

Team Notebook



template

```
#include <bits/stdc++.h>
using namespace std;

template <typename T> using vec = vector<T>;
using ll = long long;
#define sz(x) (int)x.size()
#define all(x) x.begin(), x.end()

int main() {
    cin.tie(0) -> sync_with_stdio(0);
    return 0;
}
```

Data Structures

hashmap

description: Hash map with mostly the same API as `unordered_map`, but ~3x faster. Uses 1.5x memory. Initial capacity must be a power of 2 (if provided).

```
#include <bits/extc++.h>
using namespace __gnu_pbds;

struct chash {
    const uint64_t C = ll(4e18 * acos(0)) | 71;
    ll operator()(ll x) const { return __builtin_bswap64(x*C); }
};
gp_hash_table<ll, int, chash> h({}, {}, {}, {}, {1<<16});
```

order_statistic_tree

time: $O(\log n)$

```
#include <bits/extc++.h>
using namespace __gnu_pbds;

template<class T>
```

```
using Tree = tree<T, null_type, less<T>, rb_tree_tag,
tree_order_statistics_node_update>;
```

union_find

time: $O(\alpha(n))$

```
#include <template.h>
struct union_find {
    vec<int> e;
    union_find(int n) : e(n, -1) {}
    bool sameSet(int a, int b) {
        return find(a) == find(b);
    }
    int size(int x) {
        return -e[find(x)];
    }
    int find(int x) {
        return e[x] < 0 ? x : e[x] = find(e[x]);
    }
    bool join(int a, int b) {
        a = find(a), b = find(b);
        if (a == b) return false;
        if (e[a] > e[b]) swap(a, b);
        e[a] += e[b]; e[b] = a;
        return true;
    }
};
```

convex_hull_trick

description: Container where you can add lines of the form $kx + m$, and query maximum values at points x .

time: $O(\log n)$

```
#include <template.h>
struct line {
    mutable ll k, m, p;
    bool operator<(const line& o) const { return k < o.k; }
    bool operator<(ll x) const { return p < x; }
};

struct line_container : multiset<line, less<>> {
    // (for doubles, use inf = 1/.0, div(a,b) = a/b)
```

```

static const ll inf = LLONG_MAX;
ll div(ll a, ll b) { // floored division
    return a / b - ((a ^ b) < 0 && a % b);
}
bool isect(iterator x, iterator y) {
    if (y == end()) return x->p = inf, 0;
    if (x->k == y->k) x->p = x->m > y->m ? inf : -inf;
    else x->p = div(y->m - x->m, x->k - y->k);
    return x->p >= y->p;
}
void add(ll k, ll m) {
    auto z = insert({k, m, 0}), y = z++, x = y;
    while (isect(y, z)) z = erase(z);
    if (x != begin() && isect(--x, y)) isect(x, y = erase(y));
    while ((y = x) != begin() && (--x)->p >= y->p)
        isect(x, erase(y));
}
ll query(ll x) {
    assert(!empty());
    auto l = *lower_bound(x);
    return l.k * x + l.m;
}
};

```

Strings

kmp

description: $\text{pi}[x]$ computes the length of the longest prefix of s that ends at x , other than $s[0 \dots x]$ itself (abacaba \rightarrow 0010123). Can be used to find all occurrences of a string.

time: $O(n)$

```

#include <template.h>
vec<int> pi(const string& s) {
    vec<int> p(s.size());
    for (int i = 0; i < s.size(); i++) {
        int g = p[i-1];
        while (g && s[i] != s[g]) g = p[g-1];
        p[i] = g + (s[i] == s[g]);
    }
    return p;
}

```

```

vec<int> match(const string& s, const string& pat) {
    vec<int> p = pi(pat + '\0' + s), res;
    for (int i = p.size()-s.size(); i < p.size(); i++) {
        if (p[i] == pat.size())
            res.push_back(i - 2 * pat.size());
    }
    return res;
}

```

Graphs

topological_sort

time: $O(V + E)$

```

#include <template.h>
vec<int> topoSort(const vec<vec<int>> &gr){
    vec<int> indeg(gr.size()), ret;
    for (auto &li : gr)
        for (int x : li)
            indeg[x]++;
    queue<int> q;
    for (int i = 0; i < gr.size(); i++)
        if (indeg[i] == 0) q.push(i);
    while (!q.empty()) {
        int i = q.front();
        ret.push_back(i);
        q.pop();
        for (int x : gr[i])
            if (--indeg[x] == 0)
                q.push(x);
    }
    return ret;
}

```

dinic

time: $O(VE \log U)$

```

struct dinic {
    struct edge_flow {
        int to, rev;
        ll c, oc;
        ll flow() { return max(oc - c, 0LL); } // if you need flows
    }
};

```

```

};
vec<int> lvl, ptr, q;
vec<vec<edge_flow>> adj;
dinic(int n) : lvl(n), ptr(n), q(n), adj(n) {}
void addEdge(int a, int b, ll c, ll rcap = 0) {
    adj[a].push_back({b, sz(adj[b]), c, c});
    adj[b].push_back({a, sz(adj[a]) - 1, rcap, rcap});
}
ll dfs(int v, int t, ll f) {
    if (v == t || !f)
        return f;
    for (int &i = ptr[v]; i < sz(adj[v]); i++) {
        edge_flow &e = adj[v][i];
        if (lvl[e.to] == lvl[v] + 1)
            if (ll p = dfs(e.to, t, min(f, e.c))) {
                e.c -= p, adj[e.to][e.rev].c += p;
                return p;
            }
    }
    return 0;
}
ll calc(int s, int t) {
    ll flow = 0;
    q[0] = s;
    for (int L = 0; L < 31; L++) {
        do { // 'int L=30' maybe faster for random data
            lvl = ptr = vec<int>(sz(q));
            int qi = 0, qe = lvl[s] = 1;
            while (qi < qe && !lvl[t]) {
                int v = q[qi++];
                for (edge_flow e : adj[v])
                    if (!lvl[e.to] && e.c >> (30 - L))
                        q[qi++] = e.to, lvl[e.to] = lvl[v] + 1;
            }
            while (ll p = dfs(s, t, LLONG_MAX))
                flow += p;
        } while (lvl[t]);
    }
    return flow;
}
bool leftOfMinCut(int a) { return lvl[a] != 0; }
};

```
