

# 

Hakim Sabzevari University

**CTRL+ALT+DEFEAT**

Team Reference Document

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# 1. STL

## 1.1. bitscroll

\_\_builtin\_ctz(x); // first 1 from left (index)

\_\_builtin\_popcount(x); // count of 1 in numbers bit

\_\_builtin\_ctzll(x); // for long long

\_\_builtin\_popcountll(x); // ...

## 1.2. 128 bit

\_\_int128 read() {

    \_\_int128 x = 0, f = 1;

    char ch = getchar();

    while (ch < '0' || ch > '9') {

        if (ch == '-') f = -1;

        ch = getchar();

    }

    while (ch >= '0' && ch <= '9') {

        x = x \* 10 + ch - '0';

        ch = getchar();

    }

    return x \* f;

}

void print(\_\_int128 x) {

    if (x < 0) {

        putchar('-');

        x = -x;

    }

    if (x > 9) print(x / 10);

    putchar(x % 10 + '0');

}

bool cmp(\_\_int128 x, \_\_int128 y) { return x > y; }

int main() {

    \_\_int128 x = read();

    print(x);

    cout << endl;

    return 0;

}

# 2. Segment Tree

## 2.1. easy implementation

const int N = 1e5;  // limit for array size

int n;  // array size

int t[2 \* N];

void build() {  // build the tree

  for (int i = n - 1; i > 0; --i) t[i] = t[i<<1] + t[i<<1|1];

}

void modify(int p, int value) {  // set value at position p

  for (t[p += n] = value; p > 1; p >>= 1) t[p>>1] = t[p] + t[p^1];

}

int query(int l, int r) {  // sum on interval [l, r)

  int res = 0;

  for (l += n, r += n; l < r; l >>= 1, r >>= 1) {

    if (l&1) res += t[l++];

    if (r&1) res += t[--r];

  }

  return res;

}

int main() {

  scanf("%d", &n);

  for (int i = 0; i < n; ++i) scanf("%d", t + n + i);

  build();

  modify(0, 2);

  printf("%d\n", query(3, 11));

  return 0;

}

## 2.2. with lazy propagation

const int N = 1e5 + 5;

int n;

int seg[2 \* N], lazy[2 \* N], a[N];

int segSize;

void build(int u = 1, int ul = 0, int ur = n) {

    if(ur - ul < 2){

        seg[u] = a[ul];

        return;

    }

    int mid = (ul + ur) / 2;

    build(u \* 2, ul, mid);

    build(u \* 2 + 1, mid, ur);

    seg[u] = seg[u \* 2] + seg[u \* 2 + 1];

}

void upd(int u, int ul, int ur, int x){

    lazy[u] += x;

    seg[u] += (ur - ul) \* x;

}

void shift(int u, int ul, int ur){

    int mid = (ul + ur) / 2;

    upd(u \* 2, ul, mid, lazy[u]);

    upd(u \* 2 + 1, mid, ur, lazy[u]);

    lazy[u] = 0;

}

void increase(int l, int r, int x, int u = 1, int ul = 0, int ur = n){

    if(l >= ur || ul >= r)return;

    if(l <= ul && ur <= r){

        upd(u, ul, ur, x);

        return;

    }

    shift(u, ul, ur);

    int mid = (ul + ur) / 2;

    increase(l, r, x, u \* 2, ul, mid);

    increase(l, r, x, u \* 2 + 1, mid, ur);

    seg[u] = seg[u \* 2] + seg[u \* 2 + 1];

}

int sum(int l, int r, int u = 1, int ul = 0, int ur = n){

    if(l >= ur || ul >= r)return 0;

    if(l <= ul && ur <= r)return seg[u];

    shift(u, ul, ur);

    int mid = (ul + ur) / 2;

    return sum(l, r, u \* 2, ul, mid) + sum(l, r, u \* 2 + 1, mid, ur);

}

void showSegments() {

    for(int i = 0; i < segSize; i++)

        cout << seg[i] << ' ';

    cout << endl;

}

void Main() {

    cin >> n;

    segSize = 2;

    while(segSize / 2 <= n) segSize \*= 2;

    for(int i = 0; i < n; i++)

        cin >> a[i];

    build();

}

int main() {

    ios\_base::sync\_with\_stdio(false);

    cin.tie(0); cout.tie(0);

    Main();

    return 0;

}

# 3. Math

## 3.1. choose

#define ll long long

const int N = 2e3 + 5;

const ll M = 1e9 + 7;

ll fact[N], inv[N];

int r, n, q;

ll exp(ll b, ll p, ll m) {

    b %= m;

    ll result = 1;

    while(p) {

        if(p % 2)

            result = result \* b % m;

        b = b \* b % m;

        p /= 2;

    }

    return result;

}

void preProcess() {

    fact[0] = 1;

    for(int i = 1; i < N; i++)

        fact[i] = fact[i - 1] \* i % M;

    inv[N - 1] = exp(fact[N - 1], M - 2, M);

    for(int i = N - 1; i > 0; i--)

        inv[i - 1] = inv[i] \* i % M;

}

ll choose(int n, int r) {

    if(r > n) return 0;

    return fact[n] \* inv[r] % M \* inv[n - r] % M;

}

void Main() {

    cin >> q;

    while(q--) {

        cin >> n >> r;

        cout << choose(n, r) << '\n';

    }

}

int main() {

    ios::sync\_with\_stdio(false);

    cin.tie(0); cout.tie(0);

    preProcess();

    Main();

    return 0;

}

## 3.2. gcd

int gcd (int a, int b) {

    return b ? gcd (b, a % b) : a;

}

// fast version...

int gcd(int a, int b) {

    if (!a || !b)

        return a | b;

    unsigned shift = \_\_builtin\_ctz(a | b);

    a >>= \_\_builtin\_ctz(a);

    do {

        b >>= \_\_builtin\_ctz(b);

        if (a > b)

            swap(a, b);

        b -= a;

    } while (b);

    return a << shift;

}

## 3.3. compressing

// compressing

sort(temp\_values, temp\_values + n);

int numOfUnique = unique(temp\_values, temp\_values + n) - temp\_values;

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

    h[i] = lower\_bound(temp\_values, temp\_values + numOfUnique, h[i]) - temp\_values;

## 3.4. lower bound and upper bound

int main() {

    vector<int> v = {11, 34, 56, 67, 89};

      // Finding lower bound of 56

    cout << \*lower\_bound(v.begin(), v.end(), 56)

      << endl;

      // Finding upper bound of 56

    cout << \*upper\_bound(v.begin(), v.end(), 56);

    return 0;

}

Output:

56

67

# 4. Graph

## 4.1. BFS

#define distance d

const int maxN = 1e5 + 10, oo = 1e9;

vector <int> adj[maxN];

int distance[maxN];

queue<int> q;

void BFS(int n, int r) {

    for (int i=1; i<=n; i++) distance[i] = oo;

    distance[r] = 0;

    q.push(r);

    while(q.size()) {

        int v = q.front();

        q.pop();

        for (auto u : adj[v])

            if(distance[u] > distance[v] + 1) {

                distance[u] = distance[v] + 1;

                q.push(u);

            }

    }

}

int main() {

    ios\_base::sync\_with\_stdio(0); cin.tie(0);

    int n, m; cin >> n >> m;

    for (int i=0; i<m; i++) {

        int u, v; cin >> u >> v;

        adj[u].push\_back(v);

        adj[v].push\_back(u);

    }

    BFS(n, 1);

    for (int i=1; i<=n; i++)

        cout << i << ':' << distance[i] << '\n';

}

## 4.2. bipartite

const int maxN = 1e5 + 10;

vector <int> adj[maxN];

bool mark[maxN];

int color[maxN];

bool bipartite = true;

void DFS(int v, int parent) {

    mark[v] = true;

    if(parent != -1) color[v] = 1 - color[parent];

    else color[v] = 1;

    for (auto u : adj[v]) {

        if(!mark[u])

            DFS(u, v);

        else if(color[u] == color[v])

            bipartite = false;

    }

}

int main() {

    ios\_base::sync\_with\_stdio(0); cin.tie(0);

    int n, m; cin >> n >> m;

    for (int i=0; i<m; i++) {

        int u, v; cin >> u >> v;

        adj[u].push\_back(v);

        adj[v].push\_back(u);

    }

    for (int i=1; i<=n; i++) {

        if(mark[i]) continue ;

        DFS(i, -1); //root does not have parent.

    }

    if(bipartite) cout << "Graph Is Bipartite\n";

    else cout << "Graph Is Not Bipartite\n";

}

## 4.3. cycle finding

const int maxN = 1e5 + 10;

vector <int> adj[maxN];

bool mark[maxN];

bool cycle\_found = false;

void DFS(int v, int parent) {

    mark[v] = true;

    for (auto u : adj[v]) {

        if(!mark[u]) DFS(u, v); //u's parent is v.

        else if(u != parent) cycle\_found = true;

    }

}

int main() {

    ios\_base::sync\_with\_stdio(0); cin.tie(0);

    int n, m; cin >> n >> m;

    for (int i=0; i<m; i++) {

        int u, v; cin >> u >> v;

        adj[u].push\_back(v);

        adj[v].push\_back(u);

    }

    for (int i=1; i<=n; i++) {

        if(mark[i]) continue ;

        DFS(i, -1); //root does not have parent.

    }

    if(cycle\_found) cout << "Graph has Cycle\n";

    else cout << "Graph does not have Cycle\n";

}

## 4.4. DFS

const int maxN = 1e5 + 10;

vector <int> adj[maxN];

bool mark[maxN];

vector <int> component;

void DFS(int v) {

    mark[v] = true;

    component.push\_back(v);

    for (auto u : adj[v])

        if(!mark[u]) DFS(u);

}

int main() {

    ios\_base::sync\_with\_stdio(0); cin.tie(0);

    int n, m; cin >> n >> m;

    for (int i=0; i<m; i++) {

        int u, v; cin >> u >> v;

        adj[u].push\_back(v);

        adj[v].push\_back(u);

    }

    for (int i=1; i<=n; i++) {

        if(mark[i]) continue ;

        component.clear();

        DFS(i);

        for (auto v : component)

            cout << v << ' ';

        cout << '\n';

    }

}

## 4.5. floyd-warshall

// Implementing floyd warshall algorithm

void floydWarshall(int graph[][nV]) {

  int matrix[nV][nV], i, j, k;

  for (i = 0; i < nV; i++)

    for (j = 0; j < nV; j++)

      matrix[i][j] = graph[i][j];

  // Adding vertices individually

  for (k = 0; k < nV; k++) {

    for (i = 0; i < nV; i++) {

      for (j = 0; j < nV; j++) {

        if (matrix[i][k] + matrix[k][j] < matrix[i][j])

          matrix[i][j] = matrix[i][k] + matrix[k][j];

      }

    }

  }

//   printMatrix(matrix);

}

## 4.6. prim

// Function to find sum of weights of edges of the Minimum Spanning Tree.

int spanningTree(int V, int E, vector<vector<int>> &edges) {

    // Create an adjacency list representation of the graph

    vector<vector<int>> adj[V];

    // Fill the adjacency list with edges and their weights

    for (int i = 0; i < E; i++) {

        int u = edges[i][0];

        int v = edges[i][1];

        int wt = edges[i][2];

        adj[u].push\_back({v, wt});

        adj[v].push\_back({u, wt});

    }

    // Create a priority queue to store edges with their weights

    priority\_queue<pair<int,int>, vector<pair<int,int>>, greater<pair<int,int>>> pq;

    // Create a visited array to keep track of visited vertices

    vector<bool> visited(V, false);

    // Variable to store the result (sum of edge weights)

    int res = 0;

    // Start with vertex 0

    pq.push({0, 0});

    // Perform Prim's algorithm to find the Minimum Spanning Tree

    while(!pq.empty()){

        auto p = pq.top();

        pq.pop();

        int wt = p.first;  // Weight of the edge

        int u = p.second;  // Vertex connected to the edge

        if(visited[u] == true){

            continue;  // Skip if the vertex is already visited

        }

        res += wt;  // Add the edge weight to the result

        visited[u] = true;  // Mark the vertex as visited

        // Explore the adjacent vertices

        for(auto v : adj[u]){

            // v[0] represents the vertex and v[1] represents the edge weight

            if(visited[v[0]] == false){

                pq.push({v[1], v[0]});  // Add the adjacent edge to the priority queue

            }

        }

    }

    return res;  // Return the sum of edge weights of the Minimum Spanning Tree

}

int main() {

    vector<vector<int>> graph = {{0, 1, 5},

                                  {1, 2, 3},

                                  {0, 2, 1}};

    cout << spanningTree(3, 3, graph) << endl;

    return 0;

}

## 4.7. shortest cycle

//this code works for simple graphs.

const int maxN = 1010, oo = 1e9;

vector <int> adj[maxN];

int deleted, distances[maxN];

queue<int> q;

void BFS(int n, int r) {

    for (int i=1; i<=n; i++) distances[i] = oo;

    distances[r] = 0;

    q.push(r);

    while(q.size()) {

        int v = q.front();

        q.pop();

        for (auto u : adj[v]) {

            if(v == r && u == deleted) continue; //ignore deleted edge.

            if(distances[u] > distances[v] + 1) {

                distances[u] = distances[v] + 1;

                q.push(u);

            }

        }

    }

}

int main() {

    ios\_base::sync\_with\_stdio(0); cin.tie(0);

    int n, m; cin >> n >> m;

    for (int i=0; i<m; i++) {

        int u, v; cin >> u >> v;

        adj[u].push\_back(v); adj[v].push\_back(u);

    }

    int length = oo;

    for (int i=1; i<=n; i++) {

        for (auto u : adj[i]) {

            deleted = u;

            BFS(n, i);

            length = min(length, distances[u] + 1);

        }

    }

    if(length == oo) cout << "Graph Does Not Have Cycle\n";

    else cout << "Minimum Cycle Length is : " << length << '\n';

}

## 4.8. topologycal sort

int n; // number of vertices

vector<vector<int>> adj; // adjacency list of graph

vector<bool> visited;

vector<int> ans;

void dfs(int v) {

    visited[v] = true;

    for (int u : adj[v]) {

        if (!visited[u])

            dfs(u);

    }

    ans.push\_back(v);

}

void topological\_sort() {

    visited.assign(n, false);

    ans.clear();

    for (int i = 0; i < n; ++i) {

        if (!visited[i]) {

            dfs(i);

        }

    }

    reverse(ans.begin(), ans.end());

}

## 4.9. lowest common Ancestor

struct LCA {

    vector<int> height, euler, first, segtree;

    vector<bool> visited;

    int n;

    LCA(vector<vector<int>> &adj, int root = 0) {

        n = adj.size();

        height.resize(n);

        first.resize(n);

        euler.reserve(n \* 2);

        visited.assign(n, false);

        dfs(adj, root);

        int m = euler.size();

        segtree.resize(m \* 4);

        build(1, 0, m - 1);

    }

    void dfs(vector<vector<int>> &adj, int node, int h = 0) {

        visited[node] = true;

        height[node] = h;

        first[node] = euler.size();

        euler.push\_back(node);

        for (auto to : adj[node]) {

            if (!visited[to]) {

                dfs(adj, to, h + 1);

                euler.push\_back(node);

            }

        }

    }

    void build(int node, int b, int e) {

        if (b == e) {

            segtree[node] = euler[b];

        } else {

            int mid = (b + e) / 2;

            build(node << 1, b, mid);

            build(node << 1 | 1, mid + 1, e);

            int l = segtree[node << 1], r = segtree[node << 1 | 1];

            segtree[node] = (height[l] < height[r]) ? l : r;

        }

    }

    int query(int node, int b, int e, int L, int R) {

        if (b > R || e < L)

            return -1;

        if (b >= L && e <= R)

            return segtree[node];

        int mid = (b + e) >> 1;

        int left = query(node << 1, b, mid, L, R);

        int right = query(node << 1 | 1, mid + 1, e, L, R);

        if (left == -1) return right;

        if (right == -1) return left;

        return height[left] < height[right] ? left : right;

    }

    int lca(int u, int v) {

        int left = first[u], right = first[v];

        if (left > right)

            swap(left, right);

        return query(1, 0, euler.size() - 1, left, right);

    }

};

## 4.10. lowest common Ancestor (binary lifting)

int n, l;

vector<vector<int>> adj;

int timer;

vector<int> tin, tout;

vector<vector<int>> up;

void dfs(int v, int p)

{

    tin[v] = ++timer;

    up[v][0] = p;

    for (int i = 1; i <= l; ++i)

        up[v][i] = up[up[v][i-1]][i-1];

    for (int u : adj[v]) {

        if (u != p)

            dfs(u, v);

    }

    tout[v] = ++timer;

}

bool is\_ancestor(int u, int v)

{

    return tin[u] <= tin[v] && tout[u] >= tout[v];

}

int lca(int u, int v)

{

    if (is\_ancestor(u, v))

        return u;

    if (is\_ancestor(v, u))

        return v;

    for (int i = l; i >= 0; --i) {

        if (!is\_ancestor(up[u][i], v))

            u = up[u][i];

    }

    return up[u][0];

}

void preprocess(int root) {

    tin.resize(n);

    tout.resize(n);

    timer = 0;

    l = ceil(log2(n));

    up.assign(n, vector<int>(l + 1));

    dfs(root, root);

}

## 4.11. hungarian algorithm (assignment problem)

vector<int> u (n+1), v (m+1), p (m+1), way (m+1);

for (int i=1; i<=n; ++i) {

    p[0] = i;

    int j0 = 0;

    vector<int> minv (m+1, INF);

    vector<bool> used (m+1, false);

    do {

        used[j0] = true;

        int i0 = p[j0],  delta = INF,  j1;

        for (int j=1; j<=m; ++j)

            if (!used[j]) {

                int cur = A[i0][j]-u[i0]-v[j];

                if (cur < minv[j])

                    minv[j] = cur,  way[j] = j0;

                if (minv[j] < delta)

                    delta = minv[j],  j1 = j;

            }

        for (int j=0; j<=m; ++j)

            if (used[j])

                u[p[j]] += delta,  v[j] -= delta;

            else

                minv[j] -= delta;

        j0 = j1;

    } while (p[j0] != 0);

    do {

        int j1 = way[j0];

        p[j0] = p[j1];

        j0 = j1;

    } while (j0);

}

## 4.12. 2SAT

struct TwoSatSolver {

    int n\_vars;

    int n\_vertices;

    vector<vector<int>> adj, adj\_t;

    vector<bool> used;

    vector<int> order, comp;

    vector<bool> assignment;

    TwoSatSolver(int \_n\_vars) : n\_vars(\_n\_vars), n\_vertices(2 \* n\_vars), adj(n\_vertices), adj\_t(n\_vertices), used(n\_vertices), order(), comp(n\_vertices, -1), assignment(n\_vars) {

        order.reserve(n\_vertices);

    }

    void dfs1(int v) {

        used[v] = true;

        for (int u : adj[v]) {

            if (!used[u])

                dfs1(u);

        }

        order.push\_back(v);

    }

    void dfs2(int v, int cl) {

        comp[v] = cl;

        for (int u : adj\_t[v]) {

            if (comp[u] == -1)

                dfs2(u, cl);

        }

    }

    bool solve\_2SAT() {

        order.clear();

        used.assign(n\_vertices, false);

        for (int i = 0; i < n\_vertices; ++i) {

            if (!used[i])

                dfs1(i);

        }

        comp.assign(n\_vertices, -1);

        for (int i = 0, j = 0; i < n\_vertices; ++i) {

            int v = order[n\_vertices - i - 1];

            if (comp[v] == -1)

                dfs2(v, j++);

        }

        assignment.assign(n\_vars, false);

        for (int i = 0; i < n\_vertices; i += 2) {

            if (comp[i] == comp[i + 1])

                return false;

            assignment[i / 2] = comp[i] > comp[i + 1];

        }

        return true;

    }

    void add\_disjunction(int a, bool na, int b, bool nb) {

        // na and nb signify whether a and b are to be negated

        a = 2 \* a ^ na;

        b = 2 \* b ^ nb;

        int neg\_a = a ^ 1;

        int neg\_b = b ^ 1;

        adj[neg\_a].push\_back(b);

        adj[neg\_b].push\_back(a);

        adj\_t[b].push\_back(neg\_a);

        adj\_t[a].push\_back(neg\_b);

    }

    static void example\_usage() {

        TwoSatSolver solver(3); // a, b, c

        solver.add\_disjunction(0, false, 1, true);  //     a  v  not b

        solver.add\_disjunction(0, true, 1, true);   // not a  v  not b

        solver.add\_disjunction(1, false, 2, false); //     b  v      c

        solver.add\_disjunction(0, false, 0, false); //     a  v      a

        assert(solver.solve\_2SAT() == true);

        auto expected = vector<bool>(True, False, True);

        assert(solver.assignment == expected);

    }

};

## 4.13. Heavy-light decomposition

vector<int> parent, depth, heavy, head, pos;

int cur\_pos;

int dfs(int v, vector<vector<int>> const& adj) {

    int size = 1;

    int max\_c\_size = 0;

    for (int c : adj[v]) {

        if (c != parent[v]) {

            parent[c] = v, depth[c] = depth[v] + 1;

            int c\_size = dfs(c, adj);

            size += c\_size;

            if (c\_size > max\_c\_size)

                max\_c\_size = c\_size, heavy[v] = c;

        }

    }

    return size;

}

void decompose(int v, int h, vector<vector<int>> const& adj) {

    head[v] = h, pos[v] = cur\_pos++;

    if (heavy[v] != -1)

        decompose(heavy[v], h, adj);

    for (int c : adj[v]) {

        if (c != parent[v] && c != heavy[v])

            decompose(c, c, adj);

    }

}

void init(vector<vector<int>> const& adj) {

    int n = adj.size();

    parent = vector<int>(n);

    depth = vector<int>(n);

    heavy = vector<int>(n, -1);

    head = vector<int>(n);

    pos = vector<int>(n);

    cur\_pos = 0;

    dfs(0, adj);

    decompose(0, 0, adj);

}

int query(int a, int b) {

    int res = 0;

    for (; head[a] != head[b]; b = parent[head[b]]) {

        if (depth[head[a]] > depth[head[b]])

            swap(a, b);

        int cur\_heavy\_path\_max = segment\_tree\_query(pos[head[b]], pos[b]);

        res = max(res, cur\_heavy\_path\_max);

    }

    if (depth[a] > depth[b])

        swap(a, b);

    int last\_heavy\_path\_max = segment\_tree\_query(pos[a], pos[b]);

    res = max(res, last\_heavy\_path\_max);

    return res;

}

# 5. Data Structures

## 5.1. Array

int main() {

    array<int, 5> arr = {1, 2, 3, 4, 5};

    // Accessing elements

    cout << "Element at index 2: " << arr[2] << endl;

    // Size of the array

    cout << "Size of array: " << arr.size() << endl;

    // Fill array with a value

    arr.fill(10);

    cout << "Array after fill: ";

    for (int num : arr)

        cout << num << " ";

    cout << endl;

    return 0;

}

## 5.2. bitset

int main() {

    bitset<8> b1; // All bits initialized to 0

    bitset<8> b2("11001010");

    // Set bit at index 3 to 1

    b1.set(3);

    cout << "b1 after set(3): " << b1 << endl;

    // Reset all bits of b2

    b2.reset();

    cout << "b2 after reset: " << b2 << endl;

    // Flip all bits of b1

    b1.flip();

    cout << "b1 after flip: " << b1 << endl;

    // Access the bit at index 2

    cout << "b1[2]: " << b1[2] << endl;

    // Test if bit at index 2 is set to 1

    if (b1.test(2))

    {

        cout << "Bit 2 is set to 1." << endl;

    }

    // Count the number of 1's in b1

    cout << "Number of 1's in b1: " << b1.count() << endl;

    return 0;

}

## 5.3. dequeue

int main() {

    deque<int> deq = {1, 2, 3, 4, 5};

    // Adding elements

    deq.push\_front(0); // Add at front

    deq.push\_back(6);  // Add at back

    // Removing elements

    deq.pop\_front(); // Remove from front

    deq.pop\_back();  // Remove from back

    // Accessing elements

    cout << "First element: " << deq.front() << endl;

    cout << "Last element: " << deq.back() << endl;

    // Iterating through deque

    cout << "Deque elements: ";

    for (int x : deq)

        cout << x << " ";

    cout << endl;

    // Size of deque

    cout << "Deque size: " << deq.size() << endl;

    return 0;

}

## 5.4. link list

int main() {

    list<int> lst = {1, 2, 3, 4, 5};

    // Adding elements

    lst.push\_back(6);  // Add to the end

    lst.push\_front(0); // Add to the front

    // Removing elements

    lst.pop\_back();  // Remove from the end

    lst.pop\_front(); // Remove from the front

    // Iterating through list

    cout << "List elements: ";

    for (int x : lst)

        cout << x << " ";

    cout << endl;

    // Size of list

    cout << "List size: " << lst.size() << endl;

    return 0;

}

## 5.5. Map

int main() {

    map<string, int> m;

    // Insert key-value pairs

    m["apple"] = 3;

    m["banana"] = 2;

    m["orange"] = 5;

    // Access value by key

    cout << "Value for apple: " << m["apple"] << endl;

    // Iterate through map

    cout << "Map elements: ";

    for (auto &pair : m)

    {

        cout << pair.first << ": " << pair.second << " ";

    }

    cout << endl;

    // Remove an element

    m.erase("banana");

    cout << "Map after erase: ";

    for (auto &pair : m)

    {

        cout << pair.first << ": " << pair.second << " ";

    }

    cout << endl;

    // Check if key exists

    if (m.find("orange") != m.end())

    {

        cout << "Orange is in the map." << endl;

    }

    return 0;

}

## 5.6. priority queue

int main() {

    priority\_queue<int> pq;

    // Insert elements into the priority queue

    pq.push(10);

    pq.push(30);

    pq.push(20);

    cout << "Top element (max priority): " << pq.top() << endl;

    // Pop the top element

    pq.pop();

    cout << "Top element after pop: " << pq.top() << endl;

    // Size of the priority queue

    cout << "Size of priority queue: " << pq.size() << endl;

    return 0;

}

## 5.7. queue

int main() {

    queue<int> q;

    // Push elements onto the queue

    q.push(10);

    q.push(20);

    q.push(30);

    cout << "Front element: " << q.front() << endl;

    // Pop an element from the queue

    q.pop();

    cout << "Front element after pop: " << q.front() << endl;

    // Size of the queue

    cout << "Size of queue: " << q.size() << endl;

    // Check if the queue is empty

    if (q.empty()) {

        cout << "Queue is empty." << endl;

    }

    else {

        cout << "Queue is not empty." << endl;

    }

    return 0;

}

## 5.8. set

int main() {

    set<int> s;

    // Insert elements

    s.insert(10);

    s.insert(20);

    s.insert(15);

    // Print elements in sorted order

    cout << "Set elements: ";

    for (int num : s)

        cout << num << " ";

    cout << endl;

    // Check if an element exists

    if (s.find(15) != s.end())

    {

        cout << "15 is in the set." << endl;

    }

    // Remove an element

    s.erase(10);

    cout << "Set after erase: ";

    for (int num : s)

        cout << num << " ";

    cout << endl;

    // Size of the set

    cout << "Size of set: " << s.size() << endl;

    return 0;

}

## 5.9. stack

int main() {

    stack<int> s;

    // Push elements onto the stack

    s.push(10);

    s.push(20);

    s.push(30);

    cout << "Top element after push: " << s.top() << endl;

    // Pop an element from the stack

    s.pop();

    cout << "Top element after pop: " << s.top() << endl;

    // Check if stack is empty

    if (s.empty()) {

        cout << "Stack is empty." << endl;

    }

    else {

        cout << "Stack is not empty." << endl;

    }

    // Size of the stack

    cout << "Size of stack: " << s.size() << endl;

    return 0;

}

## 5.10. unordered map

int main() {

    unordered\_map<int, string> um;

    // Inserting elements

    um[1] = "apple";

    um[2] = "banana";

    um[3] = "cherry";

    // Accessing elements

    cout << "Key 2 maps to: " << um[2] << endl;

    // Checking if key exists

    if (um.find(4) == um.end())

        cout << "Key 4 not found!" << endl;

    // Iterating through unordered map

    cout << "Unordered map elements: ";

    for (auto &pair : um)

    {

        cout << pair.first << " -> " << pair.second << " | ";

    }

    cout << endl;

    return 0;

}

## 5.11. unordered set

int main() {

    unordered\_set<int> us;

    // Insert elements

    us.insert(10);

    us.insert(20);

    us.insert(15);

    // Print elements

    cout << "Unordered set elements: ";

    for (int num : us)

        cout << num << " ";

    cout << endl;

    // Check if an element exists

    if (us.find(15) != us.end())

    {

        cout << "15 is in the unordered set." << endl;

    }

    // Remove an element

    us.erase(10);

    cout << "Unordered set after erase: ";

    for (int num : us)

        cout << num << " ";

    cout << endl;

    return 0;

}

## 5.12. vector

int main() {

    // Create a vector of integers

    vector<int> v;

    // Add elements using push\_back

    v.push\_back(10);

    v.push\_back(20);

    v.push\_back(30);

    cout << "Vector after push\_back: ";

    for (int num : v)

        cout << num << " ";

    cout << endl;

    // Accessing elements using at() and indexing

    cout << "Element at index 1: " << v.at(1) << endl;

    cout << "Element at index 0: " << v[0] << endl;

    // Pop an element from the back

    v.pop\_back();

    cout << "Vector after pop\_back: ";

    for (int num : v)

        cout << num << " ";

    cout << endl;

    // Insert an element at a specific position

    v.insert(v.begin() + 1, 25); // Insert 25 at index 1

    cout << "Vector after insert: ";

    for (int num : v)

        cout << num << " ";

    cout << endl;

    // Remove an element from the vector

    v.erase(v.begin() + 1); // Remove the element at index 1

    cout << "Vector after erase: ";

    for (int num : v)

        cout << num << " ";

    cout << endl;

    // Resize the vector

    v.resize(5, 50); // Resize to size 5, fill new elements with 50

    cout << "Vector after resize: ";

    for (int num : v)

        cout << num << " ";

    cout << endl;

    // Get the size of the vector

    cout << "Size of vector: " << v.size() << endl;

    // Clear the vector

    v.clear();

    cout << "Vector after clear: " << v.size() << " (size is now zero)" << endl;

    return 0;

}

## 5.13. DS cheatsheet

## 1. Vector

- Description: Dynamic array that allows fast random access.

- Methods:

- push\_back(x): Add element x to the end.

- pop\_back(): Remove the last element.

- at(i): Access the element at index i (bounds checked).

- operator[]: Access the element at index i (no bounds check).

- size(): Return the number of elements.

- empty(): Check if the vector is empty.

- resize(n, x): Resize the vector to size n and fill new elements with x.

- clear(): Remove all elements.

## 2. Stack

- Description: Last-In-First-Out (LIFO) structure, used for backtracking problems.

- Methods:

- push(x): Add element x to the top.

- pop(): Remove the top element.

- top(): Get the top element.

- size(): Return the number of elements.

- empty(): Check if the stack is empty.

## 3. Queue

- Description: First-In-First-Out (FIFO) structure, ideal for problems involving processing in order.

- Methods:

- push(x): Add element x to the back.

- pop(): Remove the front element.

- front(): Get the front element.

- back(): Get the back element.

- size(): Return the number of elements.

- empty(): Check if the queue is empty.

## 4. Priority Queue (Max-Heap by default)

- Description: A heap-based structure that always gives the maximum element.

- Methods:

- push(x): Add element x to the queue.

- pop(): Remove the largest element.

- top(): Get the largest element.

- size(): Return the number of elements.

- empty(): Check if the queue is empty.

## 5. Set

- Description: Collection of unique elements in sorted order.

- Methods:

- insert(x): Add element x.

- erase(x): Remove element x.

- find(x): Check if element x exists.

- size(): Return the number of elements.

- empty(): Check if the set is empty.

- clear(): Remove all elements.

## 6. Map

- Description: Stores key-value pairs in sorted order based on keys.

- Methods:

- insert({key, value}): Add key-value pair.

- erase(key): Remove element by key.

- find(key): Check if a key exists.

- operator[]: Access the value associated with a key.

- size(): Return the number of elements.

- empty(): Check if the map is empty.

- clear(): Remove all elements.

## 7. Unordered Set

- Description: Collection of unique elements with no specific order.

- Methods:

- insert(x): Add element x.

- erase(x): Remove element x.

- find(x): Check if element x exists.

- size(): Return the number of elements.

- empty(): Check if the unordered set is empty.

## 8. Unordered Map

- Description: Stores key-value pairs with no specific order.

- Methods:

- insert({key, value}): Add key-value pair.

- erase(key): Remove element by key.

- find(key): Check if a key exists.

- operator[]: Access the value associated with a key.

- size(): Return the number of elements.

- empty(): Check if the unordered map is empty.

## 9. Bitset

- Description: A space-efficient container for a fixed-size sequence of bits (0 or 1).

- Methods:

- set(i): Set bit at index i to 1.

- reset(i): Set bit at index i to 0.

- flip(i): Toggle the bit at index i.

- test(i): Check if the bit at index i is 1.

- count(): Count the number of bits set to 1.

- size(): Return the number of bits.

- operator[]: Access the bit at index i.

- to\_string(): Convert bitset to string.

## 10. Array

- Description: Fixed-size array used for fast access, but size cannot be changed after initialization.

- Methods:

- fill(x): Fill all elements with the value x.

- size(): Return the number of elements.

- operator[]: Access element at index i.

- at(i): Access element at index i with bounds checking.

- front(): Get the first element.

- back(): Get the last element.

## 11. Deque

- Description: Double-ended queue that allows fast insertion and removal at both ends.

- Methods:

- push\_front(x): Add element x to the front.

- push\_back(x): Add element x to the back.

- pop\_front(): Remove the front element.

- pop\_back(): Remove the back element.

- front(): Get the front element.

- back(): Get the back element.

- size(): Return the number of elements.

- empty(): Check if the deque is empty.

## 12. Linked List (Using STL List)

- Description: Doubly linked list that allows fast insertion and deletion at both ends.

- Methods:

- push\_back(x): Add element x to the back.

- push\_front(x): Add element x to the front.

- pop\_back(): Remove the last element.

- pop\_front(): Remove the first element.

- size(): Return the number of elements.

- empty(): Check if the list is empty.

- front(): Get the first element.

- back(): Get the last element.

- clear(): Remove all elements.

# 6. Dynamic Programming

## 6.1. counting paths matrix

// Function to count the number of unique paths in a matrix

int countPaths(int n, int m) {

    vector<vector<int>> dp(n, vector<int>(m, 0));

    // Starting point: only one way to be at the start

    dp[0][0] = 1;

    // Fill the DP table for first row and first column

    for (int i = 0; i < n; i++) {

        for (int j = 0; j < m; j++) {

            if (i > 0)

                dp[i][j] += dp[i - 1][j]; // From top

            if (j > 0)

                dp[i][j] += dp[i][j - 1]; // From left

        }

    }

    return dp[n - 1][m - 1]; // Return the number of paths to bottom-right corner

}

int main() {

    int n = 3, m = 3;                 // Example matrix dimensions

    cout << countPaths(n, m) << endl; // Output the result

    return 0;

}

## 6.2. edit distance

// Function to compute the Edit Distance

int editDistance(string str1, string str2, int m, int n) {

    vector<vector<int>> dp(m + 1, vector<int>(n + 1));

    for (int i = 0; i <= m; i++) {

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

            if (i == 0)

                dp[i][j] = j;

            else if (j == 0)

                dp[i][j] = i;

            else if (str1[i - 1] == str2[j - 1])

                dp[i][j] = dp[i - 1][j - 1];

            else

                dp[i][j] = 1 + min({dp[i - 1][j - 1], dp[i][j - 1], dp[i - 1][j]});

        }

    }

    return dp[m][n];

}

int main() {

    string str1 = "sitting", str2 = "kitten";

    int m = str1.length(), n = str2.length();

    cout << "Edit Distance: " << editDistance(str1, str2, m, n) << endl;

    return 0;

}

## 6.3. Egg Dropping

// Function to find the minimum number of attempts needed

int eggDrop(int eggs, int floors)

{

    vector<vector<int>> dp(eggs + 1, vector<int>(floors + 1, 0));

    for (int i = 1; i <= eggs; i++)

        dp[i][0] = 0;

    for (int j = 0; j <= floors; j++)

        dp[1][j] = j;

    for (int i = 2; i <= eggs; i++)

    {

        for (int j = 2; j <= floors; j++)

        {

            dp[i][j] = INT\_MAX;

            for (int x = 1; x <= j; x++)

            {

                dp[i][j] = min(dp[i][j], 1 + max(dp[i - 1][x - 1], dp[i][j - x]));

            }

        }

    }

    return dp[eggs][floors];

}

int main()

{

    int eggs = 2, floors = 10;

    cout << "Minimum attempts: " << eggDrop(eggs, floors) << endl;

    return 0;

}

## 6.4. fibonacci

// Fibonacci sequence using dynamic programming (Memoization)

// Function to compute Fibonacci number

int fib(int n, vector<int> &dp)

{

    // Base cases

    if (n <= 1)

        return n;

    // If the value is already computed, return it

    if (dp[n] != -1)

        return dp[n];

    // Store the computed value in dp array

    dp[n] = fib(n - 1, dp) + fib(n - 2, dp);

    return dp[n];

}

int main()

{

    int n = 10;

    vector<int> dp(n + 1, -1); // Initialize dp array with -1

    cout << "Fibonacci of " << n << " is " << fib(n, dp) << endl;

    return 0;

}

## 6.5. knapsack 01

// Function to solve the 0/1 Knapsack problem

int knapsack(int W, vector<int> &wt, vector<int> &val, int n)

{

    vector<vector<int>> dp(n + 1, vector<int>(W + 1, 0)); // DP table

    for (int i = 1; i <= n; i++)

    {

        for (int w = 0; w <= W; w++)

        {

            if (wt[i - 1] <= w)

                dp[i][w] = max(dp[i - 1][w], val[i - 1] + dp[i - 1][w - wt[i - 1]]);

            else

                dp[i][w] = dp[i - 1][w];

        }

    }

    return dp[n][W];

}

int main()

{

    int W = 100;                            // Capacity of the knapsack

    vector<int> val = {80, 24, 23, 22, 21}; // Values of the items

    vector<int> wt = {80, 25, 25, 25, 25};  // Weights of the items

    int n = val.size();                     // Number of items

    cout << "Maximum value in knapsack: " << knapsack(W, wt, val, n) << endl;

    return 0;

}

## 6.6. LCS

// Function to compute the length of the Longest Common Subsequence

int lcs(string X, string Y, int m, int n)

{

    vector<vector<int>> dp(m + 1, vector<int>(n + 1, 0)); // DP table

    for (int i = 1; i <= m; i++)

    {

        for (int j = 1; j <= n; j++)

        {

            if (X[i - 1] == Y[j - 1])

                dp[i][j] = 1 + dp[i - 1][j - 1];

            else

                dp[i][j] = max(dp[i - 1][j], dp[i][j - 1]);

        }

    }

    return dp[m][n];

}

int main()

{

    string X = "AGGTAB", Y = "GXTXAYB";

    int m = X.length(), n = Y.length();

    cout << "Length of Longest Common Subsequence: " << lcs(X, Y, m, n) << endl;

    return 0;

}

## 6.7. LIS

// Function to find the length of the Longest Increasing Subsequence

int lis(vector<int> &arr, int n)

{

    vector<int> dp(n, 1); // DP array, initialized to 1

    for (int i = 1; i < n; i++)

    {

        for (int j = 0; j < i; j++)

        {

            if (arr[i] > arr[j])

                dp[i] = max(dp[i], dp[j] + 1);

        }

    }

    return \*max\_element(dp.begin(), dp.end());

}

int main()

{

    vector<int> arr = {10, 22, 9, 33, 21, 50, 41, 60};

    int n = arr.size();

    cout << "Length of Longest Increasing Subsequence: " << lis(arr, n) << endl;

    return 0;

}

## 6.8. LPS

// Function to compute the length of the Longest Palindromic Subsequence

int lps(string s)

{

    int n = s.length();

    vector<vector<int>> dp(n, vector<int>(n, 0));

    for (int i = 0; i < n; i++)

        dp[i][i] = 1; // Single character is a palindrome

    for (int len = 2; len <= n; len++)

    {

        for (int i = 0; i < n - len + 1; i++)

        {

            int j = i + len - 1;

            if (s[i] == s[j])

                dp[i][j] = 2 + dp[i + 1][j - 1];

            else

                dp[i][j] = max(dp[i + 1][j], dp[i][j - 1]);

        }

    }

    return dp[0][n - 1];

}

int main()

{

    string s = "bbabcbcab";

    cout << "Length of Longest Palindromic Subsequence: " << lps(s) << endl;

    return 0;

}

## 6.9. MCM

// Function to compute the minimum number of scalar multiplications

int matrixChainMultiplication(vector<int> &dims, int n) {

    vector<vector<int>> dp(n, vector<int>(n, 0)); // DP table

    for (int len = 2; len < n; len++)

    {

        for (int i = 1; i < n - len + 1; i++)

        {

            int j = i + len - 1;

            dp[i][j] = INT\_MAX;

            for (int k = i; k < j; k++)

            {

                int q = dp[i][k] + dp[k + 1][j] + dims[i - 1] \* dims[k] \* dims[j];

                dp[i][j] = min(dp[i][j], q);

            }

        }

    }

    return dp[1][n - 1];

}

int main()

{

    vector<int> dims = {10, 20, 30, 40, 30};

    int n = dims.size();

    cout << "Minimum number of scalar multiplications: " << matrixChainMultiplication(dims, n) << endl;

    return 0;

}

## 6.10. Minimum Coin Change

// Function to find the minimum number of coins required to make a total

int minCoins(const vector<int> &coins, int total)

{

    int n = coins.size();

    vector<int> dp(total + 1, INT\_MAX); // Initialize DP array with infinity

    dp[0] = 0;                          // Base case: 0 coins needed to make total 0

    // Fill DP array

    for (int i = 0; i < n; i++)

    {

        for (int j = coins[i]; j <= total; j++)

        {

            if (dp[j - coins[i]] != INT\_MAX)

            {

                dp[j] = min(dp[j], dp[j - coins[i]] + 1); // Minimize coin count

            }

        }

    }

    return dp[total] == INT\_MAX ? -1 : dp[total]; // Return -1 if not possible

}

int main()

{

    vector<int> coins = {1, 2, 5};          // Example denominations

    int total = 11;                         // Target total

    cout << minCoins(coins, total) << endl; // Output the result

    return 0;

}

## 6.11. optimal BST

// Function to calculate the minimum search cost for an optimal BST

int optimalBST(const vector<int> &freq)

{

    int n = freq.size();

    vector<vector<int>> dp(n, vector<int>(n, 0));

    // Fill the DP table for subarrays of increasing length

    for (int len = 1; len <= n; len++)

    { // len is the range length

        for (int i = 0; i <= n - len; i++)

        {

            int j = i + len - 1;

            dp[i][j] = INT\_MAX;

            int sum = 0;

            // Calculate sum of frequencies from i to j

            for (int k = i; k <= j; k++)

            {

                sum += freq[k];

            }

            // Try each k as the root and calculate the minimum cost

            for (int k = i; k <= j; k++)

            {

                int cost = (k == i ? 0 : dp[i][k - 1]) + (k == j ? 0 : dp[k + 1][j]);

                dp[i][j] = min(dp[i][j], cost + sum);

            }

        }

    }

    return dp[0][n - 1]; // The minimum cost for the entire range

}

int main()

{

    vector<int> freq = {34, 8, 50, 13}; // Example frequencies of keys

    cout << optimalBST(freq) << endl;   // Output the minimum cost

    return 0;

}

## 6.12. partition problem

// Function to determine if a given set can be partitioned into two subsets

bool canPartition(vector<int> &nums)

{

    int sum = 0;

    for (int num : nums)

        sum += num;

    if (sum % 2 != 0)

        return false;

    int target = sum / 2;

    vector<bool> dp(target + 1, false);

    dp[0] = true;

    for (int num : nums)

    {

        for (int j = target; j >= num; j--)

        {

            dp[j] = dp[j] || dp[j - num];

        }

    }

    return dp[target];

}

int main()

{

    vector<int> nums = {1, 5, 11, 5};

    cout << "Can partition: " << (canPartition(nums) ? "Yes" : "No") << endl;

    return 0;

}

## 6.13. Regular Expression Matching

bool isMatch(const string &s, const string &p) {

    int m = s.size(), n = p.size();

    // DP table dp[i][j] will be true if s[0...i-1] matches p[0...j-1]

    vector<vector<bool>> dp(m + 1, vector<bool>(n + 1, false));

    // Base case: empty string matches empty pattern

    dp[0][0] = true;

    // Handle patterns like "a\*" or ".\*" where "\*" can match 0 occurrence

    for (int j = 1; j <= n; j++)

    {

        if (p[j - 1] == '\*')

        {

            dp[0][j] = dp[0][j - 2];

        }

    }

    // Fill the dp table

    for (int i = 1; i <= m; i++)

    {

        for (int j = 1; j <= n; j++)

        {

            if (p[j - 1] == s[i - 1] || p[j - 1] == '.')

            {

                dp[i][j] = dp[i - 1][j - 1]; // Character matches

            }

            else if (p[j - 1] == '\*')

            {

                // '\*' matches zero occurrence or one/more occurrences of the preceding character

                dp[i][j] = dp[i][j - 2] || (dp[i - 1][j] && (s[i - 1] == p[j - 2] || p[j - 2] == '.'));

            }

        }

    }

    return dp[m][n]; // Final answer whether the whole string matches the pattern

}

int main()

{

    string s = "aab";

    string p = "c\*a\*b";

    if (isMatch(s, p))

    {

        cout << "The string matches the pattern." << endl;

    }

    else

    {

        cout << "The string does not match the pattern." << endl;

    }

    return 0;

}

## 6.14. ROD cutting

// Function to compute the maximum profit from cutting a rod

int rodCutting(vector<int> &prices, int n)

{

    vector<int> dp(n + 1, 0); // DP array

    for (int i = 1; i <= n; i++)

    {

        for (int j = 1; j <= i; j++)

        {

            dp[i] = max(dp[i], prices[j - 1] + dp[i - j]);

        }

    }

    return dp[n];

}

int main()

{

    vector<int> prices = {1, 5, 8, 9, 10, 17, 17, 20};

    int n = prices.size();

    cout << "Maximum profit from rod cutting: " << rodCutting(prices, n) << endl;

    return 0;

}

## 6.15. subset sum

// Function to determine if there's a subset with sum equal to the target

bool subsetSum(vector<int> &nums, int sum)

{

    int n = nums.size();

    vector<vector<bool>> dp(n + 1, vector<bool>(sum + 1, false));

    for (int i = 0; i <= n; i++)

        dp[i][0] = true;

    for (int i = 1; i <= n; i++)

    {

        for (int j = 1; j <= sum; j++)

        {

            if (nums[i - 1] <= j)

                dp[i][j] = dp[i - 1][j] || dp[i - 1][j - nums[i - 1]];

            else

                dp[i][j] = dp[i - 1][j];

        }

    }

    return dp[n][sum];

}

int main()

{

    vector<int> nums = {3, 34, 4, 12, 5, 2};

    int sum = 9;

    cout << "Subset sum possible: " << (subsetSum(nums, sum) ? "Yes" : "No") << endl;

    return 0;

}

## 6.16. two player game

// Function to find the maximum sum player A can get

int maxCoins(const vector<int> &coins)

{

    int n = coins.size();

    vector<vector<int>> dp(n, vector<int>(n, 0));

    // Base case: when there's only one coin, player A takes it

    for (int i = 0; i < n; i++)

    {

        dp[i][i] = coins[i];

    }

    // Fill DP table for subarrays of length 2 to n

    for (int len = 2; len <= n; len++)

    {

        for (int i = 0; i < n - len + 1; i++)

        {

            int j = i + len - 1;

            dp[i][j] = max(coins[i] + min(dp[i + 2][j], dp[i + 1][j - 1]),

                           coins[j] + min(dp[i + 1][j - 1], dp[i][j - 2]));

        }

    }

    return dp[0][n - 1]; // Maximum sum player A can get

}

int main()

{

    vector<int> coins = {8, 15, 3, 7}; // Example coins array

    cout << maxCoins(coins) << endl;   // Output the result

    return 0;

}

## 6.17. word break

// Function to check if a word can be segmented into words from a dictionary

bool wordBreak(string s, unordered\_set<string> &wordDict)

{

    int n = s.length();

    vector<bool> dp(n + 1, false);

    dp[0] = true;

    for (int i = 1; i <= n; i++)

    {

        for (int j = 0; j < i; j++)

        {

            if (dp[j] && wordDict.find(s.substr(j, i - j)) != wordDict.end())

            {

                dp[i] = true;

                break;

            }

        }

    }

    return dp[n];

}

int main()

{

    string s = "leetcode";

    unordered\_set<string> wordDict = {"leet", "code"};

    cout << "Can break: " << (wordBreak(s, wordDict) ? "Yes" : "No") << endl;

    return 0;

}

## 6.18. dp cheatsheet

## 1. Fibonacci Sequence (Memoization)

- Explanation: This algorithm calculates the nth Fibonacci number using memoization to store previously computed results, avoiding redundant calculations.

- When to Use: When you need to compute Fibonacci numbers for large values of `n` efficiently (i.e., for recursive problems that involve overlapping subproblems).

## 2. 0/1 Knapsack Problem

- Explanation: Given a set of items with weights and values, the goal is to determine the maximum value that can be obtained by putting items in a knapsack without exceeding the weight capacity.

- When to Use: In optimization problems where you need to maximize profit or value while respecting constraints (e.g., weight, space).

## 3. Minimum Coin Change

- Explanation: This algorithm calculates the minimum number of coins needed to make a given total using a set of coin denominations. It uses dynamic programming to store the results for all possible totals.

- When to Use: When you need to find the fewest coins needed to form a specific amount (e.g., for making change, budget optimization).

## 4. Longest Common Subsequence (LCS)

- Explanation: This algorithm finds the longest subsequence common to two sequences (strings, arrays, etc.). It uses a dynamic programming table to store intermediate results.

- When to Use: When comparing two sequences (e.g., DNA sequences, text comparison, diff tools) and need the longest subsequence they share.

## 5. Edit Distance (Levenshtein Distance)

- Explanation: This algorithm calculates the minimum number of operations (insertions, deletions, substitutions) needed to convert one string into another.

- When to Use: When you need to compare two strings and find the minimum edit operations required (e.g., spell checkers, natural language processing).

## 6. Longest Increasing Subsequence (LIS)

- Explanation: This algorithm finds the length of the longest increasing subsequence in a sequence of numbers. The subsequence need not be contiguous.

- When to Use: When you need to find the longest increasing subsequence in a sequence of numbers (e.g., stock price prediction, finding trends).

## 7. Matrix Chain Multiplication

- Explanation: This algorithm calculates the most efficient way to multiply a chain of matrices by minimizing the number of scalar multiplications.

- When to Use: When multiplying multiple matrices and you need to minimize the cost of multiplication (e.g., in computer graphics, optimization problems).

## 8. Rod Cutting Problem

- Explanation: This algorithm finds the maximum profit you can obtain by cutting a rod of length `n` into smaller pieces and selling them, based on the prices for each length.

- When to Use: When you need to solve problems related to cutting materials into pieces to maximize profit (e.g., resource allocation, profit optimization).

## 9. Subset Sum Problem

- Explanation: This algorithm checks if there is a subset of a given set of numbers that adds up to a target sum. It uses dynamic programming to keep track of achievable sums.

- When to Use: When you need to check whether a subset exists with a given sum (e.g., partitioning problems, subset analysis).

## 10. Egg Dropping Problem

- Explanation: This algorithm determines the minimum number of attempts required to find the highest floor from which an egg can be dropped without breaking, given `k` eggs and `n` floors.

- When to Use: In optimization problems where you need to minimize the number of trials in a worst-case scenario (e.g., testing, fault tolerance, hardware).

## 11. Partition Problem

- Explanation: This algorithm checks whether a given set can be partitioned into two subsets such that their sums are equal. It uses dynamic programming to check for subset sums.

- When to Use: When dividing a set of numbers into two equal subsets (e.g., load balancing, resource allocation).

## 12. Longest Palindromic Subsequence (LPS)

- Explanation: This algorithm finds the longest subsequence within a string that is a palindrome. It uses dynamic programming to build a table based on matching characters.

- When to Use: When you need to find the longest palindromic subsequence in a string (e.g., text processing, bioinformatics).

## 13. Word Break Problem

- Explanation: This algorithm checks if a string can be segmented into a space-separated sequence of words from a dictionary. It uses dynamic programming to store results for substrings.

- When to Use: When you need to determine whether a string can be split into valid words (e.g., for tokenizing sentences, text segmentation).

## 14. Regular Expression Matching

- Explanation: This algorithm checks if a string matches a pattern with . (any character) and \\* (zero or more of the previous character). It uses dynamic programming to track matching results for substrings.

- When to Use: When matching strings to patterns with wildcards like . and \\* (e.g., text matching, search engines, file pattern matching).

## 15. Optimal Binary Search Tree

- Explanation: This algorithm finds the minimum cost to construct a binary search tree based on the frequencies of elements. It uses dynamic programming to calculate the optimal cost for different subarrays.

- When to Use: When you need to minimize the cost of searching elements with different access frequencies (e.g., database indexing, search optimization).

## 16. 2 Player Game

- Explanation: This algorithm calculates the maximum sum player A can collect in a turn-based game where players alternate picking coins from either end of the array. It uses dynamic programming to determine the optimal strategy for player A.

- When to Use: When you need to calculate the optimal strategy in a turn-based game with alternating choices (e.g., maximizing outcomes in competitive games).

## 17. Counting Paths in Matrix

- Explanation: This algorithm calculates the number of unique paths from the top-left corner to the bottom-right corner of an n x m matrix. It uses dynamic programming to count paths by combining the results from adjacent cells.

- When to Use: When you need to find the number of distinct paths in a grid, where you can only move right or down (e.g., grid-based traversal problems).

# 7. More

## 7.1. longest polindrom substring (Mancher)

// O(n)

class Solution {

public:

    string longestPalindrome(std::string s) {

        if (s.length() <= 1) return s;

        // Preprocess the string with '#' characters to handle even-length palindromes

        string modified\_s = "#";

        for (char c : s) {

            modified\_s += c;

            modified\_s += '#';

        }

        int n = modified\_s.size();

        vector<int> dp(n, 0); // dp array to store the radius of the palindrome centered at each character

        int center = 0, right = 0; // Initialize center and right boundary

        int max\_len = 1; // Maximum length of palindrome found

        string max\_str = s.substr(0, 1); // Initialize the max palindrome substring with the first character

        for (int i = 0; i < n; i++) {

            // If i is within the current right boundary, use previously calculated values to minimize comparisons

            if (i < right) {

                dp[i] = min(right - i, dp[2 \* center - i]);

            }

            // Expand around center i

            while (i - dp[i] - 1 >= 0 && i + dp[i] + 1 < n && modified\_s[i - dp[i] - 1] == modified\_s[i + dp[i] + 1]) {

                dp[i]++;

            }

            // Update center and right boundary if we've expanded beyond the current right

            if (i + dp[i] > right) {

                center = i;

                right = i + dp[i];

            }

            // Update max\_len and max\_str if a longer palindrome is found

            if (dp[i] > max\_len) {

                max\_len = dp[i];

                max\_str = modified\_s.substr(i - dp[i], 2 \* dp[i] + 1);

                max\_str.erase(remove(max\_str.begin(), max\_str.end(), '#'), max\_str.end());

            }

        }

        return max\_str;

    }

};

## 7.2. median of 2 soted array

class Solution {

public:

    double findMedianSortedArrays(vector<int> &nums1, vector<int> &nums2) {

        int n = nums1.size();

        int m = nums2.size();

        if(n > m) return findMedianSortedArrays(nums2, nums1);

        int size = n + m;

        int left = (size + 1) / 2;

        int low = 0, high = n;

        int l1, l2, r1, r2, mid1, mid2;

        while(low <= high) {

            mid1 = (low + high) >> 1;

            mid2 = left - mid1;

            r1 = mid1 < n ? nums1[mid1] : 1e9;

            r2 = mid2 < m ? nums2[mid2] : 1e9;

            l1 = mid1 - 1 >= 0 ? nums1[mid1 - 1] : -1e9;

            l2 = mid2 - 1 >= 0 ? nums2[mid2 - 1] : -1e9;

            if(l1 <= r2 && l2 <= r1)

                if(size % 2) return max(l1, l2);

                else return (static\_cast<double>(max(l1, l2) + min(r1, r2))) / 2.0;

            else if(l1 > r2) high = mid1 - 1;

            else low = mid1 + 1;

        }

        return 0;

    }

};

# 10. other

## 10.1. useful geo

Area of triangle with sides a, b, c: sqrt(S \*(S-a)\*(S-b)\*(S-c)) where S = (a+b+c)/2

Area of equilateral triangle: s^2 \* sqrt(3) / 4 where is side lenght

Pyramid and cones volume: 1/3 area(base) \* height

if p1=(x1, x2), p2=(x2, y2), p3=(x3, y3) are points on circle, the center is

x = -((x2^2 - x1^2 + y2^2 - y1^2)\*(y3 - y2) - (x2^2 - x3^2 + y2^2 - y3^2)\*(y1 - y2)) / (2\*(x1 - x2)\*(y3 - y2) - 2\*(x3 - x2)\*(y1 - y2))

y = -((y2^2 - y1^2 + x2^2 - x1^2)\*(x3 - x2) - (y2^2 - y3^3 + x2^2 - x3^2)\*(x1 - x2)) / (2\*(y1 - y2)\*(x3 - x2) - 2\*(y3 - y2)\*(x1 - x2))

## 10.2. number of primes

30: 10

60: 17

100: 25

1000: 168

10000: 1229

100000: 9592

1000000: 78498

10000000: 664579

## 10.3. Factorials

1: 1

2: 2

3: 6

4: 24

5: 120

6: 720

7: 5040

8: 40320

9: 362880

10: 3628800

11: 39916800

12: 479001600

13: 6227020800

14: 87178291200

15: 1307674368000

## 10.4. power of 3

1: 3

2: 9

3: 27

4: 81

5: 243

6: 729

7: 2187

8: 6561

9: 19683

10: 59049

11: 177147

12: 531441

13: 1594323

14: 4782969

15: 14348907

16: 43046721

17: 129140163

18: 387420489

19: 1162261467

20: 3486784401

## 10.5. C(2n, n)

1: 2

2: 6

3: 20

4: 70

5: 252

6: 924

7: 3432

8: 12870

9: 48620

10: 184756

11: 705432

12: 2704156

13: 10400600

14: 40116600

15: 155117520

## 10.6. Most Divisor

<= 1e2: 60 with 12 divisors

<= 1e3: 840 with 32 divisors

<= 1e4: 7560 with 64 divisors

<= 1e5: 83160 with 128 divisors

<= 1e6: 720720 with 240 divisors

<= 1e7: 8648640 with 448 divisors

<= 1e8: 73513440 with 768 divisors

<= 1e9: 735134400 with 1344 divisors

<= 1e10: 6983776800 with 2304 divisors

<= 1e11: 97772875200 with 4032 divisors

<= 1e12: 963761198400 with 6720 divisors

<= 1e13: 9316358251200 with 10752 divisors

<= 1e14: 97821761637600 with 17280 divisors

<= 1e15: 866421317361600 with 26880 divisors

<= 1e16: 8086598962041600 with 41472 divisors

<= 1e17: 74801040398884800 with 64512 divisors

<= 1e18: 897612484786617600 with 103680 divisors