Team Notebook

template

```cpp
#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).

```cpp
#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: $O(\log n)$

```cpp
#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: $O(\alpha(n))$

```cpp
struct union_find {
  vec<int> e;
  union_find(int n) : e(n, -1) {}
  bool same(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: $O(\log n)$

```cpp
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: `pi[x]` computes the length of the longest prefix of `s` that ends at `x`, other than `s[0...x]` itself (`abacaba` $\to$ `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: $O(V+E)$

```
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[qe++] = 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; }
};
```