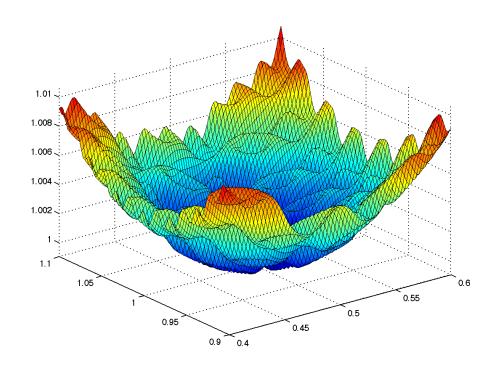
# Seoul National University

# SGD

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1	Data structures	1	10 Checkpoints 24	1.2 Interval Tree structures
	1.1 GCC Extension Data Structures	1	10.1 Debugging	
	1.2 Interval Tree structures	1	10.2 Thinking	<b>Description:</b> Point modification, interval sum query on $[l, r)$ .
	1.3 Miscellaneous	3	0	Time: $\mathcal{O}(\log N)$
			D (1)	<pre><algorithm>, <vector> 36 lines template &lt; class T&gt;</vector></algorithm></pre>
<b>2</b>	Mathematics	4	$  \frac{\text{Data structures}}{\text{Data structures}}   (1)  $	T defaultValue() { return T(); }
_	2.1 Geometry	4		
	2.2 Matrices	1	1.1 GCC Extension Data Structures	<pre>template<class t="">    T defaultOperation(T a,T b) {return a+b;}</class></pre>
	2.3 FFT, Berlekamp	5	OrderStatisticTree.h	1 deraurcoperacion(1 a, 1 b) { recurn a+b; }
	2.5 FF1, Deriekamp	9	#include bits/extc++.h>	template <class (*op)(s,s)="defaultOperation&lt;S" s,s="">,S (*e)() =</class>
3	Number Theory	e	#Include <pits extc++.n=""> using namespacegnu_pbds;</pits>	defaultValue <s> &gt;</s>
J	*	C		<pre>struct segtree{ private:    int _n, size, log; std::vector<s> d; //if you need speed go</s></pre>
	3.1 Primes	6	<pre>#include <ext assoc_container.hpp="" pb_ds=""></ext></pre>	use fenwick
	3.2 Estimates	7	<pre>#include <ext pb_ds="" tree_policy.hpp=""> #include <ext detail="" pb_ds="" standard_policies.hpp=""></ext></ext></pre>	<pre>void update(int k) { d[k] = op(d[k&lt;&lt;1],d[(k&lt;&lt;1) 1]); } public:</pre>
	3.3 Modular arithmetic	7	<pre>typedef tree<int, less<int="" null_type,="">, rb_tree_tag,</int,></pre>	<pre>explicit segtree(int n=1000000) : segtree(std::vector<s>(n,</s></pre>
	3.4 Primality	7	tree_order_statistics_node_update> ordered_set;	e())) {}
	3.5 Divisibility	7	<pre>void test()</pre>	<pre>explicit segtree(const std::vector<s>&amp; v) : _n(int(v.size()))</s></pre>
	3.6 Fractions	8	{	log=0;
	3.7 Mobius Function / Dirichlet Convolution	8	ordered_set X;	<pre>while( (1U &lt;&lt; log) &lt; (unsigned int)(_n)) log++;</pre>
	·		<pre>X.insert(1); X.insert(2);</pre>	size = 1< <log;< th=""></log;<>
4	Numerical	8	X.insert(4);	<pre>d = std::vector<s>(2*size,e()); for (int i=0;i&lt;_n;++i) d[size+i] = v[i];</s></pre>
	4.1 Polynomials and recurrences	8	X.insert(8);	for (int i=size-1;i>=1;i) {
	4.2 Optimization	9	X.insert(16);	update(i);
	112 Optimization	Ü	cout<<*X.find_by_order(1)< <endl; 2<="" th=""><th>}</th></endl;>	}
5	Combinatorial	9	cout<<*X.find_by_order(2)< <endl; 4<="" th=""><th>S get(int pos){return d[pos+size]; }</th></endl;>	S get(int pos){return d[pos+size]; }
J	5.1 Permutations	9	cout<<*X.find_by_order(4)< <endl; 16<="" th=""><th><pre>void modify(int pos, S val){</pre></th></endl;>	<pre>void modify(int pos, S val){</pre>
			<pre>cout&lt;&lt;(end(X) == X.find_by_order(6)) &lt;&lt; endl; // true</pre>	for (d[pos += size] = val; pos > 1; pos >>= 1)
	5.2 Partitions and subsets	9	cout< <x.order_of_key(-5)<<endl; 0<="" th=""><th>d[pos &gt;&gt; 1] = op(d[pos], d[pos^1]);</th></x.order_of_key(-5)<<endl;>	d[pos >> 1] = op(d[pos], d[pos^1]);
	5.3 General purpose numbers	10	cout< <x.order_of_key(1)<<endl; 0<="" th=""><th>S query(int 1, int r){ //[l,r)</th></x.order_of_key(1)<<endl;>	S query(int 1, int r){ //[l,r)
			<pre>cout&lt;<x.order_of_key(3)<<endl; 2="" 2<="" cout<<x.order_of_key(4)<<endl;="" pre=""></x.order_of_key(3)<<endl;></pre>	S res = e(); // CAUTION
6	Graph	<b>10</b>	cout< <x.order_of_key(47<<end1; 5<="" th=""><th><pre>for(l += size, r += size; l &lt; r; l&gt;&gt;=1, r&gt;&gt;=1){    if(l &amp; 1) res = op(d[l++], res);</pre></th></x.order_of_key(47<<end1;>	<pre>for(l += size, r += size; l &lt; r; l&gt;&gt;=1, r&gt;&gt;=1){    if(l &amp; 1) res = op(d[l++], res);</pre>
	6.1 Trees	10	}	<b>if</b> (r & 1) res = op(res, d[r]);
	6.2 DFS algorithms	12		}
	6.3 Euler walk	13	HashMap.h	return res;
	6.4 Shortest paths	13	#pragma once	};
	6.5 Network flow	13		
	6.6 Matching	14	#include <bits extc++.h=""> /** keep-include */</bits>	LazySegmentTree.h
	6.7 Heuristics	16	// To use most bits rather than just the lowest ones: struct chash { // large odd number for C	<b>Description:</b> Interval incremental modification, interval sum query on $[l, r)$ .
	. 11041100100	10	<pre>const uint64_t C = 11(4e18 * acos(0))   71;</pre>	Time: $\mathcal{O}(\log N)$ <algorithm>, <vector> 84 lines</vector></algorithm>
7	Geometry	16	ll operator()(ll x) const { returnbuiltin_bswap64(x*C); }	template <class t=""> T defaultValue() { return T(); }</class>
•	7.1 Geometric primitives	16	<pre>};gnu_pbds::gp_hash_table&lt;11,int,chash&gt; h({},{},{},{},{1&lt;&lt;16});</pre>	template < class T > T defaultOperation(T a, T b) {return a+b;}
		17		template < class F, class T > T default Mapping (F lazy, T val, int
			// For CodeForces, or other places where hacking might be a	<pre>span_covered) {   return val + lazy*span_covered;</pre>
	7.3 Polygons	18	problem:	}
	7.4 Misc. Point Set Problems	19	<pre>const int RANDOM = chrono::high_resolution_clock::now().</pre>	template < class S, class F = S,
	7.5 3D	20	time_since_epoch().count();	<pre>S (*op)(S,S) = defaultOperation<s>, S (*mapping)(F, S, int) = defaultMapping<f,s>,</f,s></s></pre>
			struct chash { // To use most bits rather than just the lowest	F (*composition)(F, F) = defaultMapping <f,s>,</f,s>
8	Strings	<b>20</b>	<pre>ones: const uint64_t C = 11(4e18 * acos(0))   71; // large odd</pre>	$S(\star e)() = defaultValue < S>$ ,
			number	F (*id)() = defaultValue <f> //tell me if there's a better</f>
9	Various	22	ll operator()(ll x) const { returnbuiltin_bswap64((x^	<pre>way &gt; class Segtree{ private:</pre>
	9.1 Intervals	23	RANDOM) *C); } };	int _n, size, log;
	9.2 Misc. algorithms	23	;;  gnu_pbds::gp_hash_table<11, int, chash> h({},{},{},{}, {1 <<	std::vector <s> d;</s>
	9.3 Dynamic programming	23	16});	<pre>std::vector<f> lz; std::vector<int> span_covered;</int></f></pre>
	2, manne brogramming	20	I	Deal. Toolog Amer Span_coverea,

```
void update(int k) { d[k] = op(d[2*k], d[2*k+1]); }
void all_apply(int k, F f) {
 d[k] = mapping(f, d[k], span_covered[k]);
 if(k < size) lz[k] = composition(f,lz[k]);</pre>
void push(int k){
  all_apply(k << 1, lz[k]); all_apply((k << 1) | 1, lz[k]); lz[k] =
} // END PRIVATE
public:
explicit Segtree(int n=100000) : Segtree(std::vector<S>(n,e())
explicit Segtree(const std::vector<S>& v) : _n(int(v.size()))
     loa=0:
     while( (1U << log) < (unsigned int)(_n)) log++;</pre>
  size = 1 << log;
 d = std::vector < S > (2*size, e());
 lz = std::vector<F>(size, id());
  span_covered = std::vector<int>(2*size,e());
  int current_span = 1;
  for(int i=0;i<_n;++i) d[size+i] = v[i];</pre>
  for(int i=size-1;i>=1;i--) {update(i);}
  for(int i=2*size-1;i>=1;--i){
   span_covered[i] = current_span;
   if(size == current_span * i) current_span *= 2;
S modify(int p, S x) {
 p+=size; for(int i=log;i>=1;i--) push(p>>i);
  d[p] = x; for(int i=1;i<=log;i++) update(p>>i);
S query(int 1, int r) { // (l,r)
  if(l == r) return e();
  1 += size; r += size;
  for(int i=log; i>=1; i--) {
   if (((l>>i) <<i)!=1) push(l>>i);
   if (((r>>i) <<i)!=r) push((r-1)>>i);
  S sml=e(), smr=e();
  while(1<r){
   if (1&1) sml = op(sml, d[1++]);
   if(r&1) smr = op(d[--r], smr);
   1>>=1; r>>=1;
  return op(sml,smr);
void apply(int 1,int r, F f) {
  if (1 == r) return;
     1 += size; r += size;
      for (int i = log; i >= 1; i--) {
          if (((1 >> i) << i) != 1) push(1 >> i);
          if (((r >> i) << i) != r) push((r - 1) >> i);
          int 12 = 1, r2 = r;
          while (1 < r) {
              if (1 & 1) all_apply(l++, f);
              if (r & 1) all_apply(--r, f);
             1 >>= 1;
              r >>= 1;
          1 = 12;
          r = r2;
      for (int i = 1; i <= log; i++) {</pre>
          if (((1 >> i) << i) != 1) update(1 >> i);
          if (((r >> i) << i) != r) update((r - 1) >> i);
```

```
};
PersistentSegmentTree.h
Description: Interval incremental modification, interval sum query on [l, r).
Time: \mathcal{O}(\log N)
<algorithm>, <vector>
template<class T> T defaultValue() { return T(); }
template<class T> T defaultOperation(T a,T b) {return a+b;}
template <class S,S (*e)() = defaultValue<S> >
struct Node {
    Node *1, *r;
    long long v;
    Node() {l=r=nullptr; v=e();}
template <class S,S (*op)(S,S) = defaultOperation<S>,S (*e)() =
      defaultValue<S> >
class PST{ private:
    using NN = Node<S,e>;
    std::vector< NN* > d;
    int log, sz, _n;
    void build(NN *node, const std::vector<S>& x,int start,int
        if(start==end && start<x.size()){ node->v = x[start];
        else if(start==end) {node->v = e(); return;} //
        int m = (start+end)>>1;
        node->1 = new NN(); node->r = new NN();
        build(node->1, x, start, m); build(node->r, x, m+1, end);
        node -> v = op(node -> 1 -> v, node -> r -> v);
    void _a(NN *prv, NN *now, int start, int end, int x, int v)
        if (start==end) {now->v=v; return; }
        int m=(start+end)>>1;
            now->1 = new NN(); now->r = prv->r;
             a(prv->1, now->1, start, m, x, v);
        } else {
            now->1 = prv->1; now->r = new NN();
            _a (prv->r, now->r, m+1, end, x, v);
        now->v = op(now->l->v,now->r->v);
    S _q(NN* node, int start, int end, int 1, int r) { //query,
         (l,r)
        if(r<start || end<1) return 0;</pre>
        if(l<=start && end<=r) return node->v;
        int m = (start+end)>>1;
        return op (_q (node->1, start, m, 1, r),_q (node->r, m+1,
             end.1.r)):
    public:
    explicit PST(int n=100000): PST(std::vector<S>(n,e())) {}
    explicit PST(const std::vector<S>& x) : _n(int(x.size())) {
        while( (1U << log) < (unsigned int)(_n)) log++;</pre>
        sz = 1 << log;
        d.emplace_back(new NN()); build(d[0],x,0,sz-1);
    void add(int loc, int v) {
        d.emplace_back(new NN()); _a(d[d.size()-2],d.back(), 0,
              sz-1, loc, v);
    S query (int treeidx, int 1, int r) { return _q(d[treeidx],
         0, sz-1, 1, r-1); }
    int size() {return d.size();}
};
```

```
2DSegmentTree.h
```

**Description:** Compute sum of rectangle  $[a, b) \times [c, d)$  and point modification **Time:** Both operations are  $\mathcal{O}(\log^2 N)$ .

```
auto gif = [](int a, int b){return a+b;};
class SEG2D
public:
  int n;
  int m:
  vector <vector <int>> tree;
  SEG2D (int n = 0, int m = 0)
    tree.resize(2*n);
    for (int i = 0; i<2*n; i++) tree[i].resize(2*m);</pre>
    this->n = n;
  SEG2D(int n, int m, vector<vector<int>> &data)
    tree.resize(2*n);
    for (int i = 0; i<2*n; i++) tree[i].resize(2*m);</pre>
    this->n = n;
    this->m = m;
    init (data);
  void init(vector <vector <int>> & data)
    n = data.size();
    m = data.front().size();
    tree = vector<vector<int>>(2*n, vector<int>(2*m, 0));
    for (int i = 0; i<n; i++)</pre>
      for (int j = 0; j < m; j++)
        tree[i+n][j+m] = data[i][j];
    for (int i = n; i<2*n; i++)</pre>
      for (int j = m-1; j>0; j--)
        tree[i][j] = gif(tree[i][j*2], tree[i][j*2+1]);
    for (int i = n-1; i>0; i--)
      for (int j = 1; j < 2 * m; j++)
        tree[i][j] = gif(tree[i*2][j], tree[i*2+1][j]);
  void update(int x, int y, int val)
    tree[x+n][y+m] = val;
    for(int i = y+m; i > 1; i /= 2)
      tree[x+n][i/2] = qif(tree[x+n][i], tree[x+n][i^1]);
    for (int i = x+n; i>1; i/=2)
      for (int j = y+m; j>=1; j/=2)
        tree[i/2][j] = gif(tree[i][j], tree[i^1][j]);
  int query_1D(int x, int y1, int yr)
    int res = 0;
    int u = y1+m, v = yr+m+1;
    for(; u<v; u/=2, v/=2)
      if (u & 1)
        res = gif(res, tree[x][u++]);
      if (∨ & 1)
        res = gif(res, tree[x][--v]);
    return res;
  int query_2D(int xl, int xr, int yl, int yr)
    int res = 0;
    int u = x1+n, v = xr+n+1;
    for(; u<v; u/=2, v/=2)
```

```
if (u & 1)
        int k = query_1D(u++, y1, yr);
       res = gif(res, k);
      if (v & 1)
       int k = query_1D(--v, y1, yr);
        res = gif(res, k);
    return res;
};
```

#### FenwickTree.h

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

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

```
struct FT {
 vector<ll> s;
  FT(int n) : s(n) {}
  void update(int pos, ll dif) { // a[pos] \leftarrow= dif
    for (; pos < sz(s); pos |= pos + 1) s[pos] += dif;</pre>
  11 query(int pos) { // sum of values in [0, pos)
    11 \text{ res} = 0;
    for (; pos > 0; pos &= pos - 1) res += s[pos-1];
    return res;
  int lower_bound(ll sum) \{// min \ pos \ st \ sum \ of \ [0, \ pos] >= sum
    // Returns n if no sum is >= sum, or -1 if empty sum is.
    if (sum \leq 0) return -1;
   int pos = 0;
    for (int pw = 1 << 25; pw; pw >>= 1) {
      if (pos + pw <= sz(s) && s[pos + pw-1] < sum)</pre>
        pos += pw, sum -= s[pos-1];
    return pos;
};
```

#### FenwickTree2d.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  $\mathcal{O}(\log N)$ .)

```
"FenwickTree.h"
struct FT2 {
  vector<vi> ys; vector<FT> ft;
  FT2(int limx) : ys(limx) {}
  void fakeUpdate(int x, int y) {
   for (; x < sz(ys); x |= x + 1) ys[x].push_back(y);
  void init() {
   for (vi& v : ys) sort(all(v)), ft.emplace_back(sz(v));
  int ind(int x, int y) {
    return (int) (lower_bound(all(ys[x]), y) - ys[x].begin()); }
  void update(int x, int y, ll dif) {
   for (; x < sz(ys); x |= x + 1)
      ft[x].update(ind(x, y), dif);
  11 query(int x, int y) {
   11 \text{ sum} = 0;
   for (; x; x &= x - 1)
     sum += ft[x-1].query(ind(x-1, y));
```

```
};
```

#### MergeSortTree.h

return sum;

**Description:** greater(s,e,k,1,0,n) returns number of elements strictly greater than k in range [s, e]. Pay attention to INTERVAL INCLUSIVENESS!!! Time:  $\mathcal{O}(\log N)$ .

```
#define MAXN (1<<18)
#define ST (1<<17)
struct merge_sort_tree
 vector <int> tree[MAXN];
 void construct (vector <int> data)
    while(n < data.size()) n <<= 1;</pre>
    for (int i = 0; i < data.size(); i++)</pre>
     tree[i+n] = {data[i]};
    for (int i = data.size(); i<n; i++)</pre>
     tree[i+n] = {};
    for (int i = n-1; i>0; i--)
      tree[i].resize(tree[i*2].size()+tree[i*2+1].size());
      for (int p = 0, q = 0, j = 0; j < tree[i].size(); j++)</pre>
        if (p == tree[i*2].size() ||
        (q<tree[i*2+1].size() && tree[i*2+1][q]<tree[i*2][p]))
          tree[i][i] = tree[i*2+1][q++];
        else tree[i][j] = tree[i*2][p++];
  //greater(s,e,k,1,0,n)
  int greater(int s, int e, int k, int node, int ns, int ne)
    if (ne <= s || ns >= e)
     return 0;
    if(s <= ns && ne <= e)
      return tree[node].end() - upper_bound(all(tree[node]), k)
    int mid = (ns+ne) >> 1;
    return greater(s,e,k,node*2,ns,mid) +
    greater(s,e,k,node*2+1,mid,ne);
};
```

#### LiChaoTree.h

Description: Convex hull trick. Current implementation is for max query. Be especially aware of overflow. Let M be maximum x coordinate, aM + bshould be less than LLMAX. Time:  $\mathcal{O}(\log N)$ 

```
87 lines
struct LiChao
 struct Line // Linear function ax + b
   int a, b;
   int eval(int x)
     return a*x + b;
 struct Node // [start, end] has line f
   int left, right;
   int start, end;
```

```
Line f;
};
Node new_node(int a, int b)
  return {-1,-1,a,b,{0,-INF}};
  // for min, change -INF to INF
vector <Node> nodes:
void init(int min_x, int max_x)
  nodes.push_back(new_node(min_x, max_x));
void insert(int n, Line new_line)
  int xl = nodes[n].start, xr = nodes[n].end;
  int xm = (x1 + xr)/2;
  Line llo, lhi;
  llo = nodes[n].f, lhi = new_line;
  if (llo.eval(xl) >= lhi.eval(xl))
    swap(llo, lhi);
  if (llo.eval(xr) <= lhi.eval(xr))</pre>
    nodes[n].f = lhi;
    // for min, lhi \rightarrow llo
    return;
  else if (llo.eval(xm) > lhi.eval(xm))
    nodes[n].f = 110;
    // for min, llo -> lhi
    if (nodes[n].left == -1)
      nodes[n].left = nodes.size();
      nodes.push_back(new_node(x1,xm));
    insert(nodes[n].left, lhi);
    // for min, lhi \rightarrow llo
  else
    nodes[n].f = lhi;
    // for min, lhi \rightarrow llo
    if (nodes[n].right == -1)
      nodes[n].right = nodes.size();
      nodes.push back(new node(xm+1,xr));
    insert (nodes[n].right, llo);
    // for min, llo -> lhi
void insert(Line f)
  insert(0, f);
int get(int n, int g)
  // for min, max \rightarrow min, -INF \rightarrow INF
  if (n == -1) return -INF;
  int xl = nodes[n].start, xr = nodes[n].end;
  int xm = (x1 + xr)/2;
  if (a > xm)
    return max(nodes[n].f.eval(q), get(nodes[n].right, q));
  else return max(nodes[n].f.eval(q), get(nodes[n].left, q));
int get(int pt)
```

```
{
    return get(0, pt);
};
```

#### 1.3 Miscellaneous

EraseableHeap.h

**Description:** Heap with rmv() function.

Usage: push top pop size and rmv()

13 lines

### UnionFind.h

**Description:** Disjoint-set data structure.

```
Time: \mathcal{O}\left(\alpha(N)\right)
                                                               21 lines
struct DSU
    int par[V], sz[V];
    DSU() {init(V);}
    void init(int n) {
        for (int i = 0; i<n; i++)</pre>
        par[i] = i, sz[i] = 1;
    int find(int x) {
        return x == par[x] ? x : (par[x] = find(par[x]));
    bool unite(int x, int y) {
        int u=find(x), v=find(y);
        if(u==v) return false;
        if(sz[u]>sz[v]) swap(u, v);
        sz[v]+=sz[u];
        sz[u] = 0;
        par[u] = par[v];
        return true;
};
```

#### UnionFindRollback.h

**Description:** Disjoint-set data structure with undo. If undo is not needed, skip st, time() and rollback().

```
Usage: int t = uf.time(); ...; uf.rollback(t); Time: O(\log(N))
```

```
struct RollbackUF {
    vi e; vector<pri> 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 sz(st); }
    void rollback(int t) {
        for (int i = time(); i --> t;)
            e[st[i].first] = st[i].second;
            st.resize(t);
}
```

```
bool join(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;
};
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)
struct Node {
 Node *1 = 0, *r = 0;
 int val, y, c = 1;
 Node(int val) : val(val), y(rand()) {}
  void recalc();
int cnt(Node* n) { return n ? n->c : 0; }
void Node::recalc() { c = cnt(1) + cnt(r) + 1; }
template < class F > void each (Node * n, F f) {
 if (n) { each (n->1, f); f(n->val); each (n->r, f); }
pair<Node*, Node*> split(Node* n, int k) {
 if (!n) return {};
 if (cnt(n->1) >= k) { // "n->val>= k" for lower_bound(k)
    auto pa = split(n->1, k);
   n->1 = pa.second;
   n->recalc();
    return {pa.first, n};
    auto pa = split(n->r, k - cnt(n->1) - 1); // and just "k"
   n->r = pa.first;
   n->recalc();
    return {n, pa.second};
Node* merge(Node* 1, Node* r) {
 if (!1) return r;
 if (!r) return 1;
 if (1->y > r->y) {
```

1->r = merge(1->r, r);

r->1 = merge(1, r->1);

auto pa = split(t, pos);

Node\* ins(Node\* t, Node\* n, int pos) {

return merge (merge (pa.first, n), pa.second);

void move(Node\*& t, int 1, int r, int k) {

**if**  $(k \le 1)$  t = merge(ins(a, b, k), c);

// Example application: move the range [l, r) to index k

tie(a,b) = split(t, 1); tie(b,c) = split(b, r - 1);

l->recalc();
return 1;

r->recalc();

Node \*a, \*b, \*c;

return r;

} else {

```
else t = merge(a, ins(c, b, k - r));
```

#### SubMatrix.h

**Description:** Calculate submatrix sums quickly, given upper-left and lower-right corners (half-open).

```
 \begin{array}{ll} \textbf{Usage: SubMatrix} <& \text{int} > \text{ m(matrix);} \\ \textbf{m.sum(0, 0, 2, 2);} & \text{// top left 4 elements} \\ \textbf{Time: } \mathcal{O}\left(N^2+Q\right) \end{array}
```

13 lines

```
template < class T>
struct SubMatrix {
    vector < vector < T>> p;
    SubMatrix (vector < T>> & v) {
        int R = sz(v), C = sz(v[0]);
        p.assign(R+1, vector < T>(C+1));
        rep(r,0,R) rep(c,0,C)
        p[r+1][c+1] = v[r][c] + p[r][c+1] + p[r+1][c] - p[r][c];
    }
    T sum(int u, int 1, int d, int r) {
        return p[d][r] - p[d][1] - p[u][r] + p[u][1];
    }
};
```

#### MoQueries.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:**  $\mathcal{O}\left(N\sqrt{Q}\right)$ 

```
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
vi mo(vector<pii> Q) {
 int L = 0, R = 0, blk = 350; // \sim N/sqrt(Q)
 vi s(sz(Q)), res = s;
#define K(x) pii(x.first/blk, x.second ^ -(x.first/blk & 1))
  iota(all(s), 0);
  sort(all(s), [\&](int s, int t) { return K(Q[s]) < K(Q[t]); });
  for (int gi : s) {
    pii q = Q[qi];
    while (L > q.first) add(--L, 0);
    while (R < q.second) add(R++, 1);</pre>
    while (L < q.first) del(L++, 0);
    while (R > q.second) del(--R, 1);
   res[qi] = calc();
 return res;
vi moTree(vector<array<int, 2>> Q, vector<vi>& ed, int root=0) {
 int N = sz(ed), pos[2] = {}, blk = 350; // \sim N/sqrt(Q)
 vi s(sz(Q)), 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(all(s), 0);
  sort(all(s), [\&](int s, int t) { return K(Q[s]) < K(Q[t]); });
```

**for** (**int** qi : s) rep(end, 0, 2) {

#### Matrix Determinant SolveLinear SolveLinear Binary

```
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]))</pre>
    I[i++] = b, b = par[b];
    while (a != b) step(par[a]);
    while (i--) step(I[i]);
   if (end) res[qi] = calc();
  return res;
```

### Mathematics (2)

### 2.1 Geometry

### 2.1.1 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:  $r = \frac{A}{r}$ 

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

### 2.1.2 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°, ef = ac + bd, and  $A = \sqrt{(p-a)(p-b)(p-c)(p-d)}$ .

### 2.1.3 Spherical coordinates

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

### Matrices

Matrix.h

```
Description: Basic operations on square matrices.
Usage: Matrix<int, 3> A;
A.d = \{\{\{\{1,2,3\}\}\}, \{\{4,5,6\}\}, \{\{7,8,9\}\}\}\};
vector < int > vec = \{1, 2, 3\};
vec = (A^N) * vec;
template < class T, int N> struct Matrix {
 typedef Matrix M;
 array<array<T, N>, N> d{};
 M operator* (const M& m) const {
    rep(i,0,N) rep(j,0,N)
      rep(k, 0, N) \ a.d[i][j] += d[i][k]*m.d[k][j];
 vector<T> operator*(const vector<T>& vec) const {
    vector<T> ret(N);
    rep(i, 0, N) rep(j, 0, N) ret[i] += d[i][j] * vec[j];
 M operator^(ll p) const {
    assert (p >= 0);
   M a, b(*this);
    rep(i, 0, N) \ a.d[i][i] = 1;
    while (p) {
     if (p&1) a = a*b;
     b = b*b;
      p >>= 1;
    return a:
```

#### Determinant.h

**Description:** Calculates determinant of a matrix. Destroys the matrix. Time:  $\mathcal{O}(N^3)$ 

```
double det(vector<vector<double>>& a) {
 int n = sz(a); double res = 1;
 rep(i,0,n) {
   int b = i;
   rep(j,i+1,n) if (fabs(a[j][i]) > fabs(a[b][i])) b = j;
   if (i != b) swap(a[i], a[b]), res *= -1;
   res *= a[i][i];
   if (res == 0) return 0;
   rep(j,i+1,n) {
     double v = a[j][i] / a[i][i];
     if (v != 0) rep(k, i+1, n) a[j][k] -= v * a[i][k];
 return res;
```

#### SolveLinear.h

**Description:** Solves A \* x = b. If there are multiple solutions, an arbitrary one is returned. Returns rank, or -1 if no solutions. Data in A and b is lost. Time:  $\mathcal{O}\left(n^2m\right)$ 

```
typedef vector<double> vd;
const double eps = 1e-12;
int solveLinear(vector<vd>& A, vd& b, vd& x) {
 int n = sz(A), m = sz(x), rank = 0, br, bc;
 if (n) assert(sz(A[0]) == m);
 vi col(m); iota(all(col), 0);
 rep(i,0,n) {
   double v, bv = 0;
   rep(r,i,n) rep(c,i,m)
     if ((v = fabs(A[r][c])) > bv)
```

```
br = r, bc = c, bv = v;
  if (bv <= eps) {
    rep(j,i,n) if (fabs(b[j]) > eps) return -1;
  swap(A[i], A[br]);
  swap(b[i], b[br]);
  swap(col[i], col[bc]);
  rep(j,0,n) swap(A[j][i], A[j][bc]);
  bv = 1/A[i][i];
  rep(j,i+1,n) {
    double fac = A[j][i] * bv;
    b[j] = fac * b[i];
    rep(k,i+1,m) A[j][k] = fac * A[i][k];
  rank++;
x.assign(m, 0);
for (int i = rank; i--;) {
  b[i] /= A[i][i];
  x[col[i]] = b[i];
  rep(j, 0, i) b[j] -= A[j][i] * b[i];
return rank; // (multiple solutions if rank < m)
```

5

#### SolveLinearBinary.h

**Description:** Solves Ax = b over  $\mathbb{F}_2$ . If there are multiple solutions, one is returned arbitrarily. Returns rank, or -1 if no solutions. Destroys A and b. Time:  $\mathcal{O}\left(n^2m\right)$ 34 lines

```
typedef bitset<1000> bs;
int solveLinear(vector<bs>& A, vi& b, bs& x, int m) {
 int n = sz(A), rank = 0, br;
  assert(m \le sz(x));
  vi col(m); iota(all(col), 0);
  rep(i,0,n) {
    for (br=i; br<n; ++br) if (A[br].any()) break;</pre>
    if (br == n) {
      rep(j,i,n) if(b[j]) return -1;
      break;
    int bc = (int)A[br]. Find next(i-1);
    swap(A[i], A[br]);
    swap(b[i], b[br]);
    swap(col[i], col[bc]);
    rep(j,0,n) if (A[j][i] != A[j][bc]) {
      A[j].flip(i); A[j].flip(bc);
    rep(j,i+1,n) if (A[j][i]) {
      b[j] ^= b[i];
      A[j] ^= A[i];
   rank++;
  x = bs();
 for (int i = rank; i--;) {
   if (!b[i]) continue;
    x[col[i]] = 1;
    rep(j,0,i) b[j] ^= A[j][i];
 return rank; // (multiple solutions if rank < m)
```

#### MatrixInverse.h

```
Description: Invert matrix A. Returns rank: result is stored in A unless sin-
gular (rank < n). Can easily be extended to prime moduli; for prime powers,
repeatedly set A^{-1} = A^{-1}(2I - AA^{-1}) \pmod{p^k} where A^{-1} starts as the
inverse of A mod p, and k is doubled in each step.
Time: \mathcal{O}\left(n^3\right)
```

```
int matInv(vector<vector<double>>& A) {
  int n = sz(A); vi col(n);
  vector<vector<double>> tmp(n, vector<double>(n));
  rep(i, 0, n) tmp[i][i] = 1, col[i] = i;
  rep(i,0,n) {
    int r = i, c = i;
    rep(j,i,n) rep(k,i,n)
     if (fabs(A[j][k]) > fabs(A[r][c]))
       r = j, c = k;
    if (fabs(A[r][c]) < 1e-12) return i;</pre>
   A[i].swap(A[r]); tmp[i].swap(tmp[r]);
    rep(j,0,n)
     swap(A[j][i], A[j][c]), swap(tmp[j][i], tmp[j][c]);
    swap(col[i], col[c]);
    double v = A[i][i];
    rep(j, i+1, n) {
     double f = A[j][i] / v;
     A[j][i] = 0;
     rep(k,i+1,n) A[j][k] = f*A[i][k];
     rep(k,0,n) tmp[j][k] -= f*tmp[i][k];
    rep(j,i+1,n) A[i][j] /= v;
    rep(j,0,n) tmp[i][j] /= v;
   A[i][i] = 1;
  for (int i = n-1; i > 0; --i) rep(j, 0, i) {
   double v = A[j][i];
    rep(k,0,n) tmp[j][k] -= v*tmp[i][k];
  rep(i,0,n) \ rep(j,0,n) \ A[col[i]][col[j]] = tmp[i][j];
 return n;
```

### 2.3 FFT, Berlekamp

#### FastFourierTransform.h

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

47 lines #define USE MATH DEFINES

```
#define sz(v) ((int)(v).size())
#define all(v) (v).begin(),(v).end()
typedef vector<int> vi;
typedef complex<double> base;
void fft(vector <base> &a, bool invert)
    int n = sz(a);
    for (int i=1, j=0; i < n; i++) {</pre>
        int bit = n >> 1;
        for (; j>=bit;bit>>=1) j -= bit;
        j += bit;
        if (i < j) swap(a[i],a[j]);</pre>
    for (int len=2;len<=n;len<<=1) {</pre>
        double ang = 2*M_PI/len*(invert?-1:1);
        base wlen(cos(ang), sin(ang));
        for (int i=0;i<n;i+=len) {</pre>
            base w(1);
```

```
for (int j=0; j<len/2; j++) {</pre>
                 base u = a[i+j], v = a[i+j+len/2]*w;
                 a[i+j] = u+v;
                 a[i+j+len/2] = u-v;
                 w \star = wlen;
    if (invert) {
        for (int i=0;i<n;i++) a[i] /= n;</pre>
void multiply(const vi &a,const vi &b,vi &res)
    vector <base> fa(all(a)), fb(all(b));
    int n = 1;
    while (n < max(sz(a),sz(b))) n <<= 1;</pre>
    fa.resize(n); fb.resize(n);
    fft(fa, false); fft(fb, false);
    for (int i=0;i<n;i++) fa[i] *= fb[i];</pre>
    fft(fa,true);
    res.resize(n);
    for (int i=0;i<n;i++)</pre>
        res[i] = int(fa[i].real()+(fa[i].real()>0?0.5:-0.5));
NumberTheoreticTransform.h
Description: For NTT, change second loop of above FFT Code as:
```

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

```
vector<base> root(n/2);
int ang = modpow(3, (mod - 1) / n);
if(invert) ang = modpow(ang, mod - 2);
root[0] = 1;
for(int i = 1; i < n/2; i++)
    root[i] = (root[i-1]*ang)%mod;
for (int len = 2; len <= n; len <<= 1)</pre>
    int step = n / len;
    for (int i = 0; i<n; i+= len)
        for (int j = 0; j < len/2; j++)
            base u = a[i+j], v = (a[i+j+len/2]*root[step*j])%
                 mod:
            a[i+j] = (u+v) % mod;
            a[i+i+len/2] = (u-v) mod;
    }
if (invert)
    for (int i = 0; i<n; i++)</pre>
        a[i] = frac(a[i],n);
for (int i = 0; i<n; i++)
    a[i] = (a[i]+10*mod)%mod;
```

### BerlekampMassev.h

**Description:** Find linear recurrence when 3n terms are given. Usage: quess\_nth\_term({1, 1, 2, 3, 5, 8}, 10000000); Time:  $\mathcal{O}(N^2)$ 

```
struct Berlekamp_Massey
 const int mod = 1000000007;
 using lint = long long;
 lint ipow(lint x, lint p) {
```

```
lint ret = 1, piv = x;
  while(p){
    if(p & 1) ret = ret * piv % mod;
    piv = piv * piv % mod;
    p >>= 1;
  return ret;
vector<int> berlekamp_massey(vector<int> x) {
  vector<int> ls, cur;
  int lf, ld;
  for(int i=0; i<x.size(); i++){</pre>
    lint t = 0:
    for(int j=0; j<cur.size(); j++) {</pre>
      t = (t + 111 * x[i-j-1] * cur[j]) % mod;
    if((t - x[i]) % mod == 0) continue;
    if(cur.empty()){
      cur.resize(i+1);
      lf = i;
      ld = (t - x[i]) % mod;
      continue;
    lint k = -(x[i] - t) * ipow(ld, mod - 2) % mod;
    vector<int> c(i-lf-1);
    c.push_back(k);
    for(auto &j : ls) c.push_back(-j * k % mod);
    if(c.size() < cur.size()) c.resize(cur.size());</pre>
    for(int j=0; j<cur.size(); j++) {</pre>
      c[j] = (c[j] + cur[j]) % mod;
    if (i-lf+(int)ls.size()>=(int)cur.size()){
      tie(ls, lf, ld) = make_tuple(cur, i, (t - x[i]) % mod);
  for(auto &i : cur) i = (i % mod + mod) % mod;
  return cur:
int get_nth(vector<int> rec, vector<int> dp, lint n){
  int m = rec.size();
  vector<int> s(m), t(m);
  s[0] = 1;
  if (m != 1) t[1] = 1;
  else t[0] = rec[0];
  auto mul = [&rec] (vector<int> v, vector<int> w) {
    int m = v.size();
    vector<int> t(2 * m);
    for(int j=0; j<m; j++) {</pre>
      for(int k=0; k<m; k++) {
        t[i+k] += 111 * v[j] * w[k] % mod;
        if(t[j+k] >= mod) t[j+k] -= mod;
    for(int j=2*m-1; j>=m; j--) {
      for(int k=1; k<=m; k++){
        t[j-k] += 111 * t[j] * rec[k-1] % mod;
        if(t[j-k] >= mod) t[j-k] -= mod;
    t.resize(m);
    return t;
  while(n){
    if (n & 1) s = mul(s, t);
    t = mul(t, t);
    n >>= 1;
  lint ret = 0;
```

20 lines

12 lines

```
for(int i=0; i<m; i++) ret += 111 * s[i] * dp[i] % mod;</pre>
  return ret % mod;
int guess_nth_term(vector<int> x, lint n) {
 if(n < x.size()) return x[n];</pre>
 vector<int> v = berlekamp_massey(x);
 if(v.empty()) return 0;
 return get_nth(v, x, n);
struct elem{int x, y, v;};
vector<int> get_min_poly(int n, vector<elem> M)
  vector<int> rnd1, rnd2;
 mt19937 rng(0x14004);
 auto randint = [&rng](int lb, int ub){
   return uniform_int_distribution<int>(lb, ub)(rng);
  for(int i=0; i<n; i++) {</pre>
   rnd1.push_back(randint(1, mod - 1));
   rnd2.push_back(randint(1, mod - 1));
  vector<int> gobs;
  for(int i=0; i<2*n+2; i++) {</pre>
   int tmp = 0;
   for(int j=0; j<n; j++) {
     tmp += 111 * rnd2[j] * rnd1[j] % mod;
     if(tmp >= mod) tmp -= mod;
   gobs.push_back(tmp);
   vector<int> nxt(n);
    for(auto &i : M) {
     nxt[i.x] += 111 * i.v * rnd1[i.y] % mod;
     if(nxt[i.x] >= mod) nxt[i.x] -= mod;
   rnd1 = nxt;
 auto sol = berlekamp_massey(gobs);
  reverse(sol.begin(), sol.end());
  return sol;
  Usage: guess_nth_term(first_values, n);
```

## Number Theory (3)

### 3.1 Primes

prime	# of prime
7	4
97	25
997	168
9973	1229
99991	9592
999983	78498
9999991	664579
99999989	5761455
99999937	50847534
	7 97 997 9973 99991 9999983 9999991

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

#### 3.2 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.

#### 3.3 Modular arithmetic

#### ModInverse.h

**Description:** Pre-computation of modular inverses. Assumes LIM  $\leq$  mod and that mod is a prime.

```
const 11 mod = 1000000007, LIM = 200000;
11* inv = new 11[LIM] - 1; inv[1] = 1;
rep(i,2,LIM) inv[i] = mod - (mod / i) * inv[mod % i] % mod;
```

#### ModPow.h

8 lines

```
const int mod = 16769023; // faster if const
int modpow(int b, int e) {
  int ans = 1;
  for (; e; b = b * b % mod, e /= 2)
    if (e & 1) ans = ans * b % mod;
    return ans;
}
```

#### ModLog.h

**Description:** Returns the smallest x > 0 s.t.  $a^x = b \pmod{m}$ , or -1 if no such x exists.  $\operatorname{modLog}(a,1,m)$  can be used to calculate the order of a.

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

```
11 modLog(l1 a, l1 b, l1 m) {
    l1 n = (l1) sqrt(m) + 1, e = 1, f = 1, j = 1;
    unordered_map<l1, l1> A;
    while (j <= n && (e = f = e * a % m) != b % m)
        A[e * b % m] = j++;
    if (e == b % m) return j;
    if (__gcd(m, e) == __gcd(m, b))
        rep(i,2,n+2) if (A.count(e = e * f % m))
        return n * i - A[e];
    return -1;
}</pre>
```

#### ModSum.h

Description: Sums of mod'ed arithmetic progressions.

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

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

unsigned long long ull;

```
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) return res;
   ull to2 = (to * k + c) / m;
   return res + (to - 1) * to2 - divsum(to2, m-1 - c, m, k);
}

ll modsum(ull to, ll c, ll k, ll m) {
   c = ((c % m) + m) % m;
   k = ((k % m) + m) % m;
   return to * c + k * sumsq(to) - m * divsum(to, c, k, m);
}
```

#### ModSqrt.h

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

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

```
11 sqrt(ll a, ll p) {
 a %= p; if (a < 0) a += p;
 if (a == 0) return 0;
 assert (modpow(a, (p-1)/2, p) == 1); // else no solution
 if (p % 4 == 3) return modpow(a, (p+1)/4, p);
  // a^{(n+3)/8} \text{ or } 2^{(n+3)/8} * 2^{(n-1)/4} \text{ works if } p \% 8 == 5
  11 s = p - 1, n = 2;
  int r = 0, m;
  while (s % 2 == 0)
   ++r, s /= 2;
  while (modpow(n, (p-1) / 2, p) != p-1) ++n;
  11 x = modpow(a, (s + 1) / 2, p);
  ll b = modpow(a, s, p), g = modpow(n, s, p);
  for (;; r = m) {
    11 t = b;
    for (m = 0; m < r && t != 1; ++m)
      t = t * t % p;
    if (m == 0) return x;
    11 \text{ gs} = \text{modpow}(g, 1LL << (r - m - 1), p);
    q = qs * qs % p;
    x = x * qs % p;
    b = b * q % p;
```

### 3.4 Primality

#### FastEratosthenes.h

Description: Prime sieve for generating all primes smaller than LIM.

Time: LIM=1e9 ≈ 1.5s

```
const int LIM = 1e6;
bitset<LIM> isPrime;
vi eratosthenes() {
  const int S = (int) round(sqrt(LIM)), R = LIM / 2;
  vi pr = {2}, sieve(S+1); pr.reserve(int(LIM/log(LIM)*1.1));
  vector<pii> 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;
    rep(i,0,min(S, R - L))
    if (!block[i]) pr.push_back((L + i) * 2 + 1);</pre>
```

#### MillerRabin.h

return pr;

**Description:** Deterministic Miller-Rabin primality test. Guaranteed to work for numbers up to  $7\cdot 10^{18}$ ; for larger numbers, use Python and extend A randomly.

```
Time: 7 times the complexity of a^b \mod c.
"ModMullL.h"
```

for (int i : pr) isPrime[i] = 1;

```
bool isPrime(ull n) {
   if (n < 2 || n % 6 % 4 != 1) return (n | 1) == 3;
   ull A[] = {2, 325, 9375, 28178, 450775, 9780504, 1795265022},
      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;
}
```

#### Factor.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.

```
"ModMulLL.h", "MillerRabin.h"
ull pollard(ull n) {
  auto f = [n](ull x) { return modmul(x, x, n) + 1; };
  ull x = 0, y = 0, t = 0, prd = 2, i = 1, q;
  while (t++ % 40 || __gcd(prd, n) == 1) {
   if (x == y) x = ++i, y = f(x);
   if ((q = modmul(prd, max(x,y) - min(x,y), n))) prd = q;
   x = f(x), y = f(f(y));
 return __gcd(prd, n);
vector<ull> factor(ull n)
 if (n == 1) return {};
  if (isPrime(n)) return {n};
  ull x = pollard(n);
  auto 1 = factor(x), r = factor(n / x);
 l.insert(l.end(), all(r));
  return 1;
```

### 3.5 Divisibility

#### euclid.h

**Description:** Finds two integers x and y, such that  $ax + by = \gcd(a, b)$ . If you just need gcd, use the built in  $\_\gcd$  instead. If a and b are coprime, then x is the inverse of  $a \pmod{b}$ .

```
ll euclid(ll a, ll b, ll &x, ll &y) {
   if (b) { ll d = euclid(b, a % b, y, x);
     return y -= a/b * x, d; }
   return x = 1, y = 0, a;
}
```

#### CRT.h

Description: Chinese Remainder Theorem.

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  $0\le x< \mathrm{lcm}(m,n)$ . Assumes  $mn<2^{62}$ . Time:  $\log(n)$ 

### 3.5.1 Bézout's identity

For  $a \neq b \neq 0$ , 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

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

#### 3.6 Fractions

#### ContinuedFractions.h

**Description:** Given N and a real number  $x \ge 0$ , finds the closest rational approximation p/q with  $p, q \le N$ . It will obey  $|p/q - x| \le 1/qN$ .

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

```
typedef double d; // for N \sim 1e7; long double for N \sim 1e9
pair<11, 11> approximate(d x, 11 N) {
 11 LP = 0, LQ = 1, P = 1, Q = 0, inf = LLONG_MAX; d y = x;
    ll lim = min(P ? (N-LP) / P : inf, Q ? (N-LQ) / Q : inf),
       a = (11) floor(v), 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 - (d)NP / (d)NQ) < abs(x - (d)P / (d)Q)) ?
        make_pair(NP, NQ) : make_pair(P, Q);
    if (abs(y = 1/(y - (d)a)) > 3*N) {
      return {NP, NO};
    LP = P; P = NP;
    LQ = Q; Q = NQ;
```

#### FracBinarySearch.h

struct Frac { ll p, q; };

**Description:** Given f and N, finds the smallest fraction  $p/q \in [0,1]$  such that f(p/q) is true, and  $p, q \leq N$ .

Usage: fracBS([](Frac f) { return f.p>=3\*f.q; }, 10); // {1,3} Time:  $\mathcal{O}(\log(N))$ 

```
template<class F>
Frac fracBS(F f, 11 N) {
 bool dir = 1, A = 1, B = 1;
 Frac lo{0, 1}, hi{1, 1}; // Set hi to 1/0 to search (0, N)
  if (f(lo)) return lo;
  assert(f(hi));
  while (A | | B) {
    11 adv = 0, step = 1; // move hi if dir, else lo
    for (int si = 0; step; (step *= 2) >>= si) {
      adv += step;
     Frac mid{lo.p * adv + hi.p, lo.q * adv + hi.q};
      if (abs(mid.p) > N || mid.q > N || dir == !f(mid)) {
        adv -= step; si = 2;
    hi.p += lo.p * adv;
    hi.q += lo.q * adv;
    dir = !dir;
    swap(lo, hi);
   A = B; B = !!adv;
 return dir ? hi : lo;
```

# 3.7 Mobius Function / Dirichlet Convolution

**Dirichlet Convolution** For  $f, g : \mathbb{N} \to \mathbb{C}$ , we define

$$(f * g)(n) = \sum_{d|n} f(d)g(n/d) = \sum_{ab=n} f(a)g(b)$$

Set of arithmetic functions form a commutative ring under pointwise addition and Dirichlet convolution, equipped with the multiplicative identity  $\epsilon(n)=\chi_{\{1\}}(n)$ . In this ring, we have  $\mathbf{1}*\mu=\epsilon$  for the Mobius function  $\mu$ :

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

And also sum of divisor function  $\sigma=id*1$ , number of divisors d=1\*1 gives  $id=\sigma*\mu, \mathbf{1}=d*\mu.$  Finally, the Mobius inversion formula

$$g = f*1 \iff f = g*\mu, \text{ i.e } g(n) = \sum_{d|n} f(d) \iff f(n) = \sum_{d|n} \mu(d)g(n)$$

**Xudyh's Sieve : Setting** (1) For a multiplicative function f(f(ab) = f(a)f(b)) when gcd(a,b) = 1),  $s_f$  can be computed in linear time (2) There exists a function g such that,  $s_g$  and  $s_{f*g}$  can be evaluated super fast.

#### XudvhSieve.h

**Description:** Sums of mod'ed arithmetic progressions.

Prefix sum of multiplicative functions:  $p_f$ : the prefix sum of f(x) (1 <= x <= th).  $p_g$ : the prefix sum of g(x) (0 <= x <= N).  $p_c$ : the prefix sum of f \* g(x) (0 <= x <= N). th: the thereshold, generally should be  $n^{(2/3)}$  if these

```
struct prefix mul {
 typedef long long (*func) (long long);
  func p_f, p_g, p_c;
 long long n, th;
  std::unordered_map <long long, long long> mem;
  prefix_mul (func p_f, func p_q, func p_c) : p_f (p_f), p_q (
      p_g), p_c (p_c) {}
 long long calc (long long x) {
    if (x <= th) return p_f (x);</pre>
    auto d = mem.find (x);
    if (d != mem.end ()) return d -> second;
    long long ans = 0;
    for (long long i = 2, la; i \le x; i = la + 1) {
     la = x / (x / i);
      ans = ans + (p_g (la) - p_g (i - 1) + mod) * calc (x / i)
    ans = p_c(x) - ans; ans = ans / inv;
    return mem[x] = ans;
```

long long solve (long long n, long long th) {

```
if (n <= 0) return 0;
prefix_mul::n = n; prefix_mul::th = th;
inv = p_g (1);
return calc (n);
}</pre>
```

## Numerical (4)

### 4.1 Polynomials and recurrences

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

#### PolyRoots.h

```
Description: Finds the real roots to a polynomial. Usage: polyRoots (\{\{2,-3,1\}\},-1e9,1e9\}) // solve x^2-3x+2=0 Time: \mathcal{O}\left(n^2\log(1/\epsilon)\right)
```

```
vector<double> polyRoots(Poly p, double xmin, double xmax) {
 if (sz(p.a) == 2) { return {-p.a[0]/p.a[1]}; }
  vector<double> ret;
  Poly der = p;
  der.diff();
  auto dr = polyRoots(der, xmin, xmax);
  dr.push back(xmin-1);
  dr.push_back(xmax+1);
  sort(all(dr));
  rep(i, 0, sz(dr) - 1) {
   double l = dr[i], h = dr[i+1];
   bool sign = p(1) > 0;
   if (sign ^ (p(h) > 0)) {
     rep(it, 0, 60) { // while (h - l > 1e-8)
       double m = (1 + h) / 2, f = p(m);
       if ((f \le 0) ^ sign) 1 = m;
        else h = m;
     ret.push_back((1 + h) / 2);
 return ret:
```

#### PolyInterpolate.h

```
Description: Given n points (\mathbf{x}[\mathbf{i}], \mathbf{y}[\mathbf{i}]), computes an n-1-degree polynomial p that passes through them: p(x) = a[0] * x^0 + \ldots + a[n-1] * x^{n-1}. For numerical precision, pick x[k] = c * \cos(k/(n-1) * \pi), k = 0 \ldots n-1. Time: \mathcal{O}\left(n^2\right)
```

```
Time: O(n^2)

typedef vector<double> vd;
```

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

### 4.2 Optimization

#### IntegrateAdaptive.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; });});

typedef double d:
```

```
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;
    d 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));
```

#### Simplex.h

**Description:** Solves a general linear maximization problem: maximize  $c^Tx$  subject to  $Ax \leq b$ ,  $x \geq 0$ . Returns -inf if there is no solution, inf if there are arbitrarily good solutions, or the maximum value of  $c^Tx$  otherwise. The input vector is set to an optimal x (or in the unbounded case, an arbitrary solution fulfilling the constraints). Numerical stability is not guaranteed. For better performance, define variables such that x = 0 is viable.

```
Usage: vvd A = {{1,-1}, {-1,1}, {-1,-2}}; vd b = {1,1,-4}, c = {-1,-1}, x; T val = LPSolver(A, b, c).solve(x); Time: \mathcal{O}(NM*\#pivots), where a pivot may be e.g. an edge relaxation. \mathcal{O}(2^n) in the general case.
```

```
C(2<sup>n</sup>) in the general case.

typedef double T; // long double, Rational, double + mod<P>...

typedef vector<T> vd;

typedef vector<vd> vvd;

const T eps = 1e-8, inf = 1/.0;

#define MP make_pair

#define ltj(X) if(s == -1 || MP(X[j], N[j]) < MP(X[s], N[s])) s=j

struct LPSolver {
   int m, n;
   vi N, B;
   vvd D;

LPSolver(const vvd& A, const vd& b, const vd& c):
   m(sz(b)), n(sz(c)), N(n+1), B(m), D(m+2, vd(n+2)) {
    rep(i,0,m) rep(j,0,n) D[i][j] = A[i][j];
   rep(i,0,m) { B[i] = n+i; D[i][n] = -1; D[i][n+1] = b[i];}
   rep(j,0,n) { N[j] = j; D[m][j] = -c[j]; }</pre>
```

N[n] = -1; D[m+1][n] = 1;

```
void pivot(int r, int s) {
  T \star a = D[r].data(), inv = 1 / a[s];
  rep(i, 0, m+2) if (i != r \&\& abs(D[i][s]) > eps) {
    T *b = D[i].data(), inv2 = b[s] * inv;
    rep(j, 0, n+2) b[j] -= a[j] * inv2;
    b[s] = a[s] * inv2;
  rep(j,0,n+2) if (j != s) D[r][j] *= inv;
  rep(i, 0, m+2) if (i != r) D[i][s] *= -inv;
  D[r][s] = inv;
  swap(B[r], N[s]);
bool simplex(int phase)
  int x = m + phase - 1;
  for (;;) {
    int s = -1;
    rep(j,0,n+1) if (N[j] != -phase) ltj(D[x]);
    if (D[x][s] >= -eps) return true;
    int r = -1;
    rep(i,0,m) {
      if (D[i][s] <= eps) continue;</pre>
      if (r == -1 || MP(D[i][n+1] / D[i][s], B[i])
                    < MP(D[r][n+1] / D[r][s], B[r])) r = i;
    if (r == -1) return false;
    pivot(r, s);
T solve(vd &x) {
  int r = 0;
  rep(i,1,m) if (D[i][n+1] < D[r][n+1]) r = i;
  if (D[r][n+1] < -eps) {</pre>
    if (!simplex(2) || D[m+1][n+1] < -eps) return -inf;</pre>
    rep(i, 0, m) if (B[i] == -1) {
      int s = 0:
      rep(j,1,n+1) ltj(D[i]);
      pivot(i, s);
  bool ok = simplex(1); x = vd(n);
  rep(i,0,m) if (B[i] < n) x[B[i]] = D[i][n+1];
  return ok ? D[m][n+1] : inf;
```

### Combinatorial (5)

### 5.1 Permutations

### 5.1.1 Factorial

#### IntPerm.h

**Description:** Permutation -> integer conversion. (Not order preserving.) Integer -> permutation can use a lookup table.

Time:  $\mathcal{O}(n)$  6 lines  $n = \binom{n}{n}$ 

#### **5.1.2** Cycles

Let  $g_S(n)$  be the number of *n*-permutations whose cycle lengths all belong to the set S. Then

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

#### 5.1.3 Derangements

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

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

#### 5.1.4 Burnside's lemma

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

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

### 5.2 Partitions and subsets

#### 5.2.1 Partition function

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

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

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

#### 5.2.2 Lucas' Theorem

Let n, m be non-negative integers and p a prime. Write  $n = n_k p^k + ... + n_1 p + n_0$  and  $m = m_k p^k + ... + m_1 p + m_0$ . Then  $\binom{n}{m} \equiv \prod_{i=0}^k \binom{n_i}{m_i} \pmod{p}$ .

#### 5.2.3 Binomials

multinomial.h

Description: Computes 
$$\binom{k_1+\cdots+k_n}{k_1,k_2,\ldots,k_n} = \frac{(\sum k_i)!}{k_1!k_2!\ldots k_n!}$$
.

11 multinomial (vi& v) {
11 c = 1, m = v.empty() ? 1 : v[0];

11 Indictionidal(via v) {
 11 c = 1, m = v.empty() ? 1 : v[0];
 rep(i,1,sz(v)) rep(j,0,v[i])
 c = c \* ++m / (j+1);
 return c;
}

### 5.3 General purpose numbers

#### 5.3.1 Bernoulli numbers

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

Sums of powers:

$$\sum_{i=1}^{n} n^{m} = \frac{1}{m+1} \sum_{k=0}^{m} {m+1 \choose k} B_{k} \cdot (n+1)^{m+1-k}$$

Euler-Maclaurin formula for infinite sums:

$$\sum_{i=m}^{\infty} f(i) = \int_{m}^{\infty} f(x)dx - \sum_{k=1}^{\infty} \frac{B_{k}}{k!} f^{(k-1)}(m)$$

$$\approx \int_{m}^{\infty} f(x)dx + \frac{f(m)}{2} - \frac{f'(m)}{12} + \frac{f'''(m)}{720} + O(f^{(5)}(m))$$

#### 5.3.2 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 $c(n, 2) = 0, 0, 1, 3, 11, 50, 274, 1764, 13068, 109584, \dots$ 

#### 5.3.3 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.  $\pi(j) > j$ .

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

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

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

### 5.3.4 Stirling numbers of the second kind

Partitions of n distinct elements into exactly k groups.

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

#### 5.3.5 Bell numbers

Total number of partitions of n distinct elements. B(n) = 1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, .... For p prime,

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

#### 5.3.6 Labeled unrooted trees

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

#### 5.3.7 Catalan numbers

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

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

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

- sub-diagonal monotone paths in an  $n \times n$  grid.
- strings with n pairs of parenthesis, correctly nested.
- binary trees with with n+1 leaves (0 or 2 children).
- 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.
- $\bullet$  permutations of [n] with no 3-term increasing subseq.

## $\underline{\text{Graph}}$ (6)

### 6.1 Trees

#### LCA.h

```
Description: LCA in O(N \log N + Q \log N)
```

continue;

int n, k;
bool visited[101010];
int par[101010] [21], maxedge[101010] [21], minedge[101010] [21];
int d[101010];
vector <pii> graph[101010]; // {destination, weight}
void dfs(int here,int depth) // run dfs(root,0)
{
 visited[here] = true;
 d[here] = depth;
 for (auto there : graph[here])
 {
 if (visited[there.first])

```
dfs(there.first, depth + 1);
        par[there.first][0] = here;
        maxedge[there.first][0] = there.second;
        minedge[there.first][0] = there.second;
void precomputation()
    for (int i = 1; i < 21; i++)
        for (int j = 1; j<=n; j++)
            par[j][i] = par[par[j][i-1]][i-1];
            maxedge[j][i] = max(maxedge[j][i - 1],
                maxedge[par[j][i - 1]][i - 1]);
            minedge[j][i] = min(minedge[j][i - 1],
                minedge[par[j][i - 1]][i - 1]);
pii lca(int x, int y)
    int maxlen = INT_MIN;
    int minlen = INT_MAX;
    if (d[x]>d[y])
        swap(x,y);
    for (int i = 20; i>=0; i--)
        if (d[y]-d[x] >= (1 << i))
            minlen = min(minlen, minedge[y][i]);
            maxlen = max(maxlen, maxedge[y][i]);
            y = par[y][i];
    if (x==y)
        return {minlen, maxlen};
        // x is lca point
    for (int i = 20; i >= 0; i --)
        if (par[x][i] != par[y][i])
            minlen = min(minlen, min(minedge[x][i], minedge[y][i
            maxlen = max(maxlen, max(maxedge[x][i], maxedge[y][i
                ]));
            x = par[x][i];
            y = par[y][i];
    minlen = min(minlen, min(minedge[x][0], minedge[v][0]));
    maxlen = max(maxlen, max(maxedge[x][0], maxedge[y][0]));
    int lca_point = par[x][0];
    return {minlen,maxlen};
    // lca_point is lca point
void lca_construction()
    dfs(1,0);
    precomputation();
```

#### HLD.h

Description: Decomposes a tree into vertex disjoint heavy paths and light edges such that the path from any leaf to the root contains at most log(n) light edges. Code does additive modifications and max queries, but can support commutative segtree modifications/queries on paths and subtrees. Takes as input the full adjacency list. VALS\_EDGES being true means that values are stored in the edges, as opposed to the nodes. All values initialized to the

```
segtree default. Root must be 0.
Time: \mathcal{O}\left((\log N)^2\right)
                                                            46 lines
"../data-structures/LazySegmentTree.h"
template <bool VALS EDGES> struct HLD {
 int N, tim = 0;
 vector<vi> adj;
 vi par, siz, depth, rt, pos;
 Node *tree;
 HLD(vector<vi> adj_)
   : N(sz(adj_)), adj(adj_), par(N, -1), siz(N, 1), depth(N),
     rt(N),pos(N),tree(new Node(0, N)) { dfsSz(0); dfsHld(0); }
 void dfsSz(int v) {
   if (par[v] != -1) adj[v].erase(find(all(adj[v]), par[v]));
    for (int& u : adj[v]) {
     par[u] = v, depth[u] = depth[v] + 1;
     dfsSz(u);
     siz[v] += siz[u];
     if (siz[u] > siz[adj[v][0]]) swap(u, adj[v][0]);
 void dfsHld(int v) {
    pos[v] = tim++;
    for (int u : adj[v]) {
     rt[u] = (u == adj[v][0] ? rt[v] : u);
     dfsHld(u);
 template <class B> void process(int u, int v, B op) {
   for (; rt[u] != rt[v]; v = par[rt[v]]) {
     if (depth[rt[u]] > depth[rt[v]]) swap(u, v);
     op(pos[rt[v]], pos[v] + 1);
    if (depth[u] > depth[v]) swap(u, v);
    op(pos[u] + VALS_EDGES, pos[v] + 1);
 void modifyPath(int u, int v, int val) {
   process(u, v, [&](int 1, int r) { tree->add(1, r, val); });
 int queryPath(int u, int v) { // Modify depending on problem
    int res = -1e9:
   process(u, v, [&](int l, int r) {
       res = max(res, tree->query(1, r));
   });
   return res;
 int querySubtree(int v) { // modifySubtree is similar
   return tree->query(pos[v] + VALS_EDGES, pos[v] + siz[v]);
} ;
HLD-dhdroid.h
```

Description: HeavyLight Decomposition.

```
<br/>
<br/>bits/stdc++.h>
                                                                   87 lines
using namespace std;
using 11 = long long;
using pii = pair<int,int>;
struct query {
    int x, y, c;
```

```
struct SEGTREE {
    int* tree;
    int size;
    SEGTREE (int N) {
        tree = new int[6*N];
        for(int i=0; i<6*N; i++) {</pre>
            tree[i] = 0;
        size = N;
    int update(int i, int v, int l, int r, int node) {
        if(i < l || i > r) {
            return tree[node];
        else {
            if(l==r) {
                return tree[node]=tree[node]+v;
            int mid = (1+r) >> 1;
            return tree[node] = update(i, v, 1, mid, 2*node) +
                 update(i, v, mid+1, r, 2*node+1);
    int query(int s, int e, int 1, int r, int node) {
        if(e<1 || s>r) {
            return 0;
        if(s<=1 && e>=r) {
            return tree[node];
        else {
            int mid = (1+r) >> 1;
            return query(s, e, 1, mid, 2*node) + query(s, e,
                 mid+1, r, 2*node+1);
vector<int> lis[100020];
int sz[100020]; // size of subtree
int depth[100020];
int A[100020]; // sum of children
int B[100020]; // maximum value
vector<SEGTREE> segA;
vector<SEGTREE> seqB;
vector<int> chain[100020];
int chain_num[100020], chain_idx[100020], chain_size[100020];
void HLD(int i, int cur chain) {
    chain num[i] = cur chain;
    chain_idx[i] = chain_size[cur_chain];
    chain[cur_chain].push_back(i);
    chain_size[cur_chain]++;
    int tmp = -1;
    for(auto j: lis[i]) {
        if(depth[j] > depth[i] && (tmp == -1 || sz[j] > sz[tmp]
             ])) {
            tmp = j;
    if (tmp != -1) {
        HLD(tmp, cur_chain);
    for(auto j: lis[i]) {
        if(depth[j] > depth[i] && j != tmp) {
```

### LinkCutTree DirectedMST CentroidDecomp SCC

```
HLD(j, j);
void init_seg(int N) {
    for(int i=0; i<=N; i++) {</pre>
        int szs = chain_size[i];
        segA.emplace_back(SEGTREE(szs));
        segB.emplace_back(SEGTREE(szs));
LinkCutTree.h
Description: Represents a forest of unrooted trees. You can add and remove
```

edges (as long as the result is still a forest), and check whether two nodes are in the same tree.

**Time:** All operations take amortized  $\mathcal{O}(\log N)$ .

struct Node { // Splay tree. Root's pp contains tree's parent. Node \*p = 0, \*pp = 0, \*c[2];

```
bool flip = 0;
 Node() { c[0] = c[1] = 0; fix(); }
  void fix() {
   if (c[0]) c[0]->p = this;
   if (c[1]) c[1]->p = this;
    // (+ update sum of subtree elements etc. if wanted)
  void pushFlip() {
    if (!flip) return;
    flip = 0; swap(c[0], c[1]);
   if (c[0]) c[0]->flip ^= 1;
   if (c[1]) c[1]->flip ^= 1;
  int up() { return p ? p->c[1] == this : -1; }
  void rot(int i, int b) {
   int h = i ^ b;
   Node *x = c[i], *y = b == 2 ? x : x -> c[h], *z = b ? y : x;
   if ((y->p = p)) p->c[up()] = y;
   c[i] = z -> c[i ^ 1];
   if (b < 2) {
     x->c[h] = y->c[h ^ 1];
     z->c[h ^1] = b ? x : this;
   y - c[i ^1] = b ? this : x;
    fix(); x->fix(); y->fix();
   if (p) p->fix();
    swap(pp, y->pp);
  void splay() {
    for (pushFlip(); p; ) {
     if (p->p) p->p->pushFlip();
     p->pushFlip(); pushFlip();
     int c1 = up(), c2 = p->up();
     if (c2 == -1) p->rot(c1, 2);
      else p->p->rot(c2, c1 != c2);
 Node* first() {
   pushFlip();
   return c[0] ? c[0]->first() : (splay(), this);
struct LinkCut {
 vector<Node> node;
  LinkCut(int N) : node(N) {}
```

void link(int u, int v) { // add an edge (u, v)

```
assert(!connected(u, v));
  makeRoot (&node[u]);
  node[u].pp = &node[v];
void cut (int u, int v) { // remove an edge (u, v)
 Node *x = &node[u], *top = &node[v];
  makeRoot(top); x->splay();
  assert(top == (x-pp ?: x-c[0]));
  if (x->pp) x->pp = 0;
  else {
    x->c[0] = top->p = 0;
    x \rightarrow fix();
bool connected (int u, int v) { // are u, v in the same tree?
  Node* nu = access(&node[u])->first();
  return nu == access(&node[v])->first();
void makeRoot(Node* u) {
  access(u);
  u->splay();
  if(u->c[0]) {
    u - > c[0] - > p = 0;
    u - c[0] - flip ^= 1;
    u - c[0] - pp = u;
    u - > c[0] = 0;
    u \rightarrow fix();
Node* access(Node* u) {
  u->splay();
  while (Node* pp = u->pp) {
    pp \rightarrow splay(); u \rightarrow pp = 0;
    if (pp->c[1]) {
      pp - c[1] - p = 0; pp - c[1] - pp = pp; 
    pp - c[1] = u; pp - fix(); u = pp;
  return u;
```

#### DirectedMST.h

90 lines

Description: Finds a 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/UnionFindRollback.h"
                                                            60 lines
struct Edge { int a, b; ll w; };
struct Node {
 Edge key;
 Node *1, *r;
 ll delta;
  void prop() {
    kev.w += delta;
    if (1) 1->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->1, (a->r = merge(b, a->r)));
  return a;
void pop(Node*& a) { a->prop(); a = merge(a->1, a->r); }
pair<ll, vi> dmst(int n, int r, vector<Edge>& g) {
```

```
RollbackUF uf(n);
vector<Node*> heap(n);
for (Edge e : q) heap[e.b] = merge(heap[e.b], new Node{e});
11 \text{ res} = 0;
vi 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;
rep(s,0,n) {
  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 \star cyc = 0;
      int end = qi, time = uf.time();
      do cyc = merge(cyc, heap[w = path[--qi]]);
      while (uf.join(u, w));
      u = uf.find(u), heap[u] = cyc, seen[u] = -1;
      cycs.push_front({u, time, {&Q[qi], &Q[end]}});
  rep(i, 0, qi) in[uf.find(Q[i].b)] = Q[i];
for (auto& [u,t,comp] : cycs) { // restore sol (optional)
  uf.rollback(t);
  Edge inEdge = in[u];
  for (auto& e : comp) in[uf.find(e.b)] = e;
  in[uf.find(inEdge.b)] = inEdge;
rep(i,0,n) par[i] = in[i].a;
return {res, par};
```

#### CentroidDecomp.h

Description: JusticeHui implementation of Centroid Decomposition 11 lines

```
int sz[101010]; // subtree size
vector<int> q[101010]; // adj list
int qetSize(int v, int b = -1) { // get sz
    sz[v] = 1;
    for(auto i : q[v]) if(i != b) sz[v] += getSize(i, v);
    return sz[v];
int getCent(int v, int b = -1, int cap = n) { // find centroid
    for(auto i : g[v]) if(&& i != b && sz[i]*2 > cap) return
        getCent(i, v, cap);
    return v;
```

### 6.2 DFS algorithms

SCC.h

**Description:** Finds sccs in a directed graph. If vertices u, v belong to the same component, we can reach u from v and vice versa.

```
Usage: build graph only with add-edge. use C.find-scc();
Time: \mathcal{O}(E+V)
```

```
vector<int> adj[10020];
vector<int> revadj[10020];
vector<vector<int>> scc;
stack<int> s;
int visited[10020];
void DFS(int node) {
  visited[node] = 1;
  for(auto N: adj[node]) {
```

```
if(!visited[N]) {
     DFS(N);
 s.push (node);
void revDFS(int node, vector<int>& v) {
 visited[node] = 1;
 for(auto N: revadj[node]) {
   if(!visited[N]) {
     revDFS(N, v);
  v.push_back(node);
void findSCC() {
 fill(visited, visited+10002, 0);
  while(!s.empty()) {
   int tmp = s.top();
   s.pop();
   if(visited[tmp]) {
     continue;
    vector<int> v;
    revDFS(tmp, v);
    sort(v.begin(), v.end());
    scc.push_back(v);
```

#### BiconnectedComponents.h

**Description:** Finds all biconnected components in an undirected graph, and runs a callback for the edges in each. In a biconnected component there are at least two distinct paths between any two nodes. Note that a node can be in several components. An edge which is not in a component is a bridge, i.e., not part of any cycle.

```
Usage: int eid = 0; ed.resize(N);
for each edge (a,b) {
ed[a].emplace_back(b, eid);
ed[b].emplace_back(a, eid++); }
bicomps([&](const vi& edgelist) {...});
Time: \mathcal{O}\left(E+V\right)
```

```
33 lines
vi num, st;
vector<vector<pii>>> ed;
int Time:
template<class F>
int dfs(int at, int par, F& f) {
  int me = num[at] = ++Time, e, y, top = me;
  for (auto pa : ed[at]) if (pa.second != par) {
    tie(y, e) = pa;
    if (num[y]) {
      top = min(top, num[y]);
      if (num[y] < me)</pre>
        st.push_back(e);
    } else {
      int si = sz(st);
      int up = dfs(y, e, f);
      top = min(top, up);
      if (up == me) {
        st.push_back(e);
        f(vi(st.begin() + si, st.end()));
        st.resize(si);
      else if (up < me) st.push_back(e);</pre>
      else { /* e is a bridge */ }
  return top;
```

```
template<class F>
void bicomps (F f) {
 num.assign(sz(ed), 0);
 rep(i,0,sz(ed)) if (!num[i]) dfs(i, -1, f);
```

#### 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|||b)&&(!a|||c)&&(d|||!b)&&... 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, \sim3); // Var 0 is true or var 3 is false
ts.setValue(2); // Var 2 is true
ts.atMostOne(\{0, \sim 1, 2\}); // <= 1 of vars 0, \sim 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.

```
struct TwoSat {
 int N:
 vector<vi> gr;
 vi values; // 0 = false, 1 = true
 TwoSat(int n = 0) : N(n), gr(2*n) {}
 int addVar() { // (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 setValue(int x) { either(x, x); }
 void atMostOne(const vi& li) { // (optional)
   if (sz(li) <= 1) return;</pre>
   int cur = \simli[0];
   rep(i,2,sz(li)) {
     int next = addVar();
     either(cur, ~li[i]);
     either(cur, next);
     either(~li[i], next);
     cur = ~next;
   either(cur, ~li[1]);
 vi val, comp, z; int time = 0;
 int dfs(int i) {
   int low = val[i] = ++time, x; z.push_back(i);
   for(int e : qr[i]) if (!comp[e])
     low = min(low, val[e] ?: dfs(e));
   if (low == val[i]) do {
     x = z.back(); z.pop_back();
     comp[x] = low;
     if (values[x >> 1] == -1)
       values[x>>1] = x&1;
    } while (x != i);
    return val[i] = low;
```

```
bool solve() {
   values.assign(N, -1);
   val.assign(2*N, 0); comp = val;
   rep(i,0,2*N) if (!comp[i]) dfs(i);
   rep(i,0,N) if (comp[2*i] == comp[2*i+1]) return 0;
    return 1;
};
```

#### 6.3 Euler walk

#### EulerWalk.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:  $\mathcal{O}(V+E)$ 

```
vi eulerWalk(vector<vector<pii>>& gr, int nedges, int src=0) {
  int n = sz(qr);
  vi 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 = sz(gr[x]);
    if (it == end) { ret.push_back(x); s.pop_back(); continue; }
    tie(v, e) = qr[x][it++];
    if (!eu[e]) {
      D[x] --, D[y] ++;
      eu[e] = 1; s.push_back(y);
  for (int x : D) if (x < 0 \mid | sz(ret) != nedges+1) return {};
 return {ret.rbegin(), ret.rend()};
```

### 6.4 Shortest paths

#### Dijkstra.h

```
Description: Dijkstra Shortest Path
```

```
41 lines
const int INF = 987654321;
const int MX = 105050;
struct Edge
    int dest, w;
    bool operator<(const Edge &p) const
        return w > p.w;
};
bool relax(Edge edge, int u, int dist[])
    bool flag = 0;
    int v = edge.dest, w = edge.w;
    if (dist[v] > dist[u] + w && (dist[u]!=INF))
        flag = true;
        dist[v] = dist[u]+w;
    return flag;
void dijkstra(int dist[], int start, vector<Edge> graph[])
    fill(dist, dist+MX, INF);
    dist[start] = 0;
    priority_queue<Edge> pq;
    pq.push({start,0});
```

while(!pq.empty())

Edge x = pq.top();

#### Dinic MinCostMaxFlow EdmondsKarp

```
int v = x.dest, w = x.w;
       pq.pop();
       if (w>dist[v])
            continue;
       for (auto ed : graph[v])
            if (relax(ed, v, dist))
                pg.push({ed.dest,dist[ed.dest]});
     Network flow
Dinic.h
Description: Maxflow
struct Edge
  int u, v;
 11 cap, flow;
  Edge() {}
  Edge(int u, int v, 11 cap): u(u), v(v), cap(cap), flow(0) {}
struct Dinic
  int N;
  vector<Edge> E;
  vector<vector<int>> a:
  vector<int> d, pt;
  Dinic(int N): N(N), E(0), g(N), d(N), pt(N) {}
  void AddEdge (int u, int v, 11 cap)
   if (u != v)
     E.push_back(Edge(u, v, cap));
     g[u].push_back(E.size() - 1);
     E.push_back(Edge(v, u, 0));
      g[v].push_back(E.size() - 1);
 bool BFS (int S, int T)
    queue<int> q({S});
    fill(d.begin(), d.end(), N + 1);
   d[S] = 0;
    while(!q.empty())
     int u = q.front();
     q.pop();
     if (u == T) break;
      for (int k: g[u])
       Edge &e = E[k];
       if (e.flow < e.cap && d[e.v] > d[e.u] + 1)
          d[e.v] = d[e.u] + 1;
          q.push(e.v);
    return d[T] != N + 1;
 11 DFS (int u, int T, 11 flow = -1)
```

```
if (u == T || flow == 0) return flow;
    for (int &i = pt[u]; i < q[u].size(); i++)</pre>
      Edge &e = E[q[u][i]];
     Edge &oe = E[g[u][i]^1];
      if (d[e.v] == d[e.u] + 1)
        11 amt = e.cap - e.flow;
        if (flow !=-1 \&\& amt > flow) amt = flow;
        if (ll pushed = DFS(e.v, T, amt))
          e.flow += pushed;
          oe.flow -= pushed;
          return pushed;
    return 0;
 11 MaxFlow(int S, int T)
    11 \text{ total} = 0;
    while (BFS(S, T))
      fill(pt.begin(), pt.end(), 0);
      while (ll flow = DFS(S, T))
       total += flow;
    return total;
};
MinCostMaxFlow.h
Description: Min cost max flow
Time: Fast
                                                            70 lines
const int MAXN = 1010;
struct MCMF
 struct edg { int pos, cap, rev, cost; };
 vector<edg> gph[MAXN];
 void clear() {for(int i=0; i<MAXN; i++) gph[i].clear();}</pre>
 void add_edge(int s, int e, int cap, int cst)
    gph[s].push_back({e, cap, (int)gph[e].size(), cst});
   gph[e].push_back({s, 0, (int)gph[s].size()-1, -cst});
 int dist[MAXN], pa[MAXN], pe[MAXN];
 bool inque[MAXN];
 bool spfa(int src, int sink)
    memset(dist, 0x3f, sizeof(dist));
   memset(inque, 0, sizeof(inque));
   queue<int> que;
   dist[src] = 0;
   inque[src] = 1;
    que.push(src);
   bool ok = 0;
    while (!que.empty())
     int x = que.front();
      que.pop();
     if(x == sink) ok = 1;
     inque[x] = 0;
      for(int i = 0; i<gph[x].size(); i++)</pre>
```

```
edg e = qph[x][i];
       if(e.cap > 0 && dist[e.pos] > dist[x] + e.cost)
         dist[e.pos] = dist[x] + e.cost;
         pa[e.pos] = x;
         pe[e.pos] = i;
          if(!inque[e.pos])
            inque[e.pos] = 1;
            que.push (e.pos);
    return ok;
 pii solveMCMF(int src, int sink)
   int MCMF_COST = 0;
    int MCMF_FLOW = 0;
    while(spfa(src, sink))
     int cap = 1e9;
      for(int pos = sink; pos != src; pos = pa[pos])
       cap = min(cap, gph[pa[pos]][pe[pos]].cap);
     MCMF_COST += dist[sink] * cap;
      for(int pos = sink; pos != src; pos = pa[pos])
       int rev = gph[pa[pos]][pe[pos]].rev;
       gph[pa[pos]][pe[pos]].cap -= cap;
        gph[pos][rev].cap += cap;
     MCMF_FLOW += cap;
    return {MCMF_FLOW, MCMF_COST};
};
```

#### EdmondsKarp.h

**Description:** Flow algorithm with guaranteed complexity  $O(VE^2)$ . To get edge flow values, compare capacities before and after, and take the positive values only.

```
template < class T > T edmonds Karp (vector < unordered_map < int, T >> &
     graph, int source, int sink) {
  assert (source != sink);
 T flow = 0:
 vi par(sz(graph)), q = par;
  for (;;) {
    fill(all(par), -1);
    par[source] = 0;
    int ptr = 1;
    q[0] = source;
    rep(i,0,ptr) {
      int x = q[i];
      for (auto e : graph[x]) {
        if (par[e.first] == -1 && e.second > 0) {
          par[e.first] = x;
          q[ptr++] = e.first;
          if (e.first == sink) goto out;
    return flow;
```

### MinCut BipartiteCheck hopcroftKarp Hungarian

```
T inc = numeric_limits<T>::max();
for (int y = sink; y != source; y = par[y])
 inc = min(inc, graph[par[y]][y]);
flow += inc:
for (int y = sink; y != source; y = par[y]) {
 int p = par[y];
 if ((graph[p][y] -= inc) <= 0) graph[p].erase(y);</pre>
 graph[y][p] += inc;
```

#### MinCut.h

**Description:** After running max-flow, the left side of a min-cut from s to tis given by all vertices reachable from s, only traversing edges with positive residual capacity.

### 6.6 Matching

#### BipartiteCheck.h

Description: Simplest bipartite check

```
vector <int> graph[20200];
vector <pair <int, int>> edge;
bool visited[202020];
int color[202020];
void dfs(int root)
    for (auto it:graph[root])
        if (!visited[it])
            visited[it] = true;
            color[it] = color[root]%2+1;
            dfs(it);
bool is_bipartite(vector <int> &mygraph, int v, int e)
    for (int i = 1; i<=v; i++)</pre>
        if (!visited[i])
             visited[i] = 1;
            color[i] = 1;
            dfs(i);
    for (int i = 0; i < e; i + +)</pre>
        if (color[edge[i].first] == color[edge[i].second])
            return false;
    return true;
```

### hopcroftKarp.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: vi btoa(m, -1); hopcroftKarp(q, btoa); Time:  $\mathcal{O}\left(\sqrt{V}E\right)$ 

```
bool dfs(int a, int L, vector<vi>& g, vi& btoa, vi& A, vi& B)
 if (A[a] != L) return 0;
 A[a] = -1;
```

```
for (int b : g[a]) if (B[b] == L + 1) {
    B[b] = 0;
    if (btoa[b] == -1 \mid | dfs(btoa[b], L + 1, q, btoa, A, B))
      return btoa[b] = a, 1;
  return 0;
int hopcroftKarp(vector<vi>& g, vi& btoa) {
  int res = 0;
  vi A(g.size()), B(btoa.size()), cur, next;
  for (;;) {
    fill(all(A), 0);
    fill(all(B), 0);
    cur.clear();
    for (int a : btoa) if (a != -1) A[a] = -1;
    rep(a, 0, sz(g)) if(A[a] == 0) cur.push_back(a);
    for (int lay = 1;; lay++) {
      bool islast = 0;
      next.clear();
      for (int a : cur) for (int b : q[a]) {
        if (btoa[b] == -1) {
          B[b] = lav;
          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 (int a : next) A[a] = lay;
      cur.swap(next);
    rep(a, 0, sz(g))
      res += dfs(a, 0, q, btoa, A, B);
Hungarian.h
Description: Min-cost matching on bipartite graphs, in O(n^3) time<sub>108 lines</sub>
int w[N][N];
int match_x[N];
int match_y[N];
int l_x[N], l_y[N];
bool s[N], t[N];
int slack[N];
int slack_x[N];
int tree_x[N];
int tree_y[N];
int hungarian(int n) {
  memset (match_x, -1, sizeof (match_x));
  memset(match_y, -1, sizeof(match_y));
  int ret = 0;
  for (int i = 0; i < n; ++i) {</pre>
    for (int j = 0; j < n; ++j) {
      l_x[i] = max(l_x[i], w[i][i]);
  memset(l_y, 0, sizeof(l_y));
```

while  $(m != n) \{ // repeat \ at \ most \ V \ times \}$ 

```
memset(tree_y, -1, sizeof(tree_y));
memset(s, 0, sizeof(s));
memset(t, 0, sizeof(t));
int s start;
for (int i = 0; i < n; ++i) { // O(V)
  if (match_x[i] == -1) {
   s[i] = 1;
    s_start = i;
    break;
for (int i = 0; i < n; ++i) { // init \ slack
  slack[i] = l_x[s_start] + l_y[i] - w[s_start][i];
  slack_x[i] = s_start;
here:
int y = -1;
for (int i = 0; i < n; ++i) { // compare: O(V)
  if (slack[i] == 0 && !t[i]) y = i;
if (y == -1) \{ // n_l = t \}
  // update label
  int alpha = INF;
  for (int i = 0; i < n; ++i) { // O(V)
    if (!t[i]) {
      alpha = min(alpha, slack[i]);
  for (int i = 0; i < n; ++i) { // O(V)
   if (s[i]) 1_x[i] -= alpha;
    if (t[i]) l_y[i] += alpha;
  for (int i = 0; i < n; ++i) { // O(V)
    if (!t[i]) {
      slack[i] -= alpha;
      if (slack[i] == 0) {
        y = i;
// n_l != t is quaranteed
if (match v[v] == -1) { // free
  tree_y[y] = slack_x[y];
  while (y != -1)
   int x = tree_y[y];
    match_y[y] = x;
    int next_y = match_x[x];
    match_x[x] = y;
    y = next_y;
  m++;
else { // matched
  int z = match_y[y];
  tree_x[z] = y;
  tree_y[y] = slack_x[y];
  s[z] = 1;
  t[y] = 1;
        // z is added - update slack and n_l
  for (int i = 0; i < n; ++i) { // O(V)
    if (l_x[z] + l_y[i] - w[z][i] < slack[i]) {</pre>
      slack[i] = l_x[z] + l_y[i] - w[z][i];
```

memset(tree\_x, -1, sizeof(tree\_x));

15

```
slack_x[i] = z;
}
goto here;
}

for (int i = 0; i < n; ++i) {
  ret += l_x[i];
  ret += l_y[i];
}
return ret;</pre>
```

#### DFSMatching.h

**Description:** Simple 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: vi btoa(m, -1); dfsMatching(g, btoa);

Time:  $\mathcal{O}\left(VE\right)$ bool find(int j, vector<vi>& q, vi& btoa, vi& vis) { if (btoa[j] == -1) return 1; vis[j] = 1; int di = btoa[j]; for (int e : q[di]) if (!vis[e] && find(e, g, btoa, vis)) { btoa[e] = di; return 1; return 0; int dfsMatching(vector<vi>& g, vi& btoa) { vi vis; rep(i, 0, sz(q)) { vis.assign(sz(btoa), 0); **for** (**int** j : q[i]) if (find(j, g, btoa, vis)) { btoa[j] = i;break: return sz(btoa) - (int)count(all(btoa), -1);

#### MinimumVertexCover.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.

```
"DFSMatching.h"
vi cover(vector<vi>& q, int n, int m) {
  vi match (m, -1);
  int res = dfsMatching(g, match);
  vector<bool> lfound(n, true), seen(m);
  for (int it : match) if (it != -1) lfound[it] = false;
  vi q, cover;
  rep(i,0,n) if (lfound[i]) q.push_back(i);
  while (!q.empty()) {
    int i = q.back(); q.pop_back();
    lfound[i] = 1;
    for (int e : g[i]) if (!seen[e] && match[e] != -1) {
     seen[e] = true;
     q.push_back(match[e]);
  rep(i,0,n) if (!lfound[i]) cover.push_back(i);
  rep(i,0,m) if (seen[i]) cover.push_back(n+i);
  assert(sz(cover) == res);
  return cover;
```

### WeightedMatching.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  $\operatorname{cost}[N][M]$ , where  $\operatorname{cost}[i][j] = \operatorname{cost}$  for L[i] to be matched with R[j] and returns (min cost, match), where L[i] is matched with  $R[\operatorname{match}[i]]$ . Negate costs for max cost.

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

```
31 lines
pair<int, vi> hungarian(const vector<vi> &a) {
 if (a.empty()) return {0, {}};
 int n = sz(a) + 1, m = sz(a[0]) + 1;
 vi u(n), v(m), p(m), ans(n-1);
 rep(i,1,n) {
   p[0] = i;
   int j0 = 0; // add "dummy" worker 0
   vi dist(m, INT_MAX), pre(m, -1);
   vector<bool> done(m + 1);
   do { // dijkstra
     done[j0] = true;
     int i0 = p[j0], j1, delta = INT_MAX;
     rep(j,1,m) 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;</pre>
     rep(j,0,m) {
       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;
 rep(j,1,m) if (p[j]) ans[p[j]-1]=j-1;
 return {-v[0], ans}; // min cost
```

#### GeneralMatching.h

22 lines

**Description:** Matching for general graphs. Fails with probability N/mod. Time:  $\mathcal{O}\left(N^3\right)$ 

```
"../numerical/MatrixInverse-mod.h"
vector<pii> generalMatching(int N, vector<pii>& ed) {
 vector<vector<ll>> mat(N, vector<ll>(N)), A;
 for (pii pa : ed) {
   int a = pa.first, b = pa.second, r = rand() % mod;
   mat[a][b] = r, mat[b][a] = (mod - r) % mod;
 int r = matInv(A = mat), M = 2*N - r, fi, fj;
 assert (r % 2 == 0);
 if (M != N) do {
   mat.resize(M, vector<ll>(M));
   rep(i,0,N) {
     mat[i].resize(M);
     rep(j,N,M) {
       int r = rand() % mod;
       mat[i][j] = r, mat[j][i] = (mod - r) % mod;
 } while (matInv(A = mat) != M);
 vi has(M, 1); vector<pii> ret;
 rep(it,0,M/2) {
```

```
rep(i,0,M) if (has[i])
  rep(j,i+1,M) if (A[i][j] && mat[i][j]) {
    fi = i; fj = j; goto done;
} assert(0); done:
if (fj < N) ret.emplace_back(fi, fj);
has[fi] = has[fj] = 0;
rep(sw,0,2) {
  ll a = modpow(A[fi][fj], mod-2);
  rep(i,0,M) if (has[i] && A[i][fj]) {
    ll b = A[i][fj] * a % mod;
    rep(j,0,M) A[i][j] = (A[i][j] - A[fi][j] * b) % mod;
} swap(fi,fj);
}
return ret;</pre>
```

#### 6.7 Heuristics

#### MaximalCliques.h

**Description:** Runs a callback for all maximal cliques in a graph (given as a symmetric bitset matrix; self-edges not allowed). Callback is given a bitset representing the maximal clique.

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

12 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];
    rep(i,0,sz(eds)) if (cands[i]) {
        R[i] = 1;
        cliques(eds, f, P & eds[i], X & eds[i], R);
        R[i] = P[i] = 0; X[i] = 1;
    }
}
```

#### MaximumClique.h

Description: Quickly 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.

49 lin

```
typedef vector<bitset<200>> vb;
struct Maxclique {
 double limit=0.025, pk=0;
  struct Vertex { int i, d=0; };
 typedef vector<Vertex> vv;
  whe:
 vv V;
 vector<vi> C;
 vi 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(all(r), [](auto a, auto b) { return a.d > b.d; });
    int mxD = r[0].d;
    rep(i, 0, sz(r)) 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 (sz(R)) {
      if (sz(q) + R.back().d <= sz(qmax)) return;</pre>
      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 (sz(T)) {
     if (S[lev]++ / ++pk < limit) init(T);</pre>
      int j = 0, mxk = 1, mnk = max(sz(qmax) - sz(q) + 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(all(C[k]), 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;
      rep(k, mnk, mxk + 1) for (int i : C[k])
        T[j].i = i, T[j++].d = k;
      expand(T, lev + 1);
    } else if (sz(q) > sz(qmax)) qmax = q;
    q.pop_back(), R.pop_back();
vi maxClique() { init(V), expand(V); return qmax; }
Maxclique(vb conn) : e(conn), C(sz(e)+1), S(sz(C)), old(S) {
  rep(i,0,sz(e)) V.push_back({i});
```

#### MaximumIndependentSet.h

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

## $\underline{\text{Geometry}} (7)$

### 7.1 Geometric primitives

#### Point.h

};

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

```
template <class T> int sqn(T x)  { return (x > 0) - (x < 0); }
template<class T>
struct Point {
  typedef Point P;
  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); }</pre>
  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)); }
  friend ostream& operator<<(ostream& os, P p) {</pre>
    return os << "(" << p.x << "," << p.y << ")"; }
```

#### 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. For Point3D, call .dist on the result of the cross product.

```
"Point.h" 4 lir
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 on Segment = segDist(a,b,p) < 1e-10;
"Point.h" 6 li

typedef Point < double > P;
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<|| > 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<|>> inter = seqInter(s1,e1,s2,e2);

```
if (sz(inter) == 1)
cout << "segments intersect at " << inter[0] << endl;</pre>
"Point.h", "OnSegment.h"
                                                            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 {all(s)};
```

#### lineIntersection.h

```
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};
```

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

#### sideOf.h

**Description:** Returns where p is as seen from s towards e.  $1/0/-1 \Leftrightarrow left/on line/right. If the optional argument <math>eps$  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.

```
"Point.h" 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 1 = (e-s).dist()*eps;
  return (a > 1) - (a < -1);
}</pre>
```

#### OnSegment.h

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

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

#### 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" 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();
}
```

#### 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\*\*

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();
}
```

#### Angle.h

int t;

**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

```
oriented triangles with vertices at 0 and i

struct Angle {
  int x, y;
```

9 lines

```
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) {</pre>
  // add a.dist2() and b.dist2() to also compare distances
  return make_tuple(a.t, a.half(), a.y * (11)b.x) <</pre>
         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)\};
```

#### 7.2 Circles

#### CircleIntersection.h

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

#### CircleTangents.h

"Point.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.

```
if (h2 == 0) out.pop_back();
return out;
```

#### 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"

9 lines

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

#### CirclePolygonIntersection.h

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

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

```
"../../content/geometry/Point.h"
typedef Point<double> P;
#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;
    Pd = 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, g) * r2;</pre>
    auto s = max(0., -a-sqrt(det)), t = min(1., -a+sqrt(det));
    if (t < 0 || 1 <= s) return arg(p, q) * r2;</pre>
    Pu = p + d * s, v = p + d * t;
    return arg(p,u) * r2 + u.cross(v)/2 + arg(v,g) * r2;
  auto sum = 0.0;
  rep(i, 0, sz(ps))
    sum += tri(ps[i] - c, ps[(i + 1) % sz(ps)] - c);
  return sum;
```

#### circumcircle.h

**Description:** The circumcirle 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" 9 lis

typedef Point<double> P;
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" 17 lines
pair<P, double> mec(vector<P> ps) {
    shuffle(all(ps), mt19937(time(0)));
    P o = ps[0];
```

```
double r = 0, EPS = 1 + 1e-8;
rep(i,0,sz(ps)) if ((o - ps[i]).dist() > r * EPS) {
  o = ps[i], r = 0;
  rep(j,0,i) if ((o - ps[j]).dist() > r * EPS) {
     o = (ps[i] + ps[j]) / 2;
     r = (o - ps[i]).dist();
     rep(k,0,j) if ((o - ps[k]).dist() > r * EPS) {
      o = ccCenter(ps[i], ps[j], ps[k]);
      r = (o - ps[i]).dist();
    }
  }
}
return {o, r};
```

### 7.3 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.

```
bool inPolygon(vector<P> &p, P a, bool strict = true) {
   int cnt = 0, n = sz(p);
   rep(i,0,n) {
      P q = p[(i + 1) % n];
      if (onSegment(p[i], q, a)) return !strict;
      //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 twice the signed area of a polygon. Clockwise enumeration gives negative area. Watch out for overflow if using int as T!

```
// ! Results can be negative. use abs() if needed.
template<class T>
T polygonArea2(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 a;
}</pre>
```

#### PolygonCenter.h

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

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

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

### 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"

typedef Point<double> P;
vector<P> polygonCut(const vector<P>& poly, P s, P e) {
    vector<P> res;
    rep(i,0,sz(poly)) {
        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;
}</pre>
```

#### PolygonUnion.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. (Epsilon checks may optionally be added to sideOf/sgn, but shouldn't be needed.)

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

```
"Point.h", "sideOf.h"
                                                           33 lines
typedef Point<double> P;
double rat(P a, P b) { return sqn(b.x) ? a.x/b.x : a.y/b.y; }
double polyUnion(vector<vector<P>>& poly) {
  double ret = 0;
  rep(i,0,sz(poly)) rep(v,0,sz(poly[i])) {
   P A = poly[i][v], B = poly[i][(v + 1) % sz(poly[i])];
    vector<pair<double, int>> segs = {{0, 0}, {1, 0}};
    rep(j,0,sz(poly)) if (i != j) {
     rep(u, 0, sz(poly[j])) {
       P C = poly[j][u], D = poly[j][(u + 1) % sz(poly[j])];
       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), sqn(sc - sd));
       else if (!sc && !sd && j<i && sqn((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 (all (segs));
   for (auto& s : seqs) s.first = min(max(s.first, 0.0), 1.0);
   double sum = 0;
    int cnt = segs[0].second;
    rep(j,1,sz(segs)) {
     if (!cnt) sum += seqs[j].first - seqs[j - 1].first;
     cnt += segs[j].second;
   ret += A.cross(B) * sum;
  return ret / 2;
```

#### ConvexHull.h

**Description:** Returns a vector of the points 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" 13 lines

typedef Point<1l> P;
vector<P> convexHull(vector<P> pts) {
   if (sz(pts) <= 1) return pts;
   sort(all(pts));</pre>
```

```
vector<P> h(sz(pts)+1);
int s = 0, t = 0;
for (int it = 2; it--; s = --t, reverse(all(pts)))
    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])};
}</pre>
```

#### HullDiameter.h

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

```
typedef Point<1l> P;
array<P, 2> hullDiameter(vector<P> S) {
  int n = sz(S), j = n < 2 ? 0 : 1;
  pair<1l, array<P, 2>> res({0, {S[0], S[0]}});
  rep(i,0,j)
  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"

```
typedef Point<ll> P;

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

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

```
int 1s = cmp(1o + 1, 1o), ms = cmp(m + 1, m);
    (1s < ms \mid | (1s == ms \&\& 1s == cmp(1o, m)) ? hi : 1o) = m;
  return lo:
#define cmpL(i) sgn(a.cross(poly[i], b))
template <class P>
array<int, 2> lineHull(P a, P b, vector<P> poly) {
  int endA = extrVertex(poly, (a - b).perp());
  int endB = extrVertex(poly, (b - a).perp());
  if (cmpL(endA) < 0 \mid \mid cmpL(endB) > 0)
    return {-1, -1};
  arrav<int, 2> res;
  rep(i,0,2) {
    int lo = endB, hi = endA, n = sz(poly);
    while ((lo + 1) % n != hi) {
      int m = ((lo + hi + (lo < hi ? 0 : n)) / 2) % n;
      (cmpL(m) == cmpL(endB) ? lo : hi) = m;
    res[i] = (lo + !cmpL(hi)) % 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) % sz(poly)) {
      case 0: return {res[0], res[0]};
      case 2: return {res[1], res[1]};
  return res;
```

#### 7.4 Misc. Point Set Problems

#### ClosestPair.h

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

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

```
"Point.h"
                                                            17 lines
typedef Point<11> P:
pair<P, P> closest(vector<P> v) {
  assert (sz(v) > 1);
  set<P> S;
  sort(all(v), [](P a, P b) { return a.y < b.y; });</pre>
  pair<ll, pair<P, P>> ret{LLONG_MAX, {P(), P()}};
  int j = 0;
  for (P p : v) {
    P d{1 + (ll)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 Descriptio

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

```
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</pre>
```

### FastDelaunay PolyhedronVolume Point3D 3dHull

```
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 width >= height (not ideal...)
      sort(all(vp), 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 = sz(vp)/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({all(vp)})) {}
  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 \rightarrow first, *s = node \rightarrow 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)</pre>
     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);
};
```

#### FastDelaunay.h

**Description:** Fast Delaunay triangulation. Each circumcircle contains none of the input points. 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  $\{t[0][0], t[0][1], t[0][2], t[1][0], \ldots\}$ , all counter-clockwise.

```
Time: \mathcal{O}\left(n\log n\right)
```

```
P F() { return r()->p; }
 Q r() { return rot->rot; }
 O prev() { return rot->o->rot; }
 Q next() { return r()->prev(); }
bool circ(P p, P a, P b, P c) { // is p in the circumcircle?
 111 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 q[] = {new Quad{0,0,0,orig}, new Quad{0,0,0,arb},
           new Quad{0,0,0,dest}, new Quad{0,0,0,arb}};
    q[i] -> o = q[-i \& 3], q[i] -> rot = q[(i+1) \& 3];
 return *q;
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 = 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 = 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) / 2;
 tie(ra, A) = rec({all(s) - half});
 tie(B, rb) = rec(\{sz(s) - half + all(s)\});
  while ((B->p.cross(H(A)) < 0 \&& (A = A->next()))
         (A->p.cross(H(B)) > 0 && (B = B->r()->o)));
  O 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())) { \
     0 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(all(pts)); assert(unique(all(pts)) == pts.end());
if (sz(pts) < 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;
}
```

#### $7.5 \quad 3D$

#### PolyhedronVolume.h

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

```
template < class V, class L>
double signedPolyVolume(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 {</pre>
   return tie(x, y, z) < tie(p.x, p.y, p.z); }</pre>
 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}\left(n^2\right)
```

"Point3D.h" 49 li

```
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 (sz(A) >= 4);
  \label{eq:vector} \mbox{vector} < \mbox{PR} >> \mbox{ E} (\mbox{sz}(\mbox{A}) \,, \mbox{ vector} < \mbox{PR} > (\mbox{sz}(\mbox{A}) \,, \mbox{ $\{-1$, $-1$\}}));
#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[1]) > 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);
  rep(i,0,4) rep(j,i+1,4) rep(k,j+1,4)
   mf(i, j, k, 6 - i - j - k);
  rep(i, 4, sz(A)) {
    rep(j,0,sz(FS)) {
      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 = sz(FS);
    rep(j,0,nw) {
     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 (F& 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 radius between the points with azimuthal angles (longitude) f1 ( $\phi_1$ ) and f2 ( $\phi_2$ ) from x axis and zenith angles (latitude) t1 ( $\theta_1$ ) and t2 ( $\theta_2$ ) from z axis (0= north pole). 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\*radius is then the difference between the two points in the x direction and d\*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 (8)

vector<int> ans:

auto pi = getPi(p);

j = pi[j-1];

**if**(s[i] == p[j]) {

**if**(j==plen-1) {

j = pi[j];

else

return ans;

j++;

```
KMP.h

vector<int> getPi(string p) {
  int j = 0, plen = p.length();
  vector<int> pi;
  pi.resize(plen);
  for(int i = 1; i< plen; i++) {
    while((j > 0) && (p[i] != p[j]))
        j = pi[j-1];
    if(p[i] == p[j]) {
        j++;
        pi[i] = j;
    }
  }
  return pi;
}
vector <int> kmp(string s, string p) {
```

int slen = s.length(), plen = p.length(), j = 0;

for(int i = 0 ; i < slen ; i++) {</pre>

ans.push\_back(i-plen+1);

**while**(j>0 && s[i] != p[j])

### Zfunc.h

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

```
vi Z(string S) {
  vi z(sz(S));
  int l = -1, r = -1;
  rep(i,1,sz(S)) {
    z[i] = i >= r ? 0 : min(r - i, z[i - 1]);
    while (i + z[i] < sz(S) && S[i + z[i]] == S[z[i]])
    z[i]++;
  if (i + z[i] > r)
    l = i, r = i + z[i];
}
return z;
```

#### Manacher.h

int N, A[MAXN];
char S[MAXN];

void Manachers() {
 int r = 0, p = 0;
 for (int i = 1; i <= N; i++) {
 if (i <= r)
 A[i] = min (A[2\*p-i], r-i);
 else
 A[i] = 0;
 while (i-A[i]-1 > 0 && i+A[i]+1 <= N
 && S[i-A[i]-1] == S[i+A[i]+1])</pre>

```
A[i]++;

if (r < i+A[i])

r = i+A[i], p = i;

}
```

#### MinRotation.h

```
Description: Finds the lexicographically smallest rotation of a string. Usage: rotate(v.begin(), v.begin()+minRotation(v), v.end()); Time: \mathcal{O}(N)
```

```
int minRotation(string s) {
  int a=0, N=sz(s); s += s;
  rep(b,0,N) rep(k,0,N) {
    if (a+k == b || s[a+k] < s[b+k]) {b += max(0, k-1); break;}
    if (s[a+k] > s[b+k]) { a = b; break; }
  }
  return a;
```

#### SuffixArray.h

return lcp;

**Description:** Builds suffix array for a string. sa[i] is the starting index of the suffix which is i'th in the sorted suffix array. The returned vector is of size n+1, and sa[0] = n. The lcp array contains longest common prefixes for neighbouring strings in the suffix array: lcp[i] = lcp(sa[i], sa[i-1]), lcp[0] = 0. The input string must not contain any zero bytes.

```
Time: \mathcal{O}(n \log n)
                                                              38 lines
struct SuffixArray {
    vector <int> buildSA(string &s) {
        int n = s.length(), m = max(256, n) + 1;
        vector \langle int \rangle sa(n), rank(n*2), new_rank(n*2), cnt(m),
             idx(n);
        for (int i = 0; i < n; i++) {</pre>
            rank[i] = s[i]; sa[i] = i;
        for (int d = 1; d < n; d = d * 2) {
            auto cmp = [&](int i,int i){
                 return rank[i] < rank[j] || (rank[i]==rank[j]</pre>
                      && rank[i+d]<rank[i+d]);};
             fill(cnt.begin(), cnt.end(), 0);
             for (int i = 0; i < n; i++) cnt[rank[i+d]]++;</pre>
            for (int i = 1; i < m; i++) cnt[i] += cnt[i-1];</pre>
             for (int i = n-1; i >= 0; i--) idx[--cnt[rank[i+d]
                 ]]] = i;
             fill(cnt.begin(), cnt.end(), 0);
             for (int i = 0; i < n; i++) cnt[rank[i]]++;</pre>
            for (int i = 1; i < m; i++) cnt[i] += cnt[i-1];</pre>
            for (int i = n-1; i >= 0; i--) sa[--cnt[rank[idx[i
                 ]]]] = idx[i];
            new rank[sa[0]] = 1;
            for (int i = 1; i < n; i++) new_rank[sa[i]] =</pre>
                 new_rank[sa[i-1]] + cmp(sa[i-1], sa[i]);
            rank = new_rank;
            if (rank[sa[n-1]] == n) break;
        return sa:
    vector <int> buildLCP(string &s, vector<int> &sa) {
        int n = s.length();
        vector <int> lcp(n), isa(n);
        for (int i = 0; i < n; i++) isa[sa[i]] = i;</pre>
        for (int k = 0, i = 0; i < n; i++) {
            if (!isa[i]) continue;
             for(int j = sa[isa[i]-1]; s[i+k]==s[j+k]; k++);
            lcp[isa[i]] = (k ? k-- : 0);
```

#### SuffixTree Hashing AhoCorasick FastIO

```
SuffixTree.h
Description: Ukkonen's algorithm for online suffix tree construction. Each
node contains indices [l, r) into the string, and a list of child nodes. Suffixes
are given by traversals of this tree, joining [l, r) substrings. The root is 0 (has
l = -1, r = 0), non-existent children are -1. To get a complete tree, append
a dummy symbol - otherwise it may contain an incomplete path (still useful
for substring matching, though).
```

```
Time: \mathcal{O}(26N)
struct SuffixTree {
  enum { N = 200010, ALPHA = 26 }; //N \sim 2*maxlen+10
  int toi(char c) { return c - 'a'; }
  string a; //v = cur \ node, q = cur \ position
  int t[N][ALPHA],1[N],r[N],p[N],s[N],v=0,q=0,m=2;
  void ukkadd(int i, int c) { suff:
    if (r[v]<=q) {
      if (t[v][c]==-1) { t[v][c]=m; l[m]=i;
       p[m++]=v; v=s[v]; q=r[v]; qoto suff; }
      v=t[v][c]; q=l[v];
    if (q==-1 || c==toi(a[q])) q++; else {
     1[m+1]=i; p[m+1]=m; 1[m]=1[v]; r[m]=q;
     p[m]=p[v]; t[m][c]=m+1; t[m][toi(a[q])]=v;
     l[v]=q; p[v]=m; t[p[m]][toi(a[l[m]])]=m;
      v=s[p[m]]; q=l[m];
      while (q<r[m]) { v=t[v][toi(a[q])]; q+=r[v]-l[v]; }</pre>
     if (q==r[m]) s[m]=v; else s[m]=m+2;
      q=r[v]-(q-r[m]); m+=2; goto suff;
  SuffixTree(string a) : a(a) {
    fill(r,r+N,sz(a));
    memset(s, 0, sizeof s);
    memset(t, -1, sizeof t);
    fill(t[1],t[1]+ALPHA,0);
    s[0] = 1; 1[0] = 1[1] = -1; r[0] = r[1] = p[0] = p[1] = 0;
    rep(i,0,sz(a)) ukkadd(i, toi(a[i]));
  // example: find longest common substring (uses ALPHA = 28)
  int lcs(int node, int i1, int i2, int olen)
    if (l[node] <= i1 && i1 < r[node]) return 1;</pre>
    if (1[node] <= i2 && i2 < r[node]) return 2;</pre>
    int mask = 0, len = node ? olen + (r[node] - 1[node]) : 0;
    rep(c, 0, ALPHA) if (t[node][c] != -1)
     mask |= lcs(t[node][c], i1, i2, len);
    if (mask == 3)
     best = max(best, {len, r[node] - len});
    return mask:
  static pii LCS(string s, string t) {
   SuffixTree st(s + (char) ('z' + 1) + t + (char) ('z' + 2));
   st.lcs(0, sz(s), sz(s) + 1 + sz(t), 0);
    return st.best;
};
```

Description: Rabin-Karp rolling hash, always use multiple modulos and

vector <11> RabinKarp(string &s, 11 window, 11 mod, 11 p) { vector <11> hash values;

```
11 cur = 0;
    ll hash offset = 1;
    for (int i = 0; i < window; i++) {</pre>
        cur *= p;
        cur += s[i];
        cur %= mod;
        if (i > 0) hash_offset = (hash_offset * p)%mod;
    hash_values.push_back(cur);
    for (int i = window; i < s.length(); i++) {</pre>
        cur = (mod + cur - (s[i-window] * hash_offset)%mod)%mod
        cur = (cur * p + s[i]) % mod;
        hash values.push back(cur);
    return hash_values;
AhoCorasick.h
const int MAX SIZE = 202020;
const char BASE_CHAR = 'a';
struct Node
    Node* nxt[26];
    Node* fail:
    bool out;
    Node ()
        fill(nxt, nxt+26, nullptr);
        out = false;
    ~Node()
        for (int i = 0; i<26; i++)
            if (nxt[i])
                delete nxt[i];
    void insert(const char *key)
        if (*key == '\0')
            out = true;
            return;
        int c = *key - BASE_CHAR;
        if (!nxt[c])
            nxt[c] = new Node;
        nxt[c]->insert(key+1);
};
struct Trie
    Node *root;
    Trie() {root = new Node;}
    void insert(const char *key)
        root->insert(key);
    Node * follow(Node *nd, int ind)
        Node * u = nd;
        while (u != root && !u->nxt[ind])
           u = u \rightarrow fail;
```

if (u -> nxt[ind])

```
u = u \rightarrow nxt[ind];
        return u:
    void build()
        queue<Node*> q;
        root->fail = root;
        q.push(root);
        while (!q.empty())
            Node *cur = q.front();
            q.pop();
            for (int i = 0; i<26; i++)
                Node *nxt = cur->nxt[i];
                if (!nxt) continue;
                if (cur == root) nxt->fail = root;
                    Node * prev = cur -> fail;
                    prev = follow(prev, i);
                    nxt->fail = prev;
                if (nxt->fail->out) nxt->out = true;
                q.push(nxt);
    bool find(const char* str)
        Node * rt = root;
        for (int i = 0; str[i]; i++)
            int c = str[i]-BASE_CHAR;
            rt = follow(rt, c);
            if (rt->out)
                return true;
        return false;
} T;
```

### Various (9)

#### FastIO.h

```
* Author : jinhan814
 *\ Date\ :\ 2021-05-06
 * Source : https://blog.naver.com/jinhan814/222266396476
 * Description : FastIO implementation for cin, cout. (mmap ver
constexpr int SZ = 1 << 20;
class INPUT {
private:
    char* p;
    bool __END_FLAG__, __GETLINE_FLAG__;
    explicit operator bool() { return !__END_FLAG__; }
    INPUT() {
        struct stat st; fstat(0, &st);
        p = (char*) mmap(0, st.st_size, PROT_READ, MAP_SHARED,
            0, 0);
    bool IsBlank(char c) { return c == ' ' || c == '\n'; }
    bool IsEnd(char c) { return c == '\0'; }
```

107 lines

```
char ReadChar() { return *p++; }
    char ReadChar() {
        char ret = _ReadChar();
        for (; IsBlank(ret); ret = _ReadChar());
        return ret;
    template<typename T> T ReadInt() {
        T ret = 0; char cur = _ReadChar(); bool flag = 0;
        for (; IsBlank(cur); cur = _ReadChar());
        if (cur == '-') flag = 1, cur = _ReadChar();
        for (; !IsBlank(cur) && !IsEnd(cur); cur = _ReadChar())
             ret = 10 * ret + (cur & 15);
        if (IsEnd(cur)) __END_FLAG__ = 1;
        return flag ? -ret : ret;
    string ReadString() {
        string ret; char cur = _ReadChar();
        for (; IsBlank(cur); cur = _ReadChar());
        for (; !IsBlank(cur) && !IsEnd(cur); cur = _ReadChar())
             ret.push_back(cur);
        if (IsEnd(cur)) __END_FLAG__ = 1;
        return ret;
    double ReadDouble() {
       string ret = ReadString();
        return stod(ret);
    string getline() {
        string ret; char cur = _ReadChar();
        for (; cur != '\n' && !IsEnd(cur); cur = _ReadChar())
            ret.push_back(cur);
        if (__GETLINE_FLAG___) __END_FLAG__ = 1;
        if (IsEnd(cur)) __GETLINE_FLAG__ = 1;
        return ret;
    friend INPUT& getline(INPUT& in, string& s) { s = in.
        getline(); return in; }
} _in;
class OUTPUT {
private:
    char write buf[SZ];
    int write_idx;
public:
    ~OUTPUT() { Flush(); }
    explicit operator bool() { return 1; }
    void Flush() {
        write(1, write_buf, write_idx);
        write idx = 0;
    void WriteChar(char c) {
        if (write idx == SZ) Flush();
        write buf[write idx++] = c;
    template<typename T> int GetSize(T n) {
        int ret = 1;
        for (n = n \ge 0 ? n : -n; n \ge 10; n /= 10) ret++;
        return ret;
    template<typename T> void WriteInt(T n) {
        int sz = GetSize(n);
       if (write_idx + sz >= SZ) Flush();
       if (n < 0) write_buf[write_idx++] = '-', n = -n;</pre>
        for (int i = sz; i --> 0; n /= 10) write_buf[write_idx
            + il = n % 10 | 48;
        write_idx += sz;
    void WriteString(string s) { for (auto& c : s) WriteChar(c)
        ; }
```

```
void WriteDouble(double d) { WriteString(to string(d)); }
} _out;
/* macros */
#define fastio 1
#define cin in
#define cout out
#define istream INPUT
#define ostream OUTPUT
/* operators */
INPUT& operator>> (INPUT& in, char& i) { i = in.ReadChar();
    return in; }
INPUT& operator>> (INPUT& in, string& i) { i = in.ReadString();
     return in; }
template<typename T, typename std::enable_if_t<is_arithmetic_v<</pre>
    T>>* = nullptr>
INPUT& operator>> (INPUT& in, T& i) {
    if constexpr (is_floating_point_v<T>) i = in.ReadDouble();
    else if constexpr (is_integral_v<T>) i = in.ReadInt<T>();
        return in; }
OUTPUT& operator<< (OUTPUT& out, char i) { out.WriteChar(i);
    return out; }
OUTPUT& operator<< (OUTPUT& out, string i) { out.WriteString(i)
    ; return out; }
template<typename T, typename std::enable_if_t<is_arithmetic_v<</pre>
    T>>* = nullptr>
OUTPUT& operator<< (OUTPUT& out, T i) {
    if constexpr (is_floating_point_v<T>) out.WriteDouble(i);
    else if constexpr (is_integral_v<T>) out.WriteInt<T>(i);
        return out; }
```

#### 9.1 Intervals

IntervalContainer.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)
                                                            23 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) {</pre>
   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);
```

#### IntervalCover.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  $\mid \mid$  R.empty(). Returns empty set on failure (or if G is empty).

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

40.11

7 lines

```
template < class T >
vi cover(pair<T, T > G, vector < pair < T, T > I) {
    vi S(sz(I)), R;
    iota(all(S), 0);
    sort(all(S), [&](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 = make_pair(cur, -1);
        while (at < sz(I) && I[S[at]].first <= cur) {
            mx = max(mx, make_pair(I[S[at]].second, S[at]));
            at++;
        }
        if (mx.second == -1) return {};
        cur = mx.first;
        R.push_back(mx.second);
    }
    return R;
}</pre>
```

#### ConstantIntervals.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}{L})
```

```
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, q, i, p, q);
template<class F, class G>
void constantIntervals(int from, int to, F f, G g) {
 if (to <= from) return;</pre>
 int i = from; auto p = f(i), q = f(to-1);
 rec(from, to-1, f, g, i, p, q);
 q(i, to, q);
```

### 9.2 Misc. algorithms

BinarySearch.h

**Description:** Be careful and double check for off by 1 error **Time:**  $\mathcal{O}(\log n)$ 

```
while(lo + 1 < hi)
{
   int mid = (lo + hi)/2;
   if (isOK(mid))
      lo = mid;
   else hi = mid;
}</pre>
```

```
TernarySearch.h
```

Time:  $\mathcal{O}(\log(b-a))$ 

```
Description: Find the smallest i in [a, b] that maximizes f(i), assuming that f(a) < \ldots < f(i) \ge \cdots \ge f(b). To reverse which of the sides allows nonstrict inequalities, change the < marked with (A) to <=, and reverse the loop at (B). To minimize f, change it to >, also at (B).

Usage: int ind = ternSearch (0, n-1, \lceil k \rceil \pmod{1}) {return a \lceil i \rceil; \});
```

```
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;
   }
   rep(i,a+1,b+1) if (f(a) < f(i)) a = i; // (B)
   return a;</pre>
```

#### LIS.h

**Description:** Compute indices for the longest increasing subsequence. **Time:**  $\mathcal{O}\left(N\log N\right)$ 

template<class I> vi lis(const vector<I>& S) {
 if (S.empty()) return {};
 vi prev(sz(S));
 typedef pair<I, int> p;
 vector res;
 rep(i,0,sz(S)) {
 // change 0 -> i for longest non-decreasing subsequence
 auto it = lower\_bound(all(res), 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 = sz(res), cur = res.back().second;
 vi ans(L);
 while (L--) ans[L] = cur, cur = prev[cur];
 return ans;

### 9.3 Dynamic programming

#### KnuthDP.l

**Description:** When doing DP on intervals:  $a[i][j] = \min_{i < k < j} (a[i][k] + a[k][j]) + f(i,j)$ , where the (minimal) optimal k increases with both i and j, one can solve intervals in increasing order of length, and search k = p[i][j] for a[i][j] only between p[i][j-1] and p[i+1][j]. This is known as Knuth DP. Sufficient criteria for this are if  $f(b,c) \le f(a,d)$  and  $f(a,c) + f(b,d) \le f(a,d) + f(b,c)$  for all  $a \le b \le c \le d$ . Consider also: LineContainer (ch. Data structures), monotone queues, ternary search.

#### DivideAndConquerDP.h

**Description:** Given  $a[i] = \min_{lo(i) \le k < hi(i)} (f(i, k))$  where the (minimal) optimal k increases with i, computes a[i] for i = L..R - 1. **Time:**  $\mathcal{O}((N + (hi - lo)) \log N)$ 

```
struct DP { // Modify at will:
   int lo(int ind) { return 0; }
   int hi(int ind) { return ind; }
   ll f(int ind, int k) { return dp[ind][k]; }
   void store(int ind, int k, ll v) { res[ind] = pii(k, 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);
```

```
rep(k, max(LO,lo(mid)), min(HI,hi(mid)))
   best = min(best, make_pair(f(mid, k), k));
   store(mid, best.second, best.first);
   rec(L, mid, LO, best.second+1);
   rec(mid+1, R, best.second, HI);
}
void solve(int L, int R) { rec(L, R, INT_MIN, INT_MAX); }
};
```

## Checkpoints (10)

### 10.1 Debugging

- $10^5 * 10^5 \Rightarrow \text{OVERFLOW}$ . 특히 for 문 안에서 i \* i < n 할때 조심하기.
- If unsure with overflow, use #define int long long and stop caring.
- 행렬과 기하의 i, j 인덱스 조심. 헷갈리면 쓰면서 가기.
- Segment Tree, Trie, Fenwick 등 Struct 구현체 사용할 때는 항상 내부의 n 이 제대로 초기화되었는지 확인하기.
- Testcase가 여러 개인 문제는 항상 초기화 문제를 확인하기. 입력을 다 받지 않았는데 break나 return으로 끊어버리면 안됨.
- iterator 주의 : .end() 는 항상 맨 끝 원소보다 하나 더 뒤의 iterator. erase쓸 때는 iterator++ 관련된 문제들에 주의.
- std::sort must compare with Strict weak ordering (Codejam 2020 1A-A)
- Memory Limit: Local variable은 int 10만개 정도까지만 사용. Global Variable의 경우 128MB면 대략 int 2000만 개까지는 잘 들어간다. long long은 절반. stack, queue, map, set 같은 특이한 컨테이너는 100만개를 잡으면 메모리가 버겁지만 vector 100만개는 잡아도 된다.
- Array out of Bound : 배열의 길이는 충분한가? Vector resize를 했다면 그것도 충분할까? 배열의 -1번에 접근한 적은 없는게 확실할까?
- Binary Search : 제대로 짠 게 맞을까? 1 차이 날 때 / lo == hi 일 때 등등. Infinite loop 주의하기.
- Graph : 반례 유의하기. Connected라는 말이 없으면 Disconnected. Acyclic 하다는 말이 없으면 Cycle 넣기, 특히  $A \leftrightarrow B$  그래프로 2개짜리 사이클 생각하기.
- Set과 map은 매우 느리다.

### 10.2 Thinking

- 모든 경우를 다 할 수 없나? 왜 안 되지? 시간 복잡도 잘 생각해 보기. 정해의 Target Complexity를 먼저 생각하고 주요 알고리즘들의 Complexity로 짜맞추기. 예를들어, 쿼리가 30만개 들어온다면 한 쿼리를 적어도  $\log n$  에 처리할 방법이 아무튼 있다는 뜻.
- 그 방법이 뭐지? xxxx한 일을 어떤 시간복잡도에 실행하는 적절한 자료구조가 있다면?
  - 필요한 게 정렬성이라면 힙이나 map을 쓸 수 있고
  - multiset / multimap도 사용할 수 있고.. 느리지만.
- 단조함수이며, 충분히 빠르게 검증가능한가 : Binary Search.
- 차원이 높은 문제 : 차원 내려서 생각하기. 3 → 2. 2 → 1. 2019 Codejam R1B-1 Manhattaen Crepe Cart
- 이 문제가 사실 그래프 관련 문제는 아닐까?
  - 만약 그렇다면, '간선' 과 '정점' 은 각각..?
  - 간선과 정점이 몇 개 정도 있는가?
- 이 문제에 Overlapping Subproblem이 보이나?
  - → Dynamic Programming 을 적용.
- Directed Graph, 특히 Cycle에 관한 문제: Topological Sorting? (ex: SNUPC 2019 kdh9949)
- 답의 상한이 Reasonable 하게 작은가?
- output이 특정 수열/OX 형태 : 작은 예제를 Exhasutive Search. 모르는 무언가를 알기 위해서는 데이터가 필요하다.
- 그래프 문제에서, 어떤 "조건" 이 들어갔을 때 → 이 문제를 "정점을 늘림으로써" 단순한 그래프 문제로 바꿀 수 있나? (ex : SNUPC 2018 달빛 여우) 이를테면, 홀짝성에 따라 점을 2배로 늘림으로써?
- DP도 마찬가지. 어떤 조건을 단순화하기 위해 상태의 수를 사이사이에 집어넣을 수 있나? (ex : SNUPC 2018 실버런)
- DP State를 어떻게 나타낼 것인가? 첫 i개만을 이용한 답을 알면 i+1개째가 들어왔을 때 빠르게 처리할 수 있을까?
- 더 큰 table에서 시작해서 줄여가기. 특히 Memory가 모자라다면 Toggling으로 차원 하나 내릴 수 있는 경우도 상당히 많이 있다. 각 칸의 갱신 시간과 칸의 개수 찾기.
- Square root Decomposition :  $O(n\log n)$  이 생각나면 좋을 것 같지만 잘 생각나지 않고, 제한을 보니  $O(n\sqrt{n})$  이면 될것도 같이 생겼을 때 생각해 보기.  $O(\sqrt{n})$  버킷 테크닉. Red Army 2020 : Queue
- 복잡도가 맞는데 왜인지 안 뚫리면 : 필요없는 long long을 사용하지 않았나? map이나 set iterator 들을 보면서 상수 커팅. 간단한 함수들을 inlining. 재귀를 반복문으로. 특히 Set과 Map은 끔찍하게 느리다.
- 마지막 생각 : 조금 추하지만 해싱이나 Random 또는 bitset 을 이용한  $n^2/64$  같은걸로 뚫을 수 있나? 컴파일러를 믿고  $10^8$ 의 몇 배 정도까지는 내 봐도 될 수도. 의외로 Naive한 문제가 많다. Atcoder 158 Divisible Substring