Team Notebook

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1 !!! Kata-Kata Bijak !!!

- Izin sumbit ya
- jangan ngerjain sorang-sorang
- Jangan lupa solat
- Wajarlah manusia bukan nabi boy
- Jangan takut gambling hash dan random adalah teman
- Soal Math Ingat kata guru SMA, cari pola, atau bikin rumus keajaiban (siap king), atau bikin brute force
- Kalau N = 100 ada kemungkinan max-flow
- KALO HASHING MINIMAL DOUBLE HASH!
- Jangan stres have fun aja
- Kalau ragu, verify ide ke teman-teman
- OP TI MIS dan SE MA NGAT

2 Pengingat

2.1 combinatorics

mathtools

•
$$\sum_{k=0}^{n} k^2 = n(n+1)(2n+1)/6$$

•
$$\sum_{k=0}^{n} k^3 = n^2(n+1)^2/4$$

•
$$\sum_{k=0}^{n} k^4 = (6n^5 + 15n^4 + 10n^3 - n)/30$$

•
$$\sum_{k=0}^{n} k^5 = (2n^6 + 6n^5 + 5n^4 - n^2)/12$$

•
$$\sum_{k=0}^{n} kx^k = (x - (n+1)x^{n+1} + nx^{n+2})/(x-1)^2$$

•
$$(n+1)^{k+1} - 1 = \sum_{m=1}^{n} ((m+1)^{k+1} - m^{k+1}) = \sum_{p=0}^{k} {k+1 \choose p} (1^p + 2^p + \dots + n^p)$$

•
$$\sum_{k=0}^{n} k \binom{n}{k} = n2^{n-1}$$

•
$$\sum_{k=0}^{n} k^2 \binom{n}{k} = (n+n^2)2^{n-2}$$

•
$$\sum_{j=0}^{k} {m \choose j} {n-m \choose k-j} = {n \choose k}$$

•
$$\sum_{m=0}^{n} {m \choose k} = {n+1 \choose k+1}$$

$$\bullet \ \sum_{j=0}^{m} {m \choose j}^2 = {2m \choose m}$$

•
$$\sum_{k=0}^{\lfloor \frac{n}{2} \rfloor} {n-k \choose k} = F(n+1)$$

$$\bullet \sum_{i=0}^{n} i \binom{n}{i}^2 = \frac{n}{2} \binom{2n}{n}$$

•
$$\sum_{i=0}^{n} i^2 \binom{n}{i}^2 = n^2 \binom{2n-2}{n-1}$$

•
$$\sum_{k=q}^{n} \binom{n}{k} \binom{k}{q} = 2^{n-q} \binom{n}{q}$$

•
$$\sum_{k=-a}^{a} (-1)^k \binom{2a}{k+a}^3 = \frac{(3a)!}{(a!)^3}$$

•
$$\sum_{k=-a}^{a} (-1)^k \binom{a+b}{a+k} \binom{b+c}{b+k} \binom{c+a}{c+k} = \frac{(a+b+c)!}{a!b!c!}$$

2.2 theorem

Cayley's Formula

There are n^{n-2} spanning trees of a complete graph with n labeled vertices.

Derangement

A permutation of the elements of a set such that none of the elements appear in their original positions. F(n) = (n-1)*(F(n-1)+F(n-2)). F(0) = 1. F(1) = 0.

Euler's Formula for Planar Graph

V - E + F = 2, where V = vertices, E = edges, F = faces

Pick's Theorem

A = i + b/2 - 1, where A = area, i = internal points, b = border points

Spanning Tree of Complete Bipartite Graph

 $N^{M-1} * M^{N-1}$, where N = row and M = column

Pythagorean Triples

Integer solutions of $x^2 + y^2 = z^2$. All relatively prime triples are given by: $x = 2mn, y = m^2 - n^2, z = m^2 + n^2$, where m > n, gcd(m, n) = 1, and $m! = n \pmod{2}$.

Moser's Circle

Determine the number of pieces into which a circle is divided if n points on its circumference are joined by chords with no three internally concurrent. Solution: g(n) = nC4 + nC2 + 1

Kirchoff Matrix Theorem

Let matrix $T = [t_{ij}]$, where t_{ij} is the number of multiedges between i and j, for $i \neq j$, and $t_{ii} = -deg[i]$. Number of spanning trees of a graph is equal to the determinant of a matrix obtained by deleting any k-th row and column from T.

Euler's Theorem

$$a^{phi(n)} = 1 \pmod{n}$$
, if $gcd(a, n) = 1$.

Wilson's Theorem

p is prime iff $(p-1) \neq -1 \pmod{p}$.

Pisano Period

Periodicity of fibonacci modulo m.

•
$$pi(p^k) = p^{k-1} * pi(p)$$

•
$$pi(2) = 3, pi(5) = 20$$

- if $p \equiv 1$ or $p \equiv 9$ in modulo 10, pi(p) divides p-1
- if $p \equiv 3$ or $p \equiv 7$ in modulo 10, pi(p) divides 2p-1
- pi(a * b) = lcm(pi(a), pi(b)) if gcd(a, b) = 1

Misere Nim

Nim where the winner is the one who can't move. In a nim game with piles (n_1, n_2, \dots, n_k) , **second** player wins iff some $n_i > 1$ and $(n_1 \oplus n_2 \oplus ... \oplus n_k) = 0$ or all $n_i \leq 1$ and $n_1 \oplus n_2 \oplus ... \oplus n_k = 1$.

3 Template

3.1 Dinic

```
struct FlowEdge {
    int v, u;
   long long cap, flow = 0;
    FlowEdge(int v, int u, long long cap) : v(v), u(u), cap(
};
struct Dinic {
    const long long flow_inf = 1e18;
    vector<FlowEdge> edges;
    vector<vector<int>> adj;
    int n, m = 0;
    int s, t;
    vector<int> level, ptr;
    queue<int> q;
    Dinic(int n, int s, int t) : n(n), s(s), t(t) {
       adj.resize(n);
       level.resize(n):
       ptr.resize(n);
    void add_edge(int v, int u, long long cap) {
       edges.emplace_back(v, u, cap);
       edges.emplace_back(u, v, 0);
       adj[v].push_back(m);
```

```
adj[u].push_back(m + 1);
   m += 2:
}
bool bfs() {
   while (!q.empty()) {
       int v = q.front();
       q.pop();
       for (int id : adj[v]) {
           if (edges[id].cap - edges[id].flow < 1)</pre>
               continue:
           if (level[edges[id].u] != -1)
               continue;
           level[edges[id].u] = level[v] + 1;
           q.push(edges[id].u);
   }
    return level[t] != -1;
long long dfs(int v, long long pushed) {
    if (pushed == 0)
       return 0;
   if (v == t)
       return pushed;
   for (int& cid = ptr[v]; cid < (int)adj[v].size(); cid</pre>
        ++) {
       int id = adj[v][cid];
       int u = edges[id].u;
```

```
if (level[v] + 1 != level[u] || edges[id].cap -
               edges[id].flow < 1)
              continue;
          long long tr = dfs(u, min(pushed, edges[id].cap -
                edges[id].flow));
          if (tr == 0)
              continue;
          edges[id].flow += tr;
          edges[id ^ 1].flow -= tr;
          return tr;
       }
       return 0:
   }
   long long flow() {
       long long f = 0;
       while (true) {
          fill(level.begin(), level.end(), -1);
          level[s] = 0;
          q.push(s);
          if (!bfs())
              break;
          fill(ptr.begin(), ptr.end(), 0);
           while (long long pushed = dfs(s, flow_inf)) {
              f += pushed;
       }
       return f;
   }
};
```