



Universidade de Brasília

# É só Fazer

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1 Contest

2 Theory

3 Math

4 Geometry

5 Graph

6 Data structures

7 Strings

8 DP

9 Various

Contest (1)

template.cpp21 lines

```
#include <bits/stdc++.h>
using namespace std;
#define endl '\n'
#define rep(i, a, b) for(int i = a; i < (b); ++i)
#define all(x) begin(x), end(x)
#define sz(x) (int)(x).size()
#define pb push_back
#define eb emplace_back
#define debug(x...) cout<<"["#x"]: ", [] (auto...$) { ((cout<<$<<" ";
    ),...); }(x),cout<<endl
typedef long long ll;
typedef pair<int, int> pii;
typedef vector<int> vi;
template<class T> auto& operator<<(ostream& o, vector<T> v){
    rep(i,0,sz(v)){o << v[i]; if (i<sz(v)-1)o << " ";} return o;}
```

```
constexpr int oo = (((unsigned int)-1) >> 1);
```

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

.bashrc20 lines

```
# Makefile: "CXXFLAGS := -std=c++20 -Wall -Wextra -Wshadow -
Wconversion -fsanitize=address,undefined -g3 -DLOCAL"
teste() {
    for f in "$2"/*; do
        echo "=== $f"
        cat $f
        echo "=== Out"
        $1 < $f
    done
}
# teste ./b btests
stress() {
    for ((i=1; ; i++)) do
        echo "Test $i"
        $1 > i.txt
        $2 < i.txt > o1.txt
```

```
1          $3 < i.txt > o2.txt
2          diff -q o1.txt o2.txt
```

```
1      }
2      # stress "python3 gen.py" ./main ./brute
```

3.vimrc5 lines

```
8 set autoindent smartindent ts=4 sw=4 rnu nu
9 " Select region and then type :Hash to hash your selection.
10 " Useful for verifying that there aren't mistypes.
11 ca Hash w !cpp -dD -P -fpreprocessed \ | tr -d '[:space:]' \
12 \ | md5sum \ | cut -c-6
```

hash.sh3 lines

```
24 # Hashes a file, ignoring all whitespace and comments. Use for
25 # verifying that code was correctly typed.
26 cpp -dD -P -fpreprocessed | tr -d '[:space:]' | md5sum |cut -c-6
```

troubleshoot.txt52 lines

```
Pre-submit:
Write a few simple test cases if sample is not enough.
Are time limits close? If so, generate max cases.
Is the memory usage fine?
Could anything overflow?
Make sure to submit the right file.
```

```
Wrong answer:
Print your solution! Print debug output, as well.
Are you clearing all data structures between test cases?
Can your algorithm handle the whole range of input?
Read the full problem statement again.
Do you handle all corner cases correctly?
Have you understood the problem correctly?
Any uninitialized variables?
Any overflows?
Confusing N and M, i and j, etc.?
Are you sure your algorithm works?
What special cases have you not thought of?
Are you sure the STL functions you use work as you think?
Add some assertions, maybe resubmit.
Create some testcases to run your algorithm on.
Go through the algorithm for a simple case.
Go through this list again.
Explain your algorithm to a teammate.
Ask the teammate to look at your code.
Go for a small walk, e.g. to the toilet.
Is your output format correct? (including whitespace)
Rewrite your solution from the start or let a teammate do it.
```

```
Runtime error:
Have you tested all corner cases locally?
Any uninitialized variables?
Are you reading or writing outside the range of any vector?
Any assertions that might fail?
Any possible division by 0? (mod 0 for example)
Any possible infinite recursion?
Invalidated pointers or iterators?
Are you using too much memory?
Debug with resubmits (e.g. remapped signals, see Various).
```

```
Time limit exceeded:
Do you have any possible infinite loops?
What is the complexity of your algorithm?
Are you copying a lot of unnecessary data? (References)
How big is the input and output? (consider scanf)
Avoid vector, map. (use arrays/unordered_map)
```

What do your teammates think about your algorithm?

Memory limit exceeded:  
What is the max amount of memory your algorithm should need?  
Are you clearing all data structures between test cases?

Theory (2)

2.1 Geometry

2.1.1 Trigonometry

$$\sin v + \sin w = 2 \sin \frac{v + w}{2} \cos \frac{v - w}{2}$$

$$\cos v + \cos w = 2 \cos \frac{v + w}{2} \cos \frac{v - w}{2}$$

$$(V + W) \tan(v - w)/2 = (V - W) \tan(v + w)/2$$

where  $V, W$  are lengths of sides opposite angles  $v, w$ .

$$a \cos x + b \sin x = r \cos(x - \phi)$$

$$a \sin x + b \cos x = r \sin(x + \phi)$$

where  $r = \sqrt{a^2 + b^2}, \phi = \text{atan2}(b, a)$ .

2.1.2 Triangles

Side lengths:  $a, b, c$

Semiperimeter:  $p = \frac{a + b + c}{2}$

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

2.1.3 Quadrilaterals

With side lengths  $a, b, c, d$ , diagonals  $e, f$ , diagonals angle  $\theta$ , area  $A$  and magic flux  $F = b^2 + d^2 - a^2 - c^2$ :

$$4A = 2ef \cdot \sin \theta = F \tan \theta = \sqrt{4e^2 f^2 - F^2}$$

For cyclic quadrilaterals the sum of opposite angles is  $180^\circ$ ,  
 $ef = ac + bd$ , and  $A = \sqrt{(p - a)(p - b)(p - c)(p - d)}$ .

## 2.2 Probability theory

### 2.2.1 Markov chains

A *Markov chain* is a discrete random process with the property that the next state depends only on the current state. Let  $X_1, X_2, \dots$  be a sequence of random variables generated by the Markov process. Then there is a transition matrix  $\mathbf{P} = (p_{ij})$ , with  $p_{ij} = \Pr(X_n = i | X_{n-1} = j)$ , and  $\mathbf{p}^{(n)} = \mathbf{P}^n \mathbf{p}^{(0)}$  is the probability distribution for  $X_n$  (i.e.,  $p_i^{(n)} = \Pr(X_n = i)$ ), where  $\mathbf{p}^{(0)}$  is the initial distribution.

$\pi$  is a stationary distribution if  $\pi = \pi \mathbf{P}$ . If the Markov chain is *irreducible* (it is possible to get to any state from any state), then  $\pi_i = \frac{1}{\mathbb{E}(T_i)}$  where  $\mathbb{E}(T_i)$  is the expected time between two visits in state  $i$ .  $\pi_j / \pi_i$  is the expected number of visits in state  $j$  between two visits in state  $i$ .

For a connected, undirected and non-bipartite graph, where the transition probability is uniform among all neighbors,  $\pi_i$  is proportional to node  $i$ 's degree.

A Markov chain is *ergodic* if the asymptotic distribution is independent of the initial distribution. A finite Markov chain is ergodic iff it is irreducible and *aperiodic* (i.e., the gcd of cycle lengths is 1).  $\lim_{k \rightarrow \infty} \mathbf{P}^k = \mathbf{1}\pi$ .

A Markov chain is an A-chain if the states can be partitioned into two sets  $\mathbf{A}$  and  $\mathbf{G}$ , such that all states in  $\mathbf{A}$  are absorbing ( $p_{ii} = 1$ ), and all states in  $\mathbf{G}$  leads to an absorbing state in  $\mathbf{A}$ . The probability for absorption in state  $i \in \mathbf{A}$ , when the initial state is  $j$ , is  $a_{ij} = p_{ij} + \sum_{k \in \mathbf{G}} a_{ik} p_{kj}$ . The expected time until absorption, when the initial state is  $i$ , is  $t_i = 1 + \sum_{k \in \mathbf{G}} p_{ki} t_k$ .

## 2.3 Combinatorics

### 2.3.1 Permutations

#### Cycles

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

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

#### Derangements

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

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

### 2.3.2 Partitions and subsets

#### Partition function

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

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

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

$n$	0	1	2	3	4	5	6	7	8	9	20	50	100
$p(n)$	1	1	2	3	5	7	11	15	22	30	627	$\sim 2\text{e}5$	$\sim 2\text{e}8$

#### 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  $\binom{n}{m} \equiv \prod_{i=0}^k \binom{n_i}{m_i} \pmod{p}$ .

### 2.3.3 General purpose numbers

#### 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:

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

#### Stirling numbers of the first kind

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

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

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

$$c(8, k) = 8, 0, 5040, 13068, 13132, 6769, 1960, 322, 28, 1$$

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

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

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

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

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

### Stirling numbers of the second kind

Partitions of  $n$  distinct elements into exactly  $k$  groups.

$$S(n, k) = S(n-1, k-1) + kS(n-1, k)$$

$$S(n, 1) = S(n, n) = 1$$

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

#### 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,

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

## 2.4 Number Theory

### 2.4.1 Bézout's identity

For  $a \neq 0, b \neq 0$ , 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

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

### 2.4.2 Highly composite numbers

Up to: number of divisors (number itself)

$10^2$	: 12(60)
$10^3$	: 32(840)
$10^4$	: 64(7560)
$10^5$	: 128(83160)
$10^6$	: 240(720720)
$10^7$	: 448(8648640)
$10^8$	: 768(73513440)
$10^9$	: 1344(735134400)
$10^{10}$	: 2304(6983776800)
$10^{11}$	: 4032(97772875200)
$10^{12}$	: 6720(963761198400)
$10^{13}$	: 10752(9316358251200)
$10^{14}$	: 17280(97821761637600)
$10^{15}$	: 26880(866421317361600)
$10^{16}$	: 41472(8086598962041600)
$10^{17}$	: 64512(74801040398884800)
$10^{18}$	: 103680(897612484786617600)

## 2.5 Graphs

### 2.5.1 Erdős–Gallai theorem

A simple graph with node degrees  $d_1 \geq \dots \geq d_n$  exists iff  $d_1 + \dots + d_n$  is even and for every  $k = 1 \dots n$ ,

$$\sum_{i=1}^k d_i \leq k(k-1) + \sum_{i=k+1}^n \min(d_i, k).$$

## Math (3)

### 3.1 Misc

#### 3.1.1 Combinatorics

multinomial.h

**Description:** Computes  $\binom{k_1 + \dots + k_n}{k_1, k_2, \dots, k_n} = \frac{(\sum k_i)!}{k_1!k_2! \dots k_n!}$ .a0a312, 5 lines

```
11 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;
} // a0a312
```

Combinatorics.h

**Description:** combinatorics structure

**Memory:**  $\mathcal{O}(mxn)$

**Time:**  $\mathcal{O}(mxn)$

"../math/ModPow.h"d4ae0e, 10 lines

```
int mul(int a, int b) {return (int)((1l)a * b % mod);}
struct Combinatorics{
    vi f, fi;
    Combinatorics(int mxn):f(mxn),fi(mxn){
        f[0] = 1; rep(i, 1, mxn) f[i]=mul(f[i-1],i);
        fi[mxn-1] = modpow(f[mxn-1], mod-2);
        for(int i=mxn-1;i>0;i--) fi[i-1] = mul(fi[i],i);
    } // 5e6a1f
    int choose(int n, int k){return mul(f[n],mul(fi[k],fi[n-k]));}
}
}; // ffee09
```

#### 3.1.2 Polynomial Calculus

PolyRoots.h

**Description:** Finds the real roots to a polynomial.

**Usage:** polyRoots({{2,-3,1}},-1e9,1e9) // solve x^2-3x+2 = 0

**Time:**  $\mathcal{O}(n^2 \log(1/\epsilon))$ e897c3, 40 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;
    } // ae76f3
    void diff() {
        rep(i,1,sz(a)) a[i-1] = i*a[i];
        a.pop_back();
    } // afcaea
    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();
    } // 3f874a
}; // c9b7b0
```

```
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;
            } // b69f41
            ret.push_back((l + h) / 2);
        } // fc22f0
    } // d15986
    return ret;
} // b00bfe
```

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:**  $\mathcal{O}(n^2)$ 08bf48, 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];
    } // 4c74fe
    return res;
} // 285367
```

#### 3.1.3 Recurrences and Sums

BerlekampMassey.h

**Description:** Recovers any  $n$ -order linear recurrence relation from the first  $2n$  terms of the recurrence. Useful for guessing linear recurrences after brute-forcing the first terms. Should work on any field, but numerical stability for floats is not guaranteed. Output will have size  $\leq n$ .

**Usage:** berlekampMassey({0, 1, 1, 3, 5, 11}) // {1, 2}

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

"../math/ModPow.h"96548b, 17 lines

```
vector<ll> berlekampMassey(vector<ll> s) {
    int n = sz(s), L = 0, m = 0;
    vector<ll> C(n), B(n), T;
    C[0] = B[0] = 1; ll b = 1;
    rep(i,0,n) { ++m;
        ll d = s[i] % mod;
        rep(j,1,L+1) d = (d + C[j] * s[i - j]) % mod;
        if (!d) continue;
        T = C; ll coef = d * modpow(b, mod-2) % mod;
        rep(j,m,n) C[j] = (C[j] - coef * B[j - m]) % mod;
        if (2 * L > i) continue;
        L = i + 1 - L; B = T; b = d; m = 0;
    } // 8c2376
    C.resize(L + 1); C.erase(C.begin());
    for (ll& x : C) x = (mod - x) % mod;
```

```
    return C;
} // 96548b
```

LinearRecurrence.h

**Description:** Generates the  $k$ 'th term of an  $n$ -order linear recurrence  $S[i] = \sum_j S[i-j-1]tr[j]$ , given  $S[0 \dots n-1]$  and  $tr[0 \dots n-1]$ . Faster than matrix multiplication. Useful together with Berlekamp–Massey.

**Usage:** linearRec({0, 1}, {1, 1}, k) //  $k$ 'th Fibonacci number

**Time:**  $\mathcal{O}(n^2 \log k)$ f4e444, 21 lines

```
typedef vector<ll> Poly;
ll linearRec(Poly S, Poly tr, ll k) {
    int n = sz(tr);
    auto combine = [&](Poly a, Poly b) {
        Poly res(n * 2 + 1);
        rep(i,0,n+1) rep(j,0,n+1)
            res[i + j] = (res[i + j] + a[i] * b[j]) % mod;
        for (int i = 2 * n; i > n; --i) rep(j,0,n)
            res[i - 1 - j] = (res[i - 1 - j] + res[i] * tr[j]) % mod;
        res.resize(n + 1);
        return res;
    }; // 55c8ab
    Poly pol(n + 1), e(pol); pol[0] = e[1] = 1;
    for (++k; k; k /= 2) {
        if (k % 2) pol = combine(pol, e);
        e = combine(e, e);
    } // 8137be
    ll res = 0;
    rep(i,0,n) res = (res + pol[i + 1] * S[i]) % mod;
    return res;
} // 5948dc
```

FloorModSum.h

**Description:** Floor sum and Mod sum.

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

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

5c5bc5, 16 lines

```
typedef unsigned long long ull;
ull sumsq(ull to) { return to / 2 * ((to-1) | 1); }
```

```
ull divsum(ull to, ull c, ull k, ull m) {
    ull res = k / m * sumsq(to) + c / m * to;
    k %= m; c %= m;
    if (!k) return res;
    ull to2 = (to * k + c) / m;
    return res + (to - 1) * to2 - divsum(to2, m-1 - c, m, k);
} // 78bfc8
```

```
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);
} // 5daf3e
```

## 3.2 Optimization

### 3.2.1 Fractions and Real Numbers

FracBinarySearch.h

**Description:** Given  $f$  and  $N$ , finds the smallest fraction  $p/q \in [0, 1]$  such that  $f(p/q)$  is true, and  $p, q \leq N$ . You may want to throw an exception from  $f$  if it finds an exact solution, in which case  $N$  can be removed.

**Usage:** fracBS([&](Frac f) { return f.p>=3\*f.q; }, 10); // {1,3}

**Time:**  $\mathcal{O}(\log(N))$ 27ab3e, 25 lines

**struct** Frac { ll p, q; };

```
template<class F>
Frac fracBS(F f, ll 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) {
    ll 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;
        } // cacde6
    } // d6d2f6
    hi.p += lo.p * adv;
    hi.q += lo.q * adv;
    dir = !dir;
    swap(lo, hi);
    A = B; B = !adv;
} // 7df851
return dir ? hi : lo;
} // ef9d52
```

GoldenSectionSearch.h

**Description:** Finds the argument minimizing the function  $f$  in the interval  $[a, b]$  assuming  $f$  is unimodal on the interval, i.e. has only one local minimum and no local maximum. The maximum error in the result is  $\epsilon$ . Works equally well for maximization with a small change in the code. See TernarySearch.h in the Various chapter for a discrete version.

**Usage:** double func(double x) { return 4+x+.3\*x\*x; }

double xmin = gss(-1000,1000,func);

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

31d45b, 14 lines

```
double gss(double a, double b, double (*f)(double)) {
    double r = (sqrt(5)-1)/2, eps = 1e-7;
    double x1 = b - r*(b-a), x2 = a + r*(b-a);
    double f1 = f(x1), f2 = f(x2);
    while (b-a > eps)
        if (f1 < f2) { //change to > to find maximum
            b = x2; x2 = x1; f2 = f1;
            x1 = b - r*(b-a); f1 = f(x1);
        } else { // 4513d0
            a = x1; x1 = x2; f1 = f2;
            x2 = a + r*(b-a); f2 = f(x2);
        } // 2fe74a
    return a;
} // 31d45b
```

TernarySearch.h

**Description:** Find the smallest  $i$  in  $[a, b]$  that maximizes  $f(i)$ , assuming that  $f(a) < \dots < f(i) \geq \dots \geq f(b)$ . To reverse which of the sides allows non-strict inequalities, change the  $<$  marked with (A) to  $\leq$ , 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:**  $\mathcal{O}(\log(b-a))$

9155b4, 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;
    } // ce7859
    rep(i,a+1,b+1) if (f(a) < f(i)) a = i; // (B)
    return a;
} // 5d6373
```

HillClimbing.h

**Description:** Poor man's optimization for unimodal functions.

Seeef, 14 lines

typedef array<double, 2> P;

template<class F> pair<double, P> hillClimb(P start, F f) {
 pair<double, P> cur(f(start), start);
 for (double jmp = 1e9; jmp > 1e-20; jmp /= 2) {
 rep(j,0,100) rep(dx,-1,2) rep(dy,-1,2) {
 P p = cur.second;
 p[0] += dx\*jmp;
 p[1] += dy\*jmp;
 cur = min(cur, make\_pair(f(p), p));
 } // cc6436
 } // 8d9318
 return cur;
} // 75cdd9

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; });});});

92dd79, 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);
} // 720738
template<class F>
d quad(d a, d b, F f, d eps = 1e-8) {
 return rec(f, a, b, eps, S(a, b));
} // 1e3820

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:**  $\mathcal{O}(NM * \#pivots)$ , where a pivot may be e.g. an edge relaxation.  $\mathcal{O}(2^n)$  in the general case.

aa8530, 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;
 } // 6ff8e9

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;
 } // ca4460
 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]);
} // 9cd0a8

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;
    } // 46853f
    if (r == -1) return false;
    pivot(r, s);
    } // 7d839b
} // f15644
```

```
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);
        } // 683310
    } // b6553f
    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;
} // 396a95
}; // c57b35
```

ConstantIntervals.h

**Description:** Split a monotone function on [from, to) into a minimal set of half-open intervals on which it has the same value. Runs a callback g for each such interval.

**Usage:** constantIntervals(0, sz(v), [&](int x){return v[x];}, [&](int lo, int hi, T val){...});

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

```
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 { // 956f3f
        int mid = (from + to) >> 1;
        rec(from, mid, f, g, i, p, f(mid));
        rec(mid+1, to, f, g, i, p, q);
    } // effcac
} // fb5eee
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);
} // 8bf818
```

3.3 Matrices

3.3.1 General

Determinant.h

**Description:** Calculates determinant of a matrix. Destroys the matrix.

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

```
double det(vector<vector<double>>& a) {
    int n = sz(a); double res = 1;
    rep(i,0,n) {
        int b = i;
        rep(j,i+1,n) if (fabs(a[j][i]) > fabs(a[b][i])) b = j;
        if (i != b) swap(a[i], a[b]), res *= -1;
        res *= a[i][i];
        if (res == 0) return 0;
        rep(j,i+1,n) {
            double v = a[j][i] / a[i][i];
            if (v != 0) rep(k,i+1,n) a[j][k] -= v * a[i][k];
        } // 4ec6a2
    } // ee1466
    return res;
} // bd5cec
```

IntDeterminant.h

**Description:** Calculates determinant using modular arithmetics. Modulos can also be removed to get a pure-integer version.

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

```
const ll mod = 12345;
ll det(vector<vector<ll>>& a) {
    int n = sz(a); ll ans = 1;
    rep(i,0,n) {
        rep(j,i+1,n) {
            while (a[j][i] != 0) { // gcd step
                ll t = a[i][i] / a[j][i];
                if (t) rep(k,i,n)
                    a[i][k] = (a[i][k] - a[j][k] * t) % mod;
                swap(a[i], a[j]);
                ans *= -1;
            } // e81b29
        } // 30d1b2
        ans = ans * a[i][i] % mod;
        if (!ans) return 0;
    } // f39a45
    return (ans + mod) % mod;
} // 5e85f0
```

MatrixInverse.h

**Description:** Invert matrix  $A$ . Returns rank; result is stored in  $A$  unless singular (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:**  $\mathcal{O}(n^3)$

```
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];
        } // ebeea3
```

```
        rep(j,i+1,n) A[i][j] /= v;
        rep(j,0,n) tmp[i][j] /= v;
        A[i][i] = 1;
    } // 26d90b

    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];
    } // 03ae0c

    rep(i,0,n) rep(j,0,n) A[col[i]][col[j]] = tmp[i][j];
    return n;
} // ebfff6
```

3.3.2 Linear Systems

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

```
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;
        } // c92205
        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];
        } // 881860
        rank++;
    } // 0f0f0f

    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];
    } // ed1d08
    return rank; // (multiple solutions if rank < m)
} // ade67b
```

SolveLinear2.h

**Description:** To get all uniquely determined values of  $x$  back from SolveLinear, make the following changes:

```
rep(j,0,n) if (j != i) // instead of rep(j,i+1,n)
// ... then at the end:
x.assign(m, undefined);
rep(i,0,rank) {
    rep(j,rank,m) if (fabs(A[i][j]) > eps) goto fail;
```

```
    x[col[i]] = b[i] / A[i][i];
fail::; } // 87878c
```

### 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:**  $\mathcal{O}(n^2m)$

```
typedef bitset<1000> bs;
fa2d7a, 34 lines
```

```
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;
        } // 80687c
        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);
        } // b44a9b
        rep(j,i+1,n) if (A[j][i]) {
            b[j] ^= b[i];
            A[j] ^= A[i];
        } // 87192e
        rank++;
    } // fe9281
}
```

```
x = bs();
for (int i = rank; i--;) {
    if (!b[i]) continue;
    x[col[i]] = 1;
    rep(j,0,i) b[j] ^= A[j][i];
} // 8fdab1
return rank; // (multiple solutions if rank < m)
} // 26d73e
```

### Tridiagonal.h

**Description:**  $x = \text{tridiagonal}(d,p,q,b)$  solves the equation system

$$\begin{pmatrix} b_0 \\ b_1 \\ b_2 \\ b_3 \\ \vdots \\ b_{n-1} \end{pmatrix} = \begin{pmatrix} d_0 & p_0 & 0 & 0 & \cdots & 0 \\ q_0 & d_1 & p_1 & 0 & \cdots & 0 \\ 0 & q_1 & d_2 & p_2 & \cdots & 0 \\ \vdots & \vdots & \ddots & \ddots & \ddots & \vdots \\ 0 & 0 & \cdots & q_{n-3} & d_{n-2} & p_{n-2} \\ 0 & 0 & \cdots & 0 & q_{n-2} & d_{n-1} \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \\ \vdots \\ x_{n-1} \end{pmatrix}.$$

This is useful for solving problems on the type

$$a_i = b_i a_{i-1} + c_i a_{i+1} + d_i, \, 1 \leq i \leq n,$$

where  $a_0, a_{n+1}, b_i, c_i$  and  $d_i$  are known.  $a$  can then be obtained from

$$\{a_i\} = \text{tridiagonal}(\{1, -1, -1, \dots, -1, 1\}, \{0, c_1, c_2, \dots, c_n\}, \{b_1, b_2, \dots, b_n, 0\}, \{a_0, d_1, d_2, \dots, d_n, a_{n+1}\}).$$

Fails if the solution is not unique.

If  $|d_i| > |p_i| + |q_{i-1}|$  for all  $i$ , or  $|d_i| > |p_{i-1}| + |q_i|$ , or the matrix is positive definite, the algorithm is numerically stable and neither `tr` nor the check for `diag[i] == 0` is needed.

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

```
typedef double T;
vector<T> tridiagonal(vector<T> diag, const vector<T>& super,
    const vector<T>& sub, vector<T> b) {
```

```
    int n = sz(b); vi tr(n);
    rep(i,0,n-1) {
        if (abs(diag[i]) < 1e-9 * abs(super[i])) { // diag[i] == 0
            b[i+1] -= b[i] * diag[i+1] / super[i];
            if (i+2 < n) b[i+2] -= b[i] * sub[i+1] / super[i];
            diag[i+1] = sub[i]; tr[++i] = 1;
        } else { // 464c09
            diag[i+1] -= super[i]*sub[i]/diag[i];
            b[i+1] -= b[i]*sub[i]/diag[i];
        } // 62de5a
    } // ed9cce
    for (int i = n; i--;) {
        if (tr[i]) {
            swap(b[i], b[i-1]);
            diag[i-1] = diag[i];
            b[i] /= super[i-1];
        } else { // 0543e4
            b[i] /= diag[i];
            if (i) b[i-1] -= b[i]*super[i-1];
        } // aa91c6
    } // 28af28
    return b;
} // 06d549
```

## 3.4 Convolutions

### FastFourierTransform.h

**Description:** `fft(a)` computes  $\hat{f}(k) = \sum_x a[x] \exp(2\pi i \cdot kx/N)$  for all  $k$ .  $N$  must be a power of 2. Useful for convolution: `conv(a, b) = c`, where  $c[x] = \sum a[i]b[x-i]$ . For convolution of complex numbers or more than two vectors: FFT, multiply pointwise, divide by `n`, reverse(`start+1, end`), FFT back. Rounding is safe if  $(\sum a_i^2 + \sum b_i^2) \log_2 N < 9 \cdot 10^{14}$  (in practice  $10^{16}$ ; higher for random inputs). Otherwise, use NTT/FFTMod.

**Time:**  $\mathcal{O}(N \log N)$  with  $N = |A| + |B|$  ( $\sim 1s$  for  $N = 2^{22}$ )

```
typedef complex<double> C;
typedef vector<double> vd;
void fft(vector<C>& a) {
    int n = sz(a), L = 31 - __builtin_clz(n);
    static vector<complex<long double>> R(2, 1);
    static vector<C> rt(2, 1); // (^ 10% faster if double)
    for (static int k = 2; k < n; k *= 2) {
        R.resize(n); rt.resize(n);
        auto x = polar(1.0L, acos(-1.0L) / k);
        rep(i,k,2*k) rt[i] = R[i] = i&1 ? R[i/2] * x : R[i/2];
    } // a8a74e
    vi rev(n);
    rep(i,0,n) rev[i] = (rev[i / 2] | (i & 1) << L) / 2;
    rep(i,0,n) if (i < rev[i]) swap(a[i], a[rev[i]]);
    for (int k = 1; k < n; k *= 2)
        for (int i = 0; i < n; i += 2 * k) rep(j,0,k) {
            C z = rt[j+k] * a[i+j+k]; // (25% faster if hand-rolled)
            a[i + j + k] = a[i + j] - z;
            a[i + j] += z;
        } // 577e9c
    } // 01fd0
    vd conv(const vd& a, const vd& b) {
        if (a.empty() || b.empty()) return {};
        vd res(sz(a) + sz(b) - 1);
        int L = 32 - __builtin_clz(sz(res)), n = 1 << L;
        vector<C> in(n), out(n);
        copy(all(a), begin(in));
        rep(i,0,sz(b)) in[i].imag(b[i]);
        fft(in);
        for (C& x : in) x *= x;
        rep(i,0,n) out[i] = in[-i & (n - 1)] - conj(in[i]);
        fft(out);
        rep(i,0,sz(res)) res[i] = imag(out[i]) / (4 * n);
        return res;
    } // 873509
```

### FastFourierTransformMod.h

**Description:** Higher precision FFT, can be used for convolutions modulo arbitrary integers as long as  $N \log_2 N \cdot \text{mod} < 8.6 \cdot 10^{14}$  (in practice  $10^{16}$  or higher). Inputs must be in  $[0, \text{mod})$ .

**Time:**  $\mathcal{O}(N \log N)$ , where  $N = |A| + |B|$  (twice as slow as NTT or FFT)

```
"FastFourierTransform.h"
b82773, 22 lines
```

```
typedef vector<ll> vl;
template<int M> vl convMod(const vl &a, const vl &b) {
    if (a.empty() || b.empty()) return {};
    vl res(sz(a) + sz(b) - 1);
    int B=32-__builtin_clz(sz(res)), n=1<<B, cut=int(sqrt(M));
    vector<C> L(n), R(n), outs(n), outl(n);
    rep(i,0,sz(a)) L[i] = C((int)a[i] / cut, (int)a[i] % cut);
    rep(i,0,sz(b)) R[i] = C((int)b[i] / cut, (int)b[i] % cut);
    fft(L, fft(R);
    rep(i,0,n) {
        int j = -i & (n - 1);
        outl[j] = (L[i] + conj(L[j])) * R[i] / (2.0 * n);
        outs[j] = (L[i] - conj(L[j])) * R[i] / (2.0 * n) / 1i;
    } // cb3017
    fft(outl, fft(outs);
    rep(i,0,sz(res)) {
        ll av = ll(real(outl[i])+.5), cv = ll(imag(outs[i])+.5);
        ll bv = ll(imag(outl[i])+.5) + ll(real(outs[i])+.5);
        res[i] = ((av % M * cut + bv) % M * cut + cv) % M;
    } // 58fa4f
    return res;
} // c1f2f1
```

### NumberTheoreticTransform.h

**Description:** `ntt(a)` computes  $\hat{f}(k) = \sum_x a[x]g^{xk}$  for all  $k$ , where  $g = \text{root}^{(\text{mod}-1)/N}$ .  $N$  must be a power of 2. Useful for convolution modulo specific nice primes of the form  $2^a b + 1$ , where the convolution result has size at most  $2^a$ . For arbitrary modulo, see FFTMod. `conv(a, b) = c`, where  $c[x] = \sum a[i]b[x-i]$ . For manual convolution: NTT the inputs, multiply pointwise, divide by `n`, reverse(`start+1, end`), NTT back. Inputs must be in  $[0, \text{mod})$ .

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

```
"../math/ModPow.h"
ced03d, 35 lines
```

```
const ll mod = (119 << 23) + 1, root = 62; // = 998244353
// For p < 2^30 there is also e.g. 5 << 25, 7 << 26, 479 << 21
// and 483 << 21 (same root). The last two are > 10^9.
typedef vector<ll> vl;
void ntt(vl &a) {
    int n = sz(a), L = 31 - __builtin_clz(n);
    static vl rt(2, 1);
    for (static int k = 2, s = 2; k < n; k *= 2, s++) {
        rt.resize(n);
        ll z[] = {1, modpow(root, mod >> s)};
        rep(i,k,2*k) rt[i] = rt[i / 2] * z[i & 1] % mod;
    } // f39127
    vi rev(n);
    rep(i,0,n) rev[i] = (rev[i / 2] | (i & 1) << L) / 2;
    rep(i,0,n) if (i < rev[i]) swap(a[i], a[rev[i]]);
    for (int k = 1; k < n; k *= 2)
        for (int i = 0; i < n; i += 2 * k) rep(j,0,k) {
            ll z = rt[j + k] * a[i + j + k] % mod, &ai = a[i + j];
            a[i + j + k] = ai - z + (z > ai ? mod : 0);
            ai += (ai + z >= mod ? z - mod : z);
        } // 9a8565
    } // 3b763b
    vl conv(const vl &a, const vl &b) {
        if (a.empty() || b.empty()) return {};
        int s = sz(a) + sz(b) - 1, B = 32 - __builtin_clz(s),
            n = 1 << B;
        int inv = modpow(n, mod - 2);
        vl L(a), R(b), out(n);
        L.resize(n), R.resize(n);
```

```
    ntt(L), ntt(R);
    rep(i,0,n)
        out[-i & (n - 1)] = (ll)L[i] * R[i] % mod * inv % mod;
    ntt(out);
    return {out.begin(), out.begin() + s};
} // 3876bf
```

### FastSubsetTransform.h

**Description:** Transform to a basis with fast convolutions of the form  $c[z] = \sum_{z=x\oplus y} a[x] \cdot b[y]$ , where  $\oplus$  is one of AND, OR, XOR. The size of  $a$  must be a power of two.  
**Time:**  $\mathcal{O}(N \log N)$

```
void FST(vi& a, bool inv) {
    for (int n = sz(a), step = 1; step < n; step *= 2) {
        for (int i = 0; i < n; i += 2 * step) rep(j,i,i+step) {
            int &u = a[j], &v = a[j + step]; tie(u, v) =
                inv ? pii(v - u, u) : pii(v, u + v); // AND
                inv ? pii(v, u - v) : pii(u + v, u); // OR
                pii(u + v, u - v); // XOR
        } // 7b7e71
    } // faec61
    if (inv) for (int& x : a) x /= sz(a); // XOR only
} // 57eeaf
vi conv(vi a, vi b) {
    FST(a, 0); FST(b, 0);
    rep(i,0,sz(a)) a[i] *= b[i];
    FST(a, 1); return a;
} // 3cbd18
```

## 3.5 Number Theory

### 3.5.1 Modular Arithmetic

#### CRT.h

**Description:** Chinese Remainder Theorem.  
 $\text{crt}(a, m, b, n)$  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:**  $\log(n)$

```
"euclid.h" 04d93a, 7 lines

ll crt(ll a, ll m, ll b, ll n) {
    if (n > m) swap(a, b), swap(m, n);
    ll 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;
} // 04d93a
```

#### ModPow.h

```
const ll mod = 10000000007; // faster if const
ll modpow(ll b, ll e) {
    ll ans = 1;
    for (; e; b = b * b % mod, e /= 2)
        if (e & 1) ans = ans * b % mod;
    return ans;
} // d1ec54
```

#### ModMulLL.h

**Description:** Calculate  $a \cdot b \bmod c$  (or  $a^b \bmod c$ ) for  $0 \leq a, b \leq c \leq 7.2 \cdot 10^{18}$ .  
**Time:**  $\mathcal{O}(1)$  for modmul,  $\mathcal{O}(\log b)$  for modpow

```
typedef unsigned long long ull;
ull modmul(ull a, ull b, ull M) {
    ll ret = a * b - M * ull(1.L / M * a * b);
    return ret + M * (ret < 0) - M * (ret >= (ll)M);
} // e9309c
ull modpow(ull b, ull e, ull mod) {
    ull ans = 1;
```

```
    for (; e; b = modmul(b, b, mod), e /= 2)
        if (e & 1) ans = modmul(ans, b, mod);
    return ans;
} // 100b91
```

#### FastMod.h

**Description:** Compute  $a \% b$  about 5 times faster than usual, where  $b$  is constant but not known at compile time. Returns a value congruent to  $a \pmod b$  in the range  $[0, 2b)$ .

```
751a02, 8 lines
typedef unsigned long long ull;
struct FastMod {
    ull b, m;
    FastMod(ull b) : b(b), m((-1ULL / b) {}
    ull reduce(ull a) { // a % b + (0 or b)
        return a - (ull)((__uint128_t(m) * a) >> 64) * b;
    } // f67e7e
}; // 38ea39
```

#### ModLog.h

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

```
c040b8, 11 lines
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 = e * a % m) != b % m)
        A[e * b % m] = j++;
    if (e == b % m) return j;
    if (__gcd(m, e) == __gcd(m, b))
        rep(i,2,n+2) if (A.count(e = e * f % m))
            return n * i - A[e];
    return -1;
} // c040b8
```

#### ModSqrt.h

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

```
"ModPow.h" 19a793, 20 lines

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;
    } // e3aa6f
} // 19a793
```

### 3.5.2 Primality and Divisibility

#### FastEratosthenes.h

**Description:** Prime sieve for generating all primes smaller than LIM.  
**Time:**  $\text{LIM} = 1e9 \approx 1.5s$

```
const int LIM = 1e6;
```

```
bitset<LIM> isPrime;
vi eratosthenes() {
    const int S = (int)round(sqrt(LIM)), R = LIM / 2;
    vi pr = {2}, sieve(S+1); pr.reserve(int(LIM/log(LIM)*1.1));
    vector<pii> cp;
    for (int i = 3; i <= S; i += 2) if (!sieve[i]) {
        cp.push_back({i, i * i / 2});
        for (int j = i * i; j <= S; j += 2 * i) sieve[j] = 1;
    } // d22e52
    for (int L = 1; L <= R; L += S) {
        array<bool, S> block{};
        for (auto &[p, idx] : cp)
            for (int i=idx; i < S+L; idx = (i+p)) block[i-L] = 1;
        rep(i,0,min(S, R - L))
            if (!block[i]) pr.push_back((L + i) * 2 + 1);
    } // 5b6623
    for (int i : pr) isPrime[i] = 1;
    return pr;
} // 8ee6d2
```

#### MillerRabin.h

**Description:** Deterministic Miller-Rabin primality test. Guaranteed to work for numbers up to  $7 \cdot 10^{18}$ ; for larger numbers, use Python and extend A randomly.  
**Time:** 7 times the complexity of  $a^b \bmod c$ .

```
"ModMulLL.h" 60dcd1, 12 lines

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;
    } // edfaf1
    return 1;
} // 60dcd1
```

#### PollardRho.h

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

```
"ModMulLL.h", "MillerRabin.h" d8d98d, 18 lines

ull pollard(ull n) {
    ull x = 0, y = 0, t = 30, prd = 2, i = 1, q;
    auto f = [&](ull x) { return modmul(x, x, n) + i; };
    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)));
    } // 989d40
    return __gcd(prd, n);
} // cd2ac3
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;
} // d54ba8
```

#### euclid.h

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

33ba8f, 5 lines



```
11 euclid(11 a, 11 b, 11 &x, 11 &y) {
    if (!b) return x = 1, y = 0, a;
    11 d = euclid(b, a % b, y, x);
    return y -= a/b * x, d;
} // 33ba8f
```

phiFunction.h  
Description: Euler’s  $\phi$  function up to LIM. Note that  $\sum_{d|n} \phi(d) = n$ ,  $\sum_{1 \leq k \leq n, \gcd(k,n)=1} k = n\phi(n)/2, n > 1$   
Time:  $\mathcal{O}(n \log \log n)$

```
const int LIM = 5000000;
int phi[LIM];
void calculatePhi() {
    rep(i,0,LIM) phi[i] = i&1 ? i : i/2;
    for (int i = 3; i < LIM; i += 2) if(phi[i] == i)
        for (int j = i; j < LIM; j += i) phi[j] -= phi[j] / i;
} // 04349b
```

Geometry (4)

4.1 Geometric primitives

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

```
template <class T> int 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)); } // 4822a3
    friend ostream& operator<<(ostream& os, P p) {
        return os << "(" << p.x << ", " << p.y << ")"; } // 9a9c95
}; // d2d691
```

lineDistance.h  
Description: Returns the signed distance between point p and the line containing points a and b. Positive value on left side and negative on right as seen from a towards b. a==b gives nan. P is supposed to be Point<T> or Point3D<T> where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long. Using Point3D will always give a non-negative distance. For Point3D, call .dist on the result of the cross product.

```
"Point.h"
f6bf6b, 4 lines
```

```
template<class P>
double lineDist(const P& a, const P& b, const P& p) {
    return (double) (b-a).cross(p-a)/(b-a).dist();
} // 00891c
```

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;

```
"Point.h"
5c88f4, 6 lines

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;
} // ae751a
```

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"
9d57f2, 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)};
} // 9d57f2
```

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"
a01f81, 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};
}
```

```
} // 47279a
```

sideOf.h  
Description: Returns where p is as seen from s towards e. 1/0/-1  $\Leftrightarrow$  left/on line/right. If the optional argument 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"
3af81c, 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);
} // 33fa03
```

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"
c597e8, 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;
} // c597e8
```

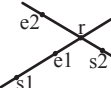
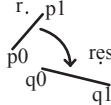
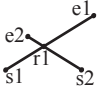
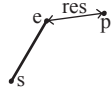
linearTransformation.h  
Description: Apply the linear transformation (translation, rotation and scaling) which takes line p0-p1 to line q0-q1 to point r.

```
"Point.h"
03a306, 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();
} // 45ea01
```

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

```
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);
    } // c935fb
    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}; }
}; // e258c0
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 * (1ll)b.x) <
        make_tuple(b.t, b.half(), a.x * (1ll)b.y);
} // ce5ed3
```



```
// 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()));
} // 5eac29
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;
} // 3d8073
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)};
} // ba3082
```

## 4.2 Circles

### CircleIntersection.h

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

"Point.h"	84d6d3, 11 lines
<pre>typedef Point&lt;double&gt; P; bool circleInter(P a,P b,double r1,double r2,pair&lt;P, P&gt;* 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 &lt; d2    dif*dif &gt; d2) return false;     P mid = a + vec*p, per = vec.perp() * sqrt(fmax(0, h2) / d2);     *out = {mid + per, mid - per};     return true; } // c64785</pre>	

### 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"	b0153d, 13 lines
<pre>template&lt;class P&gt; vector&lt;pair&lt;P, P&gt;&gt; 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 &lt; 0) return {};     vector&lt;pair&lt;P, P&gt;&gt; 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});     } // e25263     if (h2 == 0) out.pop_back();     return out; } // 4835b9</pre>	

### CirclePolygonIntersection.h

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

"Time: $\mathcal{O}(n)$ "	19add1, 19 lines
<pre>typedef Point&lt;double&gt; P; #define arg(p, q) atan2(p.cross(q), p.dot(q)) double circlePoly(P c, double r, vector&lt;P&gt; ps) {     auto tri = [&amp;](P p, P q) {</pre>	

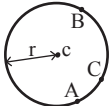
<pre>auto r2 = r * r / 2; P d = q - p; auto a = d.dot(p)/d.dist2(), b = (p.dist2()-r*r)/d.dist2(); auto det = a * a - b; if (det &lt;= 0) return arg(p, q) * r2; auto s = max(0., -a-sqrt(det)), t = min(1., -a+sqrt(det)); if (t &lt; 0    1 &lt;= s) return arg(p, q) * r2; P u = p + d * s, v = q + d * (t-1); return arg(p,u) * r2 + u.cross(v)/2 + arg(v,q) * r2; }; // a526fe auto sum = 0.0; rep(i,0,sz(ps))     sum += tri(ps[i] - c, ps[(i + 1) % sz(ps)] - c); return sum; } // f082e0</pre>	
--	--

### 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"	1caa3a, 9 lines
<pre>typedef Point&lt;double&gt; P; double ccRadius(const P&amp; A, const P&amp; B, const P&amp; C) {     return (B-A).dist()*(C-B).dist()*(A-C).dist()/         abs((B-A).cross(C-A))/2; } // 607d98 P ccCenter(const P&amp; A, const P&amp; B, const P&amp; C) {     P b = C-A, c = B-A;     return A + (b*c.dist2()-c*b.dist2()).perp()/b.cross(c)/2; } // 79372e</pre>	



### MinimumEnclosingCircle.h

**Description:** Computes the minimum circle that encloses a set of points.

"Time: expected $\mathcal{O}(n)$ "	09dd0a, 17 lines
<pre>"circumcircle.h" pair&lt;P, double&gt; mec(vector&lt;P&gt; 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() &gt; r * EPS) {         o = ps[i], r = 0;         rep(j,0,i) if ((o - ps[j]).dist() &gt; r * EPS) {             o = (ps[i] + ps[j]) / 2;             r = (o - ps[i]).dist();             rep(k,0,j) if ((o - ps[k]).dist() &gt; r * EPS) {                 o = ccCenter(ps[i], ps[j], ps[k]);                 r = (o - ps[i]).dist();             } // 64802f         } // 7b0ecf     } // dcf00e     return {o, r}; } // 09dd0a</pre>	

## 4.3 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.

<p><b>Usage:</b> vector&lt;P&gt; v = {P{4,4}, P{1,2}, P{2,1}};</p> <p>bool in = inPolygon(v, P{3, 3}, false);</p> <p><b>Time:</b> <math>\mathcal{O}(n)</math></p>	
"Point.h", "OnSegment.h", "SegmentDistance.h"	2bf504, 11 lines
<pre>template&lt;class P&gt; bool inPolygon(vector&lt;P&gt; &amp;p, P a, bool strict = true) {     int cnt = 0, n = sz(p);</pre>	

<pre>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) &lt;= eps) return !strict;     cnt ^= ((a.y&lt;p[i].y) - (a.y&lt;q.y)) * a.cross(p[i], q) &gt; 0; } // 1b9961 return cnt; } // c7225e</pre>	
--	--

### 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"	f12300, 6 lines
<pre>template&lt;class T&gt; T polygonArea2(vector&lt;Point&lt;T&gt;&gt;&amp; v) {     T a = v.back().cross(v[0]);     rep(i,0,sz(v)-1) a += v[i].cross(v[i+1]);     return a; } // 6939b3</pre>	

### PolygonCenter.h

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

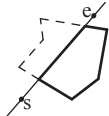
"Time: $\mathcal{O}(n)$ "	9706dc, 9 lines
<pre>"Point.h" typedef Point&lt;double&gt; P; P polygonCenter(const vector&lt;P&gt;&amp; v) {     P res(0, 0); double A = 0;     for (int i = 0, j = sz(v) - 1; i &lt; sz(v); j = i++) {         res = res + (v[i] + v[j]) * v[j].cross(v[i]);         A += v[j].cross(v[i]);     } // 307102     return res / A / 3; } // 0d0d84</pre>	

### PolygonCut.h

**Description:**

Returns a vector with the vertices of a polygon with everything to the left of the line going from s to e cut away.

<p><b>Usage:</b> vector&lt;P&gt; p = ...;</p> <p>p = polygonCut(p, P(0,0), P(1,0));</p>	
"Point.h"	d07181, 13 lines
<pre>typedef Point&lt;double&gt; P; vector&lt;P&gt; polygonCut(const vector&lt;P&gt;&amp; poly, P s, P e) {     vector&lt;P&gt; res;     rep(i,0,sz(poly)) {         P cur = poly[i], prev = i ? poly[i-1] : poly.back();         auto a = s.cross(e, cur), b = s.cross(e, prev);         if ((a &lt; 0) != (b &lt; 0))             res.push_back(cur + (prev - cur) * (a / (a - b)));         if (a &lt; 0)             res.push_back(cur);     } // 757c0d     return res; } // 42c993</pre>	



### PolygonUnion.h

**Description:** Calculates the area of the union of  $n$  polygons (not necessarily convex). The points within each polygon must be given in CCW order. (Epsilon checks may optionally be added to sideOf/sgn, but shouldn't be needed.)

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

"Point.h", "sideOf.h"	3931c6, 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])) {</pre>	

```
P A = poly[i][v], B = poly[i][(v + 1) % sz(poly[i])];
vector<pair<double, int>> segs = {{0, 0}, {1, 0}};
rep(j,0,sz(poly)) if (i != j) {
    rep(u,0,sz(poly[j])) {
        P C = poly[j][u], D = poly[j][(u + 1) % sz(poly[j])];
        int sc = sideOf(A, B, C), sd = sideOf(A, B, D);
        if (sc != sd) {
            double sa = C.cross(D, A), sb = C.cross(D, B);
            if (min(sc, sd) < 0)
                segs.emplace_back(sa / (sa - sb), sgn(sc - sd));
        } else if (!sc && !sd && j<i && sgn((B-A).dot(D-C))>0){
            // cf73dd
            segs.emplace_back(rat(C - A, B - A), 1);
            segs.emplace_back(rat(D - A, B - A), -1);
        } // 313ead
    } // 0d1e2c
} // fdc855
sort(all(segs));
for (auto& 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;
} // f5884f
ret += A.cross(B) * sum;
} // 19180c
return ret / 2;
} // 6e88cf
```

**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"	310954, 13 lines
-----------	------------------

```
typedef Point<ll> P;
vector<P> convexHull(vector<P> pts) {
    if (sz(pts) <= 1) return pts;
    sort(all(pts));
    vector<P> h(sz(pts)+1);
    int s = 0, t = 0;
    for (int it = 2; it--; s = --t, reverse(all(pts)))
        for (P p : pts) {
            while (t >= s + 2 && h[t-2].cross(h[t-1], p) <= 0) t--;
            h[t++] = p;
        } // bf0344
    return {h.begin(), h.begin() + t - (t == 2 && h[0] == h[1])};
} // ec85f8
```

**HullDiameter.h**  
**Description:** Returns the two points with max distance on a convex hull (ccw, no duplicate/collinear points).  
**Time:**  $\mathcal{O}(n)$

"Point.h"	c571b8, 12 lines
-----------	------------------

```
typedef Point<ll> P;
array<P, 2> hullDiameter(vector<P> S) {
    int n = sz(S), j = n < 2 ? 0 : 1;
    pair<ll, array<P, 2>> res({0, {S[0], S[0]}});
    rep(i,0,j)
        for (; j = (j + 1) % n) {
            res = max(res, {{S[i] - S[j]}.dist2(), {S[i], S[j]}});
            if ((S[(j + 1) % n] - S[j]).cross(S[i + 1] - S[i]) >= 0)
                break;
        } // 56cc40
    return res.second;
} // 5f726b
```

**PointInsideHull.h**  
**Description:** Determine whether a point t lies inside a convex hull (CCW order, with no collinear points). Returns true if point lies within the hull. If strict is true, points on the boundary aren't included.

"Point.h", "sideOf.h", "OnSegment.h"	71446b, 14 lines
--------------------------------------	------------------

```
typedef Point<ll> P;

bool inHull(const vector<P>& l, P p, bool strict = true) {
    int a = 1, b = sz(l) - 1, r = !strict;
    if (sz(l) < 3) return r && onSegment(l[0], l.back(), p);
    if (sideOf(l[0], l[a], l[b]) > 0) swap(a, b);
    if (sideOf(l[0], l[a], p) >= r || sideOf(l[0], l[b], p) <= -r)
        return false;
    while (abs(a - b) > 1) {
        int c = (a + b) / 2;
        (sideOf(l[0], l[c], p) > 0 ? b : a) = c;
    } // b265ab
    return sgn(l[a].cross(l[b], p)) < r;
} // c74639
```

**LineHullIntersection.h**  
**Description:** Line-convex polygon intersection. The polygon must be ccw and have no collinear 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:**  $\mathcal{O}(\log n)$

"Point.h"	7cf45b, 39 lines
-----------	------------------

```
#define cmp(i,j) sgn(dir.perp().cross(poly[(i)%n]-poly[(j)%n]))
#define extr(i) cmp(i + 1, i) >= 0 && cmp(i, i - 1 + n) < 0
template <class P> int extrVertex(vector<P>& poly, P dir) {
    int n = sz(poly), lo = 0, hi = n;
    if (extr(0)) return 0;
    while (lo + 1 < hi) {
        int m = (lo + hi) / 2;
        if (extr(m)) return m;
        int ls = cmp(lo + 1, lo), ms = cmp(m + 1, m);
        (ls < ms || (ls == ms && ls == cmp(lo, m)) ? hi : lo) = m;
    } // 68a24c
    return lo;
} // 7f0477
```

```
#define cmpL(i) sgn(a.cross(poly[i], b))
template <class P>
array<int, 2> lineHull(P a, P b, vector<P>& poly) {
    int endA = extrVertex(poly, (a - b).perp());
    int endB = extrVertex(poly, (b - a).perp());
    if (cmpL(endA) < 0 || cmpL(endB) > 0)
        return {-1, -1};
    array<int, 2> res;
    rep(i,0,2) {
        int lo = endB, hi = endA, n = sz(poly);
        while ((lo + 1) % n != hi) {
            int m = ((lo + hi + (lo < hi ? 0 : n)) / 2) % n;
            (cmpL(m) == cmpL(endB) ? lo : hi) = m;
        } // 52528c
        res[i] = (lo + !cmpL(hi)) % n;
        swap(endA, endB);
    } // c05c70
    if (res[0] == res[1]) return {res[0], -1};
    if (!cmpL(res[0]) && !cmpL(res[1]))
        switch ((res[0] - res[1] + sz(poly) + 1) % sz(poly)) {
            case 0: return {res[0], res[0]};
            case 2: return {res[1], res[1]};
        }
```

```
    } // 8fa383
    return res;
} // 36fc8e

PolygonContainmentTree.h
Description: building tree of polygon containment
Memory:  $\mathcal{O}(N)$ 
Time:  $\mathcal{O}(N \log N)$ 
59c16e, 44 lines

struct P { ll x, y; };

int current_x;
struct Segment {
    int idx; P p1, p2; bool is_upper;
    Segment(P p, P q, int i): idx(i), p1(p), p2(q), is_upper(p2.x
        < p1.x) { if (is_upper)swap(p1, p2); }
    ld get_y(ll x) const { return (ld) (p2.y - p1.y) / (p2.x - p1
        .x) * (x - p1.x) + p1.y; }
    tuple<ld, bool, int> get_comp() const { return {get_y(
        current_x), is_upper, p2.x}; }
    bool operator<(const Segment & o) const { return get_comp() <
        o.get_comp(); }
}; // fc8b4f

vector<int> build(vector<vector<P>>& polygons) {
    int n = sz(polygons);
    vector<tuple<int, int, int, Segment>> edges; // polygon edges
    rep(idx, 0, n) {
        const auto & v = polygons[idx];
        rep(i, 0, sz(v)) {
            int j = (i + 1) % sz(v);
            if (v[i].x == v[j].x)continue; // ignores vertical edges
            Segment seg = Segment(v[i], v[j], idx);
            edges.eb(seg.p1.x, 0, -seg.p1.y, seg);
            edges.eb(seg.p2.x, 1, -seg.p2.y, seg);
        } // b28b76
    } // 2603da
    sort(edges.begin(), edges.end());
    set<Segment> s;
    vector pai(n+1, n), vis(n, 0);
    for (auto [l, t, y, seg]: edges) {
        current_x = l;
        int i = seg.idx;
        if (t == 0) {
            if (not vis[i]) {
                vis[i] = true;
                auto it = s.upper_bound(seg);
                if (it == s.end())pai[i] = n+q;
                else if (it->is_upper)pai[i] = it->idx;
                else pai[i] = pai[it->idx];
            } // a8607f
            s.insert(seg);
        } // 3aede6
        else s.erase(seg);
    } // f96148
    return pai;
} // e3cb8b
```

**Minkowski.h**  
**Description:** Calculates the Minkowski sum of two Polygons in ccw order  
**Time:**  $\mathcal{O}(N + M)$   
e510cd, 19 lines

"Point.h"	e510cd, 19 lines
-----------	------------------

```
template<typename P>
vector<P> minkowski(vector<P> p, vector<P> q){
    auto comp = [] (auto a, auto b) {
        return make_pair(a.y, a.x) < make_pair(b.y, b.x);
    }; // 278e98
    rotate(p.begin(), min_element(all(p), comp), p.end());
    rotate(q.begin(), min_element(all(q), comp), q.end());
```

```
p.pb(p[0]); p.pb(p[1]);
q.pb(q[0]); q.pb(q[1]);
vector<P> result;
int i = 0, j = 0;
while(i < sz(p) - 2 || j < sz(q) - 2){
    result.pb(p[i] + q[j]);
    auto cross = (p[i + 1] - p[i]).cross(q[j + 1] - q[j]);
    if(cross >= 0 && i < sz(p) - 2) i++;
    if(cross <= 0 && j < sz(q) - 2) j++;
} // 57f2d7
return result;
} // a99371
```

### 4.4 Misc. Point Set Problems

ClosestPair.h  
Description: Finds the closest pair of points.  
Time:  $\mathcal{O}(n \log n)$

"Point.h"ac41a6, 17 lines

```
typedef Point<ll> P;
pair<P, P> closest(vector<P> v) {
    assert(sz(v) > 1);
    set<P> S;
    sort(all(v), [](P a, P b) { return a.y < b.y; });
    pair<ll, pair<P, P>> ret{LLONG_MAX, {P(), P()}};
    int j = 0;
    for (P p : v) {
        P d{1 + (ll)sqrt(ret.first), 0};
        while (v[j].y <= p.y - d.x) S.erase(v[j++]);
        auto lo = S.lower_bound(p - d), hi = S.upper_bound(p + d);
        for (; lo != hi; ++lo)
            ret = min(ret, {( *lo - p).dist2(), { *lo, p } });
        S.insert(p);
    } // 5b096c
    return ret.second;
} // bf22c6
```

kdTree.h  
Description: KD-tree (2d, can be extended to 3d)

"Point.h"bac5b0, 63 lines

```
typedef long long T;
typedef Point<T> P;
const T INF = numeric_limits<T>::max();
```

```
bool on_x(const P& a, const P& b) { return a.x < b.x; }
bool on_y(const P& a, const P& b) { return a.y < b.y; }
```

```
struct Node {
    P pt; // if this is a leaf, the single point in it
    T x0 = INF, x1 = -INF, y0 = INF, y1 = -INF; // bounds
    Node *first = 0, *second = 0;

    T distance(const P& p) { // min squared distance to a point
        T x = (p.x < x0 ? x0 : p.x > x1 ? x1 : p.x);
        T y = (p.y < y0 ? y0 : p.y > y1 ? y1 : p.y);
        return (P(x,y) - p).dist2();
    } // ca4da5

    Node(vector<P>&& vp) : pt(vp[0]) {
        for (P p : vp) {
            x0 = min(x0, p.x); x1 = max(x1, p.x);
            y0 = min(y0, p.y); y1 = max(y1, p.y);
        } // 31010d
        if (vp.size() > 1) {
            // split on x if width >= height (not ideal...)
            sort(all(vp), x1 - x0 >= y1 - y0 ? on_x : on_y);
            // divide by taking half the array for each child (not
            // best performance with many duplicates in the middle)
            int half = sz(vp)/2;
```

```
        first = new Node({vp.begin(), vp.begin() + half});
        second = new Node({vp.begin() + half, vp.end()});
    } // 66e741
} // 2044ae
}; // a77e97

struct KDTree {
    Node* root;
    KDTree(const vector<P>& vp) : root(new Node({all(vp)})) {}

    pair<T, P> search(Node *node, const P& p) {
        if (!node->first) {
            // uncomment if we should not find the point itself:
            // if (p == node->pt) return {INF, P()};
            return make_pair((p - node->pt).dist2(), node->pt);
        } // 1199af

        Node *f = node->first, *s = node->second;
        T bfirst = f->distance(p), bsec = s->distance(p);
        if (bfirst > bsec) swap(bsec, bfirst), swap(f, s);

        // search closest side first, other side if needed
        auto best = search(f, p);
        if (bsec < best.first)
            best = min(best, search(s, p));
        return best;
    } // 74c273

    // find nearest point to a point, and its squared distance
    // (requires an arbitrary operator< for Point)
    pair<T, P> nearest(const P& p) {
        return search(root, p);
    } // 94cda0
}; // 6f5c51
```

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

"Point.h"eefdf5, 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 {
    Q rot, o; P p = arb; bool mark;
    P& F() { return r()->p; }
    Q& r() { return rot->rot; }
    Q& prev() { return rot->o->rot; }
    Q& next() { return r()->prev(); }
} *H; // 18059e

bool circ(P p, P a, P b, P c) { // is p in the circumcircle?
    ll1 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;
} // 6aff7b
Q makeEdge(P orig, P dest) {
    Q r = H ? H : new Quad(new Quad{new Quad{new Quad{0}}});
    H = r->o; r->r()->r() = r;
    rep(i,0,4) r = r->rot, r->p = arb, r->o = i & 1 ? r : r->r();
    r->p = orig; r->F() = dest;
    return r;
} // b3b5b1
void splice(Q a, Q b) {
```

```
    swap(a->o->rot->o, b->o->rot->o); swap(a->o, b->o);
} // 86ce01
Q connect(Q a, Q b) {
    Q q = makeEdge(a->F(), b->p);
    splice(q, a->next());
    splice(q->r(), b);
    return q;
} // 4a4fc2

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() };
    } // c9e598

#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->o = H; H = e; e = t; \
    } // a2e9b5
    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());
    } // fcf7ef
    return { ra, rb };
} // 7cf639
```

```
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); } // 43e195 // 43e195
    ADD; pts.clear();
    while (qi < sz(q)) if (!(e = q[qi++]->mark) ADD;
    return pts;
} // a02307
```

4.5 3D  
PolyhedronVolume.h  
Description: Magic formula for the volume of a polyhedron. Faces should point outwards.

3058c3, 6 lines

```
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;
} // fca9df
```

Point3D.h  
**Description:** Class to handle points in 3D space. T can be e.g. double or long long.

8058ae, 32 lines

```
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); } // 8eef6b
    bool operator==(R p) const {
        return tie(x, y, z) == tie(p.x, p.y, p.z); } // bd6a08
    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);
    } // a77b7e
    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;
    } // 73af70
}; // 8058ae
```

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

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

"Point3D.h" 5b45fc, 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;
}; // cf7c9e
```

```
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);
    }; // d73a06
    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();
            } // 5cd5dc
        } // 220067
        int nw = sz(FS);
        rep(j,0,nw) {
            F f = FS[j];
        } // 47289c
        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;
    } // be2ca2
```

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.

611f07, 8 lines

```
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);
} // 4fa19e
```

## Graph (5)

### 5.1 Fundamentals

BellmanFord.h  
**Description:** Calculates shortest paths from s in a graph that might have negative edge weights. Unreachable nodes get dist = inf; nodes reachable through negative-weight cycles get dist = -inf. Assumes  $V^2 \max |w_i| < \sim 2^{63}$ .  
**Time:**  $\mathcal{O}(VE)$

830a8f, 23 lines

```
const ll inf = LLONG_MAX;
struct Ed { int a, b, w, s() { return a < b ? a : -a; }};
struct Node { ll dist = inf; int prev = -1; };

void bellmanFord(vector<Node>& nodes, vector<Ed>& eds, int s) {
    nodes[s].dist = 0;
    sort(all(eds), [](Ed a, Ed b) { return a.s() < b.s(); });
```

```
    int lim = sz(nodes) / 2 + 2; // /3+100 with shuffled vertices
    rep(i,0,lim) for (Ed ed : eds) {
        Node cur = nodes[ed.a], &dest = nodes[ed.b];
        if (abs(cur.dist) == inf) continue;
        ll d = cur.dist + ed.w;
        if (d < dest.dist) {
            dest.prev = ed.a;
            dest.dist = (i < lim-1 ? d : -inf);
        } // 452019
    } // 75a370
    rep(i,0,lim) for (Ed e : eds) {
        if (nodes[e.a].dist == -inf)
            nodes[e.b].dist = -inf;
    } // 1d7315
} // fa39de
```

FloydWarshall.h  
**Description:** Calculates all-pairs shortest path in a directed graph that might have negative edge weights. Input is an distance matrix m, where  $m[i][j]$  = inf if i and j are not adjacent. As output,  $m[i][j]$  is set to the shortest distance between i and j, inf if no path, or -inf if the path goes through a negative-weight cycle.

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

531245, 12 lines

```
const ll inf = 1LL << 62;
void floydWarshall(vector<vector<ll>>& m) {
    int n = sz(m);
    rep(i,0,n) m[i][i] = min(m[i][i], 0LL);
    rep(k,0,n) rep(i,0,n) rep(j,0,n)
        if (m[i][k] != inf && m[k][j] != inf) {
            auto newDist = max(m[i][k] + m[k][j], -inf);
            m[i][j] = min(m[i][j], newDist);
        } // f38e9e
    rep(k,0,n) if (m[k][k] < 0) rep(i,0,n) rep(j,0,n)
        if (m[i][k] != inf && m[k][j] != inf) m[i][j] = -inf;
} // f12f13
```

TopoSort.h  
**Description:** Topological sorting. Given is an oriented graph. Output is an ordering of vertices, such that there are edges only from left to right. If there are cycles, the returned list will have size smaller than n – nodes reachable from cycles will not be returned.

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

d678d8, 8 lines

```
vi topoSort(const vector<vi>& gr) {
    vi indeg(sz(gr)), q;
    for (auto& li : gr) for (int x : li) indeg[x]++;
    rep(i,0,sz(gr)) if (indeg[i] == 0) q.push_back(i);
    rep(j,0,sz(q)) for (int x : gr[q[j]])
        if (--indeg[x] == 0) q.push_back(x);
    return q;
} // d678d8
```

FunctGraph.h  
**Description:** Functional Graph  
**Memory:**  $\mathcal{O}(n)$   
**Time:**  $\mathcal{O}(n)$

152fc5, 25 lines

```
struct FunctGraph{
    int n;
    vi head, comp;
    vector<vi> gr, cycles;

    FunctGraph(vi& fn):
        n(sz(fn)), head(n, -1), comp(n), gr(n) {
            rep(i, 0, n)gr[fn[i]].pb(i);
            vi visited(n, 0);
            auto dfs = [&](auto rec, int v, int c) -> void{
```

```
    head[v] = c; visited[v] = 1;
    for(int f : gr[v])if (head[f]!=f)rec(rec, f, c);
}; // e1fa06
rep(i, 0, n){
    if (visited[i])continue;
    int l=fn[i], r=fn[fn[i]];
    while (l!=r) l=fn[l], r=fn[fn[r]];
    vi cur = {r};
    for(l=fn[l]; l!=r; l=fn[l]) cur.pb(l);
    for(int x : cur) head[x] = x, comp[x] = sz(cycles);
    cycles.pb(cur);
    for(int x : cur) dfs(dfs, x, x);
} // 01a153
} // 0a2937
}; // 152fc5
```

5.2 Network flow

PushRelabel.h  
**Description:** Push-relabel using the highest label selection rule and the gap heuristic. Quite fast in practice. To obtain the actual flow, look at positive values only.  
**Time:**  $\mathcal{O}(V^2\sqrt{E})$

0ae1d4, 48 lines

```
struct PushRelabel {
    struct Edge {
        int dest, back;
        ll f, c;
    }; // 571434
    vector<vector<Edge*>> g;
    vector<ll> ec;
    vector<Edge*> cur;
    vector<vi> hs; vi H;
    PushRelabel(int n) : g(n), ec(n), cur(n), hs(2*n), H(n) {}

    void addEdge(int s, int t, ll cap, ll rcap=0) {
        if (s == t) return;
        g[s].push_back({t, sz(g[t]), 0, cap});
        g[t].push_back({s, sz(g[s])-1, 0, rcap});
    } // 817b95

    void addFlow(Edge& e, ll f) {
        Edge &back = g[e.dest][e.back];
        if (!ec[e.dest] && f) hs[H[e.dest]].push_back(e.dest);
        e.f += f; e.c -= f; ec[e.dest] += f;
        back.f -= f; back.c += f; ec[back.dest] -= f;
    } // 340b4e
    ll calc(int s, int t) {
        int v = sz(g); H[s] = v; ec[t] = 1;
        vi co(2*v); co[0] = v-1;
        rep(i,0,v) cur[i] = g[i].data();
        for (Edge& e : g[s]) addFlow(e, e.c);

        for (int hi = 0;;) {
            while (hs[hi].empty()) if (!hi--) return -ec[s];
            int u = hs[hi].back(); hs[hi].pop_back();
            while (ec[u] > 0) // discharge u
                if (cur[u] == g[u].data() + sz(g[u])) {
                    H[u] = le9;
                    for (Edge& e : g[u]) if (e.c && H[u] > H[e.dest]+1)
                        H[u] = H[e.dest]+1, cur[u] = &e;
                    if (++co[H[u]],!--co[hi] && hi < v)
                        rep(i,0,v) if (hi < H[i] && H[i] < v)
                            --co[H[i]], H[i] = v + 1;
                    hi = H[u];
                } else if (cur[u]->c && H[u] == H[cur[u]->dest]+1) //
                    aafe8e
                    addFlow(*cur[u], min(ec[u], cur[u]->c));
                else ++cur[u];
            }
        }
    }
};
```

```
    } // 1206ba
    } // 291fbf
    bool leftOfMinCut(int a) { return H[a] >= sz(g); }
}; // 0ae1d4

MinCostMaxFlow.h
Description: Min-cost max-flow. If costs can be negative, call setpi before
maxflow, but note that negative cost cycles are not supported. To obtain
the actual flow, look at positive values only.
Time:  $\mathcal{O}(FE \log(V))$  where F is max flow.  $\mathcal{O}(VE)$  for setpi.58385b, 79 lines

#include <bits/extc++.h>

const ll INF = numeric_limits<ll>::max() / 4;

struct MCMF {
    struct edge {
        int from, to, rev;
        ll cap, cost, flow;
    }; // 092ff8
    int N;
    vector<vector<edge*>> ed;
    vi seen;
    vector<ll> dist, pi;
    vector<edge*> par;

    MCMF(int N) : N(N), ed(N), seen(N), dist(N), pi(N), par(N) {}

    void addEdge(int from, int to, ll cap, ll cost) {
        if (from == to) return;
        ed[from].push_back(edge{ from,to,sz(ed[to]),cap,cost,0 });
        ed[to].push_back(edge{ to,from,sz(ed[from])-1,0,-cost,0 });
    } // c71528

    void path(int s) {
        fill(all(seen), 0);
        fill(all(dist), INF);
        dist[s] = 0; ll di;

        __gnu_pbds::priority_queue<pair<ll, int>> q;
        vector<decltype(q)::point_iterator> its(N);
        q.push({ 0, s });

        while (!q.empty()) {
            s = q.top().second; q.pop();
            seen[s] = 1; di = dist[s] + pi[s];
            for (edge& e : ed[s]) if (!seen[e.to]) {
                ll val = di - pi[e.to] + e.cost;
                if (e.cap - e.flow > 0 && val < dist[e.to]) {
                    dist[e.to] = val;
                    par[e.to] = &e;
                    if (its[e.to] == q.end())
                        its[e.to] = q.push({ -dist[e.to], e.to });
                    else
                        q.modify(its[e.to], { -dist[e.to], e.to });
                } // ca07f4
            } // 4cd18f
        } // 062b8f
        rep(i,0,N) pi[i] = min(pi[i] + dist[i], INF);
    } // 7e4cbe

    pair<ll, ll> maxflow(int s, int t) {
        ll totflow = 0, totcost = 0;
        while (path(s), seen[t]) {
            ll fl = INF;
            for (edge* x = par[t]; x; x = par[x->from])
                fl = min(fl, x->cap - x->flow);

            totflow += fl;
```

```
        for (edge* x = par[t]; x; x = par[x->from]) {
            x->flow += fl;
            ed[x->to][x->rev].flow -= fl;
        } // 3bfaf3
    } // 8d9a6a
    rep(i,0,N) for(edge& e : ed[i]) totcost += e.cost * e.flow;
    return {totflow, totcost/2};
} // 24f5a0

// If some costs can be negative, call this before maxflow:
void setpi(int s) { // (otherwise, leave this out)
    fill(all(pi), INF); pi[s] = 0;
    int it = N, ch = 1; ll v;
    while (ch-- && it--)
        rep(i,0,N) if (pi[i] != INF)
            for (edge& e : ed[i]) if (e.cap)
                if ((v = pi[i] + e.cost) < pi[e.to])
                    pi[e.to] = v, ch = 1;
    assert(it >= 0); // negative cost cycle
} // 6847d8
}; // b3692f

EdmondsKarp.h
Description: Flow algorithm with guaranteed complexity  $\mathcal{O}(VE^2)$ . To get
edge flow values, compare capacities before and after, and take the positive
values only.482fe0, 36 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;
                } // 3a4373
            } // 6e8ea0
        } // 56e958
        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;
    } // 548c55
    } // ff82bd
} // 261f29

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.
```



### GlobalMinCut.h

**Description:** Find a global minimum cut in an undirected graph, as represented by an adjacency matrix.

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

<pre>pair&lt;int, vi&gt; globalMinCut(vector&lt;vi&gt; mat) {     pair&lt;int, vi&gt; best = {INT_MAX, {}};     int n = sz(mat);     vector&lt;vi&gt; co(n);     rep(i,0,n) co[i] = {i};     rep(ph,1,n) {         vi w = mat[0];         size_t s = 0, t = 0;         rep(it,0,n-ph) { // <i>O(V^2) -&gt; O(E log V) with prio. queue</i>             w[t] = INT_MIN;             s = t, t = max_element(all(w)) - w.begin();             rep(i,0,n) w[i] += mat[t][i];         } // <i>ec93df</i>         best = min(best, {w[t] - mat[t][t], co[t]});         co[s].insert(co[s].end(), all(co[t]));         rep(i,0,n) mat[s][i] += mat[t][i];         rep(i,0,n) mat[i][s] = mat[s][i];         mat[0][t] = INT_MIN;     } // <i>ca0062</i>     return best; } // <i>8b0e19</i></pre>	8b0e19, 21 lines
--	------------------

### GomoryHu.h

**Description:** Given a list of edges representing an undirected flow graph, returns edges of the Gomory-Hu tree. The max flow between any pair of vertices is given by minimum edge weight along the Gomory-Hu tree path.

**Time:**  $\mathcal{O}(V)$  Flow Computations

<pre>"PushRelabel.h" typedef array&lt;ll, 3&gt; Edge; vector&lt;Edge&gt; gomoryHu(int N, vector&lt;Edge&gt; ed) {     vector&lt;Edge&gt; tree;     vi par(N);     rep(i,1,N) {         PushRelabel D(N); // <i>Dinic also works</i>         for (Edge t : ed) D.addEdge(t[0], t[1], t[2], t[2]);         tree.push_back({i, par[i], D.calc(i, par[i])});         rep(j,i+1,N)             if (par[j] == par[i] &amp;&amp; D.leftOfMinCut(j)) par[j] = i;     } // <i>93c5ff</i>     return tree; } // <i>65c0c2</i></pre>	0418b3, 13 lines
---	------------------

## 5.3 Matching

### HopcroftKarp.h

**Description:** Fast bipartite matching algorithm. Graph  $g$  should be a list of neighbors of the left partition, and  $r$  should be a vector full of  $-1$ 's of the same size as the right partition. Returns the size of the matching.  $r[i]$  will be the match for vertex  $i$  on the right side, or  $-1$  if it's not matched.

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

<pre>int hopcroftKarp(vector&lt;vi&gt;&amp; g, vi&amp; r) {     int n = sz(g), res = 0;     vi l(n, -1), q(n), d(n);     auto dfs = [&amp;](auto f, int u) -&gt; bool {         int t = exchange(d[u], 0) + 1;         for (int v : g[u])             if (r[v] == -1    (d[r[v]] == t &amp;&amp; f(f, r[v])))                 return l[u] = v, r[v] = u, 1;         return 0;     }; // <i>a95e38</i>     for (int t = 0, f = 0;; t = f = 0, d.assign(n, 0)) {         rep(i,0,n) if (l[i] == -1) q[t++] = i, d[i] = 1;         rep(i,0,t) for (int v : g[q[i]]) {</pre>	731cfb, 20 lines
--	------------------

<pre>        if (r[v] == -1) f = 1;         else if (!d[r[v]]) d[r[v]] = d[q[i]] + 1, q[t++] = r[v];     } // <i>64af74</i>     if (!f) return res;     rep(i,0,n) if (l[i] == -1) res += dfs(dfs, i);     } // <i>cdf3b2</i> } // <i>731cfb</i></pre>	
--	--

### DFSMatching.h

**Description:** Simple bipartite matching algorithm. Graph  $g$  should be a list of neighbors of the left partition, and  $btoa$  should be a vector full of  $-1$ 's of the same size as the right partition. Returns the size of the matching.  $btoa[i]$  will be the match for vertex  $i$  on the right side, or  $-1$  if it's not matched.

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

<pre><b>Time:</b> <math>\mathcal{O}(VE)</math></pre>	522b98, 22 lines
<pre>bool find(int j, vector&lt;vi&gt;&amp; g, vi&amp; btoa, vi&amp; vis) {     if (btoa[j] == -1) return 1;     vis[j] = 1; int di = btoa[j];     for (int e : g[di])         if (!vis[e] &amp;&amp; find(e, g, btoa, vis)) {             btoa[e] = di;             return 1;         } // <i>6ba49a</i>     return 0; } // <i>d13a81</i> int dfsMatching(vector&lt;vi&gt;&amp; g, vi&amp; 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;             } // <i>829ce5</i>     } // <i>df282b</i>     return sz(btoa) - (int)count(all(btoa), -1); } // <i>f24825</i></pre>	

### 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.

<pre>"DFSMatching.h" vi cover(vector&lt;vi&gt;&amp; g, int n, int m) {     vi match(m, -1);     int res = dfsMatching(g, match);     vector&lt;bool&gt; 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] &amp;&amp; match[e] != -1) {             seen[e] = true;             q.push_back(match[e]);         } // <i>46e035</i>     } // <i>069994</i>     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; } // <i>da4196</i></pre>	da4196, 20 lines
---	------------------

### 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. Requires  $N \leq M$ .

<pre><b>Time:</b> <math>\mathcal{O}(N^2M)</math></pre>	1e0fe9, 31 lines
<pre>pair&lt;int, vi&gt; hungarian(const vector&lt;vi&gt; &amp;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; // <i>add "dummy" worker 0</i>         vi dist(m, INT_MAX), pre(m, -1);         vector&lt;bool&gt; done(m + 1);         do { // <i>dijkstra</i>             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 &lt; dist[j]) dist[j] = cur, pre[j] = j0;                 if (dist[j] &lt; delta) delta = dist[j], j1 = j;             } // <i>b7c105</i>             rep(j,0,m) {                 if (done[j]) u[p[j]] += delta, v[j] -= delta;                 else dist[j] -= delta;             } // <i>8c9ba2</i>             j0 = j1;         } while (p[j0]); // <i>546805</i>         while (j0) { // <i>update alternating path</i>             int j1 = pre[j0];             p[j0] = p[j1], j0 = j1;         } // <i>f55064</i>     } // <i>1f3f03</i>     rep(j,1,m) if (p[j]) ans[p[j] - 1] = j - 1;     return {-v[0], ans}; // <i>min cost</i> } // <i>1e0fe9</i></pre>	

### GeneralMatching.h

**Description:** Matching for general graphs. 1-indexed vertices.

**Memory:**  $\mathcal{O}(n + m)$

**Time:**  $\mathcal{O}(\sqrt{nm} \log_{\max\{2,1+m/n\}} n)$

<pre>class MaximumMatching { public:     struct Edge {int from, to;};     static constexpr int Inf = 1 &lt;&lt; 30;  private:     enum Label {         kInner = -1, // <i>should be &lt; 0</i>         kFree = 0 // <i>should be 0</i>     }; // <i>c09e7e</i>     struct Link {int from, to;};     struct Log {int v, par;};     struct LinkedList {         LinkedList() {}         LinkedList(int N, int M) : N(N), next(M) { clear(); }         void clear() { head.assign(N, -1); }         void push(int h, int u) { next[u] = head[h], head[h] = u; }          int N; vector&lt;int&gt; head, next;     }; // <i>1a51c7</i>     template &lt;typename T&gt; struct Queue {         Queue() {}         Queue(int N) : qh(0), qt(0), data(N) {}         T operator[] (int i) const { return data[i]; }         void enqueue(int u) { data[qt++] = u; }</pre>	9437b5, 314 lines
---	-------------------

```

    int dequeue() { return data[qh++]; }
    bool empty() const { return qh == qt; }
    void clear() { qh = qt = 0; }
    int size() const { return qt; }
    int qh, qt; vector<T> data;
}; // 4bfceb
struct DisjointSetUnion {
    DisjointSetUnion() {}
    DisjointSetUnion(int N) : par(N) { for (int i = 0; i <
        N; ++i) par[i] = i; }
    int find(int u) { return par[u] == u ? u : (par[u] =
        find(par[u])); }
    void unite(int u, int v) {
        u = find(u), v = find(v);
        if (u != v) par[v] = u;
    } // 461e55
    vector<int> par;
}; // a21f68
public:
    MaximumMatching(int N, const vector<Edge> &in)
        : N(N), NH(N >> 1), ofs(N + 2, 0), edges(in.size() * 2)
        {
            for (auto &e : in) ofs[e.from + 1] += 1, ofs[e.to + 1]
                += 1;
            for (int i = 1; i <= N + 1; ++i) ofs[i] += ofs[i - 1];
            for (auto &e : in) {
                edges[ofs[e.from]++] = e;
                edges[ofs[e.to]++] = {e.to, e.from};
            } // 36bba8
            for (int i = N + 1; i > 0; --i) ofs[i] = ofs[i - 1];
            ofs[0] = 0;
        } // a78156
    int maximum_matching() {
        initialize(); int match = 0;
        while (match * 2 + 1 < N) {
            reset_count();
            bool has_augmenting_path = do_edmonds_search();
            if (!has_augmenting_path) break;
            match += find_maximal();
            clear();
        } // 8c0a2c
        return match;
    } // da7b99
    vector<Edge> get_edges() {
        vector<Edge> ans;
        for (int i = 1; i <= N; ++i) if (mate[i] > i) ans.
            push_back(Edge{i, mate[i]});
        return ans;
    } // f8586b
private:
    void reset_count() {
        time_current_ = 0;
        time_augment_ = Inf;
        contract_count_ = 0;
        outer_id_ = 1;
        dsu_changelog_size_ = dsu_changelog_last_ = 0;
    } // 6c73d5
    void clear() {
        que.clear();
        for (int u = 1; u <= N; ++u) potential[u] = 1;
        for (int u = 1; u <= N; ++u) dsu.par[u] = u;
        for (int t = time_current_; t <= N / 2; ++t) list.head[
            t] = -1;
        for (int u = 1; u <= N; ++u) blossom.head[u] = -1;
    } // 6e020f
    inline void grow(int x, int y, int z) {
        label[y] = kInner;
        potential[y] = time_current_; // visited time
        link[z] = {x, y};

```

```

        label[z] = label[x];
        potential[z] = time_current_ + 1;
        que.enqueue(z);
    } // 5a596b
    void contract(int x, int y) {
        int bx = dsu.find(x), by = dsu.find(y);
        const int h = -(++contract_count_) + kInner;
        label[mate[bx]] = label[mate[by]] = h;
        int lca = -1;
        while (1) {
            if (mate[by] != 0) swap(bx, by);
            bx = lca = dsu.find(link[bx].from);
            if (label[mate[bx]] == h) break;
            label[mate[bx]] = h;
        } // d03cf2
        for (auto bv : {dsu.par[x], dsu.par[y]}) {
            for (; bv != lca; bv = dsu.par[link[bv].from]) {
                int mv = mate[bv];
                link[mv] = {x, y};
                label[mv] = label[x];
                potential[mv] =
                    1 + (time_current_ - potential[mv]) +
                    time_current_;
                que.enqueue(mv);
                dsu.par[bv] = dsu.par[mv] = lca;
                dsu_changelog[dsu_changelog_last_++] = {bv, lca
                };
                dsu_changelog[dsu_changelog_last_++] = {mv, lca
                };
            } // 8fef02
        } // 2b0c42
    } // a9547e
    bool find_augmenting_path() {
        while (!que.empty()) {
            int x = que.dequeue(), lx = label[x], px =
                potential[x],
                bx = dsu.find(x);
            for (int eid = ofs[x]; eid < ofs[x + 1]; ++eid) {
                int y = edges[eid].to;
                if (label[y] > 0) { // outer blossom/vertex
                    int time_next = (px + potential[y]) >> 1;
                    if (lx != label[y]) {
                        if (time_next == time_current_) return
                            true;
                        time_augment_ = min(time_next,
                            time_augment_);
                    } else { // a6d4c5
                        if (bx == dsu.find(y)) continue;
                        if (time_next == time_current_) {
                            contract(x, y);
                            bx = dsu.find(x);
                        } else if (time_next <= NH) // 1efde3
                            list.push(time_next, eid);
                    } // 1666ad
                } else if (label[y] == kFree) { // free vertex
                    // c17e44
                    int time_next = px + 1;
                    if (time_next == time_current_)
                        grow(x, y, mate[y]);
                    else if (time_next <= NH)
                        list.push(time_next, eid);
                } // 48780d
            } // 30c821
        } // 1f7dd0
        return false;
    } // 5f1707
    bool adjust_dual_variables() {
        const int time_lim = min(NH + 1, time_augment_);

```

```

        for (++time_current_; time_current_ <= time_lim; ++
            time_current_) {
            dsu_changelog_size_ = dsu_changelog_last_;
            if (time_current_ == time_lim) break;
            bool updated = false;
            for (int h = list.head[time_current_]; h >= 0; h =
                list.next[h]) {
                auto &e = edges[h];
                int x = e.from, y = e.to;
                if (label[y] > 0) {
                    if (potential[x] + potential[y] != (
                        time_current_ << 1))
                        continue;
                    if (dsu.find(x) == dsu.find(y)) continue;
                    if (label[x] != label[y]) {
                        time_augment_ = time_current_;
                        return false;
                    } // e7c864
                    contract(x, y);
                    updated = true;
                } else if (label[y] == kFree) { // 1a7dca
                    grow(x, y, mate[y]);
                    updated = true;
                } // ebac0d
            } // 7bf910
            list.head[time_current_] = -1;
            if (updated) return false;
        } // a2963f
        return time_current_ > NH;
    } // 361891
    bool do_edmonds_search() {
        label[0] = kFree;
        for (int u = 1; u <= N; ++u) {
            if (mate[u] == 0) {
                que.enqueue(u);
                label[u] = u; // component id
            } else // 52e61c
                label[u] = kFree;
        } // 585bc4
        while (1) {
            if (find_augmenting_path()) break;
            bool maximum = adjust_dual_variables();
            if (maximum) return false;
            if (time_current_ == time_augment_) break;
        } // 3b82c1
        for (int u = 1; u <= N; ++u) {
            if (label[u] > 0)
                potential[u] -= time_current_;
            else if (label[u] < 0)
                potential[u] = 1 + (time_current_ - potential[u
                ]);
        } // c77cf7
        return true;
    } // e1fc96
    void rematch(int v, int w) {
        int t = mate[v];
        mate[v] = w;
        if (mate[t] != v) return;
        if (link[v].to == dsu.find(link[v].to)) {
            mate[t] = link[v].from;
            rematch(mate[t], t);
        } else { // 45eff2
            int x = link[v].from, y = link[v].to;
            rematch(x, y);
            rematch(y, x);
        } // 4a404f
    } // c4e2e9
    bool dfs_augment(int x, int bx) {
        int px = potential[x], lx = label[bx];

```



```
for (int eid = ofs[x]; eid < ofs[x + 1]; ++eid) {
    int y = edges[eid].to;
    if (px + potential[y] != 0) continue;
    int by = dsu.find(y), ly = label[by];
    if (ly > 0) { // outer
        if (lx >= ly) continue;
        int stack_beg = stack_last_;
        for (int bv = by; bv != bx; bv = dsu.find(link[
            bv].from)) {
            int bw = dsu.find(mate[bv]);
            stack[stack_last_++] = bw;
            link[bw] = {x, y};
            dsu.par[bv] = dsu.par[bw] = bx;
        } // 211d3e
        while (stack_last_ > stack_beg) {
            int bv = stack[--stack_last_];
            for (int v = blossom.head[bv]; v >= 0;
                v = blossom.next[v]) {
                if (!dfs_augment(v, bx)) continue;
                stack_last_ = stack_beg;
                return true;
            } // 9ded5e
        } // 476c04
    } else if (ly == kFree) { // e5357f
        label[by] = kInner;
        int z = mate[by];
        if (z == 0) {
            rematch(x, y);
            rematch(y, x);
            return true;
        } // 781371
        int bz = dsu.find(z);
        link[bz] = {x, y};
        label[bz] = outer_id++;
        for (int v = blossom.head[bz]; v >= 0; v =
            blossom.next[v]) {
            if (dfs_augment(v, bz)) return true;
        } // 5ea9e4
    } // 1c508f
} // 7f2ab3
return false;
} // 44c41a
int find_maximal() {
    for (int u = 1; u <= N; ++u) dsu.par[u] = u;
    for (int i = 0; i < dsu_changelog_size_; ++i) {
        dsu.par[dsu_changelog[i].v] = dsu_changelog[i].par;
    } // 384510
    for (int u = 1; u <= N; ++u) {
        label[u] = kFree;
        blossom.push(dsu.find(u), u);
    } // 2a02fd
    int ret = 0;
    for (int u = 1; u <= N; ++u)
        if (!mate[u]) {
            int bu = dsu.par[u];
            if (label[bu] != kFree) continue;
            label[bu] = outer_id++;
            for (int v = blossom.head[bu]; v >= 0; v =
                blossom.next[v]) {
                if (!dfs_augment(v, bu)) continue;
                ret += 1;
                break;
            } // e4fb6a
        } // 4db9e3
    assert(ret >= 1); return ret;
} // 500171
void initialize() {
    que = Queue<int>(N);
    mate.assign(N + 1, 0);
```

```
potential.assign(N + 1, 1);
label.assign(N + 1, kFree);
link.assign(N + 1, {0, 0});
dsu_changelog.resize(N);
dsu = DisjointSetUnion(N + 1);
list = LinkedList(NH + 1, edges.size());
blossom = LinkedList(N + 1, N + 1);
stack.resize(N);
stack_last_ = 0;
} // be011c
private:
const int N, NH;
vector<int> ofs;
vector<Edge> edges;
Queue<int> que;
vector<int> mate, potential;
vector<int> label;
vector<Link> link;
vector<Log> dsu_changelog;
int dsu_changelog_last_, dsu_changelog_size_;
DisjointSetUnion dsu;
LinkedList list, blossom;
vector<int> stack;
int stack_last_;
int time_current_, time_augment_;
int contract_count_, outer_id_;
}; // b7724d
using Edge = MaximumMatching::Edge;
void example() { // Graph of Love problem
    int n; cin >> n;
    vector<Edge> edges(n, {0, 0});
    for (int i = 1, j; i <= n; i++)cin >> j, edges[i-1] = {i, j
        };
    auto M = MaximumMatching(n, edges);
    cout << M.maximum_matching() << '\n';
} // 0523ec

OnlineMatching.h
Description: Modified khun developed for specific question able to run
2 * 106 queries, in 2 * 106 x 106 graph in 3 seconds codeforces
Time: O(confia)
6ac539, 42 lines

struct OnlineMatching {
    int n = 0, m = 0;
    vector<int> vis, match, dist;
    vector<vector<int>> g;
    vector<int> last;
    int t = 0;

    OnlineMatching(int n_, int m_) : n(n_), m(m_),
        vis(n, 0), match(m, -1), dist(n, n+1), g(n), last(n, -1)
    {}

    void add(int a, int b) {
        g[a].pb(b);
    } // 746097

    bool kuhn(int a) {
        vis[a] = t;
        for(int b: g[a]) {
            int c = match[b];
            if (c == -1) {
                match[b] = a;
                return true;
            } // 38b210
            if (last[c] != t || (dist[a] + 1 < dist[c]))
                dist[c] = dist[a] + 1, last[c] = t;
        } // d30675
        for (int b: g[a]) {
```

```
int c = match[b];
if (dist[a] + 1 == dist[c] && vis[c] != t && kuhn(c)) {
    match[b] = a;
    return true;
} // 2dac75
} // e58bd5
return false;
} // b533ee
bool can_match(int a) {
    t++;
    last[a] = t;
    dist[a] = 0;
    return kuhn(a);
} // 32302b
}; // 6ac539
```

5.4 DFS algorithms

SCC.h  
Description: Finds strongly connected components in a directed graph. If vertices *u, v* belong to the same component, we can reach *u* from *v* and vice versa.  
Usage: scc(graph, [&](vi& v) { ... }) visits all components in reverse topological order. comp[i] holds the component index of a node (a component only has edges to components with lower index). ncomps will contain the number of components.  
Time: O(E + V) 76b5c9, 24 lines

```
vi val, comp, z, cont;
int Time, ncomps;
template<class G, class F> int dfs(int j, G& g, F& f) {
    int low = val[j] = ++Time, x; z.push_back(j);
    for (auto e : g[j]) if (comp[e] < 0)
        low = min(low, val[e] ? : dfs(e, g, f));

    if (low == val[j]) {
        do {
            x = z.back(); z.pop_back();
            comp[x] = ncomps;
            cont.push_back(x);
        } while (x != j); // ae85bd
        f(cont); cont.clear();
        ncomps++;
    } // 64c1b9
    return val[j] = low;
} // 3513bd
template<class G, class F> void scc(G& g, F f) {
    int n = sz(g);
    val.assign(n, 0); comp.assign(n, -1);
    Time = ncomps = 0;
    rep(i, 0, n) if (comp[i] < 0) dfs(i, g, f);
} // 56b050
```

BiconnectedComponents.h  
Description: Finds all biconnected components in an undirected graph. In a biconnected component there are at least two internally disjoint paths between any two nodes a cycle exists through them. Note that a node can be in several components. Every edge is in a single component. Nodes without edges will not be in any components  
Time: O(E + V) 61b438, 53 lines

```
vector<pair<int, int>> edges; // edges
vector<vector<pair<int, int>>> g; // [b, edge idx]
vi tin, st, art;
int dfstime = 0;
vector<vi> bcc;

int dfs(int a, int p) {
    int top = tin[a] = ++dfstime;
    bool child = (p != -1);
```

```
for (auto [b, e]: g[a]) {
    if (tin[b]) {
        top = min(top, tin[b]);
        if (tin[b] < tin[a]) st.pb(e);
    } // 0df373
    else {
        int si = sz(st);
        int up = dfs(b, e);
        top = min(top, up);
        if (up > tin[a]) { /*e is a bridge */
            if (up >= tin[a]) {
                st.pb(e);
                bcc.eb(st.begin() + si, st.end());
                st.resize(si);
                art[a] += child;
                child = true;
            } // 46103a
            else if (up < tin[a]) st.pb(e);
        } // 38ea8a
    } // 53a60e
    return top;
} // 17df2f

void bicomps() {
    int n = sz(g);
    tin.assign(n, 0), art.assign(n, 0);
    rep(i,0,n) if (!tin[i]) dfs(i, -1);
} // 600614

vi comp;
vector<vi> tree;
void build_tree() { // Optional
    int n = sz(g);
    comp.resize(n), tree.resize(n + sz(bcc));
    rep(i, 0, sz(bcc)) {
        for (int eid: bcc[i]) {
            auto [a, b] = edges[eid];
            if (art[a] && (empty(tree[a]) || tree[a].back() != n+i))
                tree[a].pb(n+i), tree[n+i].pb(a);
            if (art[b] && (empty(tree[b]) || tree[b].back() != n+i))
                tree[b].pb(n+i), tree[n+i].pb(b);
            comp[a] = comp[b] = n + i;
        } // 2e7ad5
    } // 8e4c66
    rep(i, 0, n) if (art[i]) comp[i] = i;
} // b645e9
```

TwoCC.h  
**Description:** Finds all two edge connected components in an undirected graph.  
**Time:**  $\mathcal{O}(E + V)$

af5478, 44 lines

```
vector<vector<pair<int, int>>> g;
vector<pair<int, int>> edges;
vi tin, st, bridges;
int dfstime = 0;
vector<vi> twocc;

int dfs(int a, int p) {
    int top = tin[a] = ++dfstime;
    int si = st.size();
    st.pb(a);
    for (auto [b, e]: g[a]) if (e != p) {
        if (tin[b]) top = min(top, tin[b]);
        else {
            int up = dfs(b, e);
            top = min(top, up);
            if (up > tin[a]) bridges.pb(e);
        } // 1dd281
    }
```

```
} // ada038
if (top == tin[a]) {
    twocc.eb(st.begin() + si, st.end());
    st.resize(si);
} // 0f03f3
return top;
} // 55bb17

void twocomps() {
    int n = sz(g);
    tin.assign(n, 0);
    rep(i, 0, n) if (!tin[i]) dfs(i, -1);
} // 9a2d22

vi comp;
vector<vi> tree;
void build_tree() { // Optional
    int n = sz(g);
    tree.resize(sz(twocc)); comp.resize(n);
    rep(i, 0, sz(twocc))
        for (int a: twocc[i]) comp[a] = i;

    for (int eid: bridges) {
        auto [a, b] = edges[eid];
        tree[comp[a]].pb(comp[b]), tree[comp[b]].pb(comp[a]);
    } // 1a7e1f
} // c306f0
```

2sat.h  
**Description:** Calculates a valid assignment to boolean variables a, b, c,... to a 2-SAT problem, so that an expression of the type  $(a||b)&&(!a||c)&&(d||!b)&&...$  becomes true, or reports that it is unsatisfiable. Negated variables are represented by bit-inversions (~x).  
**Usage:** TwoSat ts(number of boolean variables);  
ts.either(0, ~3); // Var 0 is true or var 3 is false  
ts.setValue(2); // Var 2 is true  
ts.atMostOne({0,~1,2}); // <= 1 of vars 0, ~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.

5f9706, 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++;
    } // 7b5f84

    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);
    } // 516db0
    void setValue(int x) { either(x, x); }

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

```
        either(cur, next);
        either(~li[i], next);
        cur = ~next;
    } // 8d3782
    either(cur, ~li[1]);
} // 10f2ea

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); // b15351
    return val[i] = low;
} // ef583a

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;
} // 2bb76d
}; // 5f9706
```

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

780b64, 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);
        } // 22a87a // 94de26
        for (int x : D) if (x < 0 || sz(ret) != nedges+1) return {};
        return {ret.rbegin(), ret.rend()};
    } // 780b64
```

DominatorTree.h  
**Description:** Dominator Tree, creates the graph tree, where all ancestors of a u in the tree are necessary in the path from the root to u  
**Memory:**  $\mathcal{O}(n)$   
**Time:**  $\mathcal{O}((n + m)log(n))$  build

69af96, 57 lines

```
struct DominatorTree {
    int n;
    vector<vector<int>> g, gt, tree, bucket, down;
    vector<int> S;
    vector<int> dsu, label, sdom, idom, id;
    int dfstime = 0;

    DominatorTree(vector<vector<int>> & _g, int root)
        : n(sz(_g)), g(_g), gt(n), tree(n), bucket(n), down(n),
```

```
S(n), dsu(n), label(n), sdom(n), idom(n), id(n) {
    prep(root); reverse(S.begin(), S.begin() + dfstime);
    for(int u : S) {
        for(int v : gt[u]) {
            int w = fnd(v);
            if(id[ sdom[w] ] < id[ sdom[u] ])
                sdom[u] = sdom[w];
        } // e059b2
        gt[u].clear();
        if(u != root) bucket[ sdom[u] ].push_back(u);
        for(int v : bucket[u]) {
            int w = fnd(v);
            if(sdom[w] == sdom[v]) idom[v] = sdom[v];
            else idom[v] = w;
        } // 72077b
        bucket[u].clear();
        for(int v : down[u]) dsu[v] = u;
        down[u].clear();
    } // 3197c4
    reverse(S.begin(), S.begin() + dfstime);
    for(int u : S) if(u != root) {
        if(idom[u] != sdom[u]) idom[u] = idom[ idom[u] ];
        tree[ idom[u] ].push_back(u);
    } // 96e582
    idom[root] = root;
} // b239ba

void prep(int u){
    S[dfstime] = u;
    id[u] = ++dfstime;
    label[u] = sdom[u] = dsu[u] = u;

    for(int v : g[u]){
        if(!id[v]){
            prep(v), down[u].push_back(v);
            gt[v].push_back(u);
        } // 4d7944
    } // 4351b9

int fnd(int u, int flag = 0){
    if(u == dsu[u]) return u;
    int v = fnd(dsu[u], 1), b = label[ dsu[u] ];
    if(id[ sdom[b] ] < id[ sdom[ label[u] ] ])
        label[u] = b;
    dsu[u] = v;
    return flag ? v : label[u];
} // d64927

}; // 69af96
```

## 5.5 Coloring

### EdgeColoring.h

**Description:** Given a simple, undirected graph with max degree  $D$ , computes a  $(D + 1)$ -coloring of the edges such that no neighboring edges share a color. ( $D$ -coloring is NP-hard, but can be done for bipartite graphs by repeated matchings of max-degree nodes.)  
**Time:**  $\mathcal{O}(NM)$

```
vi edgeColoring(int N, vector<pii> eds) {
    vi cc(N + 1), ret(sz(eds)), fan(N), free(N), loc;
    for (pii e : eds) ++cc[e.first], ++cc[e.second];
    int u, v, ncols = *max_element(all(cc)) + 1;
    vector<vi> adj(N, vi(ncols, -1));
    for (pii e : eds) {
        tie(u, v) = e;
        fan[0] = v;
        loc.assign(ncols, 0);
        int at = u, end = u, d, c = free[u], ind = 0, i = 0;
        while (d = free[v], !loc[d] && (v = adj[u][d]) != -1)
            loc[d] = ++ind, cc[ind] = d, fan[ind] = v;
```

```
        cc[loc[d]] = c;
        for (int cd = d; at != -1; cd ^= c ^ d, at = adj[at][cd])
            swap(adj[at][cd], adj[end = at][cd ^ c ^ d]);
        while (adj[fan[i]][d] != -1) {
            int left = fan[i], right = fan[++i], e = cc[i];
            adj[u][e] = left;
            adj[left][e] = u;
            adj[right][e] = -1;
            free[right] = e;
        } // 316eb7
        adj[u][d] = fan[i];
        adj[fan[i]][d] = u;
        for (int y : {fan[0], u, end})
            for (int& z = free[y] = 0; adj[y][z] != -1; z++);
    } // fdc6d3
    rep(i, 0, sz(eds))
        for (tie(u, v) = eds[i]; adj[u][ret[i]] != v;) ++ret[i];
    return ret;
} // e210e2
```

## 5.6 Heuristics

### MaximalCliques.h

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

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

```
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;
    } // 181f8f
} // c9dc5f
```

### MaximumClique.h

**Description:** Quickly finds a maximum clique of a graph (given as symmetric bitset matrix; self-edges not allowed). Can be used to find a maximum independent set by finding a clique of the complement graph.  
**Time:** Runs in about 1s for  $n=155$  and worst case random graphs ( $p=.90$ ). Runs faster for sparse graphs.

```
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;
    } // 7c428e
    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);
                } // 3221ac
                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; // 2a0537
            q.pop_back(), R.pop_back();
        } // 87639b
    } // f0a49d
    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});
    } // 36accb
}; // b63641
```

### 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 MinimumVertex-Cover.

## 5.7 Trees

### CompressTree.h

**Description:** Given a rooted tree and a subset  $S$  of nodes, compute the minimal subtree that contains all the nodes by adding all (at most  $|S| - 1$ ) pairwise LCA's and compressing edges. Returns a list of (par, orig\_index) representing a tree rooted at 0. The root points to itself.  
**Time:**  $\mathcal{O}(|S|\log|S|)$

```
"LCA.h" 7347c3, 26 lines

struct LCA {
    vi time;
    int lca(int a, int b) { return -1; }
}; // 32d408
```

```
typedef vector<pair<int, int>> vpi;
vpi compressTree(LCA& lca, const vi& subset) {
    static vi rev; rev.resize(sz(lca.time));
    vi li = subset, &T = lca.time;
    auto cmp = [&](int a, int b) { return T[a] < T[b]; };
    sort(all(li), cmp);
    int m = sz(li)-1;
    rep(i, 0, m) {
        int a = li[i], b = li[i+1];
        li.push_back(lca.lca(a, b));
    } // 677c62
    sort(all(li), cmp);
    li.erase(unique(all(li)), li.end());
    rep(i, 0, sz(li)) rev[li[i]] = i;
    vpi ret = {pii(0, li[0])};
    rep(i, 0, sz(li)-1) {
        int a = li[i], b = li[i+1];
        ret.emplace_back(rev[lca.lca(a, b)], b);
    } // 5efe90
    return ret;
```

```
 } // 83c9a2
```

HLD.h

**Description:** Does the same thing as a LazySegment tree, but on a tree and with an extra log factor to the complexity. VAL\_EDGES determines if the values are stored in edges. If so, store the value of each edge on its child vertex.

**Time:**  $\mathcal{O}((\log N)^2)$  for range operations,  $\mathcal{O}(\log(n))$  for point operations  
"../data-structures/LazySegmentTree.h" c110a4, 52 lines

```
template<class S, bool VAL_EDGES>
struct HLD {
    using T = typename S::T; using L = typename S::L;
    int n,tim=0;
    vector<vi> g;
    vi p,siz,hd,ti;
    SegBeats<S> seg, segi;
    HLD(vector<vi> ag) : n(siz(ag)), g(ag), p(n), siz(n), hd(n),
        ti(n),
        seg(bit_ceil((unsigned)n)), segi(bit_ceil((unsigned)n)) { dfs
            (0); dfs2(0);}
    void dfs(int v) {
        for (int& u : g[v]) {
            g[u].erase(find(all(g[u]), v));
            p[u]=v;
            dfs(u);
            siz[v] += siz[u];
            if (siz[u] > siz[g[v][0]]) swap(u, g[v][0]);
        } // 7b54be
    } // a86bcf
    void dfs2(int v) {
        ti[v]=tim++;
        for (int u : g[v]) {
            hd[u] = (u == g[v][0] ? hd[v] : u);
            dfs2(u);
        } // 79707a
    } // 816069
    template <class B, class C> // ops are [l, r)
    void process(int u, int v, B op1, C op2) {
        for (;;) {
            if (hd[u] == hd[v]) break;
            if (ti[u] < ti[v]) op2(ti[hd[v]], ti[v]+1, v=p[hd[v]]);
            else op1(ti[hd[u]], ti[u]+1, u=p[hd[u]]);
        } // 1cb33f
        if (ti[u] < ti[v]) op2(ti[u]+VAL_EDGES, ti[v]+1);
        else op1(ti[v]+VAL_EDGES, ti[u]+1);
    } // 6a6a62
    T query(int u, int v) { // inclusive on both ends
        T vu = S::id, vv = S::id;
        process(u,v,
            [&](int l, int r){ vu = S::op(vu, segi.query(n-r,n-l)); },
            [&](int l, int r){ vv = S::op(seg.query(l,r), vv); } );
        return S::op(vu,vv);
    } // 04b81f
    void update(L val, int u, int v) {
        process(u,v,
            [&](int l, int r){ segi.update(val,n-r,n-l); },
            [&](int l, int r){ seg.update(val,l,r); } );
    } // 8e0c4e
    void update(L val, int u) {
        seg.update(val,ti[u], ti[u]+1);
        segi.update(val,n-ti[u]-1, n-ti[u]);
    } // 6fea94
}; // 4283ec
```

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  $\mathcal{O}(\log N)$ . 0fb462, 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)
    } // 454758
    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;
    } // 0cc949
    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];
            y->c[h ^ 1] = x;
        } // 1a82cf
        z->c[i ^ 1] = this;
        fix(); x->fix(); y->fix();
        if (p) p->fix();
        swap(pp, y->pp);
    } // 1cf643
    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);
        } // e639f4
    } // bfb1f7
    Node* first() {
        pushFlip();
        return c[0] ? c[0]->first() : (splay(), this);
    } // 67f9a1
}; // 225109
```

```
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];
    } // 60799e
    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();
        } // 8acbe8
```

```
 } // a58ec7
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();
} // b80a22
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();
    } // 586a65
} // 74c908
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; } // 1ccdfe
        pp->c[1] = u; pp->fix(); u = pp;
    } // b10f33
    return u;
} // 4ac291
}; // ceab83
```

DirectedMST.h

**Description:** Finds a minimum spanning tree/arborescence of a directed graph, given a root node. If no MST exists, returns -1.

**Time:**  $\mathcal{O}(E \log V)$  39e620, 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;
    } // 0d348f
    Edge top() { prop(); return key; }
}; // ab4902
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;
} // c5109e
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>>> cycs;
    rep(s,0,n) {
        int u = s, qi = 0, w;
        while (seen[u] < 0) {
            if (!heap[u]) return {-1,{};};
            Edge e = heap[u]->top();
```

```

    heap[u]->delta -= e.w, pop(heap[u]);
    Q[qi] = e, path[qi++] = u, seen[u] = s;
    res += e.w, u = uf.find(e.a);
    if (seen[u] == s) {
        Node* cyc = 0;
        int end = qi, time = uf.time();
        do cyc = merge(cyc, heap[w = path[--qi]]);
        while (uf.join(u, w));
        u = uf.find(u), heap[u] = cyc, seen[u] = -1;
        cycs.push_front({u, time, {&Q[qi], &Q[end]}});
    } // 00a339
} // c8f0da
rep(i,0,qi) in[uf.find(Q[i].b)] = Q[i];
} // fa3c2c

for (auto& [u,t,comp] : cycs) { // restore sol (optional)
    uf.rollback(t);
    Edge inEdge = in[u];
    for (auto& e : comp) in[uf.find(e.b)] = e;
    in[uf.find(inEdge.b)] = inEdge;
} // 4f9b56
rep(i,0,n) par[i] = in[i].a;
return {res, par};
} // efa3a4
```

## Data structures (6)

### 6.1 General

HashMap.h  
**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>
// To use most bits rather than just the lowest ones:
struct chash { // large odd number for C
    const uint64_t C = 1l(4e18 * acos(0)) | 71;
    ll operator()(ll x) const { return __builtin_bswap64(x*C); }
}; // cdd37e
__gnu_pbds::gp_hash_table<ll,int,chash> h({},{},{},{},{1<<16});
```

OrderedSet.h  
**Description:** ordered/indexed set and multiset Bad constant factor, works only in Linux  
**Memory:**  $\mathcal{O}(N)$   
**Time:**  $\mathcal{O}(\log N)$  operations

```
<bits/extc++.h> //include it before any defines
using namespace __gnu_pbds;
template<class T, class B = null_type> using ordered_set = tree
    <T, B, less<T>, rb_tree_tag,
    tree_order_statistics_node_update>;

template<class T>
struct ordered_multiset{
    ordered_set<pair<T, int>> o; int c;
    ordered_multiset():c(0){}
    unsigned order_of_key(T x){return o.order_of_key({x, -1});}
    const T* find_by_order(int p){return &(*o.find_by_order(p)).first;}
    void insert(T x){o.insert({x, c++});}
    void erase(T x){o.erase(o.lower_bound({x, 0}));}
    unsigned size(){return o.size();}
    const T* lower_bound(T x){return &(*o.lower_bound({x, 0})).first;}
    const T* upper_bound(T x){return &(*o.upper_bound({x, c})).first;}
}; // d4e54f
```

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

```
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);
    } // 30bb61
    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;
    } // 6c709f
}; // de4ad0
```

StaticCHT.h  
**Description:** static CHT - add must be ordered by slope (a), queries by x.  
**Time:** amortized  $\mathcal{O}(1)$ .

```
struct CHT {
    int it; vector<ll> a, b;
    CHT():it(0){}
    ll eval(int i, ll x){return a[i]*x + b[i];}
    bool useless(){
        int sz = a.size();
        int r = sz-1, m = sz-2, l = sz-3;
#warning careful with overflow!
        return (b[l] - b[r])*(a[m] - a[l]) <
            (b[l] - b[m])*a[r] - a[l]);
    } // c37135
    void add(ll A, ll B){
        a.push_back(A); b.push_back(B);
        while (!a.empty()){
            if ((a.size() < 3) || !useless()) break;
            a.erase(a.end() - 2);
            b.erase(b.end() - 2);
        } // b21fc8
        it = min(it, int(a.size()) - 1);
    } // 6df532
    ll get(ll x){
        while (it+1 < a.size()){
            if (eval(it+1, x) > eval(it, x)) it++;
            else break;
        } // fe9dba
        return eval(it, x);
    } // b44949
}; // da7e40
```

LineContainer.h  
**Description:** Container where you can add lines of the form  $kx+m$ , and query maximum values at points  $x$ . Useful for dynamic programming (“convex hull trick”).  
**Time:**  $\mathcal{O}(\log N)$

```
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; }
}; // 7e3ecf

struct LineContainer : 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); } // 10f081
    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;
    } // 2fac86
    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));
    } // 08625f
    ll query(ll x) {
        assert(!empty());
        auto l = *lower_bound(x);
        return l.k * x + l.m;
    } // d21e2f
}; // 5771f0
```

### 6.2 Range Queries

Spec.h  
**Description:** Algebraic structures for RQDS. Includes Ruan’s version.  
**Time:** varies

```
struct Group { //sum
    using T = int;
    static constexpr T id = 0;
    static T op(T a, T b){return a+b;}
    static T inv(T a){return -a;}
}; // 3e6767

struct LazySpecRuan { //sum
    using S = int;
    using K = int;
    static S op(S a, S b) { return max(a, b); }
    static S update(K f, S a) { return f + a; }
    static K compose(const K f, const K g) { return f + g; }
    static S id() { return 0; }
}; // 69c889

struct LazySpecArthur { //set add sum
    using T = ll;
    using L = pair<int, ll>;
    static constexpr T id = 0;
    static T op(T a, T b){return a + b;}
    static T ch(T past, L upd, int lx, int rx){
        ll s = rx-lx;
        auto [t, x] = upd;
        if (t)return s*x;
        else return past+s*x;
    } // 442906
    static L cmp(L cur, L upd){
        auto [t1, x1] = cur;
        auto [t2, x2] = upd;
        if (t2)return upd;
        else return {t1, x1+x2};
    } // e78ccc
}; // c4da38

struct node{int max1,max2,maxc; ll sum;;
```

```
struct BeatsSpec{ //chmin sum
    using T = node; using L = int;
    static constexpr T id = node{-oo,-oo,0,0};
    static T op(T a, T b){
        node n;
        if (a.max1 > b.max1){
            n.max1 = a.max1;
            n.max2 = max(a.max2, b.max1);
            n.maxc = a.maxc;
        } // 60044a
        else if (a.max1 == b.max1){
            n.max1 = a.max1;
            n.max2 = max(a.max2, b.max2);
            n.maxc = a.maxc+b.maxc;
        } // 89a062
        else{
            n.max1 = b.max1;
            n.max2 = max(b.max2, a.max1);
            n.maxc = b.maxc;
        } // dbf86a
        n.sum=a.sum+b.sum;
        return n;
    } // 7211b8
    static T ch(T a, L b, int l, int r){
        if (a.max2 <= b)a.sum -= (ll)(a.max1-b)*a.maxc, a.max1 = b;
        return a;
    } // 6f5ec4
    static L cmp(L a, L b){return min(a,b);}
    static bool brk(L a, T b){return b.max1 <= a;}
    static bool tag(L a, T b){return b.max2 < a;}
}; // 0a5678
```

Treap.h

**Description:** Lazy treap. Its Spec is the same as LazySpec, except that update has the signature update(K f, int n, S a), where n represents the range size.

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

	103a81, 53 lines
--	------------------

```
#define TT template<typename S>
#define NN node<S>*
mtl19937 rng(chrono::steady_clock::now().time_since_epoch()).count());
TT
struct node {
    node *l=0, *r=0;
    int y, c=1;
    S::S val, acc;
    S::K lz;
    bool hlz=0;
    node(S::S aval) : y(uniform_int_distribution<int>(0,(int)1e9)(rng)), val(aval), acc(aval) {}
    void rc();
}; // 1328e4
TT
int cnt(S n) {return n ? n->c : 0;}
TT
void prop(NN t) {
    if (!t or !t->hlz) return;
    t->hlz=0;
    t->val = S::update(t->lz, l, t->val);
    t->acc = S::update(t->lz, t->c, t->acc);
    if (t->l) t->l->lz = t->l->hlz ? S::compose(t->l->lz, t->lz) : t->lz, t->l->hlz=1;
    if (t->r) t->r->lz = t->r->hlz ? S::compose(t->r->lz, t->lz) : t->lz, t->r->hlz=1;
} // 27acca
TT
void node<S>::rc() {
    c = cnt(l) + cnt(r) + 1;
```

```
prop(l); prop(r);
acc = S::op(S::op(l ? l->acc : S::id(), val), r ? r->acc : S::id());
} // d7b5cc
TT
pair<NN,NN> split(NN t, int k) {
    if (k == 0) return {0, t};
    if (cnt(t->l) >= k) {
        prop(t->l);
        auto [l, r] = split(t->l, k);
        t->l = r;
        t->rc();
        return {l, t};
    } // b8bc7b
    prop(t->r);
    auto [l,r] = split(t->r, k - cnt(t->l) - 1);
    t->r = l;
    t->rc();
    return {t, r};
} // 81a46c
TT
auto merge(NN l, NN r) {
    if (!l) return r;
    if (!r) return l;
    if (l->y < r->y) return prop(l->r), l->r = merge(l->r, r), l->rc(), l;
    return prop(r->l), r->l = merge(l, r->l), r->rc(), r;
} // 2649b9
```

FenwickTree.h

**Description:** Computes partial sums  $a[0] + a[1] + \dots + a[\text{pos} - 1]$ , and updates single elements  $a[i]$ , taking the difference between the old and new value.

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

	e62fac, 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;
    } // a388f1
    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;
    } // 6defa0
    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];
        } // 63f005
        return pos;
    } // ea70d8
}; // e62fac
```

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"	157f07, 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);
```

```
} // 01fc7b
void init() {
    for (vi& v : ys) sort(all(v)), ft.emplace_back(sz(v));
} // d5ca1f
int ind(int x, int y) {
    return (int)(lower_bound(all(ys[x]), y) - ys[x].begin()); }
// aee02d
void update(int x, int y, ll dif) {
    for (; x < sz(ys); x |= x + 1)
        ft[x].update(ind(x, y), dif);
} // bb1454
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;
} // 8334c3
}; // 157f07
```

MoQueries.h

**Description:** Answer interval or tree path queries. Includes interval version without deletion. 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:**  $\mathcal{O}(N\sqrt{Q})$

	d5377e, 76 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();
    } // 0f7fae
    return res;
} // e3731f
```

```
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;
    }; // 329c88
    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; } // 3839ba
        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();
} // c880be
return res;
} // ce9c1e
```

```
vector mo_no_deletion(vector<pii>& qs, int n){
int q = sz(qs), sq = (int)sqrt(q)+1, blk = (n+sq+1)/sq;
vector<vi> o((n+blk-1)/blk);
rep(i,0,q)o[qs[i].first/blk].pb(i);
for(auto& vq : o)sort(all(vq), [&](int i, int j){return qs[i].second < qs[j].second;});
vector<int> ans(q);
rep(i,0,sz(o)){
auto& vq = o[i];
int l = blk*i + blk, r = l-1;
// prepare to answer queries
for(int qi : vq){
auto [ql, qr] = qs[qi];
if (qr <= l){ //if it does not extrapolate
rep(j,ql,qr+1)add(j, 1); //solving manually
continue;
} // b94913
while(r < qr)add(++r, 1);
int ml = l; //we will move l manually
// prepare checkpoint
while(ml > ql)add(--ml, 0);
ans[qi] = calc();
// revert checkpoint: discard changes made by moving l
} // 6569ca
} // 09ff2d
return ans;
} // fe1e74
```

ColorUpdate.h

Description: Adds intervals and keep information about then

Memory:  $\mathcal{O}(Q)$

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

afa378, 34 lines

```
struct ColorUpdate {
using IT = pair<pair<int, int>, int>;
map<int, ll> freq; set<IT> rgs;
vector<set<IT>::iterator> intersect(int l, int r) {
// Return all ranges that intersects with [l, r]
vector<set<IT>::iterator> ans;
auto it = rgs.lower_bound(pair(pair(r+1, -1), -1));
while(it != rgs.begin()) {
it = prev(it);
auto [lx, rx] = it->first;
if (rx < l) break;
ans.pb(it);
} // dda9d0
return ans;
} // 9480c5
void add(int l, int r, int c) {
// Adds a range [l, r] with color c
auto v = intersect(l, r);
vector<IT> to_add = {{l, r, c}};
for (auto it: intersect(l, r)) {
// Remove it information
freq[it->second] -= it->first.second - it->first.first + 1;
to_add.pb({it->first.first, l-1, it->second});
to_add.pb({r+1, it->first.second, it->second});
rgs.erase(it);
} // 00093e
for (auto [x, c]: to_add) {
if (x.first > x.second) continue;
```

```
rgs.insert({x, c});
// Add x c information
freq[c] += x.second - x.first + 1;
} // 56edf2
} // 6fd6a1
}; // afa378
```

MergeSortTree.h

Description: Merge Sort Tree

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

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

7c1cf9, 38 lines

```
template<class T> struct MGST{
int n, h; vector<vector<T>> t;
int lg(int x){return __builtin_clz(1)-__builtin_clz(x);}
MGST(vector<T> v): n(sz(v)), h(lg(n)){
if (n != (1<<h))n = 1<<(+h);
t.assign(h, vector<T>(n));
rep(i,0,sz(v))t[0][i] = v[i];
rep(i,sz(v),n)t[0][i] = oo; //non-existent
rep(k,0,h)for(int i = 0, s = 1<<k; i < n; i += 2*s){
int p1=0, p2=0;
rep(p,i,i+2*s){
if (p1==s)t[k+1][p] = t[k][i+s+p2], p2++;
else if (p2==s)t[k+1][p] = t[k][i+p1], p1++;
else if (t[k][i+p1] < t[k][i+s+p2])t[k+1][p] = t[k][i+p1], p1++;
else t[k+1][p] = t[k][i+s+p2], p2++;
} // 690730
} // eb4c11
} // b7e287
T query_helper(T x, int k, int l){
auto it = upper_bound(t[k]+l, t[k]+l+(1<<k), x);
if (it == t[k]+l)return 0;
else return *prev(it);
} // ef2397
T lb(T x, int l, int r){ //biggest <= x in [l, r]
T ans = 0; r++;
for(int k = 0; l < r; k++){
if ((l>>k)&1){
ans = max(ans, query_helper(x, k, l));
l += 1<<k;
} // 1bf09f
if ((r>>k)&1){
r -= 1<<k;
ans = max(ans, query_helper(x, k, r));
} // aa3bad
} // b63c49
return ans;
} // 8e4027
}; // 7c1cf9
```

MPsum.h

Description: Multidimensional Psum Requires Abelian Group (op, inv, id)

Memory:  $\mathcal{O}(N^D)$

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

3c2845, 20 lines

```
#define MAS template<class... As> //multiple arguments
template<int D, class S> struct Psum{
using T = typename S::T;
int n; vector<Psum<D-1, S>> v;
MAS Psum(int s, As... ds):n(s+1),v(n,Psum<D-1, S>(ds...)){}
MAS void set(T x, int p, As... ps){v[p+1].set(x, ps...);}
void push(Psum& p){rep(i, 1, n)v[i].push(p.v[i]);}
void init(){rep(i, 1, n)v[i].init(),v[i].push(v[i-1]);}
MAS T query(int l, int r, As... ps){
return S::op(v[r+1].query(ps...),S::inv(v[l].query(ps...)))
;
```

```
} // eac6a8
}; // 4f6c04
template<class S> struct Psum<0, S>{
using T = typename S::T;
T val=S::id;
void set(T x){val=x;}
void push(Psum& a){val=S::op(a.val,val);}
void init(){}
T query(){return val;}
}; // 713694
```

Dist.h

Description: Disjoint Sparse Table Requires Monoid (op, id)

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

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

2f4715, 21 lines

```
#define repinv(i, a, b) for(int i = (a); i >= (b); i--)
template<class S> struct DiST{
using T = typename S::T;
int n, h; vector<vector<T>> t;
int lg(signed x){return __builtin_clz(1)-__builtin_clz(x);}
DiST(vector<T> v): n(sz(v)), h(lg(n)){
if (n != (1<<h))n = 1<<(+h);
t.assign(h, vector<T>(n)); v.resize(n, S::id);
for(int d = 0, s = 1; d < h; d++, s *= 2)
for(int m = s; m < n; m += 2*s){
t[d][m] = v[m]; t[d][m-1] = v[m-1];
rep(i, m+1, m+s)t[d][i] = S::op(t[d][i-1], v[i]);
repinv(i, m-2, m-s)t[d][i] = S::op(v[i], t[d][i+1]);
} // 3b44fe
} // 1c2aa0
T query(int l, int r){
if (l==r)return t[0][l];
int k = lg(l^r);
return S::op(t[k][l], t[k][r]);
} // 07c10a
}; // 612c6a
```

SparseTable.h

Description: Sparse Table Requires Idempotent Monoid S (op, inv, id)

Memory:  $\mathcal{O}(n \log n)$

Time:  $\mathcal{O}(1)$  query,  $\mathcal{O}(n \log n)$  build

276609, 14 lines

```
template<class S> struct SpTable{
using T = typename S::T;
int n; vector<vector<T>> tab;
int lg(signed x){return __builtin_clz(1)-__builtin_clz(x);}
SpTable(vector<T> v):n(sz(v)),tab(l+lg(n),vector<T>(n,S::id))
{
rep(i,0,n)tab[0][i] = v[i];
rep(i,0,lg(n))rep(j,0,n-(1<<i))
tab[i+1][j] = S::op(tab[i][j], tab[i][j+(1<<i)]);
} // c105d7
T query(int l, int r){
int k = lg(++r-l);
return S::op(tab[k][l], tab[k][r-(1<<k)]);
} // e06689
}; // 276609
```

SqrtDecomp.h

Description: Sqrt Decompostion

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

Time:  $\mathcal{O}(n)$  build,  $\mathcal{O}(\sqrt{n})$  queries

f45235, 41 lines

```
struct SqrtDecomp {
using K = ll; // single element information
using T = ll; // block information
int n, bsz, n_block;
vector<T> v;
```

```
vector<int> id;
vector<K> block;
SqrtDecomp(const vector<T> & x): n(sz(x)), v(x), id(n) {
    bsz = sqrt(n) + 1;
    n_block = (n + bsz - 1) / bsz; // ceil(n, bsz)
    rep(i, 0, n) id[i] = i / bsz;
    // Add information to block
    block = vector<K>(n_block, oo);
    rep(i, 0, n) block[id[i]] = min(block[id[i]], v[i]);
} // 3bc167

void update(int idx, ll x) { // Update set idx to x
    int bid = id[idx];
    block[bid] = oo;
    v[idx] = x;
    rep(i, bid * bsz, min((bid+1)*bsz, n)) block[bid] = min(
        block[bid], v[i]);
} // 7aff89

ll query(int l, int r) { // Query of min in interval [l, r]
    assert(l <= r); // Or return id;
    ll ans = oo;
    auto sblk = [&](int bid, int flag) { // flag [left, right, both]
        rep(i, max(l, bid*bsz), min((bid+1)*bsz, r+1)) ans = min(
            ans, v[i]);
    }; // f49504
    auto allblk = [&](int bid) { // Solve entire block
        ans = min(ans, block[bid]);
    }; // 3566fc
    if (id[l] == id[r]) {
        sblk(id[l], 2);
    } // 340382
    else {
        sblk(id[l], 0);
        rep(i, id[l]+1, id[r]) allblk(i);
        sblk(id[r], 1);
    } // e1769a
    return ans;
} // 7a0d23
}; // f45235
```

### 6.2.1 Segment Tree

#### SegmentTree.h

**Description:** Iterative SegTree Can be changed by modifying Spec  
**Time:**  $\mathcal{O}(\log N)$

607842, 18 lines

```
template<typename LS> struct SegTree {
    using S = typename LS::S;
    using K = typename LS::K;
    int n; vector<S> seg;
    SegTree(int _n) : n(_n), seg(2*n, LS::id()) {}
    void update(int no, K val) {
        no += n; seg[no] = LS::update(val, seg[no]);
        while (no > 1) no /= 2, seg[no] = LS::op(seg[no*2], seg[no
            *2+1]);
    } // adca9b
    S query(int l, int r) { // [l, r)
        S vl = LS::id(), vr = LS::id();
        for (l += n, r += n; l < r; l /= 2, r /= 2) {
            if (l & 1) vl = LS::op(vl, seg[l++]);
            if (r & 1) vr = LS::op(seg[--r], vr);
        } // 77c5ac
        return LS::op(vl, vr);
    } // edc68a
}; // 607842
```

#### LazySegmentTree.h

**Description:** Lazy Seg (half-open). Can be transformed into Seg Beats by uncommenting conditions.

**Time:**  $\mathcal{O}(\log N * (ch + cmp))$ .  
fa8696, 30 lines

```
template<class S> struct SegBeats{ // n MUST be a power of 2
    using T = typename S::T; using L = typename S::L;
    int n; vector<T> seg; vector<L> lz; vector<bool> ig;
    SegBeats(int s):n(s),seg(2*n,S::id),lz(2*n),ig(2*n,1){}
    void apply(int p, L v, int l, int r){
        seg[p] = S::ch(seg[p],v,l,r);
        if (r-l>1)lz[p] = ig[p] ? v : S::cmp(lz[p], v), ig[p] = 0;
    } // f453ff
    void prop(int p, int l, int r){
        if (ig[p])return;
        int m = (l+r)/2; ig[p] = 1;
        apply(2*p, lz[p], l, m);
        apply(2*p+1, lz[p], m, r);
    } // f09d8e
    void update(L v, int l, int r){return update(v,l,r,1,0,n);}
    void update(L v, int lq, int rq, int no, int lx, int rx){
        if (rq <= lx or rx <= lq /*or S::brk(v,seg[no])*/return;
        if (lq <= lx and rx <= rq /*and S::tag(v,seg[no])*/return
            apply(no, v, lx, rx);
        int mid = (lx+rx)/2; prop(no,lx,rx);
        update(v,lq,rq,2*no,lx,mid); update(v,lq,rq,2*no+1,mid,rx);
        seg[no] = S::op(seg[2*no],seg[2*no+1]);
    } // 04eed2
    T query(int l, int r){return query(l,r,1,0,n);}
    T query(int lq, int rq, int no, int lx, int rx){
        if (rq <= lx or rx <= lq)return S::id;
        if (lq <= lx and rx <= rq)return seg[no];
        int mid = (lx+rx)/2; prop(no,lx,rx);
        return S::op(query(lq,rq,2*no,lx,mid),query(lq,rq,2*no+1,
            mid,rx));
    } // fb0086
}; // fa8696
```

#### MSegTree.h

**Description:** Multidimensional SegTree Requires Monoid (op, id)

**Memory:**  $\mathcal{O}(N^D)$

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

e335e5, 26 lines

```
#define MAS template<class... As> //multiple arguments
template<int D, class S> struct MSegTree{
    using T = typename S::T;
    int n; vector<MSegTree<D-1, S>> seg;
    MAS MSegTree(int s, As... ds):n(s),seg(2*n, MSegTree<D-1, S>(
        ds...)){}
    MAS T get(int p, As... ps){return seg[p+n].get(ps...);}
    MAS void update(T x, int p, As... ps){
        seg[p+n].update(x, ps...);
        while (p/=2) seg[p].update(S::op(seg[2*p].get(ps...),seg[2*p
            +1].get(ps...)), ps...);
    } // 2c8b52
    MAS T query(int l, int r, As... ps){
        T lv=S::id,rv=S::id;
        for (l+=n,r+=n+1;l<r;l/=2,r/=2){
            if (l&1)lv = S::op(lv,seg[l++].query(ps...));
            if (r&1)rv = S::op(seg[--r].query(ps...),rv);
        } // 1569b6
        return S::op(lv,rv);
    } // bc7474
}; // da06ff
template<class S> struct MSegTree<0, S>{
    using T = typename S::T;
    T val=S::id;
    T get(){return val;}
    void update(T x){val=x;} //set update!
    T query(){return val;}
}; // 50402e
```

#### LazySparseSeg.h

**Description:** Lazy Sparse Seg (half-open). Lazy can be removed (prop, lz, ig, ch/cmp)

**Time:**  $\mathcal{O}(\log N * (ch + cmp))$ .

d8f4f1, 37 lines

```
template<class I, class S> struct LazySparseSeg{ //I is index
    type
    using T = typename S::T; //value type
    using L = typename S::L; //update type
    struct Node{int lc, rc; T val; L lz; bool ig;;
    I n; vector<Node> v;
    int new_node(){return v.eb(0,0,S::id,L(),1), sz(v)-1;}
    LazySparseSeg(I s): n(s){
        //v.reserve(MXN); //faster node creation
        new_node(); new_node(); //blank and root node
    } // c4ba1b
    void apply(int i, L x, I lx, I rx){
        v[i].val = S::ch(v[i].val, x, lx, rx);
        if (rx-lx>1)v[i].lz = v[i].ig ? x : S::cmp(v[i].lz, x), v[i
            ].ig = 0;
    } // 9ccb90
    void prop(int i, I lx, I rx){
        if (!v[i].lc)v[i].lc = new_node(), v[i].rc = new_node();
        if (v[i].ig)return;
        I mx = (lx+(rx-lx)/2); v[i].ig = 1;
        apply(v[i].lc, v[i].lz, lx, mx); apply(v[i].rc, v[i].lz, mx
            , rx);
    } // a00350
    void update(L x, I l, I r){return update(x, l, r, l, 0, n-1);
    }
    void update(L x, I l, I r, int i, I lx, I rx){
        if (r <= lx or rx <= l)return;
        if (l <= lx and rx <= r)return apply(i, x, lx, rx);
        I mx = (lx+(rx-lx)/2); prop(i, lx, rx);
        int lc = v[i].lc, rc = v[i].rc;
        update(x, l, r, lc, lx, mx); update(x, l, r, rc, mx, rx);
        v[i].val = S::op(v[lc].val, v[rc].val);
    } // f721de
    T query(I l, I r){return query(l, r, l, 0, n-1);}
    T query(I l, I r, int i, I lx, I rx){
        if (r <= lx or rx <= l)return S::id;
        if (l <= lx and rx <= r)return v[i].val;
        I mx = (lx+(rx-lx)/2); prop(i, lx, rx);
        return S::op(query(l, r, v[i].lc, lx, mx), query(l, r, v[i
            ].rc, mx, rx));
    } // 52a49e
}; // d8f4f1
```

#### LazyPersistentSeg.h

**Description:** Persistent Lazy Sparse Segment Tree Can be changed by modifying Spec

**Time:**  $\mathcal{O}(\log N * (ch + cmp))$

b43ed0, 39 lines

```
template<class I, class S> struct LazyPersistentSeg{ //I is
    index type
    using T = typename S::T; //value type
    using L = typename S::L; //lazy type
    struct Node{int lc, rc; T val; L lz; bool ig;;
    I n; vector<Node> v;
    int new_node(int l=0, int r=0){return v.eb(1,r,S::op(v[l].val
        ,v[r].val),L(),1), sz(v)-1;}
    LazyPersistentSeg(){ //only creates object, should be "init"
        ed to get root
        //v.reserve(MXN); //faster node creation
        v.eb(0,0,S::id,L(),1); //blank node
    } // 00247f
    int init(I s){return n = s, new_node();}
    int lazy_clone(int i, L lz, I lx, I rx){
        int ni = new_node(v[i].lc, v[i].rc);
        v[ni].lz = v[i].ig ? lz : S::cmp(v[i].lz, lz);
    }
```



```

    v[ni].ig = 0; v[ni].val = S::ch(v[i].val, lz, lx, rx);
    return ni;
} // 4c0efb
void prop(int i, I lx, I rx){
    if (v[i].ig) return;
    int mx = lx + (rx - lx) / 2; v[i].ig = 1;
    if (lx < rx)
        v[i].lc = lazy_clone(v[i].lc, v[i].lz, lx, mx),
        v[i].rc = lazy_clone(v[i].rc, v[i].lz, mx, rx);
} // 551bde
int update(L lz, I l, I r, int root){return update(lz, l, r,
    root, 0, n);}
int update(L lz, I l, I r, int i, I lx, I rx){
    if (r <= lx or rx <= l) return i;
    if (l <= lx and rx <= r) return lazy_clone(i, lz, lx, rx);
    I mx = lx + (rx - lx) / 2; prop(i, lx, rx);
    return new_node(update(lz, l, r, v[i].lc, lx, mx), update(
        lz, l, r, v[i].rc, mx, rx));
} // ca252e
T query(I l, I r, int root){return query(l, r, root, 0, n);}
T query(I l, I r, int i, I lx, I rx){
    if (r <= lx or rx <= l) return S::id;
    if (l <= lx and rx <= r) return v[i].val;
    I mx = lx + (rx - lx) / 2; prop(i, lx, rx);
    return S::op(query(l, r, v[i].lc, lx, mx), query(l, r, v[i]
        ].rc, mx, rx));
} // 893689
}; // b43ed0
```

## Strings (7)

### Hashing.h

**Description:** String hashing (multiple mods and 2<sup>32</sup>)

**Memory:**  $\mathcal{O}(n)$

**Time:**  $\mathcal{O}(1)$  query,  $\mathcal{O}(n)$  build

c40ee3, 23 lines

```
typedef uint64_t ull;
template<int M, class B> struct A {
    int x; B b; A(int x=0) : x(x), b(x) {}
    A(int x, B b) : x(x), b(b) {}
    A operator+(A o) const {int y = x+o.x; return{y - (y>=M)*M, b
        +o.b};}
    A operator-(A o) const {int y = x-o.x; return{y + (y< 0)*M, b
        -o.b};}
    A operator*(A o) const { return {(int)((ll)x*o.x % M), b*o.b}
        ; }
    explicit operator ull() const { return x ^ (ull) b << 21; }
}; // e03276
typedef A<10000000007, A<10000000009, unsigned>> H;
static int C; // initialize to a number less than MOD or random
struct HashInterval {
    int n; vector<H> ha, pw;
    template<typename S>
    HashInterval(const S & str) : n(sz(str)), ha(n+1), pw(n+1) {
        pw[0] = 1;
        rep(i,0,n)
            ha[i+1] = ha[i] * C + str[i],
            pw[i+1] = pw[i] * C;
    } // 185a86
    H query(int a, int b) { return ha[b] - ha[a] * pw[b - a]; }
    H queryI(int a, int b) { return query(n - b, n - a); }
}; // 434a8c
```

### KMP.h

**Description:** KMP automaton

**Memory:**  $\mathcal{O}(N)$

**Time:**  $\mathcal{O}(N)$  build,  $\mathcal{O}(1)$  query (amortized)

8f8450, 19 lines

```

struct KMP {
    string P; int n; vector<int> nb;
    KMP(string& p) : P(p), n((int)P.size()), nb(n+1) {
        for(int k = 1; k < n; k++) nb[k+1] = nxt(nb[k], P[k]);
    } // ca6dc8
    int nxt(int i, char c){
        for(; i; i = nb[i]) if (i < n and P[i]==c) return i+1;
        return P[0]==c;
    } // 2b99e2
    vector<vector<int>> dfa;
    void build_dfa(){
        dfa.assign(n+1, vector<int>(26));
        dfa[0][P[0]-'a'] = 1; //only way to advance at 0
        for(int k = 1; k <= n; k++)
            for(int c = 0; c < 26; c++)
                if (k < n and P[k] == 'a'+c) dfa[k][c] = k+1;
                else dfa[k][c] = dfa[nb[k]][c];
    } // f47d83
}; // 8f8450
```

### Zfunc.h

**Description:** z[i] computes the length of the longest common prefix of s[i:] and s, except z[0] = 0. (abacaba -> 0010301)

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

ee09e2, 9 lines

```

vi Z(const string& S) {
    vi z(sz(S)); int l = -1, r = -1;
    rep(i,l,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];
    } // 44be47
    return z;
} // ee09e2
```

### Manacher.h

**Description:** For each position in a string, computes p[0][i] = half length of longest even palindrome around pos i, p[1][i] = longest odd (half rounded down).

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

e7ad79, 11 lines

```

array<vi, 2> manacher(const string& s) {
    int n = sz(s); array<vi,2> p = {vi(n+1), vi(n)};
    rep(z,0,2) for (int i=0,l=0,r=0; i < n; i++) {
        int t = r-i+!z;
        if (i<r) p[z][i] = min(t, p[z][l+t]);
        int L = i-p[z][i], R = i+p[z][i]-!z;
        while (L>=l && R+1<n && s[L-1] == s[R+1]) p[z][i]++, L--, R
            ++;
        if (R>r) l=L, r=R;
    } // a843d3
    return p;
} // e7ad79
```

### MinRotation.h

**Description:** Finds the lexicographically smallest rotation of a string.

**Usage:** rotate(v.begin(), v.begin()+minRotation(v), v.end());

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

d07a42, 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; }
    } // 9374b1
    return a;
} // d07a42
```

### Aho.h

**Description:** Aho automaton

**Memory:**  $\mathcal{O}(\textit{alphabet size} * n)$

**Time:**  $\mathcal{O}(\textit{alphabet size} * n)$  build,  $\mathcal{O}(1)$  query

7fe61a, 35 lines

```

#define vvi vector<vi>
struct Aho {
    int n=1, si; char in;
    vvi tran, nxt;
    vi lnk, term, h;
    Aho(char ain='a', int asi=26) : in(ain), si(asi) { tran.eb(si
        ,-1); term.pb(0); }
    void add(string& s) {
        int cur=0;
        rep(i,0,s.size()) {
            int& nxt= tran[cur][s[i]-in];
            if (nxt != -1) cur=nxt;
            else nxt=cur=n++, term.pb(0),tran.eb(si,-1);
        } // 8426b9
        term[cur]+=1;
    } // f31f2a
    void init() {
        lnk.assign(n,0);
        nxt.assign(n, vi(si));
        h.assign(n,0);
        queue<int> q; q.push(0);
        while (!q.empty()) {
            int a=q.front(); q.pop();
            rep(c,0,si) {
                int& b=nxt[a][c];
                int fail=nxt[lnk[a]][c];
                if (tran[a][c] != -1) {
                    b = tran[a][c];
                    lnk[b] = a ? fail : 0;
                    q.push(b);
                    h[b]=h[a]+1;
                } else b=fail; // a1bc18
            } // 83b11a
        } // 494c02
    } // 7f7bf2
}; // 483f6b
```

### Automaton.h

**Description:** Suffix automaton

**Memory:**  $\mathcal{O}(n * 26)$

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

258ea9, 26 lines

```

vector<int> len, lnk;
vector<array<int,26>> to;
int saID;
void push(int c, int a, int p) {
    len[a] = len[p] + 1;
    for (; p > 0 && !to[p][c]; p = lnk[p]) to[p][c] = a;
    int q = to[p][c];
    if (p == 0) lnk[a] = 1;
    else if (len[p] + 1 == len[q]) lnk[a] = q;
    else {
        int clone = saID++;
        lnk[clone] = lnk[q];
        to[clone] = to[q];
        len[clone] = len[p] + 1;
        lnk[a] = lnk[q] = clone;
        for (; to[p][c] == q; p = lnk[p]) to[p][c] = clone;
    } // 825b81
} // 6a291a
void construct(const string &s) {
    int n = sz(s);
    len.assign(2*n+2, 0), lnk.assign(2*n+2, 0);
    to.assign(2*n+2, {0});
    int p = 1;
```

```
saID = n+2;
for (auto c: s) push(c-'a', p+1, p), p++;
} // 268c5c
```

## DP (8)

### 8.1 Optimizations

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

```
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);
    } // 541151
    void solve(int L, int R) { rec(L, R, INT_MIN, INT_MAX); }
}; // d38d2b
```

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

#### FastKnapsack.h

**Description:** Given N non-negative integer weights w and a non-negative target t, computes the maximum S <= t such that S is the sum of some subset of the weights.  
**Time:**  $\mathcal{O}(N \max(w_i))$

```
int knapsack(vi w, int t) {
    int a = 0, b = 0, x;
    while (b < sz(w) && a + w[b] <= t) a += w[b++];
    if (b == sz(w)) return a;
    int m = *max_element(all(w));
    vi u, v(2*m, -1);
    v[a+m-t] = b;
    rep(i, b, sz(w)) {
        u = v;
        rep(x, 0, m) v[x+w[i]] = max(v[x+w[i]], u[x]);
        for (x = 2*m; --x > m;) rep(j, max(0, u[x]), v[x])
            v[x-w[j]] = max(v[x-w[j]], j);
    } // ac5d5a
    for (a = t; v[a+m-t] < 0; a--);
    return a;
} // b20ccc
```

## Various (9)

### 9.1 Random

#### RNG.h

**Description:** RNGs

**Time:**  $\mathcal{O}(1)$

```
6823af, 18 lines
mt19937 rng(chrono::steady_clock::now().time_since_epoch().
    count()); // mt19937_64
void example() {
    int n; cin >> n;
    uniform_int_distribution<int> distribution(1, n);
    int num = distribution(rng); // num no range [1, n]
    vector<int> vec(n);
    iota(vec.begin(), vec.end(), 1);
    shuffle(vec.begin(), vec.end(), rng); // shuffle
} // a3f379

using ull = unsigned long long;
ull mix(ull o) {
    o+=0x9e3779b97f4a7c15;
    o=(o^(o>>30))*0xbf58476d1ce4e5b9;
    o=(o^(o>>27))*0x94d049bb133111eb;
    return o^(o>>31);
} // bc6211
ull hash(pii a) {return mix(a.first ^ mix(a.second));}
```

### 9.2 Debugging tricks

- signal(SIGSEGV, [](int) { \_Exit(0); }); converts segfaults into Wrong Answers. Similarly one can catch SIGABRT (assertion failures) and SIGFPE (zero divisions). \_GLIBCXX\_DEBUG failures generate SIGABRT (or SIGSEGV on gcc 5.4.0 apparently).
- feenableexcept(29); kills the program on NaNs (1), 0-divs (4), infinities (8) and denormals (16).

### 9.3 Optimization tricks

\_\_builtin\_ia32\_ldmxcsr(40896); disables denormals (which make floats 20x slower near their minimum value).

#### 9.3.1 Bit hacks

- x & -x is the least bit in x.
- for (int x = m; x; ) { --x &= m; ... } loops over all subset masks of m (except m itself).
- c = x&-x, r = x+c; ((r^x) >> 2)/c | r is the next number after x with the same number of bits set.
- rep(b, 0, K) rep(i, 0, (1 << K)) if (i & 1 << b) D[i] += D[i^(1 << b)]; computes all sums of subsets.

#### 9.3.2 Pragmas

- #pragma GCC optimize ("Ofast") will make GCC auto-vectorize loops and optimizes floating points better.
- #pragma GCC target ("avx2") can double performance of vectorized code, but causes crashes on old machines.

- #pragma GCC optimize ("bmi,bmi2,lzcnt,popcnt") are good for bitsets.

# Techniques (A)

techniques.txt	117 lines
Recursion	
Divide and conquer	
Finding interesting points in N log N	
Algorithm analysis	
Master theorem	
Amortized time complexity	
Greedy algorithm	
Max contiguous subvector sum	
Invariants	
Graph theory	
DP, com cyclo no dikstra reverso	
Breadth first search	
Depth first search	
DFS trees	
Dijkstra's algorithm	
MST: Prim's algorithm	
Bellman-Ford	
Min-cost max flow	
Floyd-Warshall	
Euler cycles	
Flow networks	
Bipartite matching	
Topological sorting	
Strongly connected components	
2-SAT	
Cut vertices, cut-edges and biconnected components	
Vertex coloring	
Bipartite graphs	
Diameter and centroid	
K'th shortest path	
Shortest cycle	
Dynamic programming	
Knapsack	
Longest common subsequence	
Longest increasing subsequence	
Number of paths in a dag	
Shortest path in a dag	
over intervals	
over subsets	
over probabilities	
over trees	
3^n set cover	
Divide and conquer	
Convex hull optimizations	
RMQ (sparse table a.k.a 2^k-jumps)	
Combinatorics	
Inclusion/exclusion	
Catalan number	
Pick's theorem	
Number theory	
Integer parts (School's excursion)	
Divisibility	
Euclidean algorithm	
Modular inverses	
Modular exponentiation by squaring	
Chinese remainder theorem	
Fermat's little theorem	
Euler's theorem	
Phi function	
Frobenius number	
Quadratic reciprocity	
Pollard-Rho	
Miller-Rabin	
Hensel lifting	
Vieta root jumping	

Game theory
Combinatorial games
Game trees
Mini-max
Nim
Games on graphs
Games on graphs with loops
Grundy numbers
Bipartite games without repetition
General games without repetition
Alpha-beta pruning
Probability theory
Optimization
Binary search
Ternary search (Convex functions)
Binary search on derivative
Numerical methods
Newton's method
Root-finding with binary/ternary search
Matrices
Gaussian elimination
Exponentiation by squaring
Geometry
Cross product
Scalar product
Convex hull
Polygon cut
Closest pair (Distance functions)
Hull diameter (Distance functions)
Sweeping
Discretization (convert to events and sweep)
Angle sweeping
Line sweeping
Strings
Longest common substring
Knuth-Morris-Pratt
Tries
Rolling polynomial hashes
Aho-Corasick
Letter position lists
Combinatorial search
Meet in the middle
Brute-force with pruning
Data structures
LCA (2^k-jumps in trees in general)
HLD
Centroid decomposition
SegTree, LazySeg
Convex hull trick (wcipeg.com/wiki/Convex_hull_trick)
Monotone queues / monotone stacks / sliding queues
Sliding queue using 2 stacks
Persistent segment tree