

Seoul National University

SGD

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2022-07-19

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Data structures (1)

1.1	GCC Extension Data Structures	
OrderStatisticTree.h		29 lines
#include <bits/extc++.h>		
using namespace __gnu_pbds;		
#include <ext/pb_ds/assoc_container.hpp>		
#include <ext/pb_ds/tree_policy.hpp>		
#include <ext/pb_ds/detail/standard_policies.hpp>		
typedef tree<int, null_type, less<int>, rb_tree_tag,		
tree_order_statistics_node_update> ordered_set;		
void test()		
{		
ordered_set X;		
X.insert(1);		
X.insert(2);		
X.insert(4);		
X.insert(8);		
X.insert(16);		
cout<<X.find_by_order(1)<<endl; // 2		
cout<<X.find_by_order(2)<<endl; // 4		
cout<<X.find_by_order(4)<<endl; // 16		
cout<<(end(X)==X.find_by_order(6))<<endl; // true		
cout<<X.order_of_key(-5)<<endl; // 0		
cout<<X.order_of_key(1)<<endl; // 0		
cout<<X.order_of_key(3)<<endl; // 2		
cout<<X.order_of_key(4)<<endl; // 2		
cout<<X.order_of_key(400)<<endl; // 5		
}		
HashMap.h		18 lines
#pragma once		
#include <bits/extc++.h> /** keep-include */		
// To use most bits rather than just the lowest ones:		
struct chash { // large odd number for C		
const uint64_t C = 11(4e18 * acos(0))   71;		
ll operator() (ll x) const { return __builtin_bswap64(x*C); }		
};		
__gnu_pbds::gp_hash_table<ll,int, chash> h({}, {}, {}, {}, {1<<16});		
// For CodeForces, or other places where hacking might be a problem:		
const int RANDOM = chrono::high_resolution_clock::now().time_since_epoch		
()<.count();		
struct chash { // To use most bits rather than just the lowest ones:		
const uint64_t C = 11(4e18 * acos(0))   71; // large odd number		
ll operator() (ll x) const { return __builtin_bswap64((x^RANDOM)*C); }		
};		
__gnu_pbds::gp_hash_table<ll, int, chash> h({}, {}, {}, {}, {1 << 16});		
1.2	Interval Tree structures	
SegmentTree.h		36 lines
Description: Point modification, interval sum query on [l,r).		
Time: 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 (*op)(S,S) = defaultOperation<S>,S (*e)() =		
defaultValue<S> >		
struct segtree{ private:		
int _n, size, log; std::vector<S> d; //if you need speed go use		
fenwick		
void update(int k){ d[k] = op(d[k<<1],d[(k<<1) 1]); }		
public:		
explicit segtree(int n=1000000) : segtree(std::vector<S>(n,e())) {}		
explicit segtree(const std::vector<S>& v) : _n(int(v.size())) {		
log=0;		
while( (1U << log) < (unsigned int)(_n)) log++;		

size = 1<<log;	
d = std::vector<S>(2*size,e());	
for (int i=0;i<_n;++i) d[size+i] = v[i];	
for(int i=size-1;i>=1;--i){	
update(i);	
}	
}	
S get(int pos){return d[pos+size]; }	
void modify(int pos, S val){	
for (d[pos += size] = val; pos > 1; pos >= 1)	
d[pos >> 1] = op(d[pos], d[pos^1]);	
}	
S query(int l, int r){ //[l,r)	
S res = e(); // CAUTION	
for(l += size, r += size; l < r; l>=1, r>=1){	
if(l & 1) res = op(d[l++], res);	
if(r & 1) res = op(res, d[--r]);	
}	
return res;	
}	
};	
LazySegmentTree.h	
Description: Interval incremental modification, interval sum query on [l,r).	
Time: O(log N)	
<algorithm>, <vector>	84 lines
template<class T> T defaultValue(){ return T(); }	
template<class T> T defaultOperation(T a,T b){return a+b;}	
template<class F, class T> T defaultMapping(F lazy, T val, int	
span_covered){	
return val + lazy*span_covered;	
}	
template<class S, class F = S,	
S (*op)(S,S) = defaultOperation<S>,	
S (*mapping)(F, S, int) = defaultMapping<F,S>,	
F (*composition)(F, F) = defaultOperation<F>,	
S(*e)() = defaultValue<S>,	
F (*id)() = defaultValue<F> //tell me if there's a better way	
> class Segtree{ private:	
int _n, size, log;	
std::vector<S> d;	
std::vector<F> lz;	
std::vector<int> span_covered;	
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]);	
}	
void push(int k){	
all_apply((k<<1) 1, lz[k]); all_apply((k<<1) 1, lz[k]); lz[k] = id();	
} // 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())) {	
log=0;	
while( (1U << log) < (unsigned int)(_n)) log++;	
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];	
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 l, int r) { //[l,r)	
if(l == r) return e();	
l += 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(l<r){
        if(l&1) sml = op(sml, d[l++]);
        if(r&1) smr = op(d[--r], smr);
        l>>=1; r>>=1;
    }
    return op(sml,smr);
}

void apply(int l,int r, F f){
    if (l == r) return;
    l += 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);
    }
    {
        int l2 = l, r2 = r;
        while (l < r) {
            if (l & 1) all_apply(l++, f);
            if (r & 1) all_apply(--r, f);
            l >>= 1;
            r >>= 1;
        }
        l = l2;
        r = r2;
    }
    for (int i = 1; i <= log; i++) {
        if (((l >> i) << i) != 1) update(l >> i);
        if (((r >> i) << i) != r) update((r - 1) >> i);
    }
}
};
```

2DSegmentTree.h

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

79 lines

```
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);
        this->n = n;
        this->m = m;
    }
    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);
        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++)
            for (int j = 0; j<m; j++)
                tree[i+n][j+m] = data[i][j];
        for (int i = n; i<2*n; i++)
            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] = gif(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 yl, int yr)
    {
        int res = 0;
        int u = yl+m, v = yr+m+1;
        for(; u<v; u/=2, v/=2)
        {
            if (u & 1)
                res = gif(res, tree[x][u++]);
            if (v & 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 = xl+n, v = xr+n+1;
        for(; u<v; u/=2, v/=2)
        {
            if (u & 1)
            {
                int k = query_1D(u++, yl, yr);
                res = gif(res, k);
            }
            if (v & 1)
            {
                int k = query_1D(--v, yl, yr);
                res = gif(res, k);
            }
        }
        return res;
    }
}
};
```

FenwickTree.h

**Description:** Computes partial sums  $a[0] + a[1] + \dots + a[pos - 1]$ , and updates single elements  $a[i]$ , taking the difference between the old and new value.  
**Time:** Both operations are  $\mathcal{O}(\log N)$ .

22 lines

```
struct FT {
    vector<ll> s;
    FT(int n) : s(n) {}
    void update(int pos, ll dif) { // a[pos] += dif
        for (; pos < sz(s); pos |= pos + 1) s[pos] += dif;
    }
    ll query(int pos) { // sum of values in [0, pos)
        ll 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 <= 0) return -1;
        int pos = 0;
        for (int pw = 1 << 25; pw; pw >= 1) {
            if (pos + pw <= sz(s) && s[pos + pw-1] < sum)
                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"
22 lines

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);
    }
    ll query(int x, int y) {
        ll sum = 0;
        for (; x; x &= x - 1)
            sum += ft[x-1].query(ind(x-1, y));
        return sum;
    }
};
```

MergeSortTree.h

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

38 lines

```
#define MAXN (1<<18)
#define ST (1<<17)
struct merge_sort_tree
{
    vector<int> tree[MAXN];
    int n;
    void construct (vector<int> data)
    {
        n = 1;
        while(n < data.size()) n <= 1;
        for (int i = 0; i<data.size(); i++)
            tree[i+n] = {data[i]};
        for (int i = data.size(); i<n; i++)
            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++)
            {
                if (p == tree[i*2].size() ||
                    (q<tree[i*2+1].size() && tree[i*2+1][q]<tree[i*2][p]))
                    tree[i][j] = tree[i*2+1][q++];
                else tree[i][j] = tree[i*2][p++];
            }
        }
        //greater(s,e,k,l,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,  $aM + b$  should 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 = (xl + 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))
    {
        nodes[n].f = lhi;
        // for min, lhi -> llo
        return;
    }
    else if (llo.eval(xm) > lhi.eval(xm))
    {
        nodes[n].f = llo;
        // for min, llo -> lhi
        if (nodes[n].left == -1)
        {
            nodes[n].left = nodes.size();
            nodes.push_back(new_node(xl,xm));
        }
        insert(nodes[n].left, lhi);
        // for min, lhi -> llo
    }
    else
    {
        nodes[n].f = lhi;
        // for min, lhi -> 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 q)
{
    // for min, max -> min, -INF -> INF
    if (n == -1) return -INF;
    int xl = nodes[n].start, xr = nodes[n].end;
    int xm = (xl + xr)/2;
    if (q > 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
struct iHeap {
    static const int inf = 1e9 + 5;
    priority_queue<int> q, qr;
    void rset() { while(!q.empty()) q.pop(); while(!qr.empty()) qr.pop();
    }
    inline int size() { return q.size()-qr.size(); }
    inline void rmv(int x) { qr.push(x); }
    inline int top() {
        while(q.size() && qr.size() && q.top() == qr.top()) { q.pop(); qr
        .pop(); }
        return q.size()?q.top():-inf;
    }
    inline void push(int x) { q.push(x); }
    inline int pop(int x) {int t = top(); rmv(x); return t;}
}
```

UnionFind.h  
Description: Disjoint-set data structure.  
Time:  $\mathcal{O}(\alpha(N))$

```
21 lines
struct DSU
{
    int par[V], sz[V];
    DSU(){init(V);}
    void init(int n) {
        for (int i = 0; i<n; i++)
            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:  $\mathcal{O}(\log(N))$

```
21 lines
struct RollbackUF {
    vi e; vector<pii> 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;
    }
};
```

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

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

```
55 lines
struct Node {
    Node *l = 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(l) + cnt(r) + 1; }

template<class F> void each(Node* n, F f) {
    if (n) { each(n->l, f); f(n->val); each(n->r, f); }
}

pair<Node*, Node*> split(Node* n, int k) {
    if (!n) return {};
    if (cnt(n->l) >= k) { // "n->val >= k" for lower_bound(k)
        auto pa = split(n->l, k);
        n->l = pa.second;
        n->recalc();
        return {pa.first, n};
    } else {
        auto pa = split(n->r, k - cnt(n->l) - 1); // and just "k"
        n->r = pa.first;
        n->recalc();
        return {n, pa.second};
    }
}

Node* merge(Node* l, Node* r) {
    if (!l) return r;
    if (!r) return l;
    if (l->y > r->y) {
        l->r = merge(l->r, r);
        l->recalc();
        return l;
    } else {
        r->l = merge(l, r->l);
        r->recalc();
        return r;
    }
}

Node* ins(Node* t, Node* n, int pos) {
    auto pa = split(t, pos);
    return merge(merge(pa.first, n), pa.second);
}

// Example application: move the range [l, r) to index k
void move(Node*& t, int l, int r, int k) {
    Node *a, *b, *c;
    tie(a,b) = split(t, l); tie(b,c) = split(b, r - l);
    if (k <= l) t = merge(ins(a, b, k), c);
    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).  
Usage: SubMatrix<int> m(matrix); m.sum(0, 0, 2, 2); // top left 4 elements  
Time:  $\mathcal{O}(N^2 + Q)$

```
13 lines
template<class T>
struct SubMatrix {
    vector<vector<T>>> p;
    SubMatrix(vector<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 l, int d, int r) {
        return p[d][r] - p[d][l] - p[u][r] + p[u][l];
    }
};
```

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

49 lines

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

```
vi mo(vector<pii> Q) {
    int L = 0, R = 0, blk = 350; // ~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 qi : s) {
        pii q = Q[qi];
        while (L > q.first) add(--L, 0);
        while (R < q.second) add(R++, 1);
        while (L < q.first) del(L++, 0);
        while (R > q.second) del(--R, 1);
        res[qi] = calc();
    }
    return res;
}
```

```
vi moTree(vector<array<int, 2>> Q, vector<vi>& ed, int root=0) {
    int N = sz(ed), pos[2] = {}, blk = 350; // ~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) {
        int &a = pos[end], b = Q[qi][end], i = 0;
#define step(c) { if (in[c]) { del(a, end); in[a] = 0; } \
        else { add(c, end); in[c] = 1; } a = c; }
        while (!(L[b] <= L[a] && R[a] <= R[b]))
            I[i++] = b, b = par[b];
        while (a != b) step(par[a]);
        while (i--) step(I[i]);
        if (end) res[qi] = calc();
    }
    return res;
}
```

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

Length of median (divides triangle into two equal-area triangles):

$$m_a = \frac{1}{2}\sqrt{2b^2 + 2c^2 - a^2}$$

Length of bisector (divides angles in two):

$$s_a = \sqrt{bc\left[1 - \left(\frac{a}{b+c}\right)^2\right]}$$

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

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

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

### 2.1.2 Quadrilaterals

With side lengths *a*,*b*,*c*,*d*, diagonals *e*,*f*, diagonals angle *θ*, 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

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

## 2.2 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;

26 lines

```
template<class T, int N> struct Matrix {
    typedef Matrix M;
    array<array<T, N>, N> d{};
    M operator*(const M& m) const {
        M a;
        rep(i,0,N) rep(j,0,N)
            rep(k,0,N) a.d[i][j] += d[i][k]*m.d[k][j];
        return a;
    }
    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];
        return ret;
    }
    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:**  $\mathcal{O}\left(N^3\right)$

15 lines

```
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:**  $\mathcal{O}\left(n^2m\right)$

38 lines

```
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;
            break;
        }
        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)
}
```

### 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 <= sz(x));
    vi col(m); iota(all(col), 0);
    rep(i,0,n) {
        for (br=i; br<n; ++br) if (A[br].any()) break;
        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 singular ( $\text{rank} < n$ ). 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  $A \pmod p$ , and  $k$  is doubled in each step.

**Time:**  $\mathcal{O}(n^3)$

35 lines

```
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;
        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:**  $\mathcal{O}(N \log N)$  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++){
        int bit = n >> 1;
```

```
        for (;j>=bit;bit>=1) j -= bit;
        j += bit;
        if (i < j) swap(a[i],a[j]);
    }
    for (int len=2;len<=n;len<=1){
        double ang = 2*M_PI/len*(invert?-1:1);
        base wlen(cos(ang),sin(ang));
        for (int i=0;i<n;i+=len){
            base w(1);
            for (int j=0;j<len/2;j++){
                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 *= wlen;
            }
        }
    }
    if (invert){
        for (int i=0;i<n;i++) a[i] /= n;
    }
}

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;
    fa.resize(n); fb.resize(n);
    fft(fa,false); fft(fb,false);
    for (int i=0;i<n;i++) fa[i] *= fb[i];
    fft(fa,true);
    res.resize(n);
    for (int i=0;i<n;i++)
        res[i] = int(fa[i].real()+fa[i].real()*0.705-0.5));
}
```

26 lines

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)
{
    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+j+len/2] = (u-v)%mod;
        }
    }
}
if (invert)
{
    for (int i = 0; i<n; i++)
        a[i] = frac(a[i],n);
}
for (int i = 0; i<n; i++)
    a[i] = (a[i]+10*mod)%mod;
```

BerlekampMassey.h

**Description:** Find linear recurrence when  $3n$  terms are given.

**Usage:** guess\_nth\_term({1, 1, 2, 3, 5, 8}, 10000000);

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

116 lines

```
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++){
        lint t = 0;
        for(int j=0; j<cur.size(); j++){
            t = (t + 1ll * 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());
        for(int j=0; j<cur.size(); j++){
            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);
        }
        cur = c;
    }
    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++){
            for(int k=0; k<m; k++){
                t[j+k] += 1ll * 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] += 1ll * 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;
    for(int i=0; i<m; i++) ret += 1ll * s[i] * dp[i] % mod;
    return ret % mod;
}

int guess_nth_term(vector<int> x, lint n){
    if(n < x.size()) return x[n];
    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++){
        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++){
        int tmp = 0;
        for(int j=0; j<n; j++){
            tmp += ll1 * 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] += ll1 * 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

< 10^k	prime	# of prime
1	7	4
2	97	25
3	997	168
4	9973	1229
5	99991	9592
6	999983	78498
7	9999991	664579
8	99999989	5761455
9	999999937	50847534

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	3 lines
<b>Description:</b> Pre-computation of modular inverses. Assumes $\text{LIM} \leq \text{mod}$ and that $\text{mod}$ is a prime.	

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

ModPow.h	8 lines
<b>const</b> int mod = 16769023; <i>// faster if const</i>	
<b>int</b> modpow( <b>int</b> b, <b>int</b> e) { <b>int</b> ans = 1; <b>for</b> (; e; b = b * b % mod, e /= 2) <b>if</b> (e & 1) ans = ans * b % mod; <b>return</b> ans; }	

ModLog.h	11 lines
<b>Description:</b> Returns the smallest $x > 0$ s.t. $a^x \equiv b \pmod m$ , or $-1$ if no such $x$ exists. $\text{modLog}(a,1,m)$ can be used to calculate the order of $a$ . <b>Time:</b> $\mathcal{O}(\sqrt{m})$	

```
ll modLog(ll a, ll b, ll m) {
    ll n = (ll) sqrt(m) + 1, e = 1, f = 1, j = 1;
    unordered_map<ll, ll> A;
    while (j <= n && (e = f * 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;
}
```

ModSum.h	16 lines
<b>Description:</b> Sums of mod'ed arithmetic progressions. $\text{modsum}(to, c, k, m) = \sum_{i=0}^{to-1} (ki + c) \% m$ . $\text{divsum}$ is similar but for floored division. <b>Time:</b> $\log(m)$ , with a large constant.	

```
#define ull unsigned long long
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	24 lines
<b>Description:</b> Tonelli-Shanks algorithm for modular square roots. Finds $x$ s.t. $x^2 \equiv a \pmod p$ ( $-x$ gives the other solution). <b>Time:</b> $\mathcal{O}(\log^2 p)$ worst case, $\mathcal{O}(\log p)$ for most $p$	

```
"ModPow.h"
ll 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 or 2^(n+3)/8 * 2^(n-1)/4 works if p % 8 == 5
    ll 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;
    ll x = modpow(a, (s + 1) / 2, p);
    ll b = modpow(a, s, p), g = modpow(n, s, p);
    for (; r = m) {
        ll t = b;
        for (m = 0; m < r && t != 1; ++m)
            t = t * t % p;
        if (m == 0) return x;
        ll gs = modpow(g, 1LL << (r - m - 1), p);
        g = gs * gs % p;
        x = x * gs % p;
        b = b * g % p;
    }
```

	20 lines
}	
}	
<h3>3.4 Primality</h3> <b>FastEratosthenes.h</b> <b>Description:</b> Prime sieve for generating all primes smaller than LIM. <b>Time:</b> $\text{LIM} \leq 1e9 \approx 1.5s$	
<b>const</b> int LIM = 1e6; bitset<LIM> isPrime; vi eratosthenes() { <b>const</b> int S = (int)round(sqrt(LIM)), R = LIM / 2; vi pr = {2}, sieve(S+1); pr.reserve((int)(LIM/log(LIM)*1.1)); vector<pi> cp; <b>for</b> (int i = 3; i <= S; i += 2) <b>if</b> (!sieve[i]) { cp.push_back({i, i * i / 2}); <b>for</b> (int j = i * i; j <= S; j += 2 * i) sieve[j] = 1; } <b>for</b> (int L = 1; L <= R; L += S) { array<bool, S> block{}; <b>for</b> (auto &[p, idx] : cp) <b>for</b> (int i=idx; i < S+L; idx = (i+=p)) block[i-L] = 1; rep(i,0,min(S, R - L)) <b>if</b> (!block[i]) pr.push_back((L + i) * 2 + 1); } <b>for</b> (int i : pr) isPrime[i] = 1; <b>return</b> pr; }	

MillerRabin.h	12 lines
<b>Description:</b> 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. <b>Time:</b> 7 times the complexity of $a^b \pmod c$ .	

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

```
"ModMuLL.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 l = factor(x), r = factor(n / x);
    l.insert(l.end(), all(r));
    return l;
}
```

### 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  $a \pmod b$ .

```
5 lines
11 euclid(11 a, 11 b, 11 &x, 11 &y) {
    if (b) { 11 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  $0 \leq x < \text{lcm}(m, n)$ . Assumes  $mn < 2^{62}$ .  
**Time:**  $\log(n)$

```
7 lines
"euclid.h"
11 crt(11 a, 11 m, 11 b, 11 n) {
    if (n > m) swap(a, b), swap(m, n);
    11 x, y, g = euclid(m, n, x, y);
    assert((a - b) % g == 0); // else no solution
    x = (b - a) % n * x % n / g * m + a;
    return x < 0 ? x + m*n/g : x;
}
```

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

```
21 lines
typedef double d; // for N ~ 1e7; long double for N ~ 1e9
pair<11, 11> approximate(d x, 11 N) {
    11 LP = 0, LQ = 1, P = 1, Q = 0, inf = LLONG_MAX; d y = x;
    for (;) {
        11 lim = min(P ? (N-LP) / P : inf, Q ? (N-LQ) / Q : inf),
        a = (11)floor(y), b = min(a, lim),
        NP = b*P + LP, NQ = b*Q + LQ;
        if (a > b) {
            // If b > a/2, we have a semi-convergent that gives us a
            // better approximation; if b = a/2, we *may* have one.
            // Return {P, Q} here for a more canonical approximation.
            return (abs(x - (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, NQ};
        }
        LP = P; P = NP;
        LQ = Q; Q = NQ;
    }
}
```

#### FracBinarySearch.h

**Description:** Given  $f$  and  $N$ , finds the smallest fraction  $p/q \in [0, 1]$  such that  $f(p/q)$  is true, and  $p, q \leq N$ .  
**Usage:** fracBS({}(Frac f) { return f.p>=3\*f.q; }, 10); // {1,3}  
**Time:**  $\mathcal{O}(\log(N))$

```
25 lines
struct Frac { 11 p, q; };
```

```
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

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

Mobius Inversion:

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

Other useful formulas/forms:

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

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

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

## 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:**  $\mathcal{O}(n^2 \log(1/\epsilon))$   
"Polynomial.h"

```
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(l) > 0;
        if (sign ^ (p(h) > 0)) {
            rep(it, 0, 60) { // while (h - l > 1e-8)
                double m = (l + h) / 2, f = p(m);
                if ((f <= 0) ^ sign) l = m;
                else h = m;
            }
            ret.push_back((l + h) / 2);
        }
    }
    return ret;
}
```

#### PolyInterpolate.h

**Description:** Given  $n$  points  $(x[i], y[i])$ , computes an  $n$ -1-degree polynomial  $p$  that passes through them:  $p(x) = a[0]*x^0 + \dots + a[n-1]*x^{n-1}$ . For numerical precision, pick  $x[k] = c * \cos(k/(n-1) * \pi)$ ,  $k = 0 \dots n-1$ .

```
Time: O(n^2)
13 lines
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; }}});});  
15 lines

```
typedef double d;
#define S(a,b) (f(a) + 4*f((a+b) / 2) + f(b)) * (b-a) / 6

template <class F>
d rec(F& f, d a, d b, d eps, d S) {
    d c = (a + b) / 2;
    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  $c^T x$  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  $c^T x$  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:**  $\mathcal{O}(NM \ast \#pivots)$ , where a pivot may be e.g. an edge relaxation.  $\mathcal{O}(2^n)$  in the general case.

```
68 lines
typedef double T; // long double, Rational, double + modP>...
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]; }
            N[n] = -1; D[m+1][n] = 1;
```

```
    void pivot(int r, int s) {
        T *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;
                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) {
        pivot(r, n);
        if (!simplex(2) || D[m+1][n+1] < -eps) return -inf;
        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)

## IntPerm multinomial

### 5.1 Permutations

#### 5.1.1 Factorial

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

#### IntPerm.h

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

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

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

#### 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.

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

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

<i>n</i>	0	1	2	3	4	5	6	7	8	9	20	50	100
<i>p</i> ( <i>n</i> )	1	1	2	3	5	7	11	15	22	30	627	~2e5	~2e8

#### 5.2.2 Lucas’ Theorem

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

#### 5.2.3 Binomials

##### multinomial.h

**Description:** Computes  $\binom{k_1 + \dots + k_n}{k_1, k_2, \dots, k_n} = \frac{(\sum k_i)!}{k_1! k_2! \dots k_n!}$ . 6 lines

```
ll multinomial(vi& v) {
    ll 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).

$$B[0, \dots] = [1, -\tfrac{1}{2}, \tfrac{1}{6}, 0, -\tfrac{1}{30}, 0, \tfrac{1}{42}, \dots]$$

Sums of powers:

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

Euler-Maclaurin formula for infinite sums:

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

#### 5.3.2 Stirling numbers of the first kind

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

$$c(n,k) = c(n-1,k-1) + (n-1)c(n-1,k), \quad c(0,0) = 1$$

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

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

#### 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.  $B(n) = 1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, \dots$  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  $n_i$ :  $n_1 n_2 \dots n_k n^{k-2}$   
# with degrees  $d_i$ :  $(n-2)! / ((d_1-1)! \dots (d_n-1)!)$

5.3.7 Catalan numbers

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

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

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

- sub-diagonal monotone paths in 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.
- permutations of  $[n]$  with no 3-term increasing subseq.

Graph (6)

6.1 Trees

LCA.h

Description: LCA in  $O(N \log N + Q \log N)$  76 lines

```
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])
            continue;
        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[y][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:  $O((\log N)^2)$

"../data-structures/LazySegmentTree.h" 46 lines

```
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 l, int r) { tree->add(l, 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(l, 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. <bits/stdc++.h> 87 lines

```
using namespace std;
using ll = 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++) {
            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 = (l+r)>>1;
            return tree[node] = update(i, v, l, mid, 2*node) + update(i,
                v, mid+1, r, 2*node+1);
        }
    }
    int query(int s, int e, int l, int r, int node) {
        if(e<l || s>r) {
            return 0;
        }
        if(s<=l && e>=r) {
            return tree[node];
        }
        else {
            int mid = (l+r)>>1;
            return query(s, e, l, 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> segB;
```

```
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) {
            HLD(j, j);
        }
    }
}

void init_seg(int N) {
    for(int i=0; i<=N; i++) {
        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  $\mathcal{O}(\log N)$ . 90 lines

```
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->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->fix();
        }
    }

    Node* access(Node* u) {
        u->splay();
        while (Node* pp = u->pp) {
            pp->splay(); u->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;
    }
};

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

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

void pop(Node*& a) { a->prop(); a = merge(a->l, a->r); }
```

**DirectedMST.h**  
**Description:** Finds a minimum spanning tree/arborescence of a directed graph, given a root node. If no MST exists, returns -1.  
**Time:**  $\mathcal{O}(E \log V)$  60 lines

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

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

void pop(Node*& a) { a->prop(); a = merge(a->l, a->r); }
```

```
pair<ll, vi> dmst(int n, int r, vector<Edge>& g) {
    RollbackUF uf(n);
    vector<Node*> heap(n);
    for (Edge e : g) heap[e.b] = merge(heap[e.b], new Node{e});
    ll res = 0;
    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>>> cys;
    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* 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;
                cys.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] : cys) { // 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> g[101010]; // adj list
int getSize(int v, int b = -1) { // get sz
    sz[v] = 1;
    for(auto i : g[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 addedge. use C.find\_scc();  
**Time:**  $\mathcal{O}(E + V)$  78 lines

```
struct Kosaraju
{
    using graph = vector<vector<int>>>;
    int V, E;
    graph G, rG;
    vector<vector<int>>> scc;
    vector<int> dfs_stack, scc_id;
    vector<bool> visit;
    Kosaraju(int n = 0) {
        re_init(n);
    }
    void re_init(int n) {
        V = n;
        G.clear(); rG.clear(); visit.clear(); scc.clear();
        G.resize(V+5); rG.resize(V+5);
    }
}
```

```
        visit.resize(V+5, 0); scc.resize(V+5);
    }

    void add_edge(int u, int v) {
        G[u].push_back(v);
        rG[v].push_back(u);
    }

    void dfs(int r) {
        visit[r] = true;
        for (auto it:G[r])
            if (!visit[it])
                dfs(it);
        dfs_stack.push_back(r);
    }

    void rev_dfs(int r, int scc_num) {
        visit[r] = true;
        scc[scc_num].push_back(r);
        for (auto it:rG[r])
            if (!visit[it])
                rev_dfs(it, scc_num);
    }

    void find_scc() {
        fill(all(visit),0);

        for (int i = 1; i<=V; i++)
            if (!visit[i])
                dfs(i);

        fill(all(visit),0);
        int scc_count = 0;

        while(!dfs_stack.empty()) {
            int tp = dfs_stack.back();
            dfs_stack.pop_back();
            if (!visit[tp]) {
                rev_dfs(tp, scc_count);
                scc_count++;
            }
        }

        scc.resize(scc_count);
        scc_id.clear(); scc_id.resize(V+5);
        fill(all(scc_id),0);
        for (int i = 0; i<scc.size(); i++)
            for (auto itt:scc[i])
                scc_id[itt] = i;
    }

    vector<int> find_scc_indeg() {
        vector<int> indeg;
        indeg.resize(scc.size(), 0);
        for (int i = 1; i<=V; i++)
            for (auto it:G[i])
                if (scc_id[it]!=scc_id[i])
                    indeg[scc_id[it]]++;
        return indeg;
    }
};
```

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

33 lines

```
vi num, st;
vector<vector<pii>> ed;
int Time;
template<class F>
```

BiconnectedComponents 2sat EulerWalk Dijkstra

```
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)
                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);
            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  $(a \vee b) \wedge \neg (a \vee c) \wedge (d \vee b) \wedge \dots$  becomes true, or reports that it is unsatisfiable. Negated variables are represented by bit-inversions ( $\sim x$ ).  
**Usage:** TwoSat ts(number of boolean variables);  
ts.either(0,  $\sim 3$ ); // Var 0 is true or var 3 is false  
ts.setValue(2); // Var 2 is true  
ts.atMostOne({0, $\sim 1,2$ }); //  $\leq 1$  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.

56 lines

```
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); }
```

```
int atMostOne(const vi& li) { // (optional)
    if (sz(li) <= 1) return;
    int cur =  $\sim$ li[0];
    rep(i,2,sz(li)) {
        int next = addVar();
        either(cur,  $\sim$ li[i]);
        either(cur, next);
        either( $\sim$ li[i], next);
        cur =  $\sim$ next;
    }
    either(cur,  $\sim$ li[1]);
}
```

```
void setVal(const vi& li) { // (optional)
    if (sz(li) <= 1) return;
    int cur =  $\sim$ li[0];
    rep(i,2,sz(li)) {
        int next = addVar();
        either(cur,  $\sim$ li[i]);
        either(cur, next);
        either( $\sim$ li[i], next);
        cur =  $\sim$ next;
    }
    either(cur,  $\sim$ 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 : gr[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:**  $\mathcal{O}(V + E)$

15 lines

```
vi eulerWalk(vector<vector<pii>>& gr, int nedges, int src=0) {
    int n = sz(gr);
    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(y, e) = gr[x][it++];
        if (!eu[e]) {
            D[x]--, D[y]++;
            eu[e] = 1; s.push_back(y);
        }
    }
    for (int x : D) if (x < 0 || 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();
    int v = x.dest, w = x.w;
    pq.pop();
    if (w>dist[v])
        continue;
    for (auto ed : graph[v])
        if (relax(ed, v, dist))
            pq.push({ed.dest,dist[ed.dest]});
}
}
```

6.5 Network flow

Dinic.h

Description: Maxflow 85 lines

```
struct Edge
{
    int u, v;
    ll cap, flow;
    Edge() {}
    Edge(int u, int v, ll cap): u(u), v(v), cap(cap), flow(0) {}
};

struct Dinic
{
    int N;
    vector<Edge> E;
    vector<vector<int>> g;
    vector<int> d, pt;

    Dinic(int N): N(N), E(0), g(N), d(N), pt(N) {}

    void AddEdge(int u, int v, ll 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;
    }

    ll DFS(int u, int T, ll flow = -1)
    {
        if (u == T || flow == 0) return flow;
        for (int &i = pt[u]; i < g[u].size(); i++)
        {
            Edge &e = E[g[u][i]];
            Edge &oe = E[g[u][i]^1];
            if (d[e.v] == d[e.u] + 1)
```

```
        {
            ll 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;
    }

    ll MaxFlow(int S, int T)
    {
        ll 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();}

    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++)
            {
                edg e = gph[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. 35 lines

```
template<class T> T edmondsKarp(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;
    }
out:
    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);
        graph[y][p] += inc;
    }
}
};
```

MinCut.h

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

6.6 Matching

BipartiteCheck.h

Description: Simplest bipartite check 33 lines

```
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++)
    {
        if (!visited[i])
        {
            visited[i] = 1;
            color[i] = 1;
            dfs(i);
        }
    }
    for (int i = 0; i<e; i++)
        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(g, btoa);  
**Time:**  $\mathcal{O}(\sqrt{VE})$

```
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 || dfs(btoa[b], L + 1, g, 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 : g[a]) {
                if (btoa[b] == -1) {
                    B[b] = lay;
                    islast = 1;
                }
                else if (btoa[b] != a && !B[b]) {
                    B[b] = lay;
                    next.push_back(btoa[b]);
                }
            }
            if (islast) break;
            if (next.empty()) return res;
            for (int a : next) A[a] = lay;
            cur.swap(next);
        }
        rep(a,0,sz(g))
            res += dfs(a, 0, g, btoa, A, B);
    }
}
```

```
    }
}

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: O(VE)
22 lines

bool find(int j, vector<vi>& g, vi& btoa, vi& vis) {
    if (btoa[j] == -1) return 1;
    vis[j] = 1; int di = btoa[j];
    for (int e : g[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(g)) {
        vis.assign(sz(btoa), 0);
        for (int j : g[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"
20 lines

vi cover(vector<vi>& g, 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 cost[N][M], where cost[i][j] = cost for L[i] to be matched with R[j] and returns (min cost, match), where L[i] is matched with R[match[i]]. Negate costs for max cost.

```
Time: O(N^2M)
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;
}
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

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

```
"../numerical/MatrixInverse-mod.h"
40 lines

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;
}
```

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: O(3^n/3), 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 bit-set 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 lines

```
typedef vector<bitset<200>> vb;
struct Maxclique {
    double limit=0.025, pk=0;
    struct Vertex { int i, d=0; };
    typedef vector<Vertex> vv;
    vb e;
    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;
            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);
                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 MinimumVertexCover.

## 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.)

28 lines

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

4 lines

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

### SegmentDistance.h

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

**Usage:** Point<double> a, b(2,2), p(1,1);

bool onSegment = segDist(a,b,p) < 1e-10;

6 lines

```
"Point.h"
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<ll> and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long.

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

if (sz(inter)==1)

cout << "segments intersect at " << inter[0] << endl;

"Point.h", "OnSegment.h"

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

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

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

if (res.first == 1)

cout << "intersection point at " << res.second << endl;

"Point.h"

8 lines

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

### sideOf.h

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

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

"Point.h"

9 lines

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

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

### OnSegment.h

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

"Point.h"

3 lines

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

### linearTransformation.h

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

"Point.h"

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
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
35 lines
```

```

struct Angle {
    int x, y;
    int t;
    Angle(int x, int y, int t=0) : x(x), y(y), t(t) {}
    Angle operator-(Angle b) const { return {x-b.x, y-b.y, t}; }
    int half() const {
        assert(x || y);
        return y < 0 || (y == 0 && x < 0);
    }
    Angle t90() const { return {-y, x, t + (half() && x >= 0)}; }
    Angle t180() const { return {-x, -y, t + half()}; }
    Angle t360() const { return {x, y, t + 1}; }
};
bool operator<(Angle a, Angle b) {
    // add a.dist2() and b.dist2() to also compare distances
    return make_tuple(a.t, a.half(), a.y * (1l)b.x <
        make_tuple(b.t, b.half(), a.x * (1l)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.

```

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

```

### CircleTangents.h

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

```

"Point.h"
13 lines
template<class P>
vector<pair<P, P*>> tangents(P c1, double r1, P c2, double r2) {
    P d = c2 - c1;
    double dr = r1 - r2, d2 = d.dist2(), h2 = d2 - dr * dr;
    if (d2 == 0 || h2 < 0) return {};

```

```

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

```

### 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};
}

```

### CirclePolygonIntersection.h

**Description:** Returns the area of the intersection of a circle with a ccw polygon. **Time:**  $\mathcal{O}(n)$

```

"../../content/geometry/Point.h"
19 lines
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;
        P d = q - p;
        auto a = d.dot(p)/d.dist2(), b = (p.dist2()-r*r)/d.dist2();
        auto det = a * a - b;
        if (det <= 0) return arg(p, q) * r2;
        auto s = max(0., -a-sqrt(det)), t = min(1., -a+sqrt(det));
        if (t < 0 || 1 <= s) return arg(p, q) * r2;
        P u = p + d * s, v = p + d * t;
        return arg(p,u) * r2 + u.cross(v)/2 + arg(v,q) * r2;
    };
    auto sum = 0.0;
    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 lines
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.

**Usage:** vector<P> v = {P{4,4}, P{1,2}, P{2,1}}; bool in = inPolygon(v, P{3, 3}, false); **Time:**  $\mathcal{O}(n)$

```

"Point.h", "OnSegment.h", "SegmentDistance.h"
11 lines
template<class P>
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!

```

"Point.h"
8 lines
// ! 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;
}

```

### PolygonCenter.h

**Description:** Returns the center of mass for a polygon. **Time:**  $\mathcal{O}(n)$

```

"Point.h"
9 lines
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;
}

```

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

```

"Point.h", "lineIntersection.h"
13 lines
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;
}

```



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
<pre>typedef Point&lt;double&gt; P; double rat(P a, P b) { return sgn(b.x) ? a.x/b.x : a.y/b.y; } double polyUnion(vector&lt;vector&lt;P&gt;&gt;&amp; 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&lt;pair&lt;double, int&gt;&gt; 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) &lt; 0)                         segs.emplace_back(sa / (sa - sb), sgn(sc - sd));                 } else if (!sc &amp;&amp; !sd &amp;&amp; j&lt;i &amp;&amp; sgn((B-A).dot(D-C))&gt;0) {                     segs.emplace_back(rat(C - A, B - A), 1);                     segs.emplace_back(rat(D - A, B - A), -1);                 }             }         }         sort(all(segs));         for (auto&amp; s : segs) 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 += segs[j].first - segs[j - 1].first;             cnt += segs[j].second;         }         ret += A.cross(B) * sum;     }     return ret / 2; }</pre>	

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
<pre>typedef Point&lt;ll&gt; P; vector&lt;P&gt; convexHull(vector&lt;P&gt; pts) {     if (sz(pts) &lt;= 1) return pts;     sort(all(pts));     vector&lt;P&gt; 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 &gt;= s + 2 &amp;&amp; h[t-2].cross(h[t-1], p) &lt;= 0) t--;             h[t++] = p;         }     return {h.begin(), h.begin() + t - (t == 2 &amp;&amp; h[0] == h[1])}; }</pre>	

HullDiameter.h

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

"Point.h"	12 lines
<pre>typedef Point&lt;ll&gt; P; array&lt;P, 2&gt; hullDiameter(vector&lt;P&gt; S) {     int n = sz(S), j = n &lt; 2 ? 0 : 1;     pair&lt;ll, array&lt;P, 2&gt;&gt; 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]) &gt;= 0)                 break;         }     return res.second; }</pre>	

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"	14 lines
<pre>typedef Point&lt;ll&gt; P;  bool inHull(const vector&lt;P&gt;&amp; l, P p, bool strict = true) {     int a = 1, b = sz(l) - 1, r = !strict;     if (sz(l) &lt; 3) return r &amp;&amp; onSegment(l[0], l.back(), p);     if (sideOf(l[0], l[a], l[b]) &gt; 0) swap(a, b);     if (sideOf(l[0], l[a], p) &gt;= r    sideOf(l[0], l[b], p)&lt;= -r)         return false;     while (abs(a - b) &gt; 1) {         int c = (a + b) / 2;         (sideOf(l[0], l[c], p) &gt; 0 ? b : a) = c;     }     return sgn(l[a].cross(l[b], p)) &lt; 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:**  $\mathcal{O}(N + Q \log n)$

"Point.h"	39 lines
<pre>#define cmp(i,j) sgn(dir.perp().cross(poly[(i)%n]-poly[(j)%n])) #define extr(i) cmp(i + 1, i) &gt;= 0 &amp;&amp; cmp(i, i - 1 + n) &lt; 0 template &lt;class P&gt; int extrVertex(vector&lt;P&gt;&amp; poly, P dir) {     int n = sz(poly), lo = 0, hi = n;     if (extr(0)) return 0;     while (lo + 1 &lt; hi) {         int m = (lo + hi) / 2;         if (extr(m)) return m;         int ls = cmp(lo + 1, lo), ms = cmp(m + 1, m);         (ls &lt; ms    (ls == ms &amp;&amp; ls == cmp(lo, m)) ? hi : lo) = m;     }     return lo; }</pre>	

<pre>#define cmpL(i) sgn(a.cross(poly[i], b)) template &lt;class P&gt; array&lt;int, 2&gt; lineHull(P a, P b, vector&lt;P&gt; poly) {     int endA = extrVertex(poly, (a - b).perp());     int endB = extrVertex(poly, (b - a).perp());     if (cmpL(endA) &lt; 0    cmpL(endB) &gt; 0)         return {-1, -1};     array&lt;int, 2&gt; res;     rep(i,0,2) {         int lo = endB, hi = endA, n = sz(poly);         while ((lo + 1) % n != hi) {             int m = ((lo + hi + (lo &lt; 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]) &amp;&amp; !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; }</pre>	
---	--

7.4 Misc. Point Set Problems

ClosestPair.h

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

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

"Point.h"	17 lines
<pre>typedef Point&lt;ll&gt; P;</pre>	

<pre>pair&lt;P, P&gt; closest(vector&lt;P&gt; v) {     assert(sz(v) &gt; 1);     set&lt;P&gt; S;     sort(all(v), [](P a, P b) { return a.y &lt; b.y; });     pair&lt;ll, pair&lt;P, P&gt;&gt; ret(LLONG_MAX, {P(), P()});     int j = 0;     for (P p : v) {         P d(1 + (ll)sqrt(ret.first), 0);         while (v[j].y &lt;= 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; }</pre>	
--	--

kdTree.h

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

"Point.h"	63 lines
<pre>typedef long long T; typedef Point&lt;T&gt; P; const T INF = numeric_limits&lt;T&gt;::max();  bool on_x(const P&amp; a, const P&amp; b) { return a.x &lt; b.x; } bool on_y(const P&amp; a, const P&amp; b) { return a.y &lt; b.y; }  struct Node {     P pt; // if this is a leaf, the single point in it     T x0 = INF, x1 = -INF, y0 = INF, y1 = -INF; // bounds     Node *first = 0, *second = 0;      T distance(const P&amp; p) { // min squared distance to a point         T x = (p.x &lt; x0 ? x0 : p.x &gt; x1 ? x1 : p.x);         T y = (p.y &lt; y0 ? y0 : p.y &gt; y1 ? y1 : p.y);         return (P(x,y) - p).dist2();     } }</pre>	

<pre>Node(vector&lt;P&amp;&amp; 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() &gt; 1) {         // split on x if width &gt;= height (not ideal...)         sort(all(vp), x1 - x0 &gt;= 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()});     } }</pre>	
<pre>};  struct KDTree {     Node* root;     KDTree(const vector&lt;P&gt;&amp; vp) : root(new Node({all(vp)})) {} }</pre>	

<pre>pair&lt;T, P&gt; search(Node *node, const P&amp; p) {     if (!node-&gt;first) {         // uncomment if we should not find the point itself:         // if (p == node-&gt;pt) return {INF, P()};         return make_pair((p - node-&gt;pt).dist2(), node-&gt;pt);     }      Node *f = node-&gt;first, *s = node-&gt;second;     T bfirst = f-&gt;distance(p), bsec = s-&gt;distance(p);     if (bfirst &gt; bsec) swap(bsec, bfirst), swap(f, s);      // search closest side first, other side if needed     auto best = search(f, p);     if (bsec &lt; best.first)         best = min(best, search(s, p));     return best; }  // find nearest point to a point, and its squared distance</pre>	
--	--

```
// (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], ...}, all counter-clockwise.

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

```
"Point.h" 88 lines

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

```
struct Quad {
    bool mark; Q o, rot; P p;
    P F() { return r()->p; }
    Q r() { return rot->rot; }
    Q prev() { return rot->o->rot; }
    Q next() { return r()->prev(); }
};
```

**bool** circ(P p, P a, P b, P c) { *// is p in the circumcircle?*

```
    ll 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)};

    rep(i,0,4)
        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 q = makeEdge(a->F(), b->p);
    splice(q, a->next());
    splice(q->r(), b);
    return q;
```

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

```
#define H(e) e->F(), e->p
#define valid(e) (e->F().cross(H(base)) > 0)
Q A, B, ra, rb;
int half = sz(s) / 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));
    Q base = connect(B->r(), A);
    if (A->p == ra->p) ra = base->r();
    if (B->p == rb->p) rb = base;
```

```
#define DEL(e, init, dir) Q e = init->dir; if (valid(e)) \
    while (circ(e->dir->F(), H(base), e->F())) { \
        Q t = e->dir; \
        splice(e, e->prev()); \
        splice(e->r(), e->r()->prev()); \
        e = t; \
    }
```

```
for (;;) {
    DEL(LC, base->r(), o); DEL(RC, base, prev());
    if (!valid(LC) && !valid(RC)) break;
    if (!valid(LC) || (valid(RC) && circ(H(RC), H(LC))))
        base = connect(RC, base->r());
    else
        base = connect(base->r(), LC->r());
}
return { ra, rb };
}
```

```
vector<P> triangulate(vector<P> pts) {
    sort(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 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& trilst) {
    double v = 0;
    for (auto i : trilst) v += p[i.a].cross(p[i.b]).dot(p[i.c]);
    return v / 6;
}
```

### Point3D.h

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

```
template<class T> struct Point3D {
    typedef Point3D P;
    typedef const P& R;
    T x, y, z;
    explicit Point3D(T x=0, T y=0, T z=0) : x(x), y(y), z(z) {}
    bool operator<(R p) const {
        return tie(x, y, z) < tie(p.x, p.y, p.z); }
    bool operator==(R p) const {
        return tie(x, y, z) == tie(p.x, p.y, p.z); }
    P operator+(R p) const { return P(x+p.x, y+p.y, z+p.z); }
    P operator-(R p) const { return P(x-p.x, y-p.y, z-p.z); }
    P operator*(T d) const { return P(x*d, y*d, z*d); }
    P operator/(T d) const { return P(x/d, y/d, z/d); }
    T dot(R p) const { return x*p.x + y*p.y + z*p.z; }
    P cross(R p) const {
        return P(y*p.z - z*p.y, z*p.x - x*p.z, x*p.y - y*p.x);
    }
    T dist2() const { return x*x + y*y + z*z; }
    double dist() const { return sqrt((double)dist2()); }
    //Azimuthal angle (longitude) to x-axis in interval [-pi, pi]
    double phi() const { return atan2(y, x); }
    //Zenith angle (latitude) to the z-axis in interval [0, pi]
    double theta() const { return atan2(sqrt(x*x+y*y), z); }
    P unit() const { return *this/(T)dist(); } //makes dist()==1
    //returns unit vector normal to *this and p
    P normal(P p) const { return cross(p).unit(); }
    //returns point rotated 'angle' radians ccw around axis
    P rotate(double angle, P axis) const {
        double s = sin(angle), c = cos(angle); P u = axis.unit();
        return u.dot(u)*(1-c) + (*this)*c - cross(u)*s;
    }
};
```

### 3dHull.h

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

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

```
"Point3D.h" 49 lines

typedef Point3D<double> P3;

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

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

```
vector<F> hull3d(const vector<P3>& A) {
    assert(sz(A) >= 4);
    vector<vector<PR>> E(sz(A), vector<PR>(sz(A), {-1, -1}));
#define E(x,y) E[f.x][f.y]
    vector<F> FS;
    auto mf = [&](int i, int j, int k, int l) {
        P3 q = (A[j] - A[i]).cross((A[k] - A[i]));
        if (q.dot(A[l]) > q.dot(A[i]))
            q = q * -1;
        F f(q, i, j, k);
        E(a,b).ins(k); E(a,c).ins(j); E(b,c).ins(i);
        FS.push_back(f);
    };
    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)

### 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) {
vector<int> ans;
auto pi = getPi(p);
int slen = s.length(), plen = p.length(), j = 0;
for(int i = 0; i < slen; i++) {
    while(j>0 && s[i] != p[j])
        j = pi[j-1];
    if(s[i] == p[j]) {
        if(j==plen-1) {
            ans.push_back(i-plen+1);
            j = pi[j];
        }
        else
            j++;
    }
}
return ans;
}

```

## 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:**  $\mathcal{O}(n)$  12 lines

```

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 - l]);
        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])
            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:**  $\mathcal{O}(N)$  8 lines

```

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

**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<int> sa(n), rank(n*2), new_rank(n*2), cnt(m), idx(n);
        for (int i = 0; i < n; i++) {
            rank[i] = s[i]; sa[i] = i;
        }
        for (int d = 1; d < n; d = d * 2) {
            auto cmp = [&](int i,int j){
                return rank[i] < rank[j] || (rank[i]==rank[j] && rank[i+d]
                    < rank[j+d]);};
            fill(cnt.begin(), cnt.end(), 0);
            for (int i = 0; i < n; i++) cnt[rank[i+d]]++;
            for (int i = 1; i < m; i++) cnt[i] += cnt[i-1];
            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]]++;
            for (int i = 1; i < m; i++) cnt[i] += cnt[i-1];
            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]] = 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;
        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);
        }
        return lcp;
    }
};

```

## 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:**  $\mathcal{O}(26N)$  50 lines

```

struct SuffixTree {
    enum { N = 200010, ALPHA = 26 }; // N ~ 2*maxlen+10
    int toi(char c) { return c - 'a'; }
    string a; // v = cur node, q = cur position
    int t[N][ALPHA], l[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]; goto suff; }
            v=t[v][c]; q=l[v];
        }
        if (q==-1 || c==toi(a[q])) q++; else {
            l[m+1]=i; p[m+1]=m; l[m]=l[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]; }
        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; l[0] = l[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)
pii best;
int lcs(int node, int i1, int i2, int olen) {
    if (l[node] <= i1 && i1 < r[node]) return 1;
    if (l[node] <= i2 && i2 < r[node]) return 2;
    int mask = 0, len = node ? olen + (r[node] - l[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;
}
}

```

## Hashing.h

**Description:** Rabin-Karp rolling hash, always use multiple modulus and bases when unsure. 18 lines

```

vector<ll> RabinKarp(string &s, ll window, ll mod, ll p) {
    vector<ll> hash_values;
    ll cur = 0;
    ll hash_offset = 1;
    for (int i = 0; i < window; i++) {
        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++) {
        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'; 90 lines

```

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->fail;
        if (u -> nxt[ind])
            u = u-> 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;
                else
                {
                    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)

```
* 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__;
public:
    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'; }
    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 >= 0 ? n : -n; n >= 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;
        for (int i = sz; i --> 0; n /= 10) write_buf[write_idx + i] = 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<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<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:**  $O(\log N)$

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) {
        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 || R.empty(). Returns empty set on failure (or if G is empty).  
**Time:**  $O(N \log N)$

19 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;
}
```

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:**  $\mathcal{O}\left(k \log \frac{n}{k}\right)$  19 lines

```
template<class F, class G, class T>
void rec(int from, int to, F& f, G& g, int& i, T& p, T q) {
    if (p == q) return;
    if (from == to) {
        g(i, to, p);
        i = to; p = q;
    } else {
        int mid = (from + to) >> 1;
        rec(from, mid, f, g, i, p, f(mid));
        rec(mid+1, to, f, g, i, p, q);
    }
}

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

9.2 Misc. algorithms

BinarySearch.h

**Description:** Be careful and double check for off by 1 error

**Time:**  $\mathcal{O}(\log n)$  7 lines

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

TernarySearch.h

**Description:** Find the smallest i in [a,b] that maximizes f(i), assuming that f(a) < ... < f(i) ≥ ... ≥ f(b). To reverse which of the sides allows non-strict 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,&[](int i){return a[i];});

**Time:**  $\mathcal{O}(\log(b-a))$  11 lines

```
template<class F>
int ternSearch(int a, int b, F f) {
    assert(a <= b);
    while (b - a >= 5) {
        int mid = (a + b) / 2;
        if (f(mid) < f(mid+1)) a = mid; // (A)
        else b = mid+1;
    }
    rep(i,a+1,b+1) if (f(a) < f(i)) a = i; // (B)
    return a;
}
```

LIS.h

**Description:** Compute indices for the longest increasing subsequence.

**Time:**  $\mathcal{O}(N \log N)$  17 lines

```
template<class I> vi lis(const vector<I>& S) {
    if (S.empty()) return {};
    vi prev(sz(S));
    typedef pair<I, int> p;
    vector<p> 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, 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.h

**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  $f(b, c) \leq f(a, d)$  and  $f(a, c) + f(b, d) \leq f(a, d) + f(b, c)$  for all  $a \leq b \leq c \leq d$ . Consider also: LineContainer (ch. Data structures), monotone queues, ternary search.

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

DivideAndConquerDP.h

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

**Time:**  $\mathcal{O}((N + (hi-lo)) \log N)$  18 lines

```
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); }
};
```

DynamicCHT.h

87 lines

```
int CHT_MODE=1;
bool MAX_CHT = false;
ld x_min = -1e18, x_max = 1e18;

struct Line {
    ld slope, y, start;

    ld compute(ld x1) const {
        return slope*x1 + y;
    }

    bool operator<(const Line& l) const {
        if(CHT_MODE == 1)
            if(MAX_CHT)
                return l.slope > this->slope;
            else
                return l.slope < this->slope;
        else
            return l.start > this->start;
    }
};
```

```
}

ld intersect(const Line& l) const {
    if(l.slope == slope)
        return x_max+1;
    return (l.y-y)/(slope-l.slope);
}

};

struct CHT {
    set<Line> s;
    void insert(ld slope, ld y) {
        Line l(slope, y, 0);
        auto ptr = s.lower_bound(l);
        if(ptr != s.end()) {
            if(MAX_CHT && ptr->compute(ptr->start) >= l.compute(ptr->start))
                return;
            else if(!MAX_CHT && ptr->compute(ptr->start) <= l.compute(ptr->start))
                return;
        }
        decltype(ptr) sit = s.begin(), eit = s.end();
        for(auto i=ptr; i!=s.end(); i++) {
            auto next_it = next(i);
            ld snext = (next_it==s.end()) ? x_max : next_it->start;
            ld isct = i->intersect(l);
            if(isct > i->start && isct <= snext) {
                eit = i;
                break;
            }
        }
        ld start = x_min;
        for(auto i=ptr; i!=s.begin(); i--) {
            auto t_i = prev(i);
            ld si = (i==s.end()) ? x_max : i->start;
            ld isct = t_i->intersect(l);
            if(isct >= t_i->start && isct < si) {
                start = isct;
                sit = i;
                break;
            }
        }

        for(auto i=sit; i!=eit; ) {
            auto tmp = next(i);
            s.erase(i);
            i = tmp;
        }

        if(eit != s.end()) {
            Line tmp_l = *eit;
            s.erase(eit);
            tmp_l.start = l.intersect(tmp_l);
            s.insert(tmp_l);
        }

        l.start = start;
        s.insert(l);
    }

    ld query(ld x) {
        CHT_MODE=2;
        auto l_ptr = s.lower_bound(Line(0., 0., x));
        l_ptr = prev(l_ptr);
        ld ret = l_ptr->compute(x);
        CHT_MODE=1;
        return ret;
    }
};
```

# 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. 헛갈리면 쓰면서 가.
- 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 `break`나 `return`으로 끊어버리면 안됨.
- iterator 주의 : `.end()` 는 항상 맨 끝 원소보다 하나 더 뒤의 iterator. `erase` 쓸 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 짰 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, 퀴리가 30만개 들어온다면 한 퀴리를 적어도  $\log n$  에 처리할 방법이 아무튼 있다는 뜻.
- 그 방법이 뭐지? xxxxx한 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.  $3 \rightarrow 2 \rightarrow 1$ . [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 보이냐?  
→ 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 마찬가지로. 어떤 조건을 단순화하기 위해 상태의 수를 사이사이에 집어넣을 수 있나? ([ex : SNUPC 2018 실버런](#))
- DP State를 어떻게 나타낼 것인가? 첫  $i$ 개만을 이용한 답을 알면  $i+1$ 개째가 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 생각하면 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 풀리면 : 필요없는 long long을 사용하지 않았나? map이나 set iterator들을 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 풀을 수 있나? 컴파일러를 믿고  $10^8$ 의 몇 배 정도까지는 내 봐도 될 수도. 의외로 Naive한 문제가 많다. [Atcoder 158 Divisible Substring](#)