(!f(left)); assert(f(right));
    while (A || B) {
        ll adv = 0, step = 1; // move right if dir, else left
        for (int si = 0; step; (step *= 2) >= si) {
            adv += step;
            Frac mid{left.p * adv + right.p, left.q * adv + right.q};
            if (abs(mid.p) > N || mid.q > N || dir == !f(mid)) {
                adv -= step; si = 2;
            }
        }
        right.p += left.p * adv; right.q += left.q * adv;
        dir = !dir; swap(left, right);
        A = B; B = !!adv;
    }
}
```

5.5.1 Bézout's identity

For  $a \neq 0, b \neq 0$ , then  $d = \gcd(a, b)$  is the smallest positive integer for which there are integer solutions to

$ax + by = d$

If  $(x, y)$  is one solution, then all solutions are given by

$$\left(x + \frac{kb}{\gcd(a, b)}, y - \frac{ka}{\gcd(a, b)}\right), \quad k \in \mathbb{Z}$$

5.5.2 Pythagorean Triples

The Pythagorean triples are uniquely generated by

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

5.5.3 Primitive Roots

Let  $p$  be a prime  $> 2$ , and either  $m$  or  $n$  even. It only exists when  $n$  is  $2, 4, p^k, 2p^k$ , where  $p$  odd prime. If  $g$  is a primitive root, all primitive roots are of the form  $g^k$  where  $k, \phi(p)$  coprime (hence there are  $\phi(\phi(p))$  primitive roots).

5.5.4 Chicken McNugget theorem

Let  $x$  and  $y$  be two coprime integers, the greater integer that can't be written in the form of  $ax + by$  is  $\frac{(x-1)(y-1)}{2}$

5.6 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  $\mathbb{Z}_2^\times$  is instead isomorphic to  $\mathbb{Z}_2 \times \mathbb{Z}_{2a-2}$ .

5.6.1 Wilson's theorem

Let  $p > 1$ . Then  $(p-1)! + 1$  iff  $p$  is prime.

5.6.2 Wolstenholme's theorem

Let  $p > 3$  be a prime number. Then its numerator

5.6.3 Prime counting function

The prime counting function is asymptotic to  $\frac{x}{\log x}$ , by the prime number theorem.

x	10	10 <sup>2</sup>	10 <sup>3</sup>	10 <sup>4</sup>	10 <sup>5</sup>	10 <sup>6</sup>	10 <sup>7</sup>	10 <sup>8</sup>
564	25	168	1229	9.592	78.498	664.579	5.761.455	

For any multiplicative  $f$ :

$$S(n, p) = S(n, p - 1) - f(p) \cdot (S(n/p, p - 1) - S(p - 1, p - 1))$$

5.6.5 Moebius Function

$$\mu(n) = \begin{cases} 0 & n \text{ is not square free} \\ 1 & n \text{ has even number of prime factors} \\ -1 & n \text{ has odd number of prime factors} \end{cases}$$

Moebius Inversion:

$$g(n) = \sum_{d|n} f(d) \Leftrightarrow f(n) = \sum_{d|n} \mu(d)g(n/d)$$

Other useful formulas/forms:

$$\sum_{d|n} \phi(d) = n$$

$$\sum_{\gcd(i, n)=1}^{i < n} i = n \frac{\phi(n)}{2}$$

$$\sum_{a=1}^n \sum_{b=1}^n [\gcd(a, b) = 1] = \sum_{d=1}^n \mu(d) \lfloor \frac{n}{d} \rfloor^2$$

$$\sum_{a=1}^n \sum_{b=1}^n \gcd(a, b) = \sum_{d=1}^n d \sum_{d|x} \lfloor \frac{n}{x} \rfloor^2 \mu(\frac{x}{d})$$

$$\sum_{a=1}^n \sum_{b=a}^n \gcd(a, b) = \sum_{d=1}^n \sum_{d|x} \phi(\frac{x}{d}) d$$

$$\sum_{a=1}^n \sum_{b=1}^n \text{lcm}(a, b) = \sum_{d=1}^n \mu(d) d \sum_{d|x} x \left(\lfloor \frac{n}{x} \rfloor + 1\right)^2$$

$$\sum_{a=1}^n \sum_{b=a+1}^n \text{lcm}(a, b) = \sum_{d=1}^n \sum_{d|x} \phi(\frac{x}{d}) \frac{x^2}{2d}$$

$$\sum_{a \in S} \sum_{b \in S} \gcd(a, b) = \sum_{d=1}^n (\sum_{x|d} \frac{d}{x} \mu(x)) (\sum_{d|v} \text{freq}[v])^2$$

$$\sum_{a \in S} \sum_{b \in S} \text{lcm}(a, b) = \sum_{d=1}^n (\sum_{x|d} \frac{x}{d} \mu(x)) (\sum_{v \in S, d|v} v)^2$$

$$\sum_{d|n} \mu(d) = [n = 1] \text{ (very useful)}$$

$$g(n) = \sum_{n|d} f(d) \Leftrightarrow f(n) = \sum_{n|d} \mu(d/n)g(d)$$

$$g(n) = \sum_{1 \leq m \leq n} f(\lfloor \frac{n}{m} \rfloor) \Leftrightarrow f(n) = \sum_{1 \leq m \leq n} \mu(m)g(\lfloor \frac{n}{m} \rfloor)$$

5.6.6 Dirichlet Convolution

Given a function  $f(x)$ , let

$$(f * g)(x) = \sum_{d|x} g(d)f(x/d)$$

If the partial sums  $s_{f*g}(n), s_g(n)$  can be computed in  $O(1)$  and  $s_f(1 \dots n^{2/3})$  can be computed in  $O\left(n^{2/3}\right)$  then all  $s_f\left(\frac{n}{d}\right)$  can as well. Use

$$s_{f*g}(n) = \sum_{d=1}^n g(d)s_f(n/d).$$

$$\Rightarrow s_f(n) = \frac{s_{f*g}(n) - \sum_{d=2}^n g(d)s_f(n/d)}{g(1)}$$

- 1. If  $f(x) = \mu(x)$  then  $g(x) = 1, (f * g)(x) = (x == 1)$ , and  $s_f(n) = 1 - \sum_{i=2}^n s_f(n/i)$
- 2. If  $f(x) = \phi(x)$  then  $g(x) = 1, (f * g)(x) = x$ , and  $s_f(n) = \frac{n(n+1)}{2} - \sum_{i=2}^n s_f(n/i)$



dirichlet-convolution.h

**Description:** Dirichlet convolution. Change  $f$ ,  $gs$  and  $fgs$  accordingly. This example calculates  $\phi(N)$ .

**Time:**  $\mathcal{O}\left(N^{\frac{2}{3}}\right)$  eac754, 21 lines

```
template<typename T, typename V> struct mertens {
    V N; T inv; // ~ N^{2/3}
    vector<V> fs; vector<T> psum;
    unordered_map<V, T> mapa;
    V f(V x) { return fs[x]; }
    T gs(V x) { return x; }
    T fgs(V x) { return T(x) * (x + 1) / 2; }
    mertens(V M, const vector<V>& F) : N(M+1), fs(F), psum(M+1) {
        inv = gs(1);
        for (V a = 0; a + 1 < N; ++a)
            psum[a + 1] = f(a + 1) + psum[a];
    }
    T query(V x) {
        if (x < N) return psum[x];
        if (mapa.find(x) != mapa.end()) return mapa[x];
        T ans = fgs(x);
        for (V a = 2, b; a <= x; a = b + 1)
            b = x/(x/a), ans -= (gs(b)-gs(a-1)) * query(x/a);
        return mapa[x] = (ans / inv);
    }
};
```

5.6.7 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  $n < 1e19$ .

Combinatorial (6)

6.1 Permutations

6.1.1 Factorial

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

int-perm.h

**Description:** Permutation -> integer conversion. (Not order preserving.)  
**Time:**  $\mathcal{O}(n)$  06f786, 6 lines

```
int permToInt(vector<int>& v) {
    int use = 0, i = 0, r = 0;
    for (auto &x : v) r=r* ++i + __builtin_popcount(use&-(1<<x)),
        use |= 1 << x; // (note: minus, not ~!)
    return r;
}
```

6.1.2 Binomials

- Sum of every element in the  $n$ -th row of pascal triangle is  $2^n$ .

int-perm rolling-binomial lucas multinomial

- The product of the elements in each row is  $\frac{(n+1)^n}{n!}$
- $\sum_{k=0}^n \binom{n}{k}^2 = \binom{2n}{n}$
- In a row  $p$  where  $p$  is a prime number, all the terms in that row except the 1s are multiples of  $p$
- To count odd terms in row  $n$ , convert  $n$  to binary. Let  $x$  be the number of 1s in the binary representation. Then the number of odd terms will be  $2^x$
- Every entry in row  $2^n - 1$  is odd

$$\begin{aligned} \binom{n}{k} &= \frac{n}{k} \binom{n-1}{k-1} & \binom{n}{k} \binom{n-k}{v} &= \binom{n}{v} \binom{n-v}{k} \\ \sum_{k=0}^n \binom{n}{k} k &= n2^{n-1} & \sum_{j=0}^k \binom{m}{j} \binom{n-m}{k-j} &= \binom{n}{k} \\ \sum_{m=0}^n \binom{m}{j} \binom{n-m}{k-j} &= \binom{n+1}{k+1} & \sum_{r=0}^n m \binom{n+r}{r} &= \binom{n+m+1}{m} \\ (x+y)^n &= \sum_{k=0}^n \binom{n}{k} x^{n-k} y^k & \sum_{m=k}^n \binom{m}{k} &= \binom{n+1}{k+1} \\ \sum_{j=0}^m \binom{m}{j}^2 &= \binom{2m}{m} \\ 2 \sum_{i=L}^R \binom{n}{i} - \binom{n}{L} - \binom{n}{R} &= \sum_{i=L+1}^R \binom{n+1}{i} \end{aligned}$$

rolling-binomial.h

**Description:**  $\binom{n}{k} \pmod m$  in time proportional to the difference between  $(n, k)$  and the previous  $(n, k)$ .

"../number-theory/preparator.h" de359e, 12 lines

```
struct Bin {
    int N = 0, K = 0; ll r = 1;
    void m(int a, int b) { r = r * a % mod * invs[b] % mod; }
    ll choose(int n, int k) {
        if (k > n || k < 0) return 0;
        while (N < n) ++N, m(N, N - K);
        while (K < k) ++K, m(N - K + 1, K);
        while (K > k) m(K, N - K + 1), --K;
        while (N > n) m(N - K, N), --N;
        return r;
    }
};
```

lucas.h

**Description:** Lucas' thm: Let  $n, m$  be non-negative integers and  $p$  a prime. Write  $n = n_k p^k + \dots + n_1 p + n_0$  and  $m = m_k p^k + \dots + m_1 p + m_0$ . Then  $\binom{n}{m} \equiv \prod_{i=0}^k \binom{n_i}{m_i} \pmod p$ . fact and ifact must hold pre-computed factorials / inverse factorials, e.g. from ModInv.h.  
**Time:**  $\mathcal{O}(\log_p m)$

multinomial.h

**Description:** Computes  $\binom{k_1 + \dots + k_n}{k_1, k_2, \dots, k_n} = \frac{(\sum k_i)!}{k_1! k_2! \dots k_n!}$ . 864cdb, 7 lines

```
lint multinomial(vector<int>& v) {
    lint c = 1, m = v.empty() ? 1 : v[0];
    for (int i = 1 < v.size(); ++i)
        for (int j = 0; j < v[i]; ++j)
            c = c * ++m / (j+1);
    return c;
}
```

6.1.3 Cycles

Let the number of  $n$ -permutations whose cycle lenghts all belong to the set  $S$  be denoted by  $gs(n)$

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

6.1.4 Involutions

An involution is a permutation with maximum cycle length 2, and it is its own inverse.

$$a(n) = a(n - 1) + (n - 1)a(n - 2)$$

$$a(0) = a(1) = 1$$

1, 1, 2, 4, 10, 26, 76, 232, 764, 2620, 9496, 35696, 140152

6.1.5 Inclusion-Exclusion Principle

Let  $A_1, A_2, \dots, A_n$  be finite sets. Then  $A_1 \cup A_2 \cup \dots \cup A_n$  is

$$\left| \bigcup_{i=1}^n A_i \right| = \sum_{\substack{I \subseteq \{1, 2, \dots, n\} \\ I \neq \emptyset}} (-1)^{|I|+1} \left| \bigcap_{i \in I} A_i \right|$$

6.1.6 The twelvefold way (from Stanley)

How many functions  $f: N \rightarrow X$  are there?

$N$	$X$	Any $f$	Injective	Surjective
dist.	dist.	$x^n$	$\frac{x!}{(x-n)!}$	$x! \begin{Bmatrix} n \\ x \end{Bmatrix}$
indist.	dist.	$\binom{x+n-1}{n}$	$\binom{x}{n}$	$\binom{n-1}{n-x}$
dist.	indist.	$\begin{Bmatrix} n \\ 1 \end{Bmatrix} + \dots + \begin{Bmatrix} n \\ x \end{Bmatrix}$	$[n \leq x]$	$\begin{Bmatrix} n \\ k \end{Bmatrix}$
indist.	indist.	$p_1(n) + \dots + p_x(n)$	$[n \leq x]$	$p_x(n)$

Where  $\begin{pmatrix} a \\ b \end{pmatrix} = \frac{1}{b!} (a)_b$ ,  $p_x(n)$  is the number of ways to partition the integer  $n$  using  $x$  summand and  $\begin{Bmatrix} n \\ x \end{Bmatrix}$  is the number of ways to partition a set of  $n$  elements into  $x$  subsets (aka Stirling number of the second kind).

6.1.7 Burnside

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  $g$  ( $g.x = x$ ).

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

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



6.1.8 Derangements

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

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

6.2 Partitions and subsets

6.2.1 Partition function

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

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

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

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

6.3 General purpose numbers

6.3.1 Bernoulli numbers

EGF of Bernoulli numbers is  $B(t) = \frac{t}{e^t-1}$  (FFT-able).  
 $B[0, \dots] = [1, -\frac{1}{2}, \frac{1}{6}, 0, -\frac{1}{30}, 0, \frac{1}{42}, \dots]$

Sums of powers:

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

Euler-Maclaurin formula for infinite sums:

$$\sum_{i=m}^\infty f(i) = \int_m^\infty f(x)dx - \sum_{k=1}^\infty \frac{B_k}{k!} f^{(k-1)}(m)$$
  
$$\approx \int_m^\infty f(x)dx + \frac{f(m)}{2} - \frac{f'(m)}{12} + \frac{f'''(m)}{720} + O(f^{(5)}(m))$$

6.3.2 Stirling numbers of the first kind

Number of permutations on  $n$  items with  $k$  cycles.

$$c(n, k) = c(n-1, k-1) + (n-1)c(n-1, k), c(0, 0) = 1$$
  
$$\sum_{k=0}^n c(n, k) x^k = x(x+1) \dots (x+n-1)$$

$$c(8, k) = 8, 0, 5040, 13068, 13132, 6769, 1960, 322, 28, 1$$
  
$$c(n, 2) = 0, 0, 1, 3, 11, 50, 274, 1764, 13068, 109584, \dots$$

6.3.3 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.  $\pi(j) > j$ .

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

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

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

6.3.4 Stirling numbers of the second kind

Partitions of  $n$  distinct elements into exactly  $k$  groups.

$$S(n, k) = S(n-1, k-1) + kS(n-1, k)$$

$$S(n, 1) = S(n, n) = 1$$

$$S(n, k) = \frac{1}{k!} \sum_{j=0}^k (-1)^{k-j} \binom{k}{j} j^n$$

6.3.5 Bell numbers

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

$$\mathcal{B}_{n+1} = \sum_{k=0}^n \binom{n}{k} \mathcal{B}_k$$

Also possible to calculate using Stirling numbers of the second kind,

$$B_n = \sum_{k=0}^n S(n, k)$$

If  $p$  is prime:

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

6.3.6 Labeled unrooted trees

# on  $n$  vertices:  $n^{n-2}$   
# on  $k$  existing trees of size  $n_i$ :  $n_1 n_2 \dots n_k n^{k-2}$   
# with degrees  $d_i$ :  $(n-2)! / ((d_1-1)! \dots (d_n-1)!)$  # forests with exactly  $k$  rooted trees:

$$\binom{n}{k} k \cdot n^{n-k-1}$$

.

6.3.7 Catalan numbers

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

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

$$C_n = 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, \dots$$

- sub-diagonal monotone paths in a  $n \times n$  grid.
- strings with  $n$  pairs of parenthesis, correctly nested.
- binary trees with with  $n+1$  leaves (0 or 2 children) or  $2n+1$  elements.
- 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 subsequence.

6.3.8 Super Catalan numbers

The number of monotonic lattice paths of a  $n \times n$  grid that do not touch the diagonal.

$$S(n) = \frac{3(2n-3)S(n-1) - (n-3)S(n-2)}{n}$$

$$S(1) = S(2) = 1$$

$$1, 1, 3, 11, 45, 197, 903, 4279, 20793, 103049, 518859$$

6.3.9 Motzkin numbers

Number of ways of drawing any number of nonintersecting chords among  $n$  points on a circle. Number of lattice paths from  $(0, 0)$  to  $(n, 0)$  never going below the  $x$ -axis, using only steps NE, E, SE.

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

$$M(0) = M(1) = 1$$

$$1, 1, 2, 4, 9, 21, 51, 127, 323, 835, 2188, 5798, 15511, 41835, 113634$$

6.3.10 Narayana numbers

Number of lattice paths from  $(0,0)$  to  $(2n,0)$  never going below the  $x$ -axis, using only steps NE and SE, and with  $k$  peaks.

$$N(n, k) = \frac{1}{n} \binom{n}{k} \binom{n}{k-1}$$

$$N(n, 1) = N(n, n) = 1$$

$$\sum_{k=1}^n N(n, k) = C_n$$

$$1, 1, 1, 1, 3, 1, 1, 6, 6, 1, 1, 10, 20, 10, 1, 1, 15, 50$$

6.3.11 Schroder numbers

Number of lattice paths from  $(0, 0)$  to  $(n, n)$  using only steps N, NE, E, never going above the diagonal. Number of lattice paths from  $(0, 0)$  to  $(2n, 0)$  using only steps NE, SE and double east EE, never going below the  $x$ -axis. Twice the Super Catalan number, except for the first term.  
 $1, 2, 6, 22, 90, 394, 1806, 8558, 41586, 206098$

6.3.12 Triangles

Given rods of length 1, ...,  $n$ ,

$$T(n) = \frac{1}{24} \left\{ \begin{array}{ll} n(n-2)(2n-5) & n \text{ even} \\ (n-1)(n-3)(2n-1) & n \text{ odd} \end{array} \right\}$$

is the number of distinct triangles (positive are) that can be constructed, i.e., the # of 3-subsets of  $[n]$  s.t.  $x \leq y \leq z$  and  $z \neq x+y$ .

6.4 Fibonacci

$$Fib(x+y) = Fib(x+1)Fib(y) + Fib(x)Fib(y-1)$$

$$Fib(n+1)Fib(n-1) - Fib(n)^2 = (-1)^n$$

$$Fib(2n-1) = Fib(n)^2 - Fib(n-1)^2$$

$$\sum_{i=0}^n Fib(i) = Fib(n+2) - 1$$

$$\sum_{i=0}^n Fib(i)^2 = Fib(n)Fib(n+1)$$

$$\sum_{i=0}^n Fib(i)^3 = \frac{Fib(n)Fib(n+1)^2 - (-1)^n Fib(n-1) + 1}{2}$$

6.5 Linear Recurrences

(i) 
$$F_n = F_{n-1} + F_{n-2}$$
$$\begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix} \begin{bmatrix} F_0 \\ F_1 \end{bmatrix} = \begin{bmatrix} F_1 \\ F_2 \end{bmatrix}$$

(ii) 
$$F_i = \sum_{j=1}^K C_j F_{i-j}$$
$$\begin{bmatrix} 0 & 1 & 0 & 0 & \cdot & 0 \\ 0 & 0 & 1 & 0 & \cdot & 0 \\ 0 & 0 & 0 & 1 & \cdot & 0 \\ \cdot & \cdot & \cdot & \cdot & \cdot & \cdot \\ C_K & C_{K-1} & C_{K-2} & C_{K-3} & \cdot & C_1 \end{bmatrix} \begin{bmatrix} F_0 \\ F_1 \\ F_2 \\ F_3 \\ \cdot \\ F_{K-1} \end{bmatrix} = \begin{bmatrix} F_1 \\ F_2 \\ F_3 \\ \cdot \\ F_K \end{bmatrix}$$

(iii) 
$$F_i = \sum_{j=1}^K C_j F_{i-j} + D$$
$$\begin{bmatrix} 0 & 1 & 0 & 0 & \cdot & 0 & 0 \\ 0 & 0 & 1 & 0 & \cdot & 0 & 0 \\ 0 & 0 & 0 & 1 & \cdot & 0 & 0 \\ \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot \\ C_K & C_{K-1} & C_{K-2} & C_{K-3} & \cdot & C_1 & 1 \\ 0 & 0 & 0 & 0 & \cdot & 0 & 1 \end{bmatrix} \begin{bmatrix} F_0 \\ F_1 \\ F_2 \\ F_3 \\ \cdot \\ F_{K-1} \\ D \end{bmatrix} = \begin{bmatrix} F_1 \\ F_2 \\ F_3 \\ \cdot \\ F_K \\ D \end{bmatrix}$$

6.6 Game Theory

A game can be reduced to Nim if it is a finite impartial game.

Nim and its variants include:

**6.6.1 Nim**  
Let  $X = \bigoplus_{i=1}^n x_i$ , then  $(x_i)_{i=1}^n$  is a winning position iff  $X \neq 0$ . Find a move by picking  $k$  such that  $x_k > x_k \oplus X$ .

**6.6.2 Misere Nim**

Regular Nim, except that the last player to move *loses*. Play regular Nim until there is only one pile of size larger than 1, reduce it to 0 or 1 such that there is an odd number of piles. The second player wins  $(a_1, \dots, a_n)$  if 1) there is a pile  $a_i > 1$  and  $\bigoplus_{i=1}^n a_i = 0$  or 2) all  $a_i \leq 1$  and  $\bigoplus_{i=1}^n a_i = 1$ .

**6.6.3 Staircase Nim**

Stones are moved down a staircase and only removed from the last pile.  $(x_i)_{i=1}^n$  is an  $L$ -position if  $(x_{2i-1})_{i=1}^{n/2}$  is (i.e. only look at odd-numbered piles).

**6.6.4 Moore's Nim<sub>k</sub>**

The player may remove from at most  $k$  piles (Nim = Nim<sub>1</sub>). Expand the piles in base 2, do a carry-less addition in base  $k+1$  (i.e. the number of ones in each column should be divisible by  $k+1$ ).

6.6.5 Dim<sup>+</sup>

The number of removed stones must be a divisor of the pile size. The Sprague-Grundy function is  $k+1$  where  $2^k$  is the largest power of 2 dividing the pile size.

6.6.6 Aliquot Game

Same as above, except the divisor should be proper (hence 1 is also a terminal state, but watch out for size 0 piles). Now the Sprague-Grundy function is just  $k$ .

6.6.7 Nim (at most half)

Write  $n+1 = 2^m y$  with  $m$  maximal, then the Sprague-Grundy function of  $n$  is  $(y-1)/2$ .

6.6.8 Lasker's Nim

Players may alternatively split a pile into two new non-empty piles.  $g(4k+1) = 4k+1$ ,  $g(4k+2) = 4k+2$ ,  $g(4k+3) = 4k+4$ ,  $g(4k+4) = 4k+3$  ( $k \geq 0$ ).

6.6.9 Hackenbush on Trees

A tree with stalks  $(x_i)_{i=1}^n$  may be replaced with a single stalk with length  $\bigoplus_{i=1}^n x_i$ .

nim-product.cpp

**Description:** Product of nimbers is associative, commutative, and distributive over addition (xor). Forms finite field of size  $2^{2^k}$ . Application: Given 1D coin turning games  $G_1, G_2$   $G_1 \times G_2$  is the 2D coin turning game defined as follows. If turning coins at  $x_1, x_2, \dots, x_m$  is legal in  $G_1$  and  $y_1, y_2, \dots, y_n$  is legal in  $G_2$ , then turning coins at all positions  $(x_i, y_j)$  is legal assuming that the coin at  $(x_m, y_n)$  goes from heads to tails. Then the Grundy function  $g(x, y)$  of  $G_1 \times G_2$  is  $g_1(x) \times g_2(y)$ .  
**Time:** 64<sup>2</sup> xors per multiplication, memorize to speed up.

```
ull nim_prod[64][64];
ull nim_prod2(int i, int j) {
    if (nim_prod[i][j]) return nim_prod[i][j];
    if ((i & j) == 0) return nim_prod[i][j] = 1ull << (i|j);
    int a = (i&j) & ~(i&j);
    return nim_prod[i][j] = nim_prod2(i ^ a, j) ^ nim_prod2((i ^ a) | (a-1), (j ^ a) | (i & (a-1)));
}

void all_nim_prod() {
    for (int i = 0; i < 64; i++)
        for (int j = 0; j < 64; j++)
            if ((i & j) == 0) nim_prod[i][j] = 1ull << (i|j);
            else {
                int a = (i&j) & ~(i&j);
                nim_prod[i][j] = nim_prod[i ^ a][j] ^ nim_prod[(i ^ a) | (a-1)][(j ^ a) | (i & (a-1))];
            }
}

ull get_nim_prod(ull x, ull y) {
    ull res = 0;
    for (int i = 0; i < 64 && (x >> i); ++i)
        if ((x >> i) & 1)
            for (int j = 0; j < 64 && (y >> j); ++j)
                if ((y >> j) & 1) res ^= nim_prod2(i, j);
    return res;
}
```

partitions.h

```
vector<int64_t> prep(int N) {
    vector<int64_t> dp(N); dp[0] = 1;
    for (int n = 1; n < N; ++n) {
        int64_t sum = 0;
        for (int k = 0, l = 1, m = n - 1; ; ) {
            sum += dp[m]; if ((m -= (k += 1)) < 0) break;
            sum += dp[m]; if ((m -= (l += 2)) < 0) break;
            sum -= dp[m]; if ((m -= (k += 1)) < 0) break;
            sum -= dp[m]; if ((m -= (l += 2)) < 0) break;
        }
        if ((sum %= M) < 0) sum += M;
        dp[n] = sum;
    } return dp;
}
```

Graph (7)

7.1 Fundamentals

bellman-ford.h

**Description:** Calculates shortest paths from  $s$  in a graph that might have negative edge weights. Unreachable nodes get  $\text{dist} = \text{inf}$ ; nodes reachable through negative-weight cycles get  $\text{dist} = -\text{inf}$ . Assumes  $V^2 \max |w_i| < \sim 2^{63}$ .  
**Time:**  $\mathcal{O}(VE)$

```
const lint inf = LLONG_MAX;
struct edge_t { int a, b, w, s() { return a < b ? a : -a; } };
struct node_t { lint dist = inf; int prev = -1; };

void bellmanFord(vector<node_t>& nodes, vector<edge_t>& eds,
    int s) {
    nodes[s].dist = 0;
    sort(eds.begin(), eds.end(), [](edge_t a, edge_t b) { return a.s() < b.s(); });
    int lim = nodes.size() / 2 + 2; // /3+100 with shuffled vertices
    for(int i = 0; i < lim; ++i) for(auto &ed : eds) {
        node_t cur = nodes[ed.a], &dest = nodes[ed.b];
        if (abs(cur.dist) == inf) continue;
        lint d = cur.dist + ed.w;
        if (d < dest.dist) {
            dest.prev = ed.a;
            dest.dist = (i < lim-1 ? d : -inf);
        }
    }
    for(int i = 0; i < lim; ++i) for(auto &e : eds)
        if (nodes[e.a].dist == -inf) nodes[e.b].dist = -inf;
}

vector<int> negCyc(int n, vector<edge_t>& edges) {
    vector<int64_t> d(n); vector<int> p(n);
    int v = -1;
    for (int i = 0; i < n; ++i) {
        v = -1;
        for (edge_t &u : edges)
            if (d[u.b] > d[u.a] + u.w) {
                d[u.b] = d[u.a] + u.w;
                p[u.b] = u.a, v = u.b;
            }
        if (v == -1) return {};
    }
    for (int i = 0; i < n; ++i) v = p[v]; // enter cycle
    vector<int> cycle = {v};
    while (p[cycle.back()] != v) cycle.push_back(p[cycle.back()]);
    return {cycle.rbegin(), cycle.rend()};
}
```

### floyd-warshall.h

**Description:** Calculates all-pairs shortest path in a directed graph that might have negative edge distances. Input is an distance matrix  $m$ , where  $m[i][j] = \text{inf}$  if  $i$  and  $j$  are not adjacent. As output,  $m[i][j]$  is set to the shortest distance between  $i$  and  $j$ ,  $\text{inf}$  if no path, or  $-\text{inf}$  if the path goes through a negative-weight cycle.

**Time:**  $\mathcal{O}(N^3)$  578e31, 16 lines

```
const lint inf = 1LL << 62;
void floydWarshall(vector<vector<lint>>& m) {
    int n = m.size();
    for (int i = 0; i < n; ++i) m[i][i] = min(m[i][i], {});
    for (int k = 0; k < n; ++k)
        for (int i = 0; i < n; ++i)
            for (int j = 0; j < n; ++j)
                if (m[i][k] != inf && m[k][j] != inf) {
                    auto newDist = max(m[i][k] + m[k][j], -inf);
                    m[i][j] = min(m[i][j], newDist);
                }
    for (int k = 0; k < n; ++k) if (m[k][k] < 0)
        for (int i = 0; i < n; ++i)
            for (int j = 0; j < n; ++j)
                if (m[i][k] != inf && m[k][j] != inf) m[i][j] = -inf;
}
```

### dijkstra.h

**Description:** Faster implementation of Dijkstra's algorithm. Makes very easy to handle SSSP on state graphs.

**Time:**  $\mathcal{O}(N \log N)$  67beaf, 31 lines

```
#include<bits/extc++.h> // keep-include!!

template <class D> struct MinDist {
    vector<D> dist; vector<int> from;
};
template <class D, class E> // Weight type and Edge info
MinDist<D> Dijkstra(const vector<vector<E>>& g, int s, D inf =
    numeric_limits<D>::max()) {
    int N = int(g.size());
    vector<D> dist = vector<D>(N, inf);
    vector<int> par = vector<int>(N);
    struct state_t {
        D key;
        int to;
        bool operator<(state_t r) const { return key > r.key; }
    };
    __gnu_pbds::priority_queue<state_t> q;
    q.push(state_t{0, s});
    dist[s] = D(0);
    while (!q.empty()) {
        state_t p = q.top(); q.pop();
        if (dist[p.to] < p.key) continue;
        for (E nxt : g[p.to]) {
            if (p.key + nxt.second < dist[nxt.first]) {
                dist[nxt.first] = p.key + nxt.second;
                par[nxt.first] = p.to;
                q.push(state_t{dist[nxt.first], nxt.first});
            }
        }
    }
    return MinDist<D>{dist, par};
}
```

### euler-walk.h

**Description:** Eulerian undirected/directed path/cycle algorithm. Input should be a vector of (dest, global edge index), where for undirected graphs, forward/backward edges have the same index. Returns a list of nodes in the Eulerian path/cycle with src at both start and end, or empty list if no cycle/path exists. To get edge indices back, add .second to s and ret.

**Time:**  $\mathcal{O}(V + E)$

643df6, 14 lines

```
vector<int> eulerWalk(vector<vector<pii>>& gr, int nedges, int
    src=0) {
    int n = gr.size();
    vector<int> D(n), its(n), eu(nedges), ret, s = {src};
    D[src]++; // to allow Euler paths, not just cycles
    while (!s.empty()) {
        int x = s.back(), y, e, &it = its[x], end = int(gr[x].size()
            ());
        if (it == end){ ret.push_back(x); s.pop_back(); continue; }
        tie(y, e) = gr[x][it++];
        if (!eu[e])
            D[x]--, D[y]++, eu[e] = 1, s.push_back(y);
    }
    for(auto &x : D) if (x < 0 || int(ret.size()) != nedges+1)
        return {};
    return {ret.rbegin(), ret.rend()};
}
```

## 7.2 Network flow

### push-relabel.h

**Description:** Push-relabel using the highest label selection rule and the gap heuristic. Quite fast in practice. To obtain the actual flow, look at positive values only. id can be used to restore each edge and its amount of flow used.

**Time:**  $\mathcal{O}(V^2\sqrt{E})$  Better for dense graphs - Slower than Dinic (in practice) 387a0c, 42 lines

```
template<typename flow_t = int> struct PushRelabel {
    struct edge_t { int dest, back; flow_t f, c; };
    vector<vector<edge_t>> g;
    vector<flow_t> ec;
    vector<edge_t*> cur;
    vector<vector<int>> hs; vector<int> H;
    PushRelabel(int n) : g(n), ec(n), cur(n), hs(2*n), H(n) {}
    void addEdge(int s, int t, flow_t cap, flow_t rcap = 0) { //
        d58501
        if (s == t) return;
        g[s].push_back({t, (int)g[t].size(), 0, cap});
        g[t].push_back({s, (int)g[s].size()-1, 0, rcap});
    }
    void addFlow(edge_t& e, flow_t f) { // 2f7969
        edge_t &back = g[e.dest][e.back];
        if (!ec[e.dest] && f) hs[H[e.dest]].push_back(e.dest);
        e.f += f; e.c -= f; ec[e.dest] += f;
        back.f -= f; back.c += f; ec[back.dest] -= f;
    }
    flow_t maxflow(int s, int t) { // 21100c
        int v = int(g.size()); H[s] = v; ec[t] = 1;
        vector<int> co(2*v); co[0] = v-1;
        for(int i = 0; i < v; ++i) cur[i] = g[i].data();
        for(auto& e : g[s]) addFlow(e, e.c);
        for (int hi = 0;;) {
            while (hs[hi].empty()) if (!hi--) return -ec[s];
            int u = hs[hi].back(); hs[hi].pop_back();
            while (ec[u] > 0) // discharge u
                if (cur[u] == g[u].data() + g[u].size()) {
                    H[u] = 1e9;
                    for(auto &e : g[u]) if (e.c && H[u] > H[e.dest]+1)
                        H[u] = H[e.dest]+1, cur[u] = &e;
                    if (++co[H[u]], !--co[hi] && hi < v)
                        for(int i = 0; i < v; ++i) if (hi < H[i] && H[i] <
                            v)
                            --co[H[i]], H[i] = v + 1;
                    hi = H[u];
                } else if (cur[u]->c && H[u] == H[cur[u]->dest]+1)
                    addFlow(*cur[u], min(ec[u], cur[u]->c));
                else ++cur[u];
            }
        }
    }
}
```

```
bool leftOfMinCut(int a) { return H[a] >= int(g.size()); }
};
```

### dinitz.h

**Description:** Flow algorithm with complexity  $\mathcal{O}(VE \log U)$  where  $U = \max|\text{cap}|$ .  $\mathcal{O}(\min(E^{1/2}, V^{2/3})E)$  if  $U = 1$ ;  $\mathcal{O}(\sqrt{V}E)$  for bipartite matching. To obtain each partition  $A$  and  $B$  of the cut look at  $lvl$ , for  $v \in A$ ,  $lvl[v] > 0$ , for  $u \in B$ ,  $lvl[u] = 0$ .

80673b, 66 lines

```
template<typename T = int> struct Dinitz {
    struct edge_t { int to, rev; T c, f; };
    vector<vector<edge_t>> adj;
    vector<int> lvl, ptr, q;
    Dinitz(int n) : lvl(n), ptr(n), q(n), adj(n) {}
    inline void addEdge(int a, int b, T c, T rcap = 0) { // 694
        aae
        adj[a].push_back({b, (int)adj[b].size(), c, 0});
        adj[b].push_back({a, (int)adj[a].size() - 1, rcap, 0});
    }
    T dfs(int v, int t, T f) { // 8ffe6b
        if (v == t || !f) return f;
        for (int &i = ptr[v]; i < int(adj[v].size()); ++i) {
            edge_t &e = adj[v][i];
            if (lvl[e.to] == lvl[v] + 1)
                if (T p = dfs(e.to, t, min(f, e.c - e.f))) {
                    e.f += p, adj[e.to][e.rev].f -= p;
                    return p;
                }
        }
        return 0;
    }
    T maxflow(int s, int t) { // db2141
        T flow = 0; q[0] = s;
        for (int L = 0; L < 31; ++L) do { // 'int L=30' maybe
            faster for random data
            lvl = ptr = vector<int>(q.size());
            int qi = 0, qe = lvl[s] = 1;
            while (qi < qe && !lvl[t]) {
                int v = q[qi++];
                for (edge_t &e : adj[v])
                    if (!lvl[e.to] && (e.c - e.f) >> (30 - L))
                        q[qi++] = e.to, lvl[e.to] = lvl[v] + 1;
            }
            while (T p = dfs(s, t, numeric_limits<T>::max()/4)) flow
                += p;
        } while (lvl[t]);
        return flow;
    }
    bool leftOfMinCut(int v) { return bool(lvl[v] != 0); }
    pair<T, vector<pair<int,int>>> minCut(int s, int t) { // 727
        b22
        T cost = maxflow(s,t);
        vector<pair<int,int>> cut;
        for (int i = 0; i < int(adj.size()); i++) for(edge_t &e :
            adj[i])
            if (lvl[i] && !lvl[e.to]) cut.push_back({i, e.to});
        return {cost, cut};
    }
};
struct flow_demand_t {
    int src, sink;
    vector<int> d; Dinitz<int> flower;
    flow_demand_t(int N) : src(N + 1), sink(N + 2), d(N + 3),
        flower(N + 3) {}
    void add_edge(int a, int b, int demand, int cap) {
        d[a] -= demand; d[b] += demand;
        flower.addEdge(a, b, cap - demand);
    }
    int get_flow() {
        int x = 0, y = 0;
    }
}
```

```

flower.add_edge(N, N-1, numeric_limits<int>::max());
for (int i = 0; i <= N; ++i) {
    if (d[i] < 0)
        flower.add_edge(i, sink, -d[i]), x += -d[i];
    if (d[i] > 0)
        flower.add_edge(src, i, d[i]), y += d[i];
}
bool has_circulation=(flower.maxflow(src,sink)==x && x==y);
if (!has_circulation) return -1;
return flower.maxflow(N-1, N);
}
};

```

### min-cost-max-flow.h

**Description:** Min-cost max-flow. Assumes there is no negative cycle.

**Time:**  $\mathcal{O}(F(V+E)\log V)$ , being  $F$  the amount of flow.

3b2abb, 58 lines

```

template<class flow_t, class cost_t> struct min_cost {
    static constexpr flow_t FLOW_EPS = 1e-10L;
    static constexpr flow_t FLOW_INF = numeric_limits<flow_t>::max();
    static constexpr cost_t COST_EPS = 1e-10L;
    static constexpr cost_t COST_INF = numeric_limits<cost_t>::max();

    int n, m(); vector<int> ptr, nxt, zu;
    vector<flow_t> capa; vector<cost_t> cost;
    min_cost(int N) : n(N), ptr(n,-1), dist(n), vis(n), pari(n) {}
    void add_edge(int u, int v, flow_t w, cost_t c) { // d482f5
        nxt.push_back(ptr[u]); zu.push_back(v); capa.push_back(w);
        cost.push_back(c); ptr[u] = m++;
        nxt.push_back(ptr[v]); zu.push_back(u); capa.push_back(0);
        cost.push_back(-c); ptr[v] = m++;
    }
    vector<cost_t> pot, dist; vector<bool> vis; vector<int> pari;
    vector<flow_t> flows; vector<cost_t> slopes;
    // You can pass t = -1 to find a shortest
    void shortest(int s, int t) { // path to each vertex.
        using E = pair<cost_t, int>;
        priority_queue<E, vector<E>, greater<E>> que;
        for(int u = 0; u < n; ++u) {dist[u]=COST_INF; vis[u]=false;}
        for (que.emplace(dist[s] = 0, s); !que.empty(); ) {
            const cost_t c = que.top().first;
            const int u = que.top().second; que.pop();
            if (vis[u]) continue;
            vis[u] = true; if (u == t) return;
            for (int i = ptr[u]; ~i; i = nxt[i]) if (capa[i] > FLOW_EPS) {
                const int v = zu[i];
                const cost_t cc = c + cost[i] + pot[u] - pot[v];
                if (dist[v] > cc) {que.emplace(dist[v]=cc,v); pari[v]=i;}
            }
        }
    }
    pair<flow_t, cost_t> run(int s, int t, flow_t limFlow = FLOW_INF) {
        pot.assign(n,0); flows = {0}; slopes.clear();
        while (true) {
            bool upd = false;
            for (int i = 0; i < m; ++i) if (capa[i] > FLOW_EPS) {
                const int u = zu[i ^ 1], v = zu[i];
                const cost_t cc = pot[u] + cost[i];
                if (pot[v] > cc + COST_EPS) { pot[v] = cc; upd = true; }
            } if (!upd) break;
        }
        flow_t flow = 0; cost_t cost = 0;
        while (flow < limFlow) {
            shortest(s, t);
            if (!vis[t]) break;
            for(int u = 0; u < n; ++u) pot[u] += min(dist[u],dist[t]);

```

```

        flow_t f = limFlow - flow;
        for (int v = t; v != s; ) { const int i = pari[v];
            if (f > capa[i]) { f = capa[i]; } v = zu[i^1];
        }
        for (int v = t; v != s; ) { const int i = pari[v];
            capa[i] -= f; capa[i^1] += f; v = zu[i^1];
        }
        flow += f; cost += f * (pot[t] - pot[s]);
        flows.push_back(flow); slopes.push_back(pot[t] - pot[s]);
    } return {flow, cost};
}
};

```

## 7.3 Matching

### hopcroft-karp.h

**Description:** Fast bipartite matching algorithm. Graph  $g$  should be a list of neighbors of the left partition, and  $btoa$  should be a vector full of -1's of the same size as the right partition. Returns the size of the matching.  $btoa[i]$  will be the match for vertex  $i$  on the right side, or -1 if it's not matched.

**Usage:** vector<int> btoa(m, -1); hopcroftKarp(g, btoa);

**Time:**  $\mathcal{O}(\sqrt{VE})$

d9a55d, 35 lines

```

using vi = vector<int>;
bool dfs(int a, int L, const vector<vi> &g, vi &btoa, vi &A, vi &B) {
    if (A[a] != L) return 0;
    A[a] = -1;
    for(auto &b : g[a]) if (B[b] == L + 1) {
        B[b] = 0;
        if (btoa[b] == -1 || dfs(btoa[b], L+1, g, btoa, A, B))
            return btoa[b] = a, 1;
    }
    return 0;
}
int hopcroftKarp(const vector<vi> &g, vi &btoa) {
    int res = 0;
    vector<int> A(g.size()), B(int(btoa.size())), cur, next;
    for (;;) {
        fill(A.begin(), A.end(), 0), fill(B.begin(), B.end(), 0);
        cur.clear();
        for(auto &a : btoa) if (a != -1) A[a] = -1;
        for (int a = 0; a < g.size(); ++a) if (A[a] == 0) cur.push_back(a);
        for (int lay = 1;; ++lay) {
            bool islast = 0; next.clear();
            for(auto &a : cur) for(auto &b : g[a]) {
                if (btoa[b] == -1) B[b] = lay, islast = 1;
                else if (btoa[b] != a && !B[b])
                    B[b] = lay, next.push_back(btoa[b]);
            }
            if (islast) break;
            if (next.empty()) return res;
            for(auto &a : next) A[a] = lay;
            cur.swap(next);
        }
        for(int a = 0; a < int(g.size()); ++a)
            res += dfs(a, 0, g, btoa, A, B);
    }
}

```

### bipartite-matching.h

**Description:** Fast Kuhn! Simple maximum cardinality bipartite matching algorithm. Better than hopcroftKarp in practice. Worst case is  $\mathcal{O}(VE)$  on an hairy tree. Shuffling the edges and vertices ordering should break some worst-case inputs.

**Time:**  $\Omega(VE)$

1b4d72, 31 lines

struct bm\_t {

```

int N, M, T;
vector<vector<int>>> adj;
vector<int> match, seen;
bm_t(int a, int b) : N(a), M(a+b), T(0), adj(M),
    match(M, -1), seen(M, -1) {}
void add_edge(int a, int b) { adj[a].push_back(b + N); }
bool dfs(int cur) {
    if (seen[cur] == T) return false;
    seen[cur] = T;
    for (int nxt : adj[cur]) if (match[nxt] == -1) {
        match[nxt] = cur, match[cur] = nxt;
        return true;
    }
    for (int nxt : adj[cur]) if (dfs(match[nxt])) {
        match[nxt] = cur, match[cur] = nxt;
        return true;
    }
    return false;
}
int solve() {
    int res = 0;
    for (int cur = 1; cur; ) {
        cur = 0; ++T;
        for (int i = 0; i < N; ++i) if (match[i] == -1)
            cur += dfs(i);
        res += cur;
    }
    return res;
}
};

```

### weighted-matching.h

**Description:** Given a weighted bipartite graph, matches every node on the left with a node on the right such that no nodes are in two matchings and the sum of the edge weights is minimal. Takes cost[N][M], where cost[i][j] = cost for L[i] to be matched with R[j] and returns (min cost, match), where L[i] is matched with R[match[i]]. Negate costs for max cost.

**Time:**  $\mathcal{O}(N^2M)$

f0ea90, 28 lines

```

pair<int, vector<int>>> hungarian(const vector<vector<int>>> &a) {
    if (a.empty()) return {0, {}};
    int n = a.size() + 1, m = a[0].size() + 1;
    vector<int> u(n), v(m), p(m), ans(n - 1);
    for(int i = 1; i < n; ++i) {
        p[0] = i; int j0 = 0; // add "dummy" worker 0
        vector<int> dist(m, INT_MAX), pre(m, -1);
        vector<bool> done(m + 1);
        do {
            done[j0] = true;
            int i0 = p[j0], j1, delta = INT_MAX;
            for(int j = 1; j < m; ++j) if (!done[j]) {
                auto cur = a[i0-1][j-1] - u[i0] - v[j];
                if (cur < dist[j]) dist[j] = cur, pre[j] = j0;
                if (dist[j] < delta) delta = dist[j], j1 = j;
            }
            for(int j = 0; j < m; ++j)
                if (done[j]) u[p[j]] += delta, v[j] -= delta;
            else dist[j] -= delta;
            j0 = j1;
        } while (p[j0]);
        while (j0) { // update alternating path
            int j1 = pre[j0]; p[j0] = p[j1], j0 = j1;
        }
    }
    for(int j = 1; j < m; ++j) if (p[j]) ans[p[j]-1] = j-1;
    return {-v[0], ans}; // min cost
}

```

### general-matching-dfs.h

**Description:** Maximum Matching for general graphs (undirected and non bipartite) using a crazy chinese heuristic(Yet to find any counter case). one-indexed based implementation, be careful. *it* represents how many iterations you wanna try, something between [5, 500] suffice.

**Usage:** GeneralMatching G(N+1); G.addEdge(a+1, b+1);

int max\_matching = G.solve(5);

**Time:**  $\mathcal{O}(EV)$

"/various/RandomNumbers.h"596e90, 44 lines

```
struct GeneralMatching {
    int N, T;
    vector<vector<int>>> edges;
    vector<int> seen, match;
    GeneralMatching(int _N) : N(_N), T(0), edges(N), seen(N),
        match(N) {}
    void addEdge(int a, int b) { // one-based!
        edges[a].push_back(b);
        edges[b].push_back(a);
    }
    bool dfs(int v) {
        if (v == 0) return true;
        seen[v] = T;
        shuffle(edges[v].begin(), edges[v].end(), rng);
        for (int u : edges[v]) {
            int to = match[u];
            if (seen[to] < T) {
                match[v] = u, match[u] = v, match[to] = 0;
                if (dfs(to)) return true;
                match[u] = to, match[to] = u, match[v] = 0;
            }
        }
        return false;
    }
    int solve(int it) {
        int res = 0;
        for (int t = 0; t < it; ++t) {
            for (int i = 1; i < N; ++i) {
                if (match[i]) continue;
                ++T;
                res += dfs(i);
            }
        }
        return res;
    }
    vector<array<int, 2>>> get_edges(int it) {
        int ma = solve(it);
        vector<array<int, 2>>> E; E.reserve(ma);
        for (int i = 1; i < N; ++i) {
            if (i > match[i] || match[i] <= 0) continue;
            E.push_back({i-1, match[i]-1});
        }
        return E;
    }
};
```

### general-matching.h

**Description:** Maximum Matching for general graphs (undirected and non bipartite) using Edmond’s Blossom Algorithm.

**Time:**  $\mathcal{O}(EV^2)$

"/various/RandomNumbers.h"e5db8e, 47 lines

```
struct blossom_t {
    int N, M; vector<vector<int>>> adj;
    vector<int> match, ts, ps; vector<array<int, 2>>> fs;
    blossom_t(auto& G) : N(int(G.size())), M(0), adj(G), match(N, -1), ts(N, -1), ps(N, -1), fs(N, {-1, -1}) {}
    int root(int a) {
        return (ts[a] != M || !~ps[a]) ? a : (ps[a] = root(ps[a]));
    }
    void rematch(int a, int b) {
```

```
const int w = match[a]; match[a] = b; auto [x, y] = fs[a];
if (~w && match[w] == a) {
    if (~y) rematch(x, y), rematch(y, x);
    else match[w] = x, rematch(x, w);
}
}
bool augment(int src) {
    vector<int> bfs = {src}; bfs.reserve(N);
    ts[src] = M; ps[src] = -1; fs[src] = {-1, -1};
    for (int z = 0; z < int(bfs.size()); ++z) {
        int cur = bfs[z];
        for (int nxt : adj[cur]) if (nxt != src) {
            if (match[nxt] == -1) {
                match[nxt] = cur; rematch(cur, nxt); return true;
            }
            if (ts[nxt] == M) {
                int a = root(cur), b = root(nxt), m = src;
                if (a == b) continue;
                while (a != src || b != src) {
                    if (b != src) swap(a, b);
                    if (fs[a][0]==cur&&fs[a][1]==nxt) { m = a; break; }
                    fs[a] = {cur, nxt}; a = root(fs[match[a]][0]);
                }
                for (const int r : {root(cur), root(nxt)})
                    for (int v = r; v != m; v = root(fs[match[v]][0]))
                        ts[v] = M, ps[v] = m, bfs.push_back(v);
            } else if (ts[match[nxt]] != M) {
                fs[nxt] = {-1, -1}; ts[match[nxt]] = M;
                ps[match[nxt]] = nxt; fs[match[nxt]] = {cur, -1};
                bfs.push_back(match[nxt]);
            }
        }
    }
    return false;
}
int run() {
    for(int v = 0; v < N; ++v) if(!~match[v]) M += augment(v);
    return M;
};
```

### max-independent-set.h

**Description:** To obtain a maximum independent set of a graph, find a max clique of the complement. If the graph is bipartite, see MinimumVertex-Cover.

"/various/RandomNumbers.h"31f695, 20 lines

### min-vertex-cover.h

**Description:** Finds a minimum vertex cover in a bipartite graph. The size is the same as the size of a maximum matching, and the complement is a maximum independent set.

"/various/RandomNumbers.h"31f695, 20 lines

```
vector<int> cover(bm_t& B, int N, int M) {
    int ma = B.solve();
    vector<bool> lfound(N, true), seen(N+M);
    for (int i = N; i < N+M; ++i) if (B.match[i] != -1)
        lfound[B.match[i]] = false;
    vector<int> q, cover;
    for (int i = 0; i < N; ++i) if (lfound[i]) q.push_back(i);
    while (!q.empty()) {
        int v = q.back(); q.pop_back();
        lfound[v] = true;
        for(int e : B.adj[v]) if (!seen[e] && B.match[e] != -1) {
            seen[e] = true;
            q.push_back(B.match[e]);
        }
    }
    for (int i = 0; i < N; ++i) if (!lfound[i]) cover.push_back(i);
};
```

```
for (int i = N; i < N+M; ++i) if (seen[i]) cover.push_back(i);
};
assert(cover.size() == ma);
return cover;
}
```

### min-edge-cover.h

**Description:** Finds a minimum edge cover in a bipartite graph. The size is the same as the number of vertices minus the size of a maximum matching. The mark vector represents who the vertices of set *B* has an edge to.

**Usage:** vector<int> mark(n+m, -1);

auto cover = minEdgeCover(g, mark, n, m);

"/bipartite-matching.h"ad86e9, 13 lines

```
vector<pair<int,int>>> minEdgeCover(bm_t& g, vector<int>& mark,
    int N, int M) {
    int ma = g.solve();
    vector<pair<int,int>>> cover;
    for (int i = 0; i < N; ++i) {
        if (g.match[i] >= 0) cover.push_back({i, g.match[i]-N});
        else if (int(g.adj[i].size()))
            cover.push_back({i, g.adj[i][0] - N});
    }
    for (int i = N; i < N + M; ++i)
        if (g.match[i] == -1 && mark[i] >= 0)
            cover.push_back({mark[i], i - N});
    return cover;
}
```

### min-path-cover.h

**Description:** Finds a minimum vertex-disjoint path cover in a dag. The size is the same as the number of vertices minus the size of a maximum matching.

"/bipartite-matching.h"212c5c, 15 lines

```
vector<vector<int>>> minPathCover(bm_t& g, int N) {
    int how_many = int(g.adj.size()) - g.solve();
    vector<vector<int>>> paths;
    for (int i = 0; i < N; ++i)
        if (g.match[i + N] == -1) {
            vector<int> path = {i};
            int cur = i;
            while (g.match[cur] >= 0) {
                cur = g.match[cur] - N;
                path.push_back(cur);
            }
            paths.push_back(path);
        }
    return paths;
}
```

## 7.4 DFS algorithms

### dfs-tree.h

**Description:** Builds dfs tree. Find cut vertices and bridges.

**Usage:** Call solve right after build the graph

"/various/RandomNumbers.h"72963d, 52 lines

```
struct tree_t {
    int n, timer;
    vector<vector<int>>> edges;
    vector<pair<int,int>>> bridges;
    vector<int> parent, mindepth, depth, st, child;
    vector<bool> cut;
    tree_t(int N) : n(N), timer(0), edges(n), parent(n, -1),
        mindepth(n, -1), depth(n, -1), st(n, -1) {}
    void addEdge(int a, int b) {
        edges[a].push_back(b); edges[b].push_back(a);
    }
    void dfs(int v) {
        st[v] = timer;
        mindepth[v] = depth[v];
        for (int u : edges[v]) {
```



```

    if (u == parent[v]) continue;
    if (st[u] == timer) {
        mindepth[v] = min(mindepth[v], depth[u]);
        continue;
    }
    depth[u] = 1 + depth[v];
    parent[u] = v;
    dfs(u);
    mindepth[v] = min(mindepth[v], mindepth[u]);
}
}
vector<pair<int,int>> find_bridges() {
    for (int i = 0; i < n; ++i)
        if (parent[i] != -1 && mindepth[i] == depth[i])
            bridges.push_back({parent[i], i});
    return bridges;
}
vector<bool> find_cut() {
    cut.resize(n), child.resize(n);
    for (int i = 0; i < n; ++i)
        if (parent[i] != -1 && mindepth[i] >= depth[parent[i]])
            cut[parent[i]] = 1;
    for (int i = 0; i < n; ++i)
        if (parent[i] != -1) child[parent[i]]++;
    for (int i = 0; i < n; ++i)
        if (parent[i] == -1 && child[i] < 2) cut[i] = 0;
    return cut;
}
void solve() {
    for (int i = 0; i < n; ++i)
        if (depth[i] == -1) {
            depth[i] = 0; parent[i] = -1;
            ++timer;
            dfs(i);
        }
}
};

```

## centroid-decomposition.h

**Description:** Divide and Conquer on Trees.

dd21a1, 65 lines

```

template<typename T> struct centroid_t {
    int N;
    vector<vector<int>> adj;
    vector<vector<int>> dist; // dist to all ancestors
    vector<bool> blocked; // processed centroid
    vector<int> sz, depth, parent; // centroid parent
    centroid_t(int _n) : N(_n), adj(_n), dist(32 - __builtin_clz(
        _n), vector<int>(_n)),
        blocked(_n), sz(_n), depth(_n), parent(_n) {}
    void add_edge(int a, int b) {
        adj[a].push_back(b); adj[b].push_back(a);
    }
    void dfs_sz(int cur, int prv) {
        sz[cur] = 1;
        for (int nxt : adj[cur]) {
            if (nxt == prv || blocked[nxt]) continue;
            dfs_sz(nxt, cur); sz[cur] += sz[nxt];
        }
    }
    int find(int cur, int prv, int tsz) {
        for (int nxt : adj[cur])
            if (!blocked[nxt] && nxt != prv && 2*sz[nxt] > tsz)
                return find(nxt, cur, tsz);
        return cur;
    }
    void dfs_dist(int cur, int prv, int layer, int d) {
        dist[layer][cur] = d;
        for (int nxt : adj[cur]) {

```

```

            if (blocked[nxt] || nxt == prv) continue;
            dfs_dist(nxt, cur, layer, d + 1);
        }
    }
    void get_path(int cur, int prv, int d, vector<int>& cur_path) {
        cur_path.push_back(d);
        for (int nxt : adj[cur]) {
            if (nxt == prv || blocked[nxt]) continue;
            get_path(nxt, cur, d + 1, cur_path);
        }
    }
    // solve for each subtree (cnt := # of paths of length K
    // that goes through vertex cur)
    T solve_subtree(int cur, int prv, int K) {
        vector<T> dp(sz[prv] + 1); dp[0] = 1;
        T cnt = 0;
        for (int nxt : adj[cur]) {
            if (blocked[nxt]) continue;
            vector<int> path; get_path(nxt, cur, 1, path);
            for (int d : path) {
                if (d > K || K - d > sz[prv]) continue;
                cnt += dp[K - d];
            }
            for (int d : path) dp[d] += 1;
        } return cnt;
    }
    T decompose(int cur, int K, int layer=0, int prv_root = -1) {
        dfs_sz(cur, -1);
        int root = find(cur, cur, sz[cur]);
        blocked[root] = true; depth[root] = layer;
        parent[root] = prv_root; dfs_dist(root, root, layer, 0);
        T res = solve_subtree(root, cur, K);
        for (int nxt : adj[root]) {
            if (blocked[nxt]) continue;
            res += decompose(nxt, K, layer + 1, root);
        } return res;
    }
}
};

```

## tarjan.h

**Description:** Finds all strongly connected components in a directed graph.

**Usage:** scc\_t s(g); s.solve([&](const vector<int>& cc) {...});  
visits all components in reverse topological order.

**Time:**  $\mathcal{O}(E + V)$

50f8c4, 29 lines

```

struct scc_t {
    int n, t, scc_num;
    vector<vector<int>> adj;
    vector<int> low, id, stk, in_stk, cc_id;
    scc_t(const vector<vector<int>>& g) : n(int(g.size())), t(
        0), scc_num(0),
        adj(g), low(n,-1), id(n,-1), in_stk(n, false), cc_id(n) {}
    template<class F> void dfs(int cur, F f) {
        id[cur] = low[cur] = t++;
        stk.push_back(cur); in_stk[cur] = true;
        for (int nxt : adj[cur])
            if (id[nxt] == -1)
                dfs(nxt, f), low[cur] = min(low[cur], low[nxt])
                ;
            else if (in_stk[nxt])
                low[cur] = min(low[cur], id[nxt]);
        if (low[cur] == id[cur]) {
            vector<int> cc; cc.reserve(stk.size());
            while (true) {
                int v = stk.back(); stk.pop_back();
                in_stk[v] = false;
                cc.push_back(v); cc_id[v] = scc_num;
                if (v == cur) break;
            } f(cc); scc_num++;

```

```

        }
    }
    template<class F> void solve(F f) {
        stk.reserve(n);
        for (int r = 0; r < n; ++r) if (id[r] == -1) dfs(r, f);
    }
};

```

## kosaraju.h

**Description:** Kosaraju's Algorithm, DFS twice to generate strongly connected components in topological order.  $a, b$  in same component if both  $a \rightarrow b$  and  $b \rightarrow a$  exist.

**Time:**  $\mathcal{O}(V + E)$

25be07, 35 lines

```

struct Kosaraju_t {
    int n;
    vector<vector<int>> edges, redges;
    vector<bool> seen;
    vector<int> cnt_of, cnts;
    Kosaraju_t(const int &N) : n(N), edges(N), redges(N), seen(N)
        , cnt_of(N, -1) {}
    void addEdge(int a, int b) {
        edges[a].push_back(b);
        redges[b].push_back(a);
    }
    void dfs(int v) {
        seen[v] = true;
        for (int u : edges[v]) {
            if (seen[u]) continue;
            dfs(u);
        }
        toposort.push_back(v);
    }
    void dfs_fix(int v, int w) {
        cnt_of[v] = x;
        for (int u : redges[v]) {
            if (cnt_of[u] == -1) dfs_fix(u, w);
        }
    }
    void solve() {
        for (int i = 0; i < n; ++i)
            if (seen[i] == false) dfs(i);
        reverse(toposort.begin(), toposort.end());
        for (int u : toposort) {
            if (cnt_of[u] != -1) continue;
            dfs_fix(u, u);
            cnts.push_back(u);
        }
    }
};

```

## bcc.h

**Description:** Finds all biconnected components in an undirected graph. In a biconnected component there are at least two distinct paths between any two nodes or the component is a bridge. Note that a node can be in several components. *blockcut* constructs the block cut tree of given graph. The first nodes represents the blocks, the others represents the articulation points.

**Usage:** int e\_id = 0; vector<pair<int, int>> g(N);

for (auto [a,b] : edges) {  
g[a].emplace\_back(b, e\_id);  
g[b].emplace\_back(a, e\_id++); }  
bcc\_t b(g); b.solve([&](const vector<int>& edges\_id) {...});

**Time:**  $\mathcal{O}(E + V)$

2f0210, 50 lines

```

struct bcc_t {
    int n, t;
    vector<vector<pii>> adj;
    vector<int> low, id, stk, is_art;
    bcc_t(const vector<vector<pii>> &g) : n(int(g.size())),

```



```

t(0), adj(g), low(n,-1), id(n,-1), is_art(n) {}
template<class F> void dfs(int cur, int e_par, F f){
    id[cur] = low[cur] = t++;
    stk.push_back(e_par); int c = 0;
    for (auto [nxt, e_id] : adj[cur]) {
        if (id[nxt] == -1) {
            dfs(nxt, e_id, f);
            low[cur] = min(low[cur], low[nxt]); c++;
            if (low[nxt] < id[cur]) continue;
            is_art[cur] = true;
            auto top = find(stk.rbegin(), stk.rend(), e_id);
            vector<int> cc(stk.rbegin(), next(top));
            f(cc); stk.resize(stk.size()-cc.size());
        }
        else if (e_id != e_par) {
            low[cur] = min(low[cur], id[nxt]);
            if (id[nxt] < id[cur]) stk.push_back(e_id);
        }
    } if(e_par == -1) is_art[cur] = (c > 1) ? true : false;
}
template<class F> void solve(F f) {
    stk.reserve(n);
    for(int r = 0; r < n; ++r) if(id[r] == -1) dfs(r,-1,f);
}
auto blockcut(const vector<pii> &edges){
    vector<vector<int>> cc; vector<int> cc_id(n);
    solve( [&](const vector<int> &c) {
        set<int> vc;
        for(int e : c){
            auto [a, b] = edges[e];
            cc_id[a] = cc_id[b] = int(cc.size());
            vc.insert(a); vc.insert(b);
        } cc.emplace_back(vc.begin(), vc.end());
    } );
    for(int a = 0; a < n; a++) if(is_art[a])
        cc_id[a] = int(cc.size()), cc.push_back({a});
    int bcc_num = int(cc.size());
    vector<vector<int>> tree(bcc_num);
    for(int c = 0; c < bcc_num && 1<int(cc[c].size()); ++c)
        for(int a : cc[c]) if(is_art[a]) {
            tree[c].push_back(cc_id[a]);
            tree[cc_id[a]].push_back(c);
        } return make_tuple(cc_id, cc, tree);
}
};

```

## 2sat.h

**Description:** Calculates a valid assignment to boolean variables a, b, c,... to a 2-SAT problem, so that an expression of the type  $(a \vee b) \wedge (a \vee c) \wedge (d \vee b) \wedge \dots$  becomes true, or reports that it is unsatisfiable. Negated variables are represented by bit-inversions ( $\sim x$ ).

**Usage:** TwoSat ts(number of boolean variables);

ts.either(0, ~3); // Var 0 is true or var 3 is false

ts.set\_value(2); // Var 2 is true

ts.at\_most\_one({0, ~1, 2}); // <= 1 of vars 0, ~1 and 2 are true

ts.solve(); // Returns true iff it is solvable

ts.values[0..N-1] holds the assigned values to the vars

**Time:**  $\mathcal{O}(N + E)$ , where N is the number of boolean variables, and E is the number of clauses.

"tarjan.h" 74e46b, 36 lines

```

struct TwoSat {
    int N;
    vector<vector<int>> gr;
    vector<int> values; // 0 = false, 1 = true
    TwoSat(int n = 0) : N(n), gr(2*n) {}
    int add_var() { // (optional)
        gr.emplace_back(); gr.emplace_back();
        return N++;
    }
}

```

```

void either(int f, int j) {
    f = max(2*f, -1-2*f); j = max(2*j, -1-2*j);
    gr[f].push_back(j^1); gr[j].push_back(f^1);
}
void implies(int f, int j) { either(~f, j); }
void set_value(int x) { either(x, x); }
void at_most_one(const vector<int> &li) { // (optional)
    if (int(li.size()) <= 1) return;
    int cur = ~li[0];
    for (int i = 2; i < int(li.size()); ++i) {
        int next = add_var();
        either(cur, ~li[i]); either(cur, next);
        either(~li[i], next); cur = ~next;
    } either(cur, ~li[1]);
}
bool solve() {
    scc_t s(gr);
    s.solve([](const vector<int> &v){ return; });
    values.assign(N, -1);
    for (int i = 0; i < N; ++i)
        if (s.cc_id[2*i] == s.cc_id[2*i+1]) return 0;
    for (int i = 0; i < N; ++i)
        if (s.cc_id[2*i] < s.cc_id[2*i+1]) values[i] =
            false;
        else values[i] = true;
    return 1;
}
};

```

## 7.5 Heuristics

### maximal-cliques.h

**Description:** Runs a callback for all maximal cliques in a graph (given as a symmetric bitset matrix; self-edges not allowed). Possible optimization: on the top-most recursion level, ignore 'cands', and go through nodes in order of increasing degree, where degrees go down as nodes are removed.

**Time:**  $\mathcal{O}\left(3^{n/3}\right)$ , much faster for sparse graphs

57e107, 11 lines

```

typedef bitset<128> B;
template<class F>
void cliques(vector<B> &eds, F f, B P = ~B(), B X={}, B R={}) {
    if (!P.any()) { if (!X.any()) f(R); return; }
    auto q = (P | X)._Find_first();
    auto cands = P & ~eds[q];
    for(int i = 0; i < eds.size(); ++i) if (cands[i]) {
        R[i] = 1; cliques(eds, f, P & eds[i], X & eds[i], R);
        R[i] = P[i] = 0; X[i] = 1;
    }
}

```

### maximum-clique.h

**Description:** Finds a maximum clique of a graph (given as symmetric bitset matrix; self-edges not allowed). Can be used to find a maximum independent set by finding a clique of the complement graph.

**Time:** Runs in about 1s for n=155 and worst case random graphs (p=.90). Runs faster for sparse graphs.

261d2e, 49 lines

```

using vb = vector<bitset<40>>;
struct Maxclique {
    double limit = 0.025, pk = 0;
    struct Vertex { int i, d = 0; };
    using vv = vector<Vertex>;
    vb e;
    vv V;
    vector<vector<int>> C;
    vector<int> qmax, q, S, old;
    void init(vv& r) {
        for(auto& v : r) v.d = 0;
        for(auto& v : r) for(auto& j : r) v.d += e[v.i][j.i];
    }
}

```

```

sort(r.begin(), r.end(), [](auto a, auto b) { return a.d >
    b.d; });
int mxD = r[0].d;
for(int i = 0; i < int(r.size()); ++i) r[i].d = min(i, mxD)
    + 1;
}
void expand(vv& R, int lev = 1) {
    S[lev] += S[lev - 1] - old[lev];
    old[lev] = S[lev - 1];
    while (int(R.size())) {
        if (int(q.size()) + R.back().d <= int(qmax.size()))
            return;
        q.push_back(R.back().i);
        vv T;
        for(auto& v : R) if (e[R.back().i][v.i]) T.push_back({v.i
            });
        if (int(T.size())) {
            if (S[lev]++ / ++pk < limit) init(T);
            int j = 0, mxk = 1, mnk = max(int(qmax.size()) - int(q.
                size()) + 1, 1);
            C[1].clear(), C[2].clear();
            for(auto& v : T) {
                int k = 1;
                auto f = [&](int i) { return e[v.i][i]; };
                while (any_of(C[k].begin(), C[k].end(), f)) k++;
                if (k > mxk) mxk = k, C[mxk + 1].clear();
                if (k < mnk) T[j++].i = v.i;
                C[k].push_back(v.i);
            }
            if (j > 0) T[j - 1].d = 0;
            for(int k = mnk; k <= mxk; ++k) for(int i : C[k])
                T[j].i = i, T[j++].d = k;
            expand(T, lev + 1);
        } else if (int(q.size()) > int(qmax.size())) qmax = q;
        q.pop_back(), R.pop_back();
    }
}
vector<int> maxClique() { init(V), expand(V); return qmax; }
Maxclique(vb conn) : e(conn), C(int(e.size()+1), S(int(C.
    size()))), old(S) {
    for(int i = 0; i < int(e.size()); ++i) V.push_back({i});
}
};

```

## chromatic-number.h

**Description:** Compute the chromatic number of a graph. Minimum number of colors needed to paint the graph in a way s.t. if two vertices share an edge, they must have distinct colors.

**Time:**  $\mathcal{O}\left(N2^N\right)$

dd49e4, 26 lines

```

template<class T> int min_colors(int N, const T& gr) {
    vector<int> adj(N);
    for (int a = 0; a < N; ++a)
        for (int b = a + 1; b < N; ++b) {
            if (!gr[a][b]) continue;
            adj[a] |= (1 << b); adj[b] |= (1 << a);
        }
    static vector<unsigned> dp(1 << N), buf(1 << N), w(1 << N);
    for (int mask = 0; mask < (1 << N); ++mask) {
        bool ok = true;
        for (int i = 0; i < N; ++i) if (mask & 1 << i)
            if (adj[i] & mask) ok = false;
        if (ok) dp[mask]++;
        buf[mask] = 1;
        w[mask] = __builtin_popcount(mask) % 2 == N % 2 ? 1 : -1;
    }
    for (int i = 0; i < N; ++i)
        for (int mask = 0; mask < (1 << N); ++mask)
            if (!(mask & 1 << i)) dp[mask^(1 << i)] += dp[mask];
}

```

```

for (int colors = 1; colors <= N; ++colors) {
    unsigned S = 0;
    for (int mask = 0; mask < (1 << N); ++mask)
        S += (buf[mask] == dp[mask]) * w[mask];
    if (S) return colors;
} assert(false);
}

```

### cycle-counting.cpp

**Description:** Counts 3 and 4 cycles

**Time:**  $\mathcal{O}(E\sqrt{E})$

1cf947, 31 lines

```

using vi = vector<int>;
int count_cycles(const vector<vi>& adj, const vi& deg) {
    const int N = int(adj.size());
    vi idx(N), loc(N); iota(idx.begin(), idx.end(), 0);
    sort(idx.begin(), idx.end(), [&](const int& a, const int& b) {
        return deg[a] < deg[b]; });
    for (int i = 0; i < N; ++i) loc[idx[i]] = i;
    vector<vi> gr(N);
    for (int a = 0; a < N; ++a) for (int b : adj[a])
        if (loc[a] < loc[b]) gr[a].push_back(b);
    int cycle3 = 0, cycle4 = 0;
    {
        vector<bool> seen(N, false);
        for (int a = 0; a < N; ++a) {
            for (int b : gr[a]) seen[b] = true;
            for (int b : gr[a]) for (int c : gr[b])
                if (seen[c]) cycle3 += 1;
            for (int b : gr[a]) seen[b] = false;
        }
    }
    {
        vi cnt(N);
        for (int a = 0; a < N; ++a) {
            for (int b : adj[a]) for (int c : gr[b])
                if (loc[a] < loc[c]) {
                    cycle4 += cnt[c];
                    cnt[c]++;
                }
            for (int b : adj[a]) for (int c : gr[b]) cnt[c] = 0;
        }
    }
    return cycle3;
}

```

### edge-coloring.h

**Description:** Given a simple, undirected graph with max degree  $D$ , computes a  $(D+1)$ -coloring of the edges such that no neighboring edges share a color. ( $D$ -coloring is NP-hard, but can be done for bipartite graphs by repeated matchings of max-degree nodes.)

**Time:**  $\mathcal{O}(NM)$

13a6e5, 27 lines

```

vector<int> misra_gries(int N, vector<pair<int, int>> eds) {
    const int M = int(eds.size());
    vector<int> cc(N+1), ret(M), fan(N), free(N), loc;
    for (auto e : eds) ++cc[e.first], ++cc[e.second];
    int u, v, ncols = *max_element(cc.begin(), cc.end()) + 1;
    vector<vector<int>> adj(N, vi(ncols, -1));
    for (auto e : eds) {
        tie(u, v) = e; fan[0] = v; loc.assign(ncols, 0);
        int at = u, end = u, d, c = free[u], ind = 0, i = 0;
        while (d = free[v], !loc[d] && (v = adj[u][d]) != -1)
            loc[d] = ++ind, cc[ind] = d, fan[ind] = v;
        cc[loc[d]] = c;
        for (int cd = d; at != -1; cd ^= c ^ d, at = adj[at][cd])
            swap(adj[at][cd], adj[end = at][cd ^ c ^ d]);
        while (adj[fan[i]][d] != -1) {
            int left = fan[i], right = fan[++i], e = cc[i];
            adj[u][e] = left; adj[left][e] = u;

```

```

        adj[right][e] = -1; free[right] = e;
    }
    adj[u][d] = fan[i]; adj[fan[i]][d] = u;
    for (int y : {fan[0], u, end})
        for (int& z = free[y] = 0; adj[y][z] != -1; z++);
    }
    for (int i = 0; i < M; ++i)
        for (tie(u, v) = eds[i]; adj[u][ret[i]] != v;) ++ret[i];
    return ret;
}

```

## 7.6 Trees

### lca-binary-lifting.h

**Description:** Solve lowest common ancestor queries using binary jumps. Can also find the distance between two nodes.

**Time:**  $\mathcal{O}(N \log N + Q \log N)$

cc5b6d, 53 lines

```

struct lca_t {
    int logn{0}, preorderpos{0};
    vector<int> invpreorder, height;
    vector<vector<int>> jump, edges;
    lca_t(int n, vector<vector<int>>& adj) :
        edges(adj), height(n), invpreorder(n) {
        while ((1 << (logn+1)) <= n) ++logn;
        jump.assign(n+1, vector<int>(logn+1, 0));
        dfs(0, -1, 0);
    }
    void dfs(int v, int p, int h) {
        invpreorder[v] = preorderpos++;
        height[v] = h;
        jump[v][0] = p < 0 ? v : p;
        for (int l = 1; l <= logn; ++l)
            jump[v][l] = jump[jump[v][l-1]][l-1];
        for (int u : edges[v]) {
            if (u == p) continue;
            dfs(u, v, h + 1);
        }
    }
    int climb(int v, int dist) {
        for (int l = 0; l <= logn; ++l)
            if (dist & (1 << l)) v = jump[v][l];
        return v;
    }
    int query(int a, int b) {
        if (height[a] < height[b]) swap(a, b);
        a = climb(a, height[a] - height[b]);
        if (a == b) return a;
        for (int l = logn; l >= 0; --l)
            if (jump[a][l] != jump[b][l])
                a = jump[a][l], b = jump[b][l];
        return jump[a][0];
    }
    int dist(int a, int b) {
        return height[a] + height[b] - 2 * height[query(a, b)];
    }
    bool is_parent(int p, int v) {
        if (height[p] > height[v]) return false;
        return p == climb(v, height[v] - height[p]);
    }
    bool on_path(int x, int a, int b) {
        int v = query(a, b);
        return is_parent(v, x) && (is_parent(x, a) || is_parent(x, b));
    }
    int get_kth_on_path(int a, int b, int k) {
        int v = query(a, b);
        int x = height[a] - height[v], y = height[b] - height[v];
        if (k < x) return climb(a, k);
        else return climb(b, x + y - k);
    }
}

```

```

    }
};

```

### lca-euler-tour.h

**Description:** Data structure for computing lowest common ancestors and build Euler Tour in a tree. Edges should be an adjacency list of the tree, either directed or undirected.

**Time:**  $\mathcal{O}(N \log N + Q + Q \log)$

7da0bf, 164 lines

```

struct small_lca_t {
    int T = 0;
    vector<int> time, path, walk, depth;
    rmq_t<int> rmq;
    small_lca_t(vector<vector<int>>& edges) : time(int(edges.size()), 0),
        depth(time), rmq((dfs(edges, 0, -1), walk)) {}
    void dfs(vector<vector<int>>& edges, int v, int p) {
        time[v] = T++;
        for (int u : edges[v]) {
            if (u == p) continue;
            depth[u] = depth[v] + 1;
            path.push_back(v), walk.push_back(time[v]);
            dfs(edges, u, v);
        }
    }
    int lca(int a, int b) {
        if (a == b) return a;
        tie(a, b) = minmax(time[a], time[b]);
        return path[rmq.query(a, b)];
    }
};

struct lca_t {
    int N;
    vector<vector<int>> adj;
    vector<int> parent, depth, sz;
    vector<int> euler_tour, timer;
    vector<int> tour_in, tour_out, postorder;
    vector<int> idx, rev_idx;
    vector<int> heavy_root;
    rmq_t<pair<int, int>> rmq;
    int next_idx = 0, rev_next_idx = 0;
    bool built = false;
    lca_t() : N(0) {}
    lca_t(vector<vector<int>>& _adj, int root = -1, bool build_rmq = true) :
        N(int(_adj.size())), adj(_adj), parent(N, -1), depth(N), sz(N), timer(N),
        tour_in(N), tour_out(N), postorder(N), idx(N), heavy_root(N),
        built(false) {
        if (0 <= root && root < N) pre_dfs(root, -1);

        euler_tour.reserve(2 * N);

        for (int i = 0; i < N; ++i)
            if (parent[i] == -1) {
                if (i != root) pre_dfs(i, -1);
                dfs(i, false);
                euler_tour.push_back(-1);
            }

        rev_idx = idx;
        reverse(rev_idx.begin(), rev_idx.end());
        assert(int(euler_tour.size()) == 2 * N);
        vector<pair<int, int>> euler_tour_depths;
        euler_tour_depths.reserve(euler_tour.size());
    }
}

```

```

    int id = 0;
    for (int cur : euler_tour) {
        euler_tour_depths.push_back({cur == -1 ? cur : depth[cur], id++});
    }

    if (build_rmq) rmq = rmq_t<pair<int, int>>({
        euler_tour_depths});
    built = true;
}

void pre_dfs(int cur, int par) {
    parent[cur] = par;
    depth[cur] = (par == -1 ? 0 : 1 + depth[par]);
    adj[cur].erase(remove(adj[cur].begin(), adj[cur].end(), par),
        adj[cur].end());
    sz[cur] = 1;
    for (int nxt : adj[cur]) {
        pre_dfs(nxt, cur);
        sz[cur] += sz[nxt];
    }
    if (!adj[cur].empty()) {
        auto w = max_element(adj[cur].begin(), adj[cur].end(),
            [&](int a, int b) { return sz[a] < sz[b]; });
        swap(*adj[cur].begin(), *w);
    }
}

void dfs(int cur, bool heavy) {
    heavy_root[cur] = heavy ? heavy_root[parent[cur]] : cur;
    timer[cur] = int(euler_tour.size());
    euler_tour.push_back(cur);
    idx[next_idx] = cur;
    tour_in[cur] = next_idx++;
    bool heavy_child = true;
    for (int next : adj[cur]) {
        dfs(next, heavy_child);
        euler_tour.push_back(cur);
        heavy_child = false;
    }
    tour_out[cur] = next_idx;
    postorder[cur] = rev_next_idx++;
}

pair<int, array<int, 2>> get_diameter() const {
    assert(built);
    pair<int, int> u_max = {-1, -1};
    pair<int, int> ux_max = {-1, -1};
    pair<int, array<int, 2>> uxv_max = {-1, {-1, -1}};
    for (int cur : euler_tour) {
        if (cur == -1) break;
        u_max = max(u_max, {depth[cur], cur});
        ux_max = max(ux_max, {u_max.first - 2 * depth[cur], u_max.second});
        uxv_max = max(uxv_max, {ux_max.first + depth[cur], {ux_max.second, cur}});
    }
    return uxv_max;
}

int query(int a, int b) const {
    if (a == b) return a;
    a = timer[a], b = timer[b];
    if (a > b) swap(a, b);
    return euler_tour[rmq.query(a, b).second];
}

bool is_ancestor(int a, int b) const {

```

```

        return tour_in[a] <= tour_in[b] && tour_in[b] < tour_out[a];
    }

    bool on_path(int x, int a, int b) const {
        return (is_ancestor(x, a) || is_ancestor(x, b)) &&
            is_ancestor(query(a, b), x);
    }

    int dist(int a, int b) const {
        return depth[a] + depth[b] - 2 * depth[query(a, b)];
    }

    int child_ancestor(int a, int b) const {
        assert(a != b); assert(is_ancestor(a, b));
        // Note: this depends on rmq_t breaking ties by latest index.
        int child = euler_tour[rmq.query(timer[a], timer[b]).second + 1];
        assert(parent[child] == a);
        assert(is_ancestor(child, b));
        return child;
    }

    int get_kth_ancestor(int a, int k) const {
        while (a >= 0) {
            int root = heavy_root[a];
            if (depth[root] <= depth[a] - k) return idx[tour_in[a] - k];
            k -= depth[a] - depth[root] + 1;
            a = parent[root];
        }
        return a;
    }

    int get_kth_node_on_path(int a, int b, int k) const {
        int lca = query(a, b);
        int x = depth[a] - depth[lca], y = depth[b] - depth[lca];
        assert(0 <= k && k <= x + y);
        if (k < x) return get_kth_ancestor(a, k);
        else return get_kth_ancestor(b, x + y - k);
    }

    int get_common_node(int a, int b, int c) const {
        // Return the deepest node among lca(a, b), lca(b, c), and lca(c, a).
        int x = query(a, b), y = query(b, c), z = query(c, a);
        x = depth[y] > depth[x] ? y : x;
        x = depth[z] > depth[x] ? z : x;
        return x;
    }
};

```

### compress-tree.h

**Description:** Given a rooted tree and a subset  $S$  of nodes, compute the minimal subtree that contains all the nodes by adding all (at most  $|S| - 1$ ) pairwise LCA's and compressing edges. Returns a list of (par, orig.index) representing a tree rooted at 0. The root points to itself.

**Time:**  $\mathcal{O}(|S| \log |S|)$

```

"LCA.h"
ae0a91, 19 lines

vector<pair<int, int>> compressTree(lca_t &lca, const vector<int>
    &subset) {
    static vector<int> rev; rev.resize(lca.time.size());
    vector<int> li = subset, &T = lca.time;
    auto cmp = [&](int a, int b) { return T[a] < T[b]; };
    sort(li.begin(), li.end(), cmp);
    int m = li.size() - 1;
    for (int i = 0; i < m; ++i) {
        int a = li[i], b = li[i + 1];

```

```

        li.push_back(lca.lca(a, b));
    }
    sort(li.begin(), li.end(), cmp);
    li.erase(unique(li.begin(), li.end()), li.end());
    for (int i = 0; i < int(li.size()); ++i) rev[li[i]] = i;
    vector<pair<int, int>> ret = {{0, li[0]}};
    for (int i = 0; i < li.size() - 1; ++i) {
        int a = li[i], b = li[i + 1];
        ret.emplace_back(rev[lca.lca(a, b)], b);
    } return ret;
}

```

### heavylight.h

**Time:**  $\mathcal{O}((\log N)^2)$

"../data-structures/lazy-segtree.h" 934c23, 62 lines

```

template<bool use_edges> struct hld_t {
    int N, T{};
    vector<vector<int>> adj;
    vector<int> sz, depth, chain, par, in, out, preorder;
    hld_t() {}
    hld_t(const vector<vector<int>>& G, int r = 0) : N(int(G.size()
        )),
        adj(G), sz(N), depth(N), chain(N), par(N), in(N), out(N),
        preorder(N) { dfs_sz(r); chain[r] = r; dfs_hld(r); }
    void dfs_sz(int cur) {
        sz[cur] = 1;
        for (auto& nxt : adj[cur]) {
            par[nxt] = cur; depth[nxt] = 1 + depth[cur];
            adj[nxt].erase(find(adj[nxt].begin(), adj[nxt].end(), cur),
                adj[nxt].end());
            dfs_sz(nxt); sz[cur] += sz[nxt];
            if (sz[nxt] > sz[adj[cur][0]]) swap(nxt, adj[cur][0]);
        }
    }
    void dfs_hld(int cur) {
        in[cur] = T++; preorder[in[cur]] = cur;
        for (auto& nxt : adj[cur]) {
            chain[nxt] = (nxt == adj[cur][0] ? chain[cur] : nxt);
            dfs_hld(nxt);
        } out[cur] = T;
    }
    int lca(int a, int b) {
        while (chain[a] != chain[b]) {
            if (in[a] < in[b]) swap(a, b);
            a = par[chain[a]];
        } return (in[a] < in[b] ? a : b);
    }
    bool is_ancestor(int a, int b) { return in[a] <= in[b] && in[
        b] < out[a]; }
    int climb(int a, int k) {
        if (depth[a] < k) return -1;
        int d = depth[a] - k;
        while (depth[chain[a]] > d) a = par[chain[a]];
        return preorder[in[a] - depth[a] + d];
    }
    int kth_on_path(int a, int b, int K) {
        int m = lca(a, b);
        int x = depth[a] - depth[m], y = depth[b] - depth[m];
        if (K > x + y) return -1;
        return (x > K ? climb(a, K) : climb(b, x + y - K));
    }
    // bool is true if path should be reversed (only for
    // noncommutative operations)
    const vector<tuple<bool, int, int>>& get_path(int a, int b)
        const {
        static vector<tuple<bool, int, int>> L, R;
        L.clear(); R.clear();
        while (chain[a] != chain[b])

```

```

    if (depth[chain[a]] > depth[chain[b]]) {
        L.push_back({true, in[chain[a]], in[a] + 1});
        a = par[chain[a]];
    } else {
        R.push_back({false, in[chain[b]], in[b] + 1});
        b = par[chain[b]];
    }
    if (depth[a] > depth[b])
        L.push_back({true, in[b] + use_edges, in[a] + 1});
    else R.push_back({false, in[a] + use_edges, in[b] + 1});
    L.insert(L.end(), R.rbegin(), R.rend());
    return L;
}
};

```

### tree-isomorphism.h

Time:  $\mathcal{O}(N \log(N))$

a4f6c1, 38 lines

```

struct tree_t {
    vector<int> cen, sz;
    vector<vector<int>> adj;
    tree_t(vector<vector<int>>& g):cen(2), sz(g.size()), adj(g) {}
    int dfs_sz(int v, int p) {
        sz[v] = 1;
        for (int u : adj[v]) if (u != p)
            sz[v] += dfs_sz(u, v);
        return sz[v];
    }
    int dfs(int tsz, int v, int p) {
        for (int u : adj[v]) if (u != p) {
            if (2*sz[u] <= tsz) continue;
            return dfs(tsz, u, v);
        } return cen[0] = v;
    }
    void find_cenroid(int v) {
        int tsz = dfs_sz(v, -1);
        cen[1] = dfs(tsz, v, -1);
        for (int u : adj[cen[0]]) if (2*sz[u] == tsz)
            cen[1] = u;
    }
    int hash_it(int v, int p = -1) {
        static map<vector<int>, int> val;
        vector<int> offset;
        for (int u : adj[v]) if (u != p)
            offset.push_back(hash_it(u, v));
        sort(offset.begin(), offset.end());
        if (!val.count(offset)) val[offset] = int(val.size());
        return val[offset];
    }
    ll get_hash(int v = 0) {
        find_cenroid(v);
        ll x = hash_it(cen[0]), y = hash_it(cen[1]);
        if (x > y) swap(x, y);
        return (x << 30) + y;
    }
};

```

### 7.6.1 Sqrt Decomposition

HLD generally suffices. If not, here are some common strategies:

- Rebuild the tree after every  $\sqrt{N}$  queries.
- Consider vertices with  $>$  or  $< \sqrt{N}$  degree separately.

- For subtree updates, note that there are  $\mathcal{O}(\sqrt{N})$  distinct sizes among child subtrees of any vertex.

**Block Tree:** Use a DFS to split edges into contiguous groups of size  $\sqrt{N}$  to  $2\sqrt{N}$ .

**Mo's Algorithm for Tree Paths:** Maintain an array of vertices where each one appears twice, once when a DFS enters the vertex (st) and one when the DFS exists (en). For a tree path  $u \leftrightarrow v$  such that  $st[u] < st[v]$ ,

- If  $u$  is an ancestor of  $v$ , query  $[st[u], st[v]]$ .
- Otherwise, query  $[en[u], st[v]]$  and consider  $lca(u, v)$  separately.

## 7.7 Functional Graphs

### functional-graph.h

**Description:** finds the directions of the edges of given functional graph, returns pair of *parent* and *indegree* of each vertex. Useful together with functional-digraph.h.

46a635, 41 lines

```

pair<vector<int>, vector<int>> make_functional_digraph(const
    vector<vector<int>>& g, vector<int> deg) {
    int n = int(g.size());
    vector<int> par(n), indeg(n);
    vector<bool> vis(n);
    queue<int> q;
    for (int u = 0; u < n; u++)
        if (deg[u] == 1)
            q.push(u);
    while (!q.empty()) {
        int u = q.front();
        q.pop();
        vis[u] = true;
        for (int v: g[u]) {
            if (vis[v]) continue;
            par[u] = v;
            indeg[v]++;
            deg[v]--;
            if (deg[v] == 1)
                q.push(v);
        }
    }
    for (int u = 0; u < n; u++) {
        if (vis[u]) continue;
        int cur = u, nxt = -1;
        while (nxt != u) {
            vis[cur] = true;
            nxt = -1;
            for (int x: g[u])
                if (!vis[x]) {
                    nxt = x;
                    break;
                }
            if (nxt == -1)
                nxt = u;
            indeg[nxt]++;
            par[cur] = nxt;
            cur = nxt;
        }
    }
    return {par, indeg};
}

```

### functional-digraph.h

**Description:** Called lumberjack technique, solve functional graphs problems for digraphs, it's also pretty good for dp on trees. Consists in go cutting the leaves until there is no leaves, only cycles. For that we keep a processing queue of the leaves, note that during this processing time we go through all the childrens of  $v$  before reaching a vertex  $v$ , therefore we can compute some infos about the children, like subtree of a given vertex

**Usage:** Lumberjack<10010> g; g.init(par, indeg);  
 // (Be careful with the size of cycles when declared locally!)

af0687, 69 lines

```

template<int T> struct Lumberjack {
    int n, numcycle;
    vector<int> subtree, order, par, cycle;
    vector<int> parincycles, idxcycle, sz, st;
    vector<int> depth, indeg, cycles[T];
    vector<bool> seen, incycle, leaf;
    void init(vector<int>& _par, vector<int>& _indeg) {
        n = int(_par.size());
        par = _par;
        indeg = _indeg;
        order.resize(0);
        subtree.assign(n, 0);
        seen.assign(n, false);
        sz = st = subtree;
        parincycles = cycle = sz;
        idxcycle = depth = sz;
        incycle = leaf = seen;
        bfs();
    }
    void find_cycle(int u) {
        int idx = ++numcycle, cur = 0, p = u;
        st[idx] = u;
        sz[idx] = 0;
        cycles[idx].clear();
        while (!seen[u]) {
            seen[u] = incycle[u] = 1;
            parincycles[u] = u;
            cycle[u] = idx;
            idxcycle[u] = cur;
            cycles[idx].push_back(u);
            ++sz[idx];
            depth[u] = 0;
            ++subtree[u];
            u = par[u];
            ++cur;
        }
    }
    void bfs() {
        queue<int> q;
        for (int i = 0; i < n; ++i)
            if (!indeg[i]) {
                seen[i] = leaf[i] = true;
                q.push(i);
            }
        while (!q.empty()) {
            int v = q.front(); q.pop();
            order.push_back(v);
            ++subtree[v];
            int curpar = par[v];
            indeg[curpar]--;
            subtree[curpar] += subtree[v];
            if (!indeg[curpar]) {
                q.push(curpar);
                seen[curpar] = true;
            }
        }
        numcycle = 0;
        for (int i = 0; i < n; ++i)
            if (!seen[i]) find_cycle(i);
    }
};

```

```
for(int i = order.size()-1; i >= 0; --i){
    int v = order[i], curpar = par[v];
    parincycles[v] = parincycles[curpar];
    cycle[v] = cycle[curpar];
    incycle[v] = false;
    idxcycle[v] = -1;
    depth[v] = 1 + depth[curpar];
}
}
};
```

7.8 Other

directed-mst.h

**Description:** Edmonds’ algorithm for finding the weight of the minimum spanning tree/arborescence of a directed graph, given a root node. If no MST exists, returns -1.

**Time:**  $\mathcal{O}(E \log V)$

```

"../data-structures/dsu-rollback.h"
dedbb2, 56 lines

struct Edge { int a, b; ll w; };
struct Node {
    Edge key;
    Node *l, *r; ll delta;
    void prop() {
        key.w += delta;
        if (l) l->delta += delta;
        if (r) r->delta += delta;
        delta = 0;
    }
    Edge top() { prop(); return key; }
};

Node *merge(Node *a, Node *b) {
    if (!a || !b) return a ?: b;
    a->prop(), b->prop();
    if (a->key.w > b->key.w) swap(a, b);
    swap(a->l, (a->r = merge(b, a->r)));
    return a;
}

void pop(Node*& a) { a->prop(); a = merge(a->l, a->r); }
pair<ll, vector<int>> dmst(int n, int r, vector<Edge>& g) {
    RollbackUF uf(n);
    vector<Node*> heap(n);
    for (Edge e : g) heap[e.b] = merge(heap[e.b], new Node{e});
    ll res = 0;
    vector<int> seen(n, -1), path(n), par(n);
    seen[r] = r;
    vector<Edge> Q(n), in(n, {-1,-1}), comp;
    deque<tuple<int, int, vector<Edge>>> cycs;
    for(int s = 0; s < n; ++s) {
        int u = s, qi = 0, w;
        while (seen[u] < 0) {
            if (!heap[u]) return {-1,{};};
            Edge e = heap[u]->top();
            heap[u]->delta -= e.w, pop(heap[u]);
            Q[qi] = e, path[qi++] = u, seen[u] = s;
            res += e.w, u = uf.find(e.a);
            if (seen[u] == s) {
                Node* cyc = 0;
                int end = qi, time = uf.time();
                do cyc = merge(cyc, heap[w = path[--qi]]);
                while (uf.unite(u, w));
                u = uf.find(u), heap[u] = cyc, seen[u] = -1;
                cycs.push_front({u, time, {&Q[qi], &Q[end]}});
            }
        }
        for(int i = 0; i < qi; ++i) in[uf.find(Q[i].b)] = Q[i];
    }
    for (auto& [u,t,comp] : cycs) { // restore sol (optional)
        uf.rollback(t); Edge inEdge = in[u];
```

directed-mst Point

```

    for (auto& e : comp) in[uf.find(e.b)] = e;
    in[uf.find(inEdge.b)] = inEdge;
}
for(int i = 0; i < n; ++i) par[i] = in[i].a;
return {res, par};
}
```

7.9 Theorems

7.9.1 Landau

There are a tournament with outdegree  $d_1 \leq d_2 \leq \dots \leq d_n$  iff:

- $d_1 + d_2 + \dots + d_n = \binom{n}{2}$
- $d_1 + d_2 + \dots + d_k \geq \binom{k}{2} \quad \forall 1 \leq k \leq n.$

In order to build, lets make 1 point to  $2, 3, \dots, d_1 + 1$  and we follow recursively

7.9.2 Euler’s theorem

Let  $V$ ,  $A$  and  $F$  be the number of vertices, edges and faces of connected planar graph,  $V - A + F = 2$

7.9.3 Eulerian Cycles

The number of Eulerian cycles in a *directed* graph  $G$  is:

$$t_w(G) \prod_{v \in G} (\deg v - 1)!,$$

where  $t_w(G)$  is the number of arborescences (“directed spanning” tree) rooted at  $w$  (Check Number of Spanning Trees)

7.9.4 Dilworth’s theorem

For any partially ordered set, the sizes of the max antichain and of the min chain decomposition are equal. Equivalent to König’s theorem on the bipartite graph  $(U, V, E)$  where  $U = V = S$  and  $(u, v)$  is an edge when  $u < v$ . Those vertices outside the min vertex cover in both  $U$  and  $V$  form a max antichain

7.9.5 König-Egervary theorem

For Bipartite Graphs, the number of edges in the maximum matching is greater than or equal the number of vertices in the minimum cover

Maximum Weight Closure

Given a vertex-weighted directed graph  $G$ . Turn the graph into a flow network, adding weight  $\infty$  to each edge. Add vertices  $S, T$ . For each vertex  $v$  of weight  $w$ , add edge  $(S, v, w)$  if  $w \geq 0$ , or edge  $(v, T, -w)$  if  $w < 0$ . Sum of positive weights minus minimum  $S - T$  cut is the answer. Vertices reachable from  $S$  are in the closure. The maximum-weight closure is the same as the complement of the minimum-weight closure on the graph with edges reversed.

7.9.6 Maximum Weighted Independent Set in a Bipartite Graph

This is the same as the minimum weighted vertex cover. Solve this by constructing a flow network with edges  $(S, u, w(u))$  for  $u \in L$ ,  $(v, T, w(v))$  for  $v \in R$  and  $(u, v, \infty)$  for  $(u, v) \in E$ . The minimum  $S, T$ -cut is the answer. Vertices adjacent to a cut edge are in the vertex cover.

7.9.7 Tutte-Berge formula

The theorem states that the size of a maximum matching of a graph  $G = (V, E)$  equals  $\frac{1}{2} \min_{U \subseteq V} (|U| - \text{odd}(G - U) + |V|)$ , where  $\text{odd}(H)$  counts how many of the connected components of the graph  $H$  have an odd number of vertices.

7.9.8 Tutte’s theorem

A graph  $G = (V, A)$  has a perfect matching iff for all subset  $U$  of  $V$ , the induced subgraph by  $V \setminus U$  has at most  $|U|$  connected components with odd number of vertices.

7.9.9 Number of Spanning Trees

Define Laplacian Matrix as  $L = D - A$ ,  $D$  being a Diagonal Matrix with  $D_{i,i} = \deg(i)$  and  $A$  an Adjacency Matrix. Create an  $N \times N$  Laplacian matrix mat, and for each edge  $a \rightarrow b \in G$ , do  $\text{mat}[a][b]--$ ,  $\text{mat}[b][b]++$  (and  $\text{mat}[b][a]--$ ,  $\text{mat}[a][a]++$  if  $G$  is undirected). Remove the  $i$ th row and column and take the determinant; this yields the number of directed spanning trees rooted at  $i$  (if  $G$  is undirected, remove any row/column).

7.9.10 Tutte Matrix

- A graph has a perfect matching iff the *Tutte* matrix has a non-zero determinant.
- The rank of the *Tutte* matrix is equal to twice the size of the maximum matching. The maximum cost matching can be found by polynomial interpolation.

7.9.11 Menger’s theorem

- Vertices: A graph is  $k$ -connected iff all pairwise vertices are connected to at least  $k$  internally disjoint paths.



- Edges: A graph is called  $k$ -edge-connected if the removal of at least  $k$  edges of the graph keeps it connected. A graph is  $k$ -edge-connected iff for all pairwise vertices  $u$  and  $v$ , exist  $k$  paths which link  $u$  to  $v$  without sharing an edge.

## Geometry (8)

### 8.1 Geometric primitives

#### Point.h

**Description:** Class to handle points in the plane. T can be e.g. double or long long. (Avoid int.)

f90ade, 27 lines

```
template<class T> int sgn(T x) { return (x > 0) - (x < 0); }
template<class T>
struct Point {
    typedef Point P;
    T x, y;
    explicit Point(T x=0, T y=0) : x(x), y(y) {}
    bool operator<(P p) const { return tie(x,y) < tie(p.x,p.y); }
    bool operator==(P p) const { return tie(x,y)==tie(p.x,p.y); }
    P operator+(P p) const { return P(x+p.x, y+p.y); }
    P operator-(P p) const { return P(x-p.x, y-p.y); }
    P operator*(T d) const { return P(x*d, y*d); }
    P operator/(T d) const { return P(x/d, y/d); }
    T dot(P p) const { return x*p.x + y*p.y; }
    T cross(P p) const { return x*p.y - y*p.x; }
    T cross(P a, P b) const { return (a-*this).cross(b-*this); }
    T dist2() const { return x*x + y*y; }
    double dist() const { return sqrt((double)dist2()); }
    // angle to x-axis in interval [-pi, pi]
    double angle() const { return atan2(y, x); }
    P unit() const { return *this/dist(); } // makes dist()==1
    P perp() const { return P(-y, x); } // rotates +90 degrees
    P normal() const { return perp().unit(); }
    // returns point rotated 'a' radians ccw around the origin
    P rotate(double a) const {
        return P(x*cos(a)-y*sin(a),x*sin(a)+y*cos(a)); }
};
using P = Point<double>;
```

#### LineDistance.h

**Description:**

Returns the signed distance between point p and the line containing points a and b. Positive value on left side and negative on right as seen from a towards b. a==b gives nan. P is supposed to be Point<T> or Point3D<T> where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long. Using Point3D will always give a non-negative distance.

"Point.h" f6bf6b, 4 lines

```
template<class P>
double lineDist(const P& a, const P& b, const P& p) {
    return (double)(b-a).cross(p-a)/(b-a).dist();
}
```

#### SegmentDistance.h

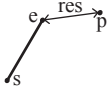
**Description:**

Returns the shortest distance between point p and the line segment from point s to e.

**Usage:** Point<double> a, b(2,2), p(1,1);  
bool onSegment = segDist(a,b,p) < 1e-10;

"Point.h" ae751a, 5 lines

```
double segDist(P& s, P& e, P& p) {
    if (s==e) return (p-s).dist();
    auto d = (e-s).dist2(), t = min(d,max(.0,(p-s).dot(e-s)));
```



```
    return ((p-s)*d-(e-s)*t).dist()/d;
}
```

#### SegmentIntersection.h

**Description:**

If a unique intersection point between the line segments going from s1 to e1 and from s2 to e2 exists then it is returned. If no intersection point exists an empty vector is returned. If infinitely many exist a vector with 2 elements is returned, containing the endpoints of the common line segment. The wrong position will be returned if P is Point<ll> and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long.

**Usage:** vector<P> inter = segInter(s1,e1,s2,e2);

if (sz(inter)==1)  
cout << "segments intersect at " << inter[0] << endl;

"Point.h", "OnSegment.h" f6be16, 13 lines

```
template<class P> vector<P> segInter(P a, P b, P c, P d) {
    auto oa = c.cross(d, a), ob = c.cross(d, b),
        oc = a.cross(b, c), od = a.cross(b, d);
    // Checks if intersection is single non-endpoint point.
    if (sgn(oa) * sgn(ob) < 0 && sgn(oc) * sgn(od) < 0)
        return {(a * ob - b * oa) / (ob - oa)};
    set<P> s;
    if (onSegment(c, d, a)) s.insert(a);
    if (onSegment(c, d, b)) s.insert(b);
    if (onSegment(a, b, c)) s.insert(c);
    if (onSegment(a, b, d)) s.insert(d);
    return {s.begin(), s.end()};
}
```

#### SegmentIntersectionQ.h

**Description:** Like segmentIntersection, but only returns true/false. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long.

"Point.h" 1ff4ba, 16 lines

```
template<class P>
bool segmentIntersectionQ(P s1, P e1, P s2, P e2) {
    if (e1 == s1) {
        if (e2 == s2) return e1 == e2;
        swap(s1,s2); swap(e1,e2);
    }
    P v1 = e1-s1, v2 = e2-s2, d = s2-s1;
    auto a = v1.cross(v2), a1 = d.cross(v1), a2 = d.cross(v2);
    if (a == 0) { // parallel
        auto b1 = s1.dot(v1), c1 = e1.dot(v1),
            b2 = s2.dot(v1), c2 = e2.dot(v1);
        return !a1 && max(b1,min(b2,c2)) <= min(c1,max(b2,c2));
    }
    if (a < 0) { a = -a; a1 = -a1; a2 = -a2; }
    return (0 <= a1 && a1 <= a && 0 <= a2 && a2 <= a);
}
```

#### LineIntersection.h

**Description:**

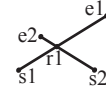
If a unique intersection point of the lines going through s1,e1 and s2,e2 exists {1, point} is returned. If no intersection point exists {0, (0,0)} is returned and if infinitely many exists {-1, (0,0)} is returned. The wrong position will be returned if P is Point<ll> and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or ll.

**Usage:** auto res = lineInter(s1,e1,s2,e2);

if (res.first == 1)  
cout << "intersection point at " << res.second << endl;

"Point.h" a01f81, 8 lines

```
template<class P>
```



```
pair<int, P> lineInter(P s1, P e1, P s2, P e2) {
    auto d = (e1 - s1).cross(e2 - s2);
    if (d == 0) // if parallel
        return {-(s1.cross(e1, s2) == 0), P(0, 0)};
    auto p = s2.cross(e1, e2), q = s2.cross(e2, s1);
    return {1, (s1 * p + e1 * q) / d};
}
```

#### LineProjectionReflection.h

**Description:** Projects point p onto line ab. Set refl=true to get reflection of point p across line ab insted. The wrong point will be returned if P is an integer point and the desired point doesn't have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow.

"Point.h" b5562d, 5 lines

```
template<class P>
P lineProj(P a, P b, P p, bool refl=false) {
    P v = b - a;
    return p - v.perp()*(1+refl)*v.cross(p-a)/v.dist2();
}
```

#### SideOf.h

**Description:** Returns where p is as seen from s towards e. 1/0/-1 ⇔ left/on line/right. If the optional argument eps is given 0 is returned if p is within distance eps from the line. P is supposed to be Point<T> where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long.

**Usage:** bool left = sideOf(p1,p2,q)=1;

"Point.h" 3af81c, 9 lines

```
template<class P>
int sideOf(P s, P e, P p) { return sgn(s.cross(e, p)); }
```

```
template<class P>
int sideOf(const P& s, const P& e, const P& p, double eps) {
    auto a = (e-s).cross(p-s);
    double l = (e-s).dist()*eps;
    return (a > l) - (a < -l);
}
```

#### OnSegment.h

**Description:** Returns true iff p lies on the line segment from s to e. Use (segDist(s,e,p)<=epsilon) instead when using Point<double>.

"Point.h" c597e8, 3 lines

```
template<class P> bool onSegment(P s, P e, P p) {
    return p.cross(s, e) == 0 && (s - p).dot(e - p) <= 0;
}
```

#### LinearTransformation.h

**Description:**

Apply the linear transformation (translation, rotation and scaling) which takes line p0-p1 to line q0-q1 to point r.

"Point.h" 03a306, 6 lines

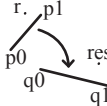
```
typedef Point<double> P;
P linearTransformation(const P& p0, const P& p1,
    const P& q0, const P& q1, const P& r) {
    P dp = p1-p0, dq = q1-q0, num(dp.cross(dq), dp.dot(dq));
    return q0 + P((r-p0).cross(num), (r-p0).dot(num))/dp.dist2();
}
```

#### Angle.h

**Description:** A class for ordering angles (as represented by int points and a number of rotations around the origin). Useful for rotational sweeping. Sometimes also represents points or vectors.

**Usage:** vector<Angle> v = {w[0], w[0].t360() ...}; // sorted  
int j = 0; rep(i,0,n) { while (v[j] < v[i].t180()) ++j; }  
// sweeps j such that (j-i) represents the number of positively  
// oriented triangles with vertices at 0 and i

0f0602, 34 lines





```

struct Angle {
    int x, y;
    int t;
    Angle(int x, int y, int t=0) : x(x), y(y), t(t) {}
    Angle operator-(Angle b) const { return {x-b.x, y-b.y, t}; }
    int half() const {
        assert(x || y);
        return y < 0 || (y == 0 && x < 0);
    }
    Angle t90() const { return {-y, x, t + (half() && x >= 0)}; }
    Angle t180() const { return {-x, -y, t + half()}; }
    Angle t360() const { return {x, y, t + 1}; }
};

bool operator<(Angle a, Angle b) {
    // add a.dist2() and b.dist2() to also compare distances
    return make_tuple(a.t, a.half(), a.y * (ll)b.x) <
        make_tuple(b.t, b.half(), a.x * (ll)b.y);
}

// Given two points, this calculates the smallest angle between
// them, i.e., the angle that covers the defined line segment.
pair<Angle, Angle> segmentAngles(Angle a, Angle b) {
    if (b < a) swap(a, b);
    return (b < a.t180() ?
        make_pair(a, b) : make_pair(b, a.t360()));
}

Angle operator+(Angle a, Angle b) { // point a + vector b
    Angle r(a.x + b.x, a.y + b.y, a.t);
    if (a.t180() < r) r.t--;
    return r.t180() < a ? r.t360() : r;
}

Angle angleDiff(Angle a, Angle b) { // angle b - angle a
    int tu = b.t - a.t; a.t = b.t;
    return {a.x*b.x + a.y*b.y, a.x*b.y - a.y*b.x, tu - (b < a)};
}

```

## AngleCmp.h

**Description:** Useful utilities for dealing with angles of rays from origin. OK for integers, only uses cross product. Doesn't support (0,0).

fa7494, 25 lines

```

template <class P>
bool sameDir(P s, P t) {
    return s.cross(t) == 0 && s.dot(t) > 0;
}

// checks 180 <= s..t < 360?
template <class P>
bool isReflex(P s, P t) {
    auto c = s.cross(t);
    return c ? (c < 0) : (s.dot(t) < 0);
}

// operator < (s,t) for angles in [base,base+2pi)
template <class P>
bool angleCmp(P base, P s, P t) {
    int r = isReflex(base, s) - isReflex(base, t);
    return r ? (r < 0) : (0 < s.cross(t));
}

// is x in [s,t] taken ccw? 1/0/-1 for in/border/out
template <class P>
int angleBetween(P s, P t, P x) {
    if (sameDir(x, s) || sameDir(x, t)) return 0;
    return angleCmp(s, x, t) ? 1 : -1;
}

int half(P p) { return p.y != 0 ? sgn(p.y) : -sgn(p.x); }
bool angle_cmp(P a, P b) { int A = half(a), B = half(b);
    return A == B ? a.cross(b) > 0 : A < B; }

```

## 8.2 Circles

### CircleIntersection.h

**Description:** Computes the pair of points at which two circles intersect. Returns false in case of no intersection.

"Point.h" c64785, 10 lines

```

bool circleInter(P a,P b,double r1,double r2,pair<P, P>* out) {
    if (a == b) { assert(r1 != r2); return false; }
    P vec = b - a;
    double d2 = vec.dist2(), sum = r1+r2, dif = r1-r2,
        p = (d2 + r1*r1 - r2*r2)/(d2*2), h2 = r1*r1 - p*p*d2;
    if (sum*sum < d2 || dif*dif > d2) return false;
    P mid = a + vec*p, per = vec.perp() * sqrt(fmax(0, h2) / d2);
    *out = {mid + per, mid - per};
    return true;
}

```

### CircleTangents.h

**Description:** Finds the external tangents of two circles, or internal if r2 is negated. Can return 0, 1, or 2 tangents - 0 if one circle contains the other (or overlaps it, in the internal case, or if the circles are the same); 1 if the circles are tangent to each other (in which case .first = .second and the tangent line is perpendicular to the line between the centers). .first and .second give the tangency points at circle 1 and 2 respectively. To find the tangents of a circle with a point set r2 to 0.

"Point.h" b0153d, 13 lines

```

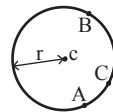
template<class P>
vector<pair<P, P>> tangents(P c1, double r1, P c2, double r2) {
    P d = c2 - c1;
    double dr = r1 - r2, d2 = d.dist2(), h2 = d2 - dr * dr;
    if (d2 == 0 || h2 < 0) return {};
    vector<pair<P, P>> out;
    for (double sign : {-1, 1}) {
        P v = (d * dr + d.perp() * sqrt(h2) * sign) / d2;
        out.push_back({c1 + v * r1, c2 + v * r2});
    }
    if (h2 == 0) out.pop_back();
    return out;
}

```

### Circumcircle.h

**Description:**

The circumcircle of a triangle is the circle intersecting all three vertices. ccRadius returns the radius of the circle going through points A, B and C and ccCenter returns the center of the same circle.



"Point.h" c98102, 8 lines

```

double ccRadius(const P& A, const P& B, const P& C) {
    return (B-A).dist()*(C-B).dist()*(A-C).dist() /
        abs((B-A).cross(C-A))/2;
}

P ccCenter(const P& A, const P& B, const P& C) {
    P b = C-A, c = B-A;
    return A + (b*c.dist2()-c*b.dist2()).perp()/b.cross(c)/2;
}

```

### MinimumEnclosingCircle.h

**Description:** Computes the minimum circle that encloses a set of points.

**Time:** expected  $\mathcal{O}(n)$

"circumcircle.h" Sab87f, 19 lines

```

pair<P, double> mec(vector<P> ps) {
    shuffle(ps.begin(), ps.end(), mt19937(time(0)));
    P o = ps[0];
    double r = 0, EPS = 1 + 1e-8;
    for(int i = 0; i < ps.size(); ++i)
        if ((o - ps[i]).dist() > r * EPS) {
            o = ps[i], r = 0;
        }
}

```

```

for(int j = 0; j < i; ++j) if ((o - ps[j]).dist() > r *
    EPS) {
    o = (ps[i] + ps[j]) / 2;
    r = (o - ps[i]).dist();
    for(int k = 0; k < j; ++k)
        if ((o - ps[k]).dist() > r * EPS) {
            o = ccCenter(ps[i], ps[j], ps[k]);
            r = (o - ps[i]).dist();
        }
    }
}

return {o, r};
}

```

### CircleUnion.h

**Description:** Computes the circles union total area

fd65da, 86 lines

```

struct CircleUnion {
    static const int maxn = 1e5 + 5;
    const double PI = acos((-1.0));
    int n;
    double x[maxn], y[maxn], r[maxn];
    int covered[maxn];
    vector<pair<double, double>> seg, cover;
    double arc, pol;
    inline int sign(double x) {return x < -EPS ? -1 : x > EPS;}
    inline int sign(double x, double y) {return sign(x - y);}
    inline double sqr(const double x) {return x * x;}
    inline double dist(double x1, double y1, double x2, double
        y2) {return sqrt(sqr(x1 - x2) + sqr(y1 - y2));}
    inline double angle(double A, double B, double C) {
        double val = (sqr(A) + sqr(B) - sqr(C)) / (2 * A * B);
        if (val < -1) val = -1;
        if (val > +1) val = +1;
        return acos(val);
    }
}

CircleUnion() {
    n = 0;
    seg.clear(), cover.clear();
    arc = pol = 0;
}

void init() {
    n = 0;
    seg.clear(), cover.clear();
    arc = pol = 0;
}

void add(double xx, double yy, double rr) {
    x[n] = xx, y[n] = yy, r[n] = rr, covered[n] = 0, n++;
}

void getarea(int i, double lef, double rig) {
    arc += 0.5 * r[i] * r[i] * (rig - lef - sin(rig - lef))
        ;
    double x1 = x[i] + r[i] * cos(lef), y1 = y[i] + r[i] *
        sin(lef);
    double x2 = x[i] + r[i] * cos(rig), y2 = y[i] + r[i] *
        sin(rig);
    pol += x1 * y2 - x2 * y1;
}

double calc() {
    for (int i = 0; i < n; i++)
        for (int j = 0; j < i; j++)
            if (!sign(x[i] - x[j]) && !sign(y[i] - y[j]) &&
                !sign(r[i] - r[j])) {
                r[i] = 0.0;
                break;
            }
}

for (int i = 0; i < n; i++)
    for (int j = 0; j < n; j++)

```

```
        if (i != j && sign(r[j] - r[i]) >= 0 && sign(
            dist(x[i], y[i], x[j], y[j]) - (r[j] - r[i]
            ))) <= 0) {
            covered[i] = 1;
            break;
        }
    }
    for (int i = 0; i < n; i++) {
        if (sign(r[i]) && !covered[i]) {
            seg.clear();
            for (int j = 0; j < n; j++)
                if (i != j) {
                    double d = dist(x[i], y[i], x[j], y[j])
                        ;
                    if (sign(d - (r[j] + r[i])) >= 0 ||
                        sign(d - abs(r[j] - r[i])) <= 0)
                        continue;
                    double alpha = atan2(y[j] - y[i], x[j]
                        - x[i]);
                    double beta = angle(r[i], d, r[j]);
                    pair<double, double> tmp(alpha - beta,
                        alpha + beta);
                    if (sign(tmp.first) <= 0 && sign(tmp.
                        second) <= 0)
                        seg.push_back(pair<double, double>
                            >(2 * PI + tmp.first, 2 * PI +
                            tmp.second));
                    else if (sign(tmp.first) < 0) {
                        seg.push_back(pair<double, double>
                            >(2 * PI + tmp.first, 2 * PI))
                            ;
                        seg.push_back(pair<double, double>
                            >(0, tmp.second));
                    }
                    else seg.push_back(tmp);
                }
            sort(seg.begin(), seg.end());
            double rig = 0;
            for (vector<pair<double, double> >::iterator
                iter = seg.begin(); iter != seg.end();
                iter++) {
                if (sign(rig - iter->first) >= 0)
                    rig = max(rig, iter->second);
                else {
                    getarea(i, rig, iter->first);
                    rig = iter->second;
                }
            }
            if (!sign(rig)) arc += r[i] * r[i] * PI;
            else getarea(i, rig, 2 * PI);
        }
    }
    return pol / 2.0 + arc;
}
}
} ccu;
```

CircleLine.h

**Description:** Finds the intersection between a circle and a line. Returns a vector of either 0, 1, or 2 intersection points. P is intended to be Point<double>

"Point.h", "lineDistance.h", "LineProjectionReflection.h"debfb86, 8 lines

```
template<class P>
vector<P> circleLine(P c, double r, P a, P b) {
    double h2 = r*r - a.cross(b,c)*a.cross(b,c)/(b-a).dist2();
    if (h2 < 0) return {};
    P p = lineProj(a, b, c), h = (b-a).unit() * sqrt(h2);
    if (h2 == 0) return {p};
    return {p - h, p + h};
}
```

CircleCircleArea.h

**Description:** Calculates the area of the intersection of 2 circles

88fb2b6, 12 lines

```
template<class P>
double circleCircleArea(P c, double cr, P d, double dr) {
    if (cr < dr) swap(c, d), swap(cr, dr);
    auto A = [&](double r, double h) {
        return r*r*acos(h/r)-h*sqrt(r*r-h*h);
    };
    auto l = (c - d).dist(), a = (l*l + cr*cr - dr*dr)/(2*l);
    if (l - cr - dr >= 0) return 0; // far away
    if (l - cr + dr <= 0) return M_PI*dr*dr;
    if (l - cr >= 0) return A(cr, a) + A(dr, l-a);
    else return A(cr, a) + M_PI*dr*dr - A(dr, a-l);
}
```

CirclePolygonIntersection.h

**Description:** Returns the area of the intersection of a circle with a ccw polygon.

**Time:**  $\mathcal{O}(n)$

"Point.h"cf94deb, 18 lines

```
#define arg(p, q) atan2(p.cross(q), p.dot(q))
double circlePoly(P c, double r, vector<P> ps) {
    auto tri = [&](P p, P q) {
        auto r2 = r * r / 2;
        P d = q - p;
        auto a = d.dot(p)/d.dist2(), b = (p.dist2()-r*r)/d.dist2();
        auto det = a * a - b;
        if (det <= 0) return arg(p, q) * r2;
        auto s = max(0., -a-sqrt(det)), t = min(1., -a+sqrt(det));
        if (t < 0 || 1 <= s) return arg(p, q) * r2;
        P u = p + d * s, v = p + d * t;
        return arg(p,u) * r2 + u.cross(v)/2 + arg(v,q) * r2;
    };
    auto sum = 0.0;
    for (int i = 0; i < ps.size(); ++i)
        sum += tri(ps[i] - c, ps[(i + 1) % ps.size()] - c);
    return sum;
}
```

### 8.3 Polygons

InsidePolygon.h

**Description:** Returns true if p lies within the polygon. If strict is true, it returns false for points on the boundary. The algorithm uses products in intermediate steps so watch out for overflow.

**Usage:** vector<P> v = {P{4,4}, P{1,2}, P{2,1}};

bool in = inPolygon(v, P{3, 3}, false);

**Time:**  $\mathcal{O}(n)$

"Point.h", "OnSegment.h", "SegmentDistance.h"f9442d, 12 lines

```
template<class P>
bool inPolygon(vector<P> &p, P a, bool strict = true) {
    int cnt = 0, n = p.size();
    for(int i = 0; i < n; ++i) {
        P q = p[(i + 1) % n];
        if (onSegment(p[i], q, a)) return !strict; // change to
            // -1 if u need to detect points in the boundary
        //or: if (segDist(p[i], q, a) <= eps) return !strict;
        cnt ^= ((a.y<p[i].y) - (a.y<q.y)) * a.cross(p[i], q) > 0;
    }
    return cnt;
}
```

PolygonArea.h

**Description:** Returns the area of a polygon. Clockwise enumeration gives negative area. Watch out for overflow if using int as T!

"Point.h"3794ee, 17 lines

```
template<class T>
```

```
T polygonArea(vector<Point<T>> &v) {
    T a = v.back().cross(v[0]);
    for(int i = 0; i < v.size()-1; ++i)
        a += v[i].cross(v[i+1]);
    return abs(a)/2.0;
}

Point<T> polygonCentroid(vector<Point<T>> &v) { // not tested
    Point<T> cent(0,0); T area = 0;
    for(int i = 0; i < v.size(); ++i) {
        int j = (i+1) % (v.size()); T a = cross(v[i], v[j]);
        cent += a * (v[i] + v[j]);
        area += a;
    }
    return cent/area/(T)3;
}
```

PolygonCenter.h

**Description:** Returns the center of mass for a polygon.

**Time:**  $\mathcal{O}(n)$

"Point.h"26a00f, 8 lines

```
P polygonCenter(const vector<P>& v) {
    P res(0, 0); double A = 0;
    for (int i = 0, j = v.size() - 1; i < v.size(); j = ++i) {
        res = res + (v[i] + v[j]) * v[j].cross(v[i]);
        A += v[j].cross(v[i]);
    }
    return res / A / 3;
}
```

PolygonCut.h

**Description:** Returns a vector with the vertices of a polygon with everything to the left of the line going from s to e cut away.

**Usage:** vector<P> p = ...;

p = polygonCut(p, P(0,0), P(1,0));

"Point.h", "LineIntersection.h"7df36f, 11 lines

```
vector<P> polygonCut(const vector<P>& poly, P s, P e) {
    vector<P> res;
    for(int i = 0; i < poly.size(); ++i) {
        P cur = poly[i], prev = i ? poly[i-1] : poly.back();
        bool side = s.cross(e, cur) < 0;
        if (side != (s.cross(e, prev) < 0))
            res.push_back(lineInter(s, e, cur, prev).second);
        if (side) res.push_back(cur);
    }
    return res;
}
```

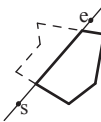
ConvexHull.h

**Description:** Returns a vector of indices of the convex hull in counter-clockwise order. Points on the edge of the hull between two other points are not considered part of the hull.

**Time:**  $\mathcal{O}(n \log n)$

"Point.h"3612d7, 12 lines

```
vector<P> convexHull(vector<P> pts) {
    if (pts.size() <= 1) return pts;
    sort(pts.begin(), pts.end());
    vector<P> h(pts.size()+1);
    int s = 0, t = 0;
    for (int it = 2; it--; s = --t, reverse(pts.begin(), pts.end()
        ()))
        for (P p : pts) {
            while (t >= s + 2 && h[t-2].cross(h[t-1], p) <= 0) t--;
            h[t++] = p;
        }
}
```



```

    return {h.begin(), h.begin() + t - (t == 2 && h[0] == h[1])};
}

```

### HullDiameter.h

**Description:** Returns the two points with max distance on a convex hull (ccw, no duplicate/colinear points).

0e0c1f, 11 lines

```

array<P, 2> hullDiameter(vector<P> S) {
    int n = S.size(), j = n < 2 ? 0 : 1;
    pair<int, array<P, 2>> res({0, {S[0], S[0]}});
    for(int i = 0; i < j; ++i)
        for (; j = (j + 1) % n) {
            res = max(res, {{S[i] - S[j]}.dist2(), {S[i], S[j]}});
            if ((S[(j + 1) % n] - S[j]).cross(S[i + 1] - S[i]) >= 0)
                break;
        }
    return res.second;
}

```

### PointInsideHull.h

**Description:** Determine whether a point t lies inside a convex hull (CCW order, with no colinear points). Returns true if point lies within the hull. If strict is true, points on the boundary aren't included.

**Time:**  $\mathcal{O}(\log N)$

"Point.h", "sideOf.h", "OnSegment.h" 7b8514, 12 lines

```

bool inHull(const vector<P> &l, P p, bool strict = true) {
    int a = 1, b = l.size() - 1, r = !strict;
    if (l.size() < 3) return r && onSegment(l[0], l.back(), p);
    if (sideOf(l[0], l[a], l[b]) > 0) swap(a, b);
    if (sideOf(l[0], l[a], p) >= r || sideOf(l[0], l[b], p) <= -r)
        return false;
    while (abs(a - b) > 1) {
        int c = (a + b) / 2;
        (sideOf(l[0], l[c], p) > 0 ? b : a) = c;
    }
    return sgn(l[a].cross(l[b], p)) < r;
}

```

### minkowski-sum.h

**Description:** Minkowski sum of two convex polygons given in ccw order.

**Time:**  $\mathcal{O}(N + M)$

71a25a, 20 lines

```

vector<P> minkowski_sum(vector<P> A, vector<P> B) {
    if (int(A.size()) > int(B.size())) swap(A, B);
    if (A.empty()) return {};
    if (int(A.size()) == 1) {
        for (auto& b : B) b = b + A.front();
        return B;
    }
    rotate(A.begin(), min_element(A.begin(), A.end()), A.end());
    rotate(B.begin(), min_element(B.begin(), B.end()), B.end());
    A.push_back(A[0]); A.push_back(A[1]);
    B.push_back(B[0]); B.push_back(B[1]);
    const int N = int(A.size()), M = int(B.size());
    vector<P> ans; ans.reserve(N+M);
    for (int i = 0, j = 0; i+2 < N || j+2 < M; i++) {
        ans.push_back(A[i] + B[j]);
        auto sgn = (A[i+1] - A[i]).cross(B[j+1] - B[j]);
        i += (sgn >= 0); j += (sgn <= 0);
    }
    return ans;
}

```

### PolyUnion.h

**Description:** Calculates the area of the union of  $n$  polygons (not necessarily convex). The points within each polygon must be given in CCW order. Guaranteed to be precise for integer coordinates up to  $\pm 3e7$ . If epsilons are needed, add them in sideOf as well as the definition of sgn.

**Time:**  $\mathcal{O}(N^2)$ , where  $N$  is the total number of points

"Point.h", "sideOf.h" a45bd4, 33 lines

```

double rat(P a, P b) { return sgn(b.x) ? a.x/b.x : a.y/b.y; }
double polyUnion(vector<vector<P>>& poly) {
    double ret = 0;
    for(int i = 0; i < poly.size(); ++i)
        for(int v = 0; v < poly[i].size(); ++v) {
            P A = poly[i][v], B = poly[i][(v + 1) % poly[i].size()];
            vector<pair<double, int>> segs = {{0, 0}, {1, 0}};
            for(int j = 0; j < poly.size(); ++j) if (i != j) {
                for(int u = 0; u < poly[j]; ++u) {
                    P C = poly[j][u], D = poly[j][(u + 1) % poly[j].size()];
                    int sc = sideOf(A, B, C), sd = sideOf(A, B, D);
                    if (sc != sd) {
                        double sa = C.cross(D, A), sb = C.cross(D, B);
                        if (min(sc, sd) < 0)
                            segs.emplace_back(sa / (sa - sb), sgn(sc - sd));
                    } else if (!sc && !sd && j < i && sgn((B-A).dot(D-C)) > 0) {
                        segs.emplace_back(rat(C - A, B - A), 1);
                        segs.emplace_back(rat(D - A, B - A), -1);
                    }
                }
            }
            sort(segs.begin(), segs.end());
            for(auto& s : segs) s.first = min(max(s.first, 0.0), 1.0);
            double sum = 0;
            int cnt = segs[0].second;
            for(int j = 1; j < segs.size(); ++j) {
                if (!cnt) sum += segs[j].first - segs[j - 1].first;
                cnt += segs[j].second;
            }
            ret += A.cross(B) * sum;
        }
    return ret / 2;
}

```

### LineHullIntersection.h

**Description:** Line-convex polygon intersection. The polygon must be ccw and have no colinear points. lineHull(line, poly) returns a pair describing the intersection of a line with the polygon:  $\bullet(-1, -1)$  if no collision,  $\bullet(i, -1)$  if touching the corner  $i$ ,  $\bullet(i, i)$  if along side  $(i, i + 1)$ ,  $\bullet(i, j)$  if crossing sides  $(i, i + 1)$  and  $(j, j + 1)$ . In the last case, if a corner  $i$  is crossed, this is treated as happening on side  $(i, i + 1)$ . The points are returned in the same order as the line hits the polygon. extrVertex returns the point of a hull with the max projection onto a line.

**Time:**  $\mathcal{O}(N + Q \log n)$

"Point.h" 65ebb6, 39 lines

```

typedef array<P, 2> Line;
#define cmp(i, j) sgn(dir.perp().cross(poly[(i)%n]-poly[(j)%n]))
#define extr(i) cmp(i + 1, i) >= 0 && cmp(i, i - 1 + n) < 0
int extrVertex(vector<P>& poly, P dir) {
    int n = poly.size(), left = 0, right = n;
    if (extr(0)) return 0;
    while (left + 1 < right) {
        int m = (left + right) / 2;
        if (extr(m)) return m;
        int ls = cmp(left + 1, left), ms = cmp(m + 1, m);
        (ls < ms || (ls == ms && ls == cmp(left, m)) ? right : left) = m;
    }
    return left;
}

```

```

#define cmpL(i) sgn(line[0].cross(poly[i], line[1]))
array<int, 2> lineHull(Line line, vector<P>& poly) {
    int endA = extrVertex(poly, (line[0] - line[1]).perp());
}

```

```

int endB = extrVertex(poly, (line[1] - line[0]).perp());
if (cmpL(endA) < 0 || cmpL(endB) > 0)
    return {-1, -1};
array<int, 2> res;
for(int i = 0; i < 2; ++i) {
    int left = endB, right = endA, n = poly.size();
    while ((left + 1) % n != right) {
        int m = ((left + right + (left < right ? 0 : n)) / 2) % n;
        (cmpL(m) == cmpL(endB) ? left : right) = m;
    }
    res[i] = (left + !cmpL(right)) % n;
    swap(endA, endB);
}
if (res[0] == res[1]) return {res[0], -1};
if (!cmpL(res[0]) && !cmpL(res[1]))
    switch ((res[0] - res[1] + sz(poly) + 1) % poly.size()) {
        case 0: return {res[0], res[0]};
        case 2: return {res[1], res[1]};
    }
return res;
}

```

### HalfPlane.h

**Description:** Halfplane intersection area

"Point.h", "lineIntersection.h" c0a94b, 70 lines

```

#define eps 1e-8
typedef Point<double> P;

struct Line {
    P P1, P2;
    // Right hand side of the ray P1 -> P2
    explicit Line(P a = P(), P b = P()) : P1(a), P2(b) {};
    P intoP(Line y) {
        pair<int, P> r = lineInter(P1, P2, y.P1, y.P2);
        assert(r.first == 1);
        return r.second;
    }
    P dir() { return P2 - P1; }
    bool contains(P x) {
        return (P2 - P1).cross(x - P1) < eps;
    }
    bool out(P x) { return !contains(x); }
};

```

```

template<class T>
bool mycmp(Point<T> a, Point<T> b) {
    // return atan2(a.y, a.x) < atan2(b.y, b.x);
    if (a.x * b.x < 0) return a.x < 0;
    if (abs(a.x) < eps) {
        if (abs(b.x) < eps) return a.y > 0 && b.y < 0;
        if (b.x < 0) return a.y > 0;
        if (b.x > 0) return true;
    }
    if (abs(b.x) < eps) {
        if (a.x < 0) return b.y < 0;
        if (a.x > 0) return false;
    }
    return a.cross(b) > 0;
}

```

```

bool cmp(Line a, Line b) { return mycmp(a.dir(), b.dir()); }

```

```

double Intersection_Area(vector<Line> b) {
    sort(b.begin(), b.end(), cmp);
    int n = b.size();
    int q = 1, h = 0, i;
    vector<Line> c(b.size() + 10);
    for (i = 0; i < n; i++) {

```

```
while (q < h && b[i].out(c[h].intpo(c[h - 1]))) h--;
while (q < h && b[i].out(c[q].intpo(c[q + 1]))) q++;
c[++] = b[i];
if (q < h && abs(c[h].dir().cross(c[h - 1].dir())) < eps) {
    if (c[h].dir().dot(c[h - 1].dir()) > 0) {
        h--;
        if (b[i].out(c[h].P1)) c[h] = b[i];
    } else {
        // The area is either 0 or infinite.
        // If you have a bounding box, then the area is
        // definitely 0.
        return 0;
    }
}
}
while (q < h-1 && c[q].out(c[h].intpo(c[h - 1]))) h--;
while (q < h-1 && c[h].out(c[q].intpo(c[q + 1]))) q++;
// Intersection is empty. This is sometimes different from
// the case when
// the intersection area is 0.
if (h - q <= 1) return 0;
c[h + 1] = c[q];
vector<P> s;
for (i = q; i <= h; i++) s.push_back(c[i].intpo(c[i + 1]));
s.push_back(s[0]);
double ans = 0;
for (i = 0; i < (int) s.size()-1; i++) ans += s[i].cross(s[i
+ 1]);
return ans / 2;
}
}
```

## 8.4 Misc. Point Set Problems

### ClosestPair.h

**Description:** Finds the closest pair of points.

**Time:**  $O(n \log n)$

"Point.h"32b14f, 16 lines

```
pair<P, P> closest(vector<P> v) {
    assert(v.size() > 1);
    set<P> S;
    sort(v.begin(), v.end(), [](P a, P b) { return a.y < b.y; });
    pair<int64_t, pair<P, P>> ret{LLONG_MAX, {P(), P()}};
    int j = 0;
    for(P &p : v) {
        P d{1 + (int64_t)sqrt(ret.first), 0};
        while (v[j].y <= p.y - d.x) S.erase(v[j++]);
        auto lo = S.lower_bound(p - d), hi = S.upper_bound(p + d);
        for (; lo != hi; ++lo)
            ret = min(ret, {(*lo - p).dist2(), {*lo, p}});
        S.insert(p);
    }
    return ret.second;
}
```

### KdTree.h

**Description:** KD-tree (2d, can be extended to 3d)

"Point.h"915562, 63 lines

```
typedef long long T;
typedef Point<T> P;
const T INF = numeric_limits<T>::max();
```

```
bool on_x(const P& a, const P& b) { return a.x < b.x; }
bool on_y(const P& a, const P& b) { return a.y < b.y; }
```

```
struct Node {
    P pt; // if this is a leaf, the single point in it
    T x0 = INF, x1 = -INF, y0 = INF, y1 = -INF; // bounds
    Node *first = 0, *second = 0;
```

```
T distance(const P& p) { // min squared distance to a point
    T x = (p.x < x0 ? x0 : p.x > x1 ? x1 : p.x);
    T y = (p.y < y0 ? y0 : p.y > y1 ? y1 : p.y);
    return (P(x,y) - p).dist2();
}
```

```
Node(vector<P>&& vp) : pt(vp[0]) {
    for (P p : vp) {
        x0 = min(x0, p.x); x1 = max(x1, p.x);
        y0 = min(y0, p.y); y1 = max(y1, p.y);
    }
    if (vp.size() > 1) {
        // split on x if the box is wider than high (not best
        // heuristic...)
        sort(vp.begin(), vp.end(), x1 - x0 >= y1 - y0 ? on_x :
            on_y);
        // divide by taking half the array for each child (not
        // best performance with many duplicates in the middle)
        int half = vp.size()/2;
        first = new Node({vp.begin(), vp.begin() + half});
        second = new Node({vp.begin() + half, vp.end()});
    }
}
```

```
struct KdTree {
    Node* root;
    KdTree(const vector<P>& vp) : root(new Node({vp.begin(), vp.
        end()})) {}
```

```
pair<T, P> search(Node *node, const P& p) {
    if (!node->first) {
        // uncomment if we should not find the point itself:
        // if (p == node->pt) return {INF, P()};
        return make_pair((p - node->pt).dist2(), node->pt);
    }
```

```
    Node *f = node->first, *s = node->second;
    T bfirst = f->distance(p), bsec = s->distance(p);
    if (bfirst > bsec) swap(bsec, bfirst), swap(f, s);
```

```
    // search closest side first, other side if needed
    auto best = search(f, p);
    if (bsec < best.first)
        best = min(best, search(s, p));
    return best;
}
```

```
    // find nearest point to a point, and its squared distance
    // (requires an arbitrary operator< for Point)
    pair<T, P> nearest(const P& p) {
        return search(root, p);
    }
};
```

### DelaunayTriangulation.h

**Description:** Computes the Delaunay triangulation of a set of points. Each circumcircle contains none of the input points. If any three points are colinear or any four are on the same circle, behavior is undefined.

**Time:**  $O(n^2)$

"Point.h", "3dHull.h"6f175a, 10 lines

```
template<class P, class F>
void delaunay(vector<P>& ps, F trifun) {
    if (ps.size() == 3) { int d = (ps[0].cross(ps[1], ps[2]) < 0)
        ;
        trifun(0,1+d,2-d); }
    vector<P3> p3;
    for(auto &p : ps) p3.emplace_back(p.x, p.y, p.dist2());
```

```
    if (ps.size() > 3) for(auto &t: hull3d(p3)) if ((p3[t.b]-p3[t
        .a]).
        cross(p3[t.c]-p3[t.a]).dot(P3(0,0,1)) < 0)
        trifun(t.a, t.c, t.b);
}
```

### FastDelaunay.h

**Description:** Fast Delaunay triangulation. There must be no duplicate points. If all points are on a line, no triangles will be returned. Should work for doubles as well, though there may be precision issues in 'circ'. Returns triangles in order {t[0][0], t[0][1], t[0][2], t[1][0], ... }, all counter-clockwise.

**Time:**  $O(n \log n)$

"Point.h"alf392, 89 lines

```
typedef Point<ll> P;
typedef struct Quad* Q;
typedef __int128_t ll1; // (can be ll if coords are < 2e4)
P arb(LLONG_MAX, LLONG_MAX); // not equal to any other point
```

```
struct Quad {
    bool mark; Q o, rot; P p;
    P F() { return r()->p; }
    Q r() { return rot->rot; }
    Q prev() { return rot->o->rot; }
    Q next() { return rot->r()->o->rot; }
};
bool circ(P p, P a, P b, P c) { // is p in the circumcircle?
    ll1 p2 = p.dist2(), A = a.dist2()-p2,
        B = b.dist2()-p2, C = c.dist2()-p2;
    return p.cross(a,b)*C + p.cross(b,c)*A + p.cross(c,a)*B > 0;
}
Q makeEdge(P orig, P dest) {
    Q q0 = new Quad{0,0,0,orig}, q1 = new Quad{0,0,0,arb},
        q2 = new Quad{0,0,0,dest}, q3 = new Quad{0,0,0,arb};
    q0->o = q0; q2->o = q2; // 0-0, 2-2
    q1->o = q3; q3->o = q1; // 1-3, 3-1
    q0->rot = q1; q1->rot = q2;
    q2->rot = q3; q3->rot = q0;
    return q0;
}
void splice(Q a, Q b) {
    swap(a->o->rot->o, b->o->rot->o); swap(a->o, b->o);
}
Q connect(Q a, Q b) {
    Q q = makeEdge(a->F(), b->p);
    splice(q, a->next());
    splice(q->r(), b);
    return q;
}
```

```
pair<Q,Q> rec(const vector<P>& s) {
    if (sz(s) <= 3) {
        Q a = makeEdge(s[0], s[1]), b = makeEdge(s[1], s.back());
        if (sz(s) == 2) return { a, a->r() };
        splice(a->r(), b);
        auto side = s[0].cross(s[1], s[2]);
        Q c = side ? connect(b, a) : 0;
        return {side < 0 ? c->r() : a, side < 0 ? c : b->r() };
    }
}
```

```
#define H(e) e->F(), e->p
#define valid(e) (e->F().cross(H(base)) > 0)
Q A, B, ra, rb;
int half = (sz(s) + 1) / 2;
tie(ra, A) = rec({s.begin(), s.begin() + half});
tie(B, rb) = rec({s.begin() + half, s.end()});
while ((B->p.cross(H(A)) < 0 && (A = A->next()) ||
    (A->p.cross(H(B)) > 0 && (B = B->r()->o)));
Q base = connect(B->r(), A);
if (A->p == ra->p) ra = base->r();
```

```
    if (B->p == rb->p) rb = base;

#define DEL(e, init, dir) Q e = init->dir; if (valid(e)) \
while (circ(e->dir->F(), H(base), e->F())) { \
    Q t = e->dir; \
    splice(e, e->prev()); \
    splice(e->r(), e->r()->prev()); \
    e = t; \
}
for (;;) {
    DEL(LC, base->r(), o); DEL(RC, base, prev());
    if (!valid(LC) && !valid(RC)) break;
    if (!valid(LC) || (valid(RC) && circ(H(RC), H(LC))))
        base = connect(RC, base->r());
    else
        base = connect(base->r(), LC->r());
}
return { ra, rb };
}

vector<P> triangulate(vector<P> pts) {
    sort(pts.begin(), pts.end());  assert(unique(pts.begin(), pts
        .end()) == pts.end());
    if (pts.size() < 2) return {};
    Q e = rec(pts).first;
    vector<Q> q = {e};
    int qi = 0;
    while (e->o->F().cross(e->F(), e->p) < 0) e = e->o;
#define ADD { Q c = e; do { c->mark = 1; pts.push_back(c->p); \
q.push_back(c->r()); c = c->next(); } while (c != e); }
    ADD; pts.clear();
    while (qi < sz(q)) if (!(e = q[qi++])->mark) ADD;
    return pts;
}
```

### RectangleUnionArea.h

**Description:** Sweep line algorithm that calculates area of union of rectangles in the form  $[x1,x2] \times [y1,y2]$

**Usage:** vector<pair<int,int>, pair<int,int>> rectangles;  
rectangles.push\_back({{x1, x2}, {y1, y2}});  
lint result = area(rectangles);

```
struct seg_node{
    int val, cnt, lz;
    seg_node(int n = INT_MAX, int c = 0): val(n), cnt(c), lz(0)
    {}
    void push(seg_node& l, seg_node& r){
        if(lz){
            l.add(lz);
            r.add(lz);
            lz = 0;
        }
    }
    void merge(const seg_node& l, const seg_node& r){
        if(l.val < r.val) val = l.val, cnt = l.cnt;
        else if(l.val > r.val) val = r.val, cnt = r.cnt;
        else val = l.val, cnt = l.cnt + r.cnt;
    }
    void add(int n){
        val += n;
        lz += n;
    }
    int get_sum(){ return (val ? 0 : cnt); }
};
// x1 y1 x2 y2
lint solve(const vector<array<int, 4>&v){
    vector<int>ys;
    for(auto& [a, b, c, d] : v){
        ys.push_back(b);
```

```
        ys.push_back(d);
    }
    sort(ys.begin(), ys.end());
    ys.erase(unique(ys.begin(), ys.end()), ys.end());
    vector<array<int, 4>>e;
    for(auto [a, b, c, d] : v){
        b = int(lower_bound(ys.begin(), ys.end(), b) - ys.begin());
        d = int(lower_bound(ys.begin(), ys.end(), d) - ys.begin());
        e.push_back({a, b, d, 1});
        e.push_back({c, b, d, -1});
    }
    sort(e.begin(), e.end());
    int m = (int)ys.size();
    segtree_range<seg_node>seg(m-1);
    for(int i=0;i<m-1;i++) seg.at(i) = seg_node(0, ys[i+1] - ys[i]
        );
    seg.build();
    int last = INT_MIN, total = ys[m-1] - ys[0];
    lint ans = 0;
    for(auto [x, y1, y2, c] : e){
        ans += (lint)(total - seg.query(0, m-1).get_sum()) * (x -
            last);
        last = x;
        seg.update(y1, y2, &seg_node::add, c);
    }
    return ans;
}
```

## 8.5 3D

### PolyhedronVolume.h

**Description:** Magic formula for the volume of a polyhedron. Faces should point outwards.

```
template<class V, class L>
double signed_poly_volume(const V &p, const L &trilist) {
    double v = 0;
    for(auto &i : trilist) v += p[i.a].cross(p[i.b]).dot(p[i.c]);
    return v / 6;
}
```

### Point3D.h

**Description:** Class to handle points in 3D space. T can be e.g. double or long long.

```
template<class T> struct Point3D {
    typedef Point3D P;
    typedef const P& R;
    T x, y, z;
    explicit Point3D(T x=0, T y=0, T z=0) : x(x), y(y), z(z) {}
    bool operator<(R p) const {
        return tie(x, y, z) < tie(p.x, p.y, p.z); }
    bool operator==(R p) const {
        return tie(x, y, z) == tie(p.x, p.y, p.z); }
    P operator+(R p) const { return P(x+p.x, y+p.y, z+p.z); }
    P operator-(R p) const { return P(x-p.x, y-p.y, z-p.z); }
    P operator*(T d) const { return P(x*d, y*d, z*d); }
    P operator/(T d) const { return P(x/d, y/d, z/d); }
    T dot(R p) const { return x*p.x + y*p.y + z*p.z; }
    P cross(R p) const {
        return P(y*p.z - z*p.y, z*p.x - x*p.z, x*p.y - y*p.x);
    }
    T dist2() const { return x*x + y*y + z*z; }
    double dist() const { return sqrt((double)dist2()); }
    //Azimuthal angle (longitude) to x-axis in interval [-pi, pi]
    double phi() const { return atan2(y, x); }
    //Zenith angle (latitude) to the z-axis in interval [0, pi]
    double theta() const { return atan2(sqrt(x*x+y*y),z); }
    P unit() const { return *this/(T)dist(); } //makes dist()==1
    //returns unit vector normal to *this and p
```

```
    P normal(P p) const { return cross(p).unit(); }
    //returns point rotated 'angle' radians ccw around axis
    P rotate(double angle, P axis) const {
        double s = sin(angle), c = cos(angle); P u = axis.unit();
        return u*dot(u)*(1-c) + (*this)*c - cross(u)*s;
    }
};
```

### 3dHull.h

**Description:** Computes all faces of the 3-dimension hull of a point set. \*No four points must be coplanar\*, or else random results will be returned. All faces will point outwards.

**Time:**  $\mathcal{O}(n^2)$

```
"Point3D.h" 3ed613, 48 lines

typedef Point3D<double> P3;

struct PR {
    void ins(int x) { (a == -1 ? a : b) = x; }
    void rem(int x) { (a == x ? a : b) = -1; }
    int cnt() { return (a != -1) + (b != -1); }
    int a, b;
};

struct F { P3 q; int a, b, c; };

vector<F> hull3d(const vector<P3>& A) {
    assert(A.size() >= 4);
    vector<vector<PR>> E(A.size(), vector<PR>(A.size(), {-1, -1})
        );
#define E(x,y) E[f.x][f.y]
    vector<F> FS;
    auto mf = [&](int i, int j, int k, int l) {
        P3 q = (A[j] - A[i]).cross((A[k] - A[i]));
        if (q.dot(A[l]) > q.dot(A[i]))
            q = q * -1;
        F f{q, i, j, k};
        E(a,b).ins(k); E(a,c).ins(j); E(b,c).ins(i);
        FS.push_back(f);
    };
    for(int i=0;i<4;i++) for(int j=i+1;j<4;j++) for(k=j+1;k<4;k
        ++){
        mf(i, j, k, 6 - i - j - k);
    }
    for(int i=4; i<A.size();++i) {
        for(int j=0;j<FS.size();++j) {
            F f = FS[j];
            if(f.q.dot(A[i]) > f.q.dot(A[f.a])) {
                E(a,b).rem(f.c);
                E(a,c).rem(f.b);
                E(b,c).rem(f.a);
                swap(FS[j--], FS.back());
                FS.pop_back();
            }
        }
        int nw = FS.size();
        for(int j=0;j<nw;j++) {
            F f = FS[j];
#define C(a, b, c) if (E(a,b).cnt() != 2) mf(f.a, f.b, i, f.c);
            C(a, b, c); C(a, c, b); C(b, c, a);
        }
    }
    for(auto &it: FS) if ((A[it.b] - A[it.a]).cross(
        A[it.c] - A[it.a]).dot(it.q) <= 0) swap(it.c, it.b);
    return FS;
};
```

### SphericalDistance.h



**Description:** Returns the shortest distance on the sphere with radius  $r$ adius between the points with azimuthal angles (longitude)  $f_1$  ( $\phi_1$ ) and  $f_2$  ( $\phi_2$ ) from  $x$  axis and zenith angles (latitude)  $t_1$  ( $\theta_1$ ) and  $t_2$  ( $\theta_2$ ) from  $z$  axis. All angles measured in radians. The algorithm starts by converting the spherical coordinates to cartesian coordinates so if that is what you have you can use only the two last rows.  $dx \cdot radius$  is then the difference between the two points in the  $x$  direction and  $d \cdot radius$  is the total distance between the points.

```
double sphericalDistance(double f1, double t1,
    double f2, double t2, double radius) {
    double dx = sin(t2)*cos(f2) - sin(t1)*cos(f1);
    double dy = sin(t2)*sin(f2) - sin(t1)*sin(f1);
    double dz = cos(t2) - cos(t1);
    double d = sqrt(dx*dx + dy*dy + dz*dz);
    return radius*2*asin(d/2);
}
```

## Strings (9)

### kmp.h

**Description:** failure[x] computes the length of the longest prefix of  $s$  that ends at  $x$ , other than  $s[0..x]$  itself (abacaba -> -1,0,0,1,0,1,2,3). Can be used to find all occurrences of a pattern in a text.

**Time:**  $\mathcal{O}(n)$

```
vector<int> prefix_function(const string& S) {
    vector<int> fail = {-1}; fail.reserve(S.size());
    for (int i = 0; i < int(S.size()); ++i) {
        int j = fail.back();
        while (j != -1 && S[i] != S[j]) j = fail[j];
        fail.push_back(j+1);
    }
    return fail;
}
```

### duval.h

**Description:** A string is called simple (or a Lyndon word), if it is strictly smaller than any of its own nontrivial suffixes.

**Time:**  $\mathcal{O}(N)$

```
template<typename T>
pair<int, vector<string>> duval(int n, const T &s) {
    // s += s // if you need to know the min cyclic string
    vector<string> factors;
    int i = 0, ans = 0;
    while (i < n) { // until n/2 to find min cyclic string
        ans = i; int j = i + 1, k = i;
        while (j < n + n && !(s[j % n] < s[k % n])) {
            if (s[k % n] < s[j % n]) k = i;
            else k++;
            j++;
        }
        while (i <= k) {
            factors.push_back(s.substr(i, j-k));
            i += j - k;
        }
    }
    return {ans, factors};
    // returns 0-indexed position of the least cyclic shift
    // min cyclic string will be s.substr(ans, n/2)
}

template<typename T>pair<int,vector<string>> duval(const T &s){
    return duval((int)s.size(), s);
}
```

### z-algorithm.h

**Description:**  $z[x]$  computes the length of the longest common prefix of  $s[i:]$  and  $s$ , except  $z[0] = 0$ . (abacaba -> 0010301)

**Time:**  $\mathcal{O}(n)$

```
vector<int> Z(const string& S) {
    vector<int> z(S.size()); int l = -1, r = -1;
    for(int i = 1; i < int(S.size()); ++i) {
        z[i] = i >= r ? 0 : min(r - i, z[i - l]);
        while (i + z[i] < int(S.size()) && S[i + z[i]] == S[z[i]])
            z[i]++;
        if (i + z[i] > r) l = i, r = i + z[i];
    } return z;
}

vector<int> get_prefix(string a, string b) {
    string str = a + '@' + b; vector<int> k = z(str);
    return vector<int>(k.begin() + int(a.size()+1), k.end());
}
```

### manacher.h

**Description:** For each position in a string, computes  $p[0][i] = \text{half length of longest even palindrome around pos } i$ ,  $p[1][i] = \text{longest odd (half rounded down)}$ .

**Time:**  $\mathcal{O}(N)$

```
array<vector<int>, 2> manacher(const string &s) {
    int n = s.size();
    array<vector<int>, 2> p = {vector<int>(n+1), vector<int>(n)};
    for(int z = 0; z < 2; ++z) for(int i=0,l=0,r=0; i < n; i++) {
        int t = r-i+!z;
        if (i<r) p[z][i] = min(t, p[z][l+t]);
        int L = i-p[z][i], R = i+p[z][i]-!z;
        while (L>=l && R+1<n && s[L-1] == s[R+1])
            p[z][i]++, L--, R++;
        if (R > r) l = L, r = R;
    } return p;
}
```

### min-rotation.h

**Description:** Finds the lexicographically smallest rotation of a string.

**Usage:** rotate(v.begin(), v.begin()+min-rotation(v), v.end());

**Time:**  $\mathcal{O}(N)$

```
int min_rotation(string s) {
    int a=0, N=s.size(); s += s;
    for(int b = 0; b < N; ++b) for(int i =0; i < N; ++i) {
        if (a+i == b || s[a+i] < s[b+i]) {b += max(0, i-1); break;}
        if (s[a+i] > s[b+i]) { a = b; break; }
    } return a;
}
```

### xor-trie.h

**Description:** Query get the maximum possible xor between an integer  $X$  and every possible subarray. Just insert zero and for each prefix xor, insert it in the trie and query for max xor. The answer is the maximum possible value for each prefix query.

```
template<int K = 31> struct trie_t {
    vector<array<int, 2>> trie;
    trie_t() : trie(1, {-1, -1}) {}
    void add(int val) {
        int cur = 0;
        for (int a = K; a >= 0; --a) {
            int b = (val >> a) & 1;
            if (trie[cur][b] == -1) {
                trie[cur][b] = size(trie);
                trie.push_back({-1, -1});
            }
            cur = trie[cur][b];
        }
    }
}
```

```
}
int max_xor(int val) {
    int cur = 0, mask = 0;
    for (int a = K; a >= 0; --a) {
        int b = (val >> a) & 1;
        if (trie[cur][!b] == -1) {
            cur = trie[cur][b];
        } else {
            mask |= (1 << a);
            cur = trie[cur][!b];
        }
    }
    return mask;
}
};
```

### hashing.h

```
const int maxn = 400001;
const int mod = 1004669333, base = 33, inv_base = 121778101;
vector<int> base_pow(maxn + 1), inv_base_pow(maxn + 1);
void prep() { // 5c2398
    base_pow[0] = 1;
    for (int i = 1; i <= maxn; ++i)
        base_pow[i] = (lint)base_pow[i - 1] * base % mod;
    inv_base_pow[0] = 1;
    for (int i = 1; i <= maxn; ++i)
        inv_base_pow[i] = (lint)inv_base_pow[i - 1] * inv_base %
        mod;
}

struct hashes_t { // f1dd26
    string s;
    int n;
    vector<int> acc_hash, acc_inv_hash;
    hashes_t(const string &s): s(_s), n(s.size()), acc_hash(n +
    1, 0), acc_inv_hash(n + 1, 0) { // 127dd9
        for (int i = 0; i < n; ++i) {
            acc_hash[i + 1] =
                (acc_hash[i] + (lint)base_pow[i] * (s[i] - 'a' + 1)) %
                mod;
            acc_inv_hash[i + 1] =
                (acc_inv_hash[i] + (lint)inv_base_pow[i] * (s[i] - 'a'
                + 1)) % mod;
        }
    }
    int get_hash(int a, int b) { // 04a73b
        assert(a <= b);
        int hash = acc_hash[b + 1] - acc_hash[a];
        if (hash < 0) hash += mod;
        hash = (lint)hash * inv_base_pow[a] % mod;
        return hash;
    }
    int get_inv_hash(int a, int b) { // d3dfd9
        assert(a <= b);
        int hash = acc_inv_hash[b + 1] - acc_inv_hash[a];
        if (hash < 0) hash += mod;
        hash = (lint)hash * base_pow[b] % mod;
        return hash;
    }
};
```

### modnum-double-hashing.h

**Description:** Simple, short and efficient hashing using pairs to reduce load factor.

"../number-theory/modular-arithmetic.h", "../number-theory/pairnum-template.h" 3bcdbo, 40 lines

```
using num = modnum<int(1e9)+7>;
using hsh = pairnum<num, num>;
const hsh BASE(163, 311);
```

```
// uniform_int_distribution<int> MULT_DIST(0.1*MOD,0.9*MOD);
// constexpr hsh BASE(MULT_DIST(rng), MULT_DIST(rng));
struct hash_t { // c9d6c0
    int n;
    string str;
    vector<hsh> hash, basePow;
    hash_t(const string& s) : n(s.size()), str(s), hash(n+1),
        basePow(n+1) { // dd1f3f
        basePow[0] = 1;
        for (int i = 1; i <= n; ++i) basePow[i] = basePow[i-1] *
            BASE;
        for (int i = 0; i < n; ++i)
            hash[i+1] = hash[i] * BASE + hsh(s[i]);
    }
    hsh get_hash(int left, int right) { // 302ee0
        assert(left <= right);
        return hash[right] - hash[left] * basePow[right - left];
    }
    int lcp(hash_t &other) { // 5eb9e2
        int left = 0, right = min(str.size(), other.str.size());
        while (left < right) {
            int mid = (left + right + 1)/2;
            if (hash[mid] == other.hash[mid]) left = mid;
            else right = mid-1;
        }
        return left;
    }
};
vector<int> rabinkarp(string t, string p) { // c11cfc
    vector<int> matches;
    hsh h(0, 0);
    for (int i = 0; i < p.size(); ++i)
        h = BASE * h + hsh(p[i]);
    hash_t result(t);
    for (int i = 0; i + p.size() <= t.size(); ++i)
        if (result.get_hash(i, i + p.size()) == h)
            matches.push_back(i);
    return matches;
}
```

## aho-corasick.h

61f5e3, 36 lines

```
const int sigma = 26;
array<int, sigma> init;
for (int i = 0; i < sigma; i++) init[i] = -1;
vector<array<int, sigma>> trie(1, init);
vector<int> out(1, -1), parent(n, -1), ids(n);
for (int i = 0; i < n; i++) {
    int cur = 0;
    for (char ch : s[i]) {
        int c = ch - 'a';
        if (trie[cur][c] == -1) {
            trie[cur][c] = (int)trie.size();
            trie.push_back(init); out.push_back(-1);
        }
        cur = trie[cur][c];
    }
    if (out[cur] == -1) out[cur] = i;
    ids[i] = out[cur];
}
vector<int> bfs, f(trie.size()); bfs.reserve(trie.size());
for (int c = 0; c < sigma; c++)
    if (trie[0][c] == -1) trie[0][c] = 0;
    else bfs.push_back(trie[0][c]);
for (int z = 0; z < (int)bfs.size(); z++) {
    int cur = bfs[z];
    for (int c = 0; c < sigma; c++) {
        if (trie[cur][c] == -1)
            trie[cur][c] = trie[f[cur]][c];
    }
}
```

```
else {
    int nxt = trie[cur][c];
    int fail = trie[f[cur]][c];
    if (out[nxt] == -1) out[nxt] = out[fail];
    else parent[out[nxt]] = out[fail];
    f[nxt] = fail; bfs.push_back(nxt);
}
}
}
```

## suffix-array.h

**Description:** Builds suffix array for a string, first element is the size of the string. The lcp function calculates longest common prefixes for neighbouring strings in suffix array. The returned vector is of size  $n + 1$ .

**Time:**  $\mathcal{O}(N \log N)$  where  $N$  is the length of the string for creation of the SA.  $\mathcal{O}(N)$  for longest common prefixes.

<../data-structures/rmq.h>, <../various/random-numbers.h> d31829, 66 lines

```
struct suffix_array_t {
    int N, H; vector<int> sa, invsa, lcp;
    rmq_t<pair<int, int>> rmq;
    bool cmp(int a, int b) { return invsa[a+H] < invsa[b+H]; }
    void ternary_sort(int a, int b) {
        if (a == b) return;
        int md = sa[a+rng() % (b-a)], lo = a, hi = b;
        for (int i = a; i < b; ++i) if (cmp(sa[i], md))
            swap(sa[i], sa[lo++]);
        for (int i = b-1; i >= lo; --i) if (cmp(md, sa[i]))
            swap(sa[i], sa[--hi]);
        ternary_sort(a, lo);
        for (int i = lo; i < hi; ++i) invsa[sa[i]] = hi-1;
        if (hi-lo == 1) sa[lo] = -1;
        ternary_sort(hi, b);
    }
    suffix_array_t() {}
    template<typename I>
    suffix_array_t(I begin, I end) : N((int)(end-begin)+1), sa(N) {
        vector<int> v(begin, end); v.push_back(INT_MIN);
        invsa = v; iota(sa.begin(), sa.end(), 0);
        H = 0; ternary_sort(0, N);
        for(H = 1; H <= N; H *= 2) for(int j=0, i=j; i!=N; i=j)
            if (sa[i] < 0) {
                while (j < N && sa[j] < 0) j += -sa[j];
                sa[i] = -(j - i);
            } else {j = invsa[sa[i]] + 1; ternary_sort(i, j);}
        for (int i = 0; i < N; ++i) sa[invsa[i]] = i;
        lcp.resize(N-1); int K = 0;
        for (int i = 0; i < N-1; ++i) {
            if (invsa[i] > 0) while (v[i+K] == v[sa[invsa[i]-1]+K]) ++K;
            lcp[invsa[i]-1] = K; K = max(K - 1, 0);
        }
        vector<pair<int, int>> lcp_index(N-1);
        for (int i = 0; i < N-1; ++i) lcp_index[i] = {lcp[i], 1+i};
        rmq = rmq_t<pair<int, int>>(std::move(lcp_index));
    }
    auto rmq_query(int a, int b) const {return rmq.query(a,b);}
    auto get_split(int a, int b) const {return rmq.query(a,b-1);}
    int get_lcp(int a, int b) const {
        if (a == b) return N - a;
        a = invsa[a], b = invsa[b];
        if (a > b) swap(a, b);
        return rmq_query(a, b).first;
    }
};
vector<vector<int>> ch(2*N+1); int V = 0;
vector<array<int, 2>> sa_range(2*N+1);
vector<int> leaves(N+1), par(2*N+1), depth(2*N+1);
auto dfs = [&](auto&& self, int lo, int hi, int prv)-> void{
    int cur = V++; par[cur] = prv;
    if (prv != -1) ch[prv].push_back(cur);
};
```

```
sa_range[cur] = {lo, hi};
if (hi - lo == 1) {
    leaves[us.sa[lo]] = cur;
    depth[cur] = N-us.sa[lo] + 1;
} else {
    int d = us.get_split(lo, hi).first;
    depth[cur] = d; int mi = lo;
    while (hi - mi >= 2) {
        auto [nd, nmi] = us.get_split(mi, hi);
        if (nd != d) break;
        self(self, mi, nmi, cur); mi = nmi;
    } self(self, mi, hi, cur);
}
}; dfs(dfs, 0, N+1, -1);
```

## suffix-tree.h

**Description:** Builds suffix-tree informations based by emulating it over the suffix-array and lcp, root of the tree represents the special character (size of string for suffix-array), can therefore be ignored when calculating stuff.

**Time:**  $\mathcal{O}(N \log N)$

<../data-structures/rmq.h>, "suffix-array.h" 31aacf, 46 lines

```
struct suffix_tree_t {
    int N, V;
    vector<vector<int>> ch;
    vector<array<int, 2>> sa_range;
    vector<int> leaves, par, depth;
    vector<int> suff_link;
    vector<bool> is_unique_link, has_unique_child;
    suffix_array_t us;
    suffix_tree_t() {}
    suffix_tree_t(string S) : N((int)(S.size()+1)), V(0), ch(2*N+1),
        sa_range(2*N+1), leaves(N+1), par(2*N+1), depth(2*N+1),
        us(S.begin(), S.end()) { dfs(0, N+1, -1); }
    void dfs(int a, int b, int prv) {
        int cur = V++;
        par[cur] = prv;
        if (prv != -1) ch[prv].push_back(cur);
        sa_range[cur] = {a, b};
        if (b - a == 1) {
            leaves[us.sa[a]] = cur;
            depth[cur] = N - us.sa[a];
        } else {
            int d = us.get_split(a, b).first;
            depth[cur] = d;
            int mi = a;
            while (b - mi >= 2) {
                auto [nd, nmi] = us.get_split(mi, b);
                if (nd != d) break;
                dfs(mi, nmi, cur);
                mi = nmi;
            }
            dfs(mi, b, cur);
        }
    }
    void build_links() {
        suff_link.resize(V, -1), is_unique_link.resize(V),
            has_unique_child.resize(V);
        for (int i = 0; i < N; ++i) {
            for (int cur = leaves[i], link = leaves[i+1]; cur = par[
                cur]) {
                if (cur == 0 || suff_link[cur] != -1) break;
                suff_link[cur] = link;
                is_unique_link[cur] = (sa_range[cur][1] - sa_range[cur]
                    ][0]) == (sa_range[link][1] - sa_range[link][0]);
                if (is_unique_link[cur]) has_unique_child[link] = true;
                while (~link && depth[link] + 1 > depth[par[cur]]) link
                    = par[link];
            }
        }
    }
};
```

```
    }
};

suffix-automaton.h
Description: Suffix automaton
defb60, 33 lines

template<int offset = 'a'> struct array_state {
    array<int, 26> as;
    array_state() { fill(begin(as), end(as), ~0); }
    int& operator[](char c) { return as[c - offset]; }
    int count(char c) { return (~as[c - offset] ? 1 : 0); }
};

template<typename C, typename state = map<C, int>> struct
    suffix_automaton {
    struct node_t {
        int len, link; int64_t cnt; state next;
    };
    int N, cur; vector<node_t> nodes;
    suffix_automaton() : N(1), cur(0), nodes{node_t{0, -1, 0,
        {}}} {}
    node_t& operator[](int v) { return nodes[v]; };
    void append(C c) {
        int v = cur; cur = N++;
        nodes.push_back(node_t{nodes[v].len + 1, 0, 1, {}});
        for (; ~v && !nodes[v].next.count(c); v = nodes[v].link)
            nodes[v].next[c] = cur;
        if (~v) {
            const int u = nodes[v].next[c];
            if (nodes[v].len + 1 == nodes[u].len) {
                nodes[cur].link = u;
            } else {
                const int clone = N++;
                nodes.push_back(node_t{nodes[u].len, 0, 1, {}});
                nodes[clone].len = nodes[v].len + 1;
                nodes[u].link = nodes[cur].link = clone;
                for (; ~v && nodes[v].next[c] == u; v = nodes[v].link)
                    nodes[v].next[c] = clone;
            }
        }
    }
};
```

9.1 Suffix Automaton

9.1.1 Number of different substrings

Is the number of paths in the automaton starting at the root.

$$d(v) = 1 + \sum_{v \rightarrow w} d(w)$$

9.1.2 Total lenght of different substrings

Is the sum of children answers and paths starting at each children.

$$ans(v) = \sum_{v \rightarrow w} d(w) + ans(w)$$

9.1.3 Lexicographically  $K$ -th substring

Is the  $K$ -th lexicographically path, so you can search using the number of paths from each state

9.1.4 Smallest cyclic shift

Construct for string  $S + S$ . Greedily search the minimal character.

9.1.5 Number of occurrences

For each state not created by cloning, initialize  $cnt(v) = 1$ . Then, just do a dfs to calculate  $cnt(v)$

$$cnt(link(v)) + cnt(v)$$

9.1.6 First occurence position

When we create a new state  $cur$  do  $first(pos) = len(cur) - 1$ .

When we clone  $q$  as  $clone$  do  $first(clone) = first(q)$ . Answer is  $first(v) - size(P) + 1$ , where  $v$  is the state of string  $P$

9.1.7 All occurence positions

From  $first(v)$  do a dfs using suffix link, from  $link(u)$  go to  $u$ .

Various (10)

10.1 Intervals

interval-container.h

Description: Add and remove intervals from a set of disjoint intervals. Will merge the added interval with any overlapping intervals in the set when adding. Intervals are [inclusive, exclusive). Time:  $\mathcal{O}(\log N)$

```
edge47, 20 lines

set<pii>::iterator addInterval(set<pii> &is, int L, int R) {
    if (L == R) return is.end();
    auto it = is.lower_bound({L, R}), before = it;
    while (it != is.end() && it->first <= R) {
        R = max(R, it->second);
        before = it = is.erase(it);
    }
    if (it != is.begin() && (--it)->second >= L) {
        L = min(L, it->first); R = max(R, it->second);
        is.erase(it);
    }
    return is.insert(before, {L, R});
}

void removeInterval(set<pii> &is, int L, int R) {
    if (L == R) return;
    auto it = addInterval(is, L, R);
    auto r2 = it->second;
    if (it->first == L) is.erase(it);
    else (int&)it->second = L;
    if (R != r2) is.emplace(R, r2);
}
```

interval-cover.h

Description: Compute indices of smallest set of intervals covering another interval. Intervals should be [inclusive, exclusive). To support [inclusive, inclusive], change (A) to add || R.empty(). Returns empty set on failure (or if G is empty). Time:  $\mathcal{O}(N \log N)$

```
133eb4, 17 lines

template<class T>
vector<int> cover(pair<T, T> G, vector<pair<T, T>> I) {
    vector<int> S(I.size()), R;
    iota(S.begin(), S.end(), 0);
```

```
sort(S.begin(), S.end(), [&](int a, int b) {
    return I[a] < I[b]; });
T cur = G.first; int at = 0;
while (cur < G.second) { // (A)
    pair<T, int> mx = {cur, -1};
    while (at < I.size() && I[S[at]].first <= cur) {
        mx = max(mx, {I[S[at]].second, S[at]});
        at++;
    }
    if (mx.second == -1) return {};
    cur = mx.first; R.push_back(mx.second);
}
return R;
}
```

constant-intervals.h

Description: Split a monotone function on [from, to) into a minimal set of half-open intervals on which it has the same value. Runs a callback g for each such interval.

Usage: constantIntervals(0, sz(v), [&](int x){ return v[x];}, [&](int lo, int hi, T val){...}); Time:  $\mathcal{O}(k \log \frac{n}{k})$

```
753a4c, 17 lines

template<class F, class G, class T>
void rec(int from, int to, F& f, G& g, int& i, T& p, T q) {
    if (p == q) return;
    if (from == to) {
        g(i, to, p); i = to; p = q;
    } else {
        int mid = (from + to) >> 1;
        rec(from, mid, f, g, i, p, f(mid));
        rec(mid+1, to, f, g, i, p, q);
    }
}

template<class F, class G>
void constantIntervals(int from, int to, F f, G g) {
    if (to <= from) return;
    int i = from; auto p = f(i), q = f(to-1);
    rec(from, to-1, f, g, i, p, q); g(i, to, q);
}
```

10.2 Misc. algorithms

floor.h

```
e7f4c9, 7 lines

template<typename T> T mfloor(T a, T b) {
    return a / b - (((a ^ b) < 0 && a % b != 0) ? 1 : 0);
}

template<typename T> T mceil(T a, T b) {
    return a / b + (((a ^ b) > 0 && a % b != 0) ? 1 : 0);
}
```

basis-manager.h

Description: A list of basis values sorted in decreasing order, where each value has a unique highest bit.

```
0d24d9, 34 lines

template<typename T, int BITS = 60> struct xor_basis {
    int N = 0; array<T, BITS> basis;
    T min_value(T start) const {
        if (N == BITS) return 0;
        for (int i = 0; i < N; ++i)
            start = min(start, start ^ basis[i]);
        return start;
    }
    T max_value(T start = 0) const {
        if (N == BITS) return ((T) 1 << BITS) - 1;
        for (int i = 0; i < N; ++i)
            start = max(start, start ^ basis[i]);
        return start;
    }
}
```

```

bool add(T x) {
    x = min_value(x);
    if (x == 0) return false;
    basis[N++] = x;
    for (int k = N - 1; k > 0 && basis[k] > basis[k - 1]; k--)
        swap(basis[k], basis[k - 1]);
    return true;
}

void merge(const xor_basis<T>& other) {
    for (int i = 0; i < other.n && N < BITS; i++)
        add(other.basis[i]);
}

void merge(const xor_basis<T>& a, const xor_basis<T>& b) {
    if (a.N > b.N) {
        *this = a; merge(b);
    } else {
        *this = b; merge(a);
    }
}
};

```

### ternary-search.h

**Description:** Find the smallest  $i$  in  $[a, b]$  that maximizes  $f(i)$ , assuming that  $f(a) < \dots < f(i) \geq \dots \geq f(b)$ . To reverse which of the sides allows non-strict inequalities, change the  $<$  marked with (A) to  $\leq$ , and reverse the loop at (B). To minimize  $f$ , change it to  $>$ , also at (B). If you are dealing with real numbers, you'll need to pick  $m_1 = (2a+b)/3.0$  and  $m_2 = (a+2b)/3.0$ . Consider setting a constant number of iterations for the search, usually [200, 300] iterations are sufficient for problems with error limit as  $10^{-6}$ .

**Usage:** `int ind = ternSearch(0, n-1, [&](int i){return a[i];});`

**Time:**  $\mathcal{O}(\log(b-a))$

35ef73, 11 lines

```

template<class F> int ternSearch(int a, int b, F f) {
    assert(a <= b);
    while (b - a >= 5) {
        int mid = (a + b) / 2;
        if (f(mid) < f(mid+1)) a = mid; // (A)
        else b = mid+1;
    }
    for(int i = a+1; i <= b; ++i)
        if (f(a) < f(i)) a = i; // (B)
    return a;
}

```

### merge-sort.h

**Time:**  $\mathcal{O}(N \log(N))$

fac159, 25 lines

```

vector<int> merge(vector<int> &values, int l, int r) {
    static vector<int> result(values.size());
    int i = l, j = l + (r - l)/2;
    int mid = j, k = i, inversions = 0;
    while (i < mid && j < r) {
        if (values[i] < values[j]) result[k++] = values[i++];
        else {
            result[k++] = values[j++];
            inversions += (mid - i);
        }
    }
    while (i < mid) result[k++] = values[i++];
    while (j < r) result[k++] = values[j++];
    for (k = l; k < r; ++k) values[k] = result[k];
    return result;
}

```

```

vector<int> msort(vector<int> &values, int l, int r) {
    if (r - l > 1) {
        int mid = l + (r - l)/2;
        msort(values, l, mid); msort(values, mid, r);
        return merge(values, l, r);
    }
}

```

```

}
return {};
}

```

### radix-sort.h

**Description:** Radix Sort Algorithm.

**Time:**  $\mathcal{O}(NK)$  where  $K$  is the number of bits in the largest element of the array to be sorted.

889884, 54 lines

```

struct identity {
    template<typename T>
    T operator()(const T &x) const {
        return x;
    }
};

template<typename T, typename T_extract_key = identity>
void radix_sort(vector<T> &data, int bits_per_pass = 10, const
    T_extract_key &extract_key = identity()) {
    if (data.size() < 256) {
        sort(data.begin(), data.end(), [&](const T &a, const T &b)
            {
                return extract_key(a) < extract_key(b);
            });
        return;
    }

    using T_key = decltype(extract_key(data.front()));
    T_key minimum = numeric_limits<T_key>::max();
    for (T &x : data) minimum = min(minimum, extract_key(x));
    int max_bits = 0;
    for (T &x : data) {
        T_key key = extract_key(x);
        max_bits = max(max_bits, key == minimum ? 0 : 64 -
            __builtin_clzll(key - minimum));
    }

    int passes = max((max_bits + bits_per_pass / 2) /
        bits_per_pass, 1);
    if (32 - __builtin_clz(data.size()) <= 1.5 * passes) {
        sort(data.begin(), data.end(), [&](const T &a, const T &b)
            {
                return extract_key(a) < extract_key(b);
            });
        return;
    }

    vector<T> buffer(data.size());
    vector<int> counts;
    int bits_so_far = 0;
    for (int p = 0; p < passes; p++) {
        int bits = (max_bits + p) / passes;
        counts.assign(1 << bits, 0);
        for (T &x : data) {
            T_key key = extract_key(x) - minimum;
            counts[(key >> bits_so_far) & ((1 << bits) - 1)]++;
        }
        int count_sum = 0;
        for (int &count : counts) {
            int current = count;
            count = count_sum;
            count_sum += current;
        }
        for (T &x : data) {
            T_key key = extract_key(x) - minimum;
            int key_section = (key >> bits_so_far) & ((1 << bits) -
                1);
            buffer[counts[key_section]++] = x;
        }
        swap(data, buffer);
        bits_so_far += bits;
    }
}

```

### postfix-notation-solver.h

**Description:** Solves postfix (Reverse Polish) notation equation to solve prefix notation equation reverse  $e$  and change (i) and (ii)

**Time:**  $\mathcal{O}(N)$

bf1f57, 31 lines

```

template<typename T, typename P, typename F>
T postfixSolver(const vector<P> &e, const set<P> &ops, F ptot) {
    vector<T> stk;
    for(auto cur: e)
        if(ops.count(cur)){
            T c;
            //operations:
            if(cur == "-"){
                T b = stk.back(); // (i) T a = stk.back();
                stk.pop_back();
                T a = stk.back(); // (ii) T b = stk.back();
                stk.pop_back();
                c = a - b;
            }
            else if(cur == "NOT"){
                T a = stk.back();
                stk.pop_back();
                c = ~a;
            }
            stk.push_back(c);
        } else
            stk.push_back(ptot(cur));
    return stk.back();
}

//example postfix:
vector<string> e = {"13", "14", "-", "NOT"};
int ans = postfixSolver<int>(e, {"-", "NOT"}, [](const string
    &s){ return stoi(s); });

//example prefix:
vector<string> e = {"NOT", "-", "13", "14"};
reverse(e.begin(), e.end()); // DON'T FORGET!!!!
int ans = postfixSolver<int>(e, {"-", "NOT"}, [](const string
    &s){ return stoi(s); });

```

### count-triangles.h

**Description:** Counts  $x, y \geq 0$  such that  $Ax + By \leq C$ .

fbb812, 6 lines

```

ll count_triangle(ll A, ll B, ll C) {
    if (C < 0) return 0;
    if (A > B) swap(A, B);
    ll p = C / B, k = B / A, d = (C - p * B) / A;
    return count_triangle(B - k * A, A, C - A * (k * p + d + 1))
        + (p + 1) * (d + 1) + k * p * (p + 1) / 2;
}

```

### karatsuba.h

**Description:** Faster-than-naive convolution of two sequences:  $c[x] = \sum a[i]b[x-i]$ . Uses the identity  $(aX + b)(cX + d) = acX^2 + bd + ((a+c)(b+d) - ac - bd)X$ . Doesn't handle sequences of very different length welint. See also FFT, under the Numerical chapter.

**Time:**  $\mathcal{O}(N^{1.6})$

37b858, 30 lines

```
int size(int s) { return s > 1 ? 32-__builtin_clz(s-1) : 0; }
```

```

void karatsuba(lint *a, lint *b, lint *c, lint *t, int n) {
    lint ca = 0, cb = 0;
    for(int i = 0; i < n; ++i) ca += !!a[i], cb += !!b[i];
    if (min(ca, cb) <= 1500/n) { // few numbers to multiply
        if (ca > cb) swap(a, b);
        for(int i = 0; i < n; ++i)
            if (a[i]) for(int j = 0; j < n; ++j) c[i+j] += a[i]*b[j];
    }
    else {
        int h = n >> 1;
        karatsuba(a, b, c, t, h); // a0*b0
    }
}

```

```
    karatsuba(a+h, b+h, c+n, t, h); // a1*b1
    for(int i = 0; i < h; ++i) a[i] += a[i+h], b[i] += b[i+h];
    karatsuba(a, b, t, t+n, h); // (a0+a1)*(b0+b1)
    for(int i = 0; i < h; ++i) a[i] -= a[i+h], b[i] -= b[i+h];
    for(int i = 0; i < n; ++i) t[i] -= c[i]+c[i+n];
    for(int i = 0; i < n; ++i) c[i+h] += t[i], t[i] = 0;
}

vector<lint> conv(vector<lint> a, vector<lint> b) {
    int sa = a.size(), sb = b.size(); if (!sa || !sb) return {};
    int n = 1<<size(max(sa, sb)); a.resize(n), b.resize(n);
    vector<lint> c(2*n), t(2*n);
    for(int i = 0; i < 2*n; ++i) t[i] = 0;
    karatsuba(&a[0], &b[0], &c[0], &t[0], n);
    c.resize(sa+sb-1); return c;
}
```

count-inversions.h

**Description:** Count the number of inversions to make an array sorted. Merge sort has another approach.

**Time:**  $O(n\log(n))$

```
"/data-structures/fenwick-tree.h" 7e4bc9, 6 lines

FT<lint> bit(n);
lint inv = 0;
for (int i = n-1; i >= 0; --i) {
    inv += bit.query(values[i]); // careful with the interval
    bit.update(values[i], 1);    // [0, x) or [0, x] ?
}
```

histogram.h

**Time:**  $O(N)$

```
int max_area(const vector<int>& height) {
    const int N = int(height.size());
    vector<int> L(N), R(N);
    for (int i = N-1; i >= 0; --i) {
        R[i] = i+1;
        while (R[i] < N && height[i] <= height[R[i]]) R[i] = R[R[i]
    ];
    }
    for (int i = 0; i < N; ++i) {
        L[i] = i-1;
        while (L[i] >= 0 && height[i] <= height[L[i]]) L[i] = L[L[i]
    ];
    }
    int area = 0;
    for (int i = 0; i < N; ++i) {
        area = max(area, int64_t(R[i] - L[i] - 1) * heigh[i]);
    }
    return area;
}
```

date-manipulation.h

```
088459, 44 lines

string week_day_str[7] = {"Sunday", "Monday", "Tuesday", "
    Wednesday", "Thursday", "Friday", "Saturday"};
string month_str[13] = {"", "January", "February", "March", "
    April", "May", "June", "July", "August", "September", "
    October", "November", "December"};
map<string, int> week_day_int = {{"Sunday", 0}, {"Monday", 1},
    {"Tuesday", 2}, {"Wednesday", 3}, {"Thursday", 4}, {"
    Friday", 5}, {"Saturday", 6}};
map<string, int> month_int = {{"January", 1}, {"February", 2},
    {"March", 3}, {"April", 4}, {"May", 5}, {"June", 6}, {"
    July", 7}, {"August", 8}, {"September", 9}, {"October",
    10}, {"November", 11}, {"December", 12}};
```

```
int month[2][13] = {{0, 31, 28, 31, 30, 31, 30, 31, 31, 30, 31,
    30, 31}, {0, 31, 29, 31, 30, 31, 30, 31, 31, 30, 31, 30,
    31}};

/* O(1) - Checks if year y is a leap year. */
bool leap_year(int y){
    return (y % 4 == 0 && y % 100 != 0) || y % 400 == 0;
}

/* O(1) - Increases the day by one. */
void update(int &d, int &m, int &y){
    if (d == month[leap_year(y)][m]){
        d = 1;
        if (m == 12) {
            m = 1;
            y++;
        }
        else m++;
    }
    else d++;
}
```

```
int intToDay(int jd) { return jd % 7; }
int dateToInt(int y, int m, int d) {
    return 1461 * (y + 4800 + (m - 14) / 12) / 4 +
        367 * (m - 2 - (m - 14) / 12 * 12) / 12 -
        3 * ((y + 4900 + (m - 14) / 12) / 100) / 4 +
        d - 32075;
}
void intToDate(int jd, int &y, int &m, int &d) {
    int x, n, i, j;
    x = jd + 68569;
    n = 4 * x / 146097;
    x -= (146097 * n + 3) / 4;
    i = (4000 * (x + 1)) / 1461001;
    x -= 1461 * i / 4 - 31;
    j = 80 * x / 2447;
    d = x - 2447 * j / 80;
    x = j / 11;
    m = j + 2 - 12 * x;
    y = 100 * (n - 49) + i + x;
}
```

n-queens.h

**Description:** NQueens

```
e97e9e, 43 lines

int ans;
bitset<30> rw, ld, rd; //2*MAXN-1
bitset<30> inqueens; //2*MAXN-1
vector<int> col;
void init(int n){
    ans=0;
    rw.reset();
    ld.reset();
    rd.reset();
    col.assign(n,-1);
}
void init(int n, vector<pair<int,int>> initial_queens){
    //it does NOT check if initial queens are at valid positions
    init(n);
    inqueens.reset();
    for(pair<int,int> pos: initial_queens){
        int r=pos.first, c= pos.second;
        rw[r] = ld[r-c+n-1] = rd[r+c]=true;
        col[c]=r;
        inqueens[c] = true;
    }
}
void backtracking(int c, int n){
```

```
if(c==n){
    ans++;
    for(int r:col) cout<<r+1<<" ";
    cout<<"\n";
    return;
}
else if(iniqueens[c]){
    backtracking(c+1,n);
}
else for(int r=0;r<n;r++){
    if(!rw[r] && !ld[r-c+n-1] && !rd[r+c]){
        // if (board[r][c]!=blocked && !rw[r] && !ld[r-c+n-1] && !
            rd[r+c]){ // if there are blocked positions
            rw[r] = ld[r-c+n-1] = rd[r+c]=true;
            col[c]=r;
            backtracking(c+1,n);
            col[c]=-1;
            rw[r] = ld[r-c+n-1] = rd[r+c]=false;
        }
    }
}
}
```

sudoku-solver.h

```
6be906, 41 lines

int N,m; // N = n*n, m = n; where n equal number of rows or
    columns
array<array<int, 10>, 10> grid;
struct SudokuSolver {
    bool UsedInRow(int row,int num){
        for(int col = 0; col < N; ++col)
            if(grid[row][col] == num) return true;
        return false;
    }
    bool UsedInCol(int col,int num){
        for(int row = 0; row < N; ++row)
            if(grid[row][col] == num) return true;
        return false;
    }
    bool UsedInBox(int row_0,int col_0,int num){
        for(int row = 0; row < m; ++row)
            for(int col = 0; col < m; ++col)
                if(grid[row+row_0][col+col_0] == num) return true;
        return false;
    }
    bool isSafe(int row,int col,int num){
        return !UsedInRow(row,num) && !UsedInCol(col,num) && !
            UsedInBox(row-row*m,col-col*m,num);
    }
    bool find(int &row,int &col){
        for(row = 0; row < N; ++row)
            for(col = 0; col < N; ++col)
                if(grid[row][col] == 0) return true;
        return false;
    }
    bool Solve(){
        int row, col;
        if(!find(row,col)) return true;
        for(int num = 1; num <= N; ++num){
            if(isSafe(row,col,num)){
                grid[row][col] = num;
                if(Solve()) return true;
                grid[row][col] = 0;
            }
        }
        return false;
    }
};
```



```
template<class F> pair<int,int> find(int x0, F f) {
    int t = f(x0), h = f(t), mu = 0, lam = 1;
    while (t != h) t = f(t), h = f(f(h));
    h = x0;
    while (t != h) t = f(t), h = f(h), ++mu;
    h = f(t);
    while (t != h) h = f(h), ++lam;
    return {mu, lam};
}
```

**Time:**  $\mathcal{O}((N + (hi - lo)) \log N)$

```
struct DP { // Modify at will:
    vector<int>a, freq;
    vector<ll>old, cur;
    ll cnt; int lcur, rcur;
    DP(const vector<int>&a, int n): a(_a), freq(n), old(n+1,
        linf), cur(n+1, linf), cnt(0), lcur(0), rcur(0){}
    int lo(int ind) { return 0; }
    int hi(int ind) { return ind; }
    void add(int k, int c) { cnt += freq[a[k]]++; }
    void del(int k, int c){ cnt -= --freq[a[k]]; }
    ll C(int l, int r){
        while(lcur > l) add(--lcur, 0);
        while(rcur < r) add(rcur++, 1);
        while(lcur < l) del(lcur++, 0);
        while(rcur > r) del(--rcur, 1);
        return cnt;
    }
    ll f(int ind, int k) { return old[k] + C(k, ind); }
    void store(int ind, int k, ll v) { cur[ind] = v; }
    void rec(int L, int R, int LO, int HI) {
        if (L >= R) return;
        int mid = (L + R) >> 1;
        pair<ll, int> best(LLONG_MAX, LO);
        for(int k = max(LO, lo(mid)); k <= min(HI, hi(mid)); ++k)
            best = min(best, make_pair(f(mid, k), k));
        store(mid, best.second, best.first);
        rec(L, mid, LO, best.second);
        rec(mid+1, R, best.second, HI);
    }
};
```

**Time:**  $\mathcal{O}(N^2)$

**Description:** Transforms  $dp$  of the form (or similar)  $dp[i] = \min_{j < i} (dp[j] + b[j] * a[i])$ . Time goes from  $O(n^2)$  to  $O(n \log n)$ , if using online line container, or  $O(n)$  if lines are inserted in order of slope and queried in order of  $x$ . To apply try to find a way to write the factor inside minimization as a linear function of a value related to  $i$ . Everything else related to  $j$  will become constant.

**Description:** Find the minimum numbers of edits required to convert string s into t. Only insertion, removal and replace operations are allowed.

```
int edit_dist(string &s, string &t) {
    const int n = int(s.size()), m = int(t.size());
    vector<vector<int>>> dp(n+1, vector<int>(m+1, n+m+2));
    vector<vector<int>>> prv(n+1, vector<int>(m+1, 0));
    dp[0][0] = 0;
    for (int i = 0; i <= n; i++) {
        for (int j = 0; j <= m; j++) {
            if (i < n) { // remove
                int cnd = dp[i][j] + 1;
                if (cnd < dp[i+1][j]) {
                    dp[i+1][j] = cnd;
                    prv[i+1][j] = 1;
                }
            }
            if (j < m) { // insert
                int cnd = dp[i][j] + 1;
                if (cnd < dp[i][j+1]) {
                    dp[i][j+1] = cnd;
                    prv[i][j+1] = 2;
                }
            }
            if (i < n && j < m) { // modify
                int cnd = dp[i][j] + (s[i] != t[j]);
                if (cnd < dp[i+1][j+1]) {
                    dp[i+1][j+1] = cnd;
                    prv[i+1][j+1] = 3;
                }
            }
        }
    }
    return dp[n][m];
}
```

Time:  $\mathcal{O}(N \log N)$  0675f2, 17 lines

```
template<class I> vector<int> lis(const vector<I>& S) {
    if (S.empty()) return {};
    vector<int> prev(S.size());
    typedef pair<I, int> p;
    vector<p> res;
    for(int i = 0; i < (int)S.size(); i++) {
        // change 0 -> i for longest non-decreasing subsequence
        auto it = lower_bound(res.begin(), res.end(), p {S[i], 0});
        if (it == res.end()) res.emplace_back(), it = res.end()-1;
        *it = {S[i], i};
        prev[i] = it == res.begin() ? 0 : (it-1)->second;
    }
    int L = res.size(), cur = res.back().second;
    vector<int> ans(L);
    while (L--) ans[L] = cur, cur = prev[cur];
    return ans;
}
```

```
digit_dp<modnum<int(1e9) + 7>, hex-to-dec>(N, K);
```

```

template<typename T, class F> T digit_dp(const string& S, int K
    , F& L) {
    const int base = 16, len = int(S.size());
    vector<bool> w(base);
    vector<vector<T>> dp(len + 1, vector<T>(base + 2));
    int cnt = 0;
    for (int d = 0; d < len; ++d) {
        // adding new digit to numbers with prefix < s
        for (int x = 0; x <= base; ++x) {
            dp[d + 1][x] += dp[d][x] * x;
            dp[d + 1][x + 1] += dp[d][x] * (base - x);
        }
        // adding strings with prefix only 0's and last digit != 0
        if (d) dp[d + 1][1] += (base - 1);
        // adding prefix equal to s and last digit < s, first digit
        // cannot be 0
        for (int x = 0; x < L(S[d]); ++x) {
            if (d == 0 && x == 0) continue;
            if (w[x]) dp[d + 1][cnt] += 1;
            else dp[d + 1][cnt + 1] += 1;
        }
        // marking if the last digit appears in the prefix of s
        if (w[L(S[d])] == false)
            w[L(S[d])] = true, cnt++;
    }
    // adding string k
    dp[len][cnt] += 1; return dp[len][K];
}

```

```
template<class T> T less(const T &x, const T &y) {
```

```
template<class T> T lcs(const T &X, const T &Y) {
    int a = X.size(), b = Y.size();
    vector<vector<int>>> dp(a+1, vector<int>(b+1));
    for(int i = 1; i <= a; ++i) for(int j = 1; j <= b; ++j)
        dp[i][j] = X[i-1]==Y[j-1] ? dp[i-1][j-1]+1 :
            max(dp[i][j-1], dp[i-1][j]);
    int len = dp[a][b];
    T ans(len, 0);
    while (a && b)
        if (X[a-1] == Y[b-1]) ans[--len] = X[--a], --b;
        else if (dp[a][b-1] > dp[a-1][b]) --b;
        else --a;
    return ans;
}
```

**Time:**  $\mathcal{O}(N \log N)$  1acfe0 10 lines

```
int knapsack(vector<int> &v, vector<int> &w, int total) {
    vector<int> dp(total+1, -1);
    int result = 0; dp[0] = 0;
    for (int i = 0; i <= total; ++i) for (int j = 0; j < n; ++j)
        if (w[j] <= i && dp[i - w[j]] >= 0)
            dp[i] = max(dp[i], dp[i - w[j]] + v[j]);
    int result = 0;
```

```
for (int i = 0; i <= total; ++i) result = max(result, dp[i]);
return result;
}
```

knapsack-bounded.h

**Description:** You are given  $n$  types of items, each items has a weight and a quantity. Is possible to fill a knapsack with capacity  $X$  using any subset of items?

Time:  $\mathcal{O}(W \cdot N)$

b24799, 11 lines

```
auto solve(vi weight, vi cnt, int X) {
    vector<int> dp(X+1, 0);
    for (int i = 0; i < N; ++i)
        for (int j = X-weight[i]; j >= 0; --j) {
            if (!dp[j]) continue;
            int k = cnt[i], s = j + weight[i];
            while (k > 0 && s <= X && !dp[s])
                dp[s] = 1, --k, s += weight[i];
        }
    return dp[X];
}
```

knapsack-bounded-costs.h

**Description:** You are given  $N$  types of items, you have  $cnt[i]$  items of  $i$ -th type, and each item of  $i$ -th type  $weight[i]$  and  $cost[i]$ . What is the maximal cost you can get by picking some items weighing exactly  $X$  in total?

Time:  $\mathcal{O}(N \cdot W)$

"../data-structures/monotonic-queue.h"03d171, 14 lines

```
auto solve(vi weight, vi cost, vi cnt, int X) {
    vector<int> dp(X+1, 0); int N = int(weight.size());
    vector<max_monotonic_queue<int>> M(X+1);
    for (int i = 0; i < N; ++i) {
        for (int j = 0; j < min(X+1, weight[i]); ++j) M[j] =
            max_monotonic_queue<int>();
        for (int j = 0; j <= X; ++j) {
            auto& que = M[j % weight[i]];
            if (que.size() > cnt[i]) que.pop();
            que.add(cost[i]);
            que.push(dp[j]);
            dp[j] = que.get_val();
        }
    } return dp[X];
}
```

knapsack-bitset.h

**Description:** Find first value greater than  $m$  that cannot be formed by the sums of numbers from  $v$ .

25166e, 11 lines

```
bitset<int(1e7)> dp, dpl;
int knapsack(vector<int> &items, int n, int m) {
    dp[0] = dpl[0] = true;
    for (int i = 0; i < n; ++i) {
        dpl <<= items[i];
        dp |= dpl;
        dpl = dp;
    }
    dp.flip();
    return dp._Find_next(m);
}
```

two-max-equal-sum.h

**Description:** Two maximum equal sum disjoint subsets,  $s[i] = 0$  if  $v[i]$  wasn't selected,  $s[i] = 1$  if  $v[i]$  is in the first subset and  $s[i] = 2$  if  $v[i]$  is in the second subset

Time:  $\mathcal{O}(n * S)$

d66110, 15 lines

```
pair<int, vector<int>> twoMaxEqualSumDS(vector<int> &v){
    const int n = int(v.size());
    const int sum = accumulate(v.begin(), v.end(), 0);
```

```
vector<int> dp(2*sum + 1, INT_MIN/2), newdp(2*sum + 1), s(n);
vector<vector<int>>> rec(n, vector<int>(2*sum + 1));
int i; dp[sum] = 0;
for(i = 0; i < n; i++, swap(dp, newdp))
    for(int a, b, d = v[i]; d <= 2*sum - v[i]; d++){
        newdp[d] = max({dp[d], a = dp[d - v[i]] + v[i], b = dp[d
            + v[i]]});
        rec[i][d] = newdp[d] == a ? 1 : newdp[d] == b ? 2 : 0;
    }
for(int j = i-1, d = sum; j >= 0 ; j--){
    d += (s[j] = rec[j][d]) ? s[j] == 2 ? v[j] : -v[j] : 0;
    return {dp[sum], s};
}
```

max-zero-submatrix.h

**Description:** Computes the area of the largest submatrix that contains only 0s

Time:  $\mathcal{O}(NM)$

d7bff2, 18 lines

```
const int MAXN = 100, MAXM = 100;
array<array<int, MAXN>, MAXM> A, H;
int solve(int N, int M) {
    stack<int, vector<int>>> s; int ret = 0;
    for (int j = 0; j < M; j++) for (int i = N - 1; i >= 0; i--)
        H[i][j] = A[i][j] ? 0 : 1 + (i == N - 1 ? 0 : H[i + 1][j
            ]);
    for (int i = 0; i < N; i++) {
        for (int j = 0; j < M; j++) {
            int minInd = j;
            while (!s.empty() && H[i][s.top()] >= H[i][j]) {
                ret = max(ret, (j - s.top()) * (H[i][s.top()]));
                minInd = s.top(); s.pop(); H[i][minInd] = H[i][j];
            }
            s.push(minInd);
        }
        while (!s.empty()) ret = max(ret, (M - s.top()) * H[i][s.
            top()]); s.pop();
    }
    return ret;
}
```

10.4 Debugging tricks

- `signal(SIGSEGV, [](int) { _Exit(0); });`; converts segfaults into Wrong Answers. Similarly one can catch SIGABRT (assertion failures) and SIGFPE (zero divisions). `_GLIBCXX_DEBUG` violations generate SIGABRT (or SIGSEGV on gcc 5.4.0 apparently).
- `feenableexcept(29);` kills the program on NaNs (1), 0-divs (4), infinities (8) and denormals (16).

10.5 Optimization tricks

10.5.1 Bit hacks

- `x & -x` is the least bit in `x`.
- `for (int x = m; x; ) { --x &= m; ... }` loops over all subset masks of `m` (except `m` itself).
- `c = x&-x, r = x+c; ((r^x) >> 2)/c) | r` is the next number after `x` with the same number of bits set.

- `rep(b,0,K) rep(i,0,(1 << K)) if (i & 1 << b) D[i] += D[i^(1 << b)];` computes all sums of subsets.

10.5.2 Pragmas

- `#pragma GCC optimize ("Ofast")` will make GCC auto-vectorize for loops and optimizes floating points better (assumes associativity and turns off denormals).
- `#pragma GCC target ("avx,avx2")` can double performance of vectorized code, but causes crashes on old machines.
- `#pragma GCC optimize ("trapv")` kills the program on integer overflows (but is really slow).

fast-input.h

**Description:** Returns an integer. Usage requires your program to pipe in input from file. Can replace calls to `gc()` with `getchar_unlocked()` if extra speed isn't necessary (60% slowdown).

**Usage:** `./a.out < input.txt`  
**Time:** About 5x as fast as `cin/scanf`.

b31afb, 18 lines

```
struct GC {
    char buf[1 << 16];
    size_t bc = 0, be = 0;
    char operator()() {
        if (bc >= be) {
            buf[0] = 0, bc = 0;
            be = fread(buf, 1, sizeof(buf), stdin);
        }
        return buf[bc++]; // returns 0 on EOF
    }
} gc;
int readInt() {
    int a, c;
    while ((a = gc()) < 40);
    if (a == '-') return -readInt();
    while ((c = gc()) >= 48) a = a * 10 + c - 48;
    return a - 48;
}
```

bump-allocator.h

**Description:** When you need to dynamically allocate many objects and don't care about freeing them. "new X" otherwise has an overhead of something like 0.05us + 16 bytes per allocation.

745db2, 8 lines

```
// Either globally or in a single class:
static char buf[450 << 20];
void* operator new(size_t s) {
    static size_t i = sizeof buf;
    assert(s < i);
    return (void*)&buf[i -= s];
}
void operator delete(void*) {}
```

bump-allocator-stl.h

**Description:** BumpAllocator for STL containers.  
**Usage:** `vector<vector<int, small<int>>>> ed(N);`

bb66d4, 14 lines

```
char buf[450 << 20] alignas(16);
size_t buf_ind = sizeof buf;

template<class T> struct small {
    typedef T value_type;
    small() {}
    template<class U> small(const U&) {}
```

```
T* allocate(size_t n) {
    buf_ind -= n * sizeof(T);
    buf_ind &= 0 - alignof(T);
    return (T*)(buf + buf_ind);
}

void deallocate(T*, size_t) {}
};
```

hashmap.h

Description: Faster/better hash maps, taken from CF

09a72f, 17 lines

```
#include<bits/extc++.h>
struct splitmix64_hash {
    static uint64_t splitmix64(uint64_t x) {
        x += 0x9e3779b97f4a7c15;
        x = (x^(x >> 30)) * 0xbf58476d1ce4e5b9;
        x = (x^(x >> 27)) * 0x94d049bb13311leb;
        return x^(x >> 31);
    }
    size_t operator()(uint64_t x) const {
        static const uint64_t FIXED_RANDOM = chrono::
            steady_clock::now().time_since_epoch().count();
        return splitmix64(x + FIXED_RANDOM);
    }
};

template <typename K, typename V, typename Hash =
    splitmix64_hash>
using hash_map = __gnu_pbds::gp_hash_table<K, V, Hash>;
template <typename K, typename Hash = splitmix64_hash>
using hash_set = hash_map<K, __gnu_pbds::null_type, Hash>;
```

unrolling.h

520e76, 5 lines

```
#define F {...; ++i;}
int i = from;
while (i&3 && i < to) F // for alignment, if needed
while (i + 4 <= to) { F F F F }
while (i < to) F
```

fast-mod.h

Description: Compute a%b about 4 times faster than usual, where b is constant but not known at compile time. Fails for b = 1.

c977c5, 10 lines

```
typedef unsigned long long ull;
typedef __uint128_t L;
struct FastMod {
    ull b, m;
    FastMod(ull b) : b(b), m(ull)((L(1) << 64) / b) {}
    ull reduce(ull a) {
        ull q = (ull)((L(m) * a) >> 64), r = a - q * b;
        return r >= b ? r - b : r;
    }
};
```

custom-comparator.h

1e3970, 6 lines

```
auto cmp = [](const kind_t& a, const kind_t& b) {
    return a.func() < b.func();
};

set<kind_t, decltype(cmp)> my_set(cmp);
map<kind_t, int, decltype(cmp)> my_map(cmp);
priority_queue<kind_t, vector<kind_t>, decltype(cmp)> my_pq(cmp
);
```

10.6 Bit Twiddling Hack

hacks.h

829b7d, 21 lines

```
// Iterate on non-empty submasks of a bitmask.
for (int s = m; s > 0; s = (m & (s - 1)))
```

```
// Iterate on non-zero bits of a bitset B.
for (int j = B._Find_next(0); j < MAXV; j = B._Find_next(j))
ll next_perm(ll v) { // compute next perm i.e.
    ll t = v | (v-1); // 00111,01011,01101,10011 ...
    return (t + 1) | (((~t & ~t) - 1)>>(__builtin_ctz(v) + 1));
}

template<typename F> // All subsets of size k of {0..N-1}
void iterate_k_subset(ll N, ll k, F f){
    ll mask = (1ll << k) - 1;
    while (! (mask & 1ll<<N)) { f(mask);
        ll t = mask | (mask-1);
        mask = (t+1)|(((~t & ~t)-1)>>(__builtin_ctzll(mask)+1));
    }
}

template<typename F> // All subsets of set
void iterate_mask_subset(ll set, F f){ ll mask = set;
    do f(mask), mask = (mask-1) & set;
    while (mask != set);
}
```

bitset.h

Description: Some bitset functions

b9f55a, 17 lines

```
int main() {
    bitset<100> bt;
    cin >> bt;
    cout << bt[0] << "\n";
    cout << bt.count() << "\n"; // number of bits set
    cout << (~bt).none() << "\n"; // return true if has no bits
    set
    cout << (~bt).any() << "\n"; // return true if has any bit
    set
    cout << (~bt).all() << "\n"; // retun true if has all bits
    set
    cout << bt._Find_first() << "\n"; // return first set bit
    cout << bt._Find_next(10) << "\n"; // returns first set bit
    after index i
    cout << bt.flip() << '\n'; // flip the bitset
    cout << bt.test(3) << '\n'; // test if the ith bit of bt is
    set
    cout << bt.reset(3) << '\n'; // reset the ith bit
    cout << bt.set() << '\n'; // turn all bits on
    cout << bt.set(4, 1) << '\n'; // set the 4th bit to value 1
    cout << bt << "\n";
}
```

10.7 Random Numbers

random-numbers.h

Description: An example on the usage of generator and distribution. Use shuffle instead of random shuffle.

b96f2b, 8 lines

```
mt19937 rng(random_device{}());
mt19937_64 rng(chrono::steady_clock::now().time_since_epoch().
    count());
shuffle(permutation.begin(), permutation.end(), rng);
uniform_int_distribution<int> uid(1, 100); //[1, 100]
unsigned xrand() {
    static unsigned x = 314159265, y = 358979323, z = 846264338,
        w = 327950288;
    unsigned t = x ^ x << 11; x = y; y = z; z = w; return w = w ^
        w >> 19 ^ t ^ t >> 8;
}
```