Estructuras

RMQ (static)

Dado un arreglo y una operacion asociativa *idempotente*, get(i, j) opera sobre el rango [i, j).
Restriccion: LVL $\geq$ ceil(logn); Usar [ ] para llenar arreglo y luego build().

```
struct RMQ{
  #define LVL 10
  tipo vec[LVL][1<<(LVL+1)];
  tipo &operator[](int p){return vec[0][p];}
  tipo get(int i, int j) {//intervalo [i,j)
    int p = 31-__builtin_clz(j-i);
    return min(vec[p][i],vec[p][j-(1<<p)]);
  }
  void build(int n) {//O(nlogn)
    int mp = 31-__builtin_clz(n);
    forn(p, mp) forn(x, n-(1<<p))
      vec[p+1][x] = min(vec[p][x], vec[p][x+(1<<p)]);
  }};
```

RMQ (dynamic)

```
//Dado un arreglo y una operacion asociativa con neutro, get(i, j) opera sobre el
    rango [i, j).
#define MAXN 100000
#define operacion(x, y) max(x, y)
const int neutro=0;
struct RMQ{
  int sz;
  tipo t[4*MAXN];
  tipo &operator[](int p){return t[sz+p];}
  void init(int n){//O(nlgn)
    sz = 1 << (32-__builtin_clz(n));
    forn(i, 2*sz) t[i]=neutro;
  }
  void updall(){//O(n)
    dforn(i, sz) t[i]=operacion(t[2*i], t[2*i+1]);}
  tipo get(int i, int j){return get(i,j,1,0,sz);} // [i,j) !
  tipo get(int i, int j, int n, int a, int b){//O(lgn)
    if(j<=a || i>=b) return neutro;
    if(i<=a && b<=j) return t[n];
    int c=(a+b)/2;
    return operacion(get(i, j, 2*n, a, c), get(i, j, 2*n+1, c, b));
  }
  void set(int p, tipo val){//O(lgn)
    for(p+=sz; p>0 && t[p]!=val;){
      t[p]=val;
      p/=2;
      val=operacion(t[p*2], t[p*2+1]);
    }
  }
}rmq;
//Usage:
cin >> n; rmq.init(n); forn(i, n) cin >> rmq[i]; rmq.updall();
```

RMQ (lazy)

```
//Dado un arreglo y una operacion asociativa con neutro, get(i, j) opera sobre el
    rango [i, j).
typedef int Elem;//Elem de los elementos del arreglo
typedef int Alt;//Elem de la alteracion
#define operacion(x,y) x+y
const Elem neutro=0; const Alt neutro2=0;
#define MAXN 1024000
struct RMQ{
  int sz;
  Elem t[4*MAXN];
  Alt dirty[4*MAXN];//las alteraciones pueden ser de distinto Elem
  Elem &operator[](int p){return t[sz+p];}
  void init(int n){//O(nlgn)
    sz = 1 << (32-__builtin_clz(n));
    forn(i, 2*sz) t[i]=neutro;
    forn(i, 2*sz) dirty[i]=neutro2;
  }
  void updall(){//O(n)
    dforn(i, sz) t[i]=operacion(t[2*i], t[2*i+1]);}
  void opAltT(int n,int a,int b){//altera el valor del nodo n segun su dirty y el
      intervalo que le corresponde.
    t[n] += dirty[n]*(b-a);
  } //en este caso la alteracion seria sumarle a todos los elementos del intervalo
      [a,b) el valor dirty[n]
  void opAltD(int n ,Alt val){
    dirty[n] += val;
  }//actualiza el valor de Dirty "sumandole" val. podria cambiar el valor de dirty
      dependiendo de la operacion que se quiera al actualizar un rango. Ej:11402.
      cpp
  void push(int n, int a, int b){//propaga el dirty a sus hijos
    if(dirty[n]!=neutro2){
      opAltT(n,a,b); //t[n]+=dirty[n]*(b-a);//altera el nodo
      if(n<sz){
        opAltD(2*n,dirty[n]);//dirty[2*n]+=dirty[n];
        opAltD(2*n+1,dirty[n]);//dirty[2*n+1]+=dirty[n];
      }
      dirty[n]=neutro2;
```

```
    }
  }
  Elem get(int i, int j, int n, int a, int b){//O(lgn)
    if(j<=a || i>=b) return neutro;
    push(n, a, b);//corrige el valor antes de usarlo
    if(i<=a && b<=j) return t[n];
    int c=(a+b)/2;
    return operacion(get(i, j, 2*n, a, c), get(i, j, 2*n+1, c, b));
  }
  Elem get(int i, int j){return get(i,j,1,0,sz);}
  //altera los valores en [i, j) con una alteracion de val
  void alterar(Alt val, int i, int j, int n, int a, int b){//O(lgn)
    push(n, a, b);
    if(j<=a || i>=b) return;
    if(i<=a && b<=j){
      opAltD(n,val);//actualiza el valor de Dirty por val.
      push(n,a,b);
      return;//este nodo esta totalmente contenido por el intervalo a alterar, no
          es necesario que se lo pases a los hijos.. por ahora..
    }
    int c=(a+b)/2;
    alterar(val, i, j, 2*n, a, c), alterar(val, i, j, 2*n+1, c, b);
    t[n]=operacion(t[2*n], t[2*n+1]);//por esto es el push de arriba
  }
  void alterar(Alt val, int i, int j){alterar(val,i,j,1,0,sz);}

  //setea de a un elemento. Esto lo "hace" dinámico.
  void set(int p, Elem val){//O(lgn)
    if(p<0) return; //OJO chequear que p no sea muy grande
    this->get(p,p+1); //para que acomode los dirty del camino de la raíz a p
    int a=p, b=p+1, ancho=1, vecino;
    for(p+=sz; p>0 && t[p]!=val; ancho*=2){
      t[p]=val;
      if(p&1){ vecino=p-1; push(vecino,a,b); a-=ancho; }
      else{ vecino=p+1; push(vecino,a,b); b+=ancho; }
      p/=2;
      val=operacion(t[p*2], t[p*2+1]);
    }
  }
};
```

RMQ (persistente)

```
typedef int tipo;
tipo oper(const tipo &a, const tipo &b){
    return a+b;
}
```

```
struct node{
  tipo v; node *l,*r;
  node(tipo v):v(v), l(NULL), r(NULL) {}
    node(node *l, node *r) : l(l), r(r){
        if(!l) v=r->v;
        else if(!r) v=l->v;
        else v=oper(l->v, r->v);
    }
};
node *build (tipo *a, int tl, int tr) {//modificar para que tome tipo a
  if (tl+1==tr) return new node(a[tl]);
  int tm=(tl + tr)>>1;
  return new node(build(a, tl, tm), build(a, tm, tr));
}
node *update(int pos, int new_val, node *t, int tl, int tr){
  if (tl+1==tr) return new node(new_val);
  int tm=(tl+tr)>>1;
  if(pos < tm) return new node(update(pos, new_val, t->l, tl, tm), t->r);
  else return new node(t->l, update(pos, new_val, t->r, tm, tr));
}
tipo get(int l, int r, node *t, int tl, int tr){
    if(l==tl && tr==r) return t->v;
  int tm=(tl + tr)>>1;
    if(r<=tm) return get(l, r, t->l, tl, tm);
    else if(l>=tm) return get(l, r, t->r, tm, tr);
  return oper(get(l, tm, t->l, tl, tm), get(tm, r, t->r, tm, tr));
}
```

Union Find

```
struct UnionFind{
  vector<int> f;//the array contains the parent of each node
  void init(int n){f.clear(); f.insert(f.begin(), n, -1);}
  int comp(int x){return (f[x]==-1?x:f[x]=comp(f[x]));}//O(1)
  bool join(int i, int j) {
    bool con=comp(i)==comp(j);
    if(!con) f[comp(i)] = comp(j);
    return con;
  }};
```

Disjoint Intervals

```
bool operator< (const ii &a, const ii &b) {return a.fst<b.fst;}
//Stores intervals as [first, second]
//in case of a collision it joins them in a single interval
struct disjoint_intervals {
  set<ii> segs;
  void insert(ii v) {//O(lgn)
```

```
    if(v.snd-v.fst==0.) return;//OJO
    set<ii>::iterator it,at;
    at = it = segs.lower_bound(v);
    if (at!=segs.begin() && (--at)->snd >= v.fst)
      v.fst = at->fst, --it;
    for(; it!=segs.end() && it->fst <= v.snd; segs.erase(it++))
      v.snd=max(v.snd, it->snd);
    segs.insert(v);
  }
};
```

RMQ (2D)

```
struct RMQ2D{//n filas x m columnas
  int sz;
  RMQ t[4*MAXN];
  void init(int n, int m){//O(n*m)
    sz = 1 << (32-__builtin_clz(n));
    forn(i, 2*sz) t[i].init(m); }
  void set(int i, int j, tipo val){//O(lgm.lgn)
    for(i+=sz; i>0;){
      t[i].set(j, val);
      i/=2;
      val=operacion(t[i*2][j], t[i*2+1][j]);
    } }
  tipo get(int i1, int j1, int i2, int j2){return get(i1,j1,i2,j2,1,0,sz);}
  //O(lgm.lgn), rangos cerrado abierto
  int get(int i1, int j1, int i2, int j2, int n, int a, int b){
    if(i2<=a || i1>=b) return neutro;
    if(i1<=a && b<=i2) return t[n].get(j1, j2);
    int c=(a+b)/2;
    return operacion(get(i1, j1, i2, j2, 2*n, a, c),
         get(i1, j1, i2, j2, 2*n+1, c, b));
  }
} rmq;
//Example to initialize a grid of M rows and N columns:
RMQ2D rmq; rmq.init(n,m);
forn(i, n) forn(j, m){
  int v; cin >> v; rmq.set(i, j, v);}
```

Big Int

```
#define BASEXP 6
#define BASE 1000000
#define LMAX 1000
struct bint{int l;ll n[LMAX];bint(ll x=0){l=1;forn(i,LMAX){if(x)l=i+1;n[i]=x%BASE;
    x/=BASE;}}bint(string x){l=(x.size()-1)/BASEXP+1;fill(n,n+LMAX,0);ll r=1;forn(
    i,sz(x)){n[i/BASEXP]+=r*(x[x.size()-1-i]-'0');r*=10;if(r==BASE)r=1;}}void out
    (){cout<<n[l-1];dforn(i,l-1)printf("%6.6llu",n[i]);}void invar(){fill(n+l,n+
    LMAX,0);while(l>1&&!n[l-1])l--;}};bint operator+(const bint&a,const bint&b){
    bint c;c.l=max(a.l,b.l);ll q=0;forn(i,c.l)q+=a.n[i]+b.n[i],c.n[i]=q%BASE,q/=
    BASE;if(q)c.n[c.l++]=q;c.invar();return c;}pair<bint,bool>lresta(const bint&a,
    const bint&b){bint c;c.l=max(a.l,b.l);ll q=0;forn(i,c.l)q+=a.n[i]-b.n[i],c.n[i
    ]=(q+BASE)%BASE,q=(q+BASE)/BASE-1;c.invar();return make_pair(c,!q);}bint&
    operator-=(bint&a,const bint&b){return a=lresta(a,b).first;}bint operator-(
    const bint&a,const bint&b){return lresta(a,b).first;}bool operator<(const bint
    &a,const bint&b){return!lresta(a,b).second;}bool operator<=(const bint&a,const
     bint&b){return lresta(b,a).second;}bool operator==(const bint&a,const bint&b)
    {return a<=b&&b<=a;}bint operator*(const bint&a,ll b){bint c;ll q=0;forn(i,a.l
    )q+=a.n[i]*b,c.n[i]=q%BASE,q/=BASE;c.l=a.l;while(q)c.n[c.l++]=q%BASE,q/=BASE;c
    .invar();return c;}bint operator*(const bint&a,const bint&b){bint c;c.l=a.l+b.
    l;fill(c.n,c.n+b.l,0);forn(i,a.l){ll q=0;forn(j,b.l)q+=a.n[i]*b.n[j]+c.n[i+j],
    c.n[i+j]=q%BASE,q/=BASE;c.n[i+b.l]=q;}c.invar();return c;}pair<bint,ll>ldiv(
    const bint&a,ll b){bint c;ll rm=0;dforn(i,a.l){rm=rm*BASE+a.n[i];c.n[i]=rm/b;
    rm%=b;}c.l=a.l;c.invar();return make_pair(c,rm);}bint operator/(const bint&a,
    ll b){return ldiv(a,b).first;}ll operator%(const bint&a,ll b){return ldiv(a,b)
    .second;}pair<bint,bint>ldiv(const bint&a,const bint&b){bint c;bint rm=0;dforn
    (i,a.l){if(rm.l==1&&!rm.n[0])rm.n[0]=a.n[i];else{dforn(j,rm.l)rm.n[j+1]=rm.n[j
    ];rm.n[0]=a.n[i];rm.l++;}ll q=rm.n[b.l]*BASE+rm.n[b.l-1];ll u=q/(b.n[b.l-1]+1)
    ;ll v=q/b.n[b.l-1]+1;while(u<v-1){ll m=(u+v)/2;if(b*m<=rm)u=m;else v=m;}c.n[i
    ]=u;rm-=b*u;}c.l=a.l;c.invar();return make_pair(c,rm);}bint operator/(const
    bint&a,const bint&b){return ldiv(a,b).first;}bint operator%(const bint&a,const
     bint&b){return ldiv(a,b).second;}
```

Modnum

```
//lindos valores para hash
#define MOD 1000000000000000009LL
#define PRIME 1009LL

mnum inv[MAXMOD];//inv[i]*i=1 mod MOD
void calc(int p){//calcula inversos de 1 a p en O(p)
  inv[1]=1;
  forr(i, 2, p) inv[i] = p - (p/i)*inv[p%i];
}

ll mul(ll a, ll b, ll m) { //hace (a*b)%m
  ll q = (ll)((long double)a*b/m);
  ll r = a*b-m*q;
  while(r<0) r += m;
  while(r>=m) r -= m;
  return r;
}

struct mnum{
```

```
  static const tipo mod=MOD;
  tipo v;
  mnum(tipo v=0): v((v%mod+mod)%mod) {}
  mnum operator+(mnum b){return v+b.v;}
  mnum operator-(mnum b){return v-b.v;}
  mnum operator*(mnum b){return v*b.v;} //Si mod<=1e9+9
  //~ mnum operator*(mnum b){return mul(v,b.v,mod);} //Si mod<=1e18+9
  mnum operator^(ll n){ //O(log n)
    if(!n) return 1;
    mnum q = (*this)^(n/2);
    return n%2 ? q*q*v : q*q;
  }
  mnum operator/(mnum n){return ~n*v;} //O(log n) //OJO! mod tiene que ser primo!
      Sino no siempre existe inverso

  mnum operator~(){ //inverso, O(log mod)
    assert(v!=0);
    //return (*this)^(eulerphi(mod)-1); //si mod no es primo (sacar a mano) PROBAR
        ! Ver si rta*x == 1 modulo mod
    return (*this)^(mod-2);//si mod es primo
  }
};
```

Convex Hull Trick

```
struct Line{tipo m,h;};
tipo inter(Line a, Line b){
    tipo x=b.h-a.h, y=a.m-b.m;
    return x/y+(x%y?!((x>0)^(y>0)):0);//==ceil(x/y)
}
struct CHT {
  vector<Line> c;
  bool mx;
  int pos;
  CHT(bool mx=0):mx(mx),pos(0){}//mx=1 si las query devuelven el max
  inline Line acc(int i){return c[c[0].m>c.back().m? i : sz(c)-1-i];}
  inline bool irre(Line x, Line y, Line z){
    return c[0].m>z.m? inter(y, z) <= inter(x, y)
                     : inter(y, z) >= inter(x, y);
  }
  void add(tipo m, tipo h) {//O(1), los m tienen que entrar ordenados
       if(mx) m*=-1, h*=-1;
    Line l=(Line){m, h};
       if(sz(c) && m==c.back().m) { l.h=min(h, c.back().h), c.pop_back(); if(pos)
            pos--; }
       while(sz(c)>=2 && irre(c[sz(c)-2], c[sz(c)-1], l)) { c.pop_back(); if(pos)
            pos--; }
       c.pb(l);
  }
  inline bool fbin(tipo x, int m) {return inter(acc(m), acc(m+1))>x;}
  tipo eval(tipo x){
    int n = sz(c);
    //query con x no ordenados O(lgn)
    int a=-1, b=n-1;
    while(b-a>1) { int m = (a+b)/2;
      if(fbin(x, m)) b=m;
      else a=m;
    }
    return (acc(b).m*x+acc(b).h)*(mx?-1:1);
       //query O(1)
    while(pos>0 && fbin(x, pos-1)) pos--;
    while(pos<n-1 && !fbin(x, pos)) pos++;
    return (acc(pos).m*x+acc(pos).h)*(mx?-1:1);
  }
} ch;
```

Convex Hull Trick (Dynamic)

```
const ll is_query = -(1LL<<62);
struct Line {
    ll m, b;
    mutable multiset<Line>::iterator it;
    const Line *succ(multiset<Line>::iterator it) const;
    bool operator<(const Line& rhs) const {
        if (rhs.b != is_query) return m < rhs.m;
        const Line *s=succ(it);
        if(!s) return 0;
        ll x = rhs.m;
        return b - s->b < (s->m - m) * x;
    }
};
struct HullDynamic : public multiset<Line>{ // will maintain upper hull for
    maximum
    bool bad(iterator y) {
        iterator z = next(y);
        if (y == begin()) {
            if (z == end()) return 0;
            return y->m == z->m && y->b <= z->b;
        }
        iterator x = prev(y);
        if (z == end()) return y->m == x->m && y->b <= x->b;
        return (x->b - y->b)*(z->m - y->m) >= (y->b - z->b)*(y->m - x->m);
    }
    iterator next(iterator y){return ++y;}
```

```
    iterator prev(iterator y){return --y;}
    void insert_line(ll m, ll b) {
        iterator y = insert((Line) { m, b });
        y->it=y;
        if (bad(y)) { erase(y); return; }
        while (next(y) != end() && bad(next(y))) erase(next(y));
        while (y != begin() && bad(prev(y))) erase(prev(y));
    }
    ll eval(ll x) {
        Line l = *lower_bound((Line) { x, is_query });
        return l.m * x + l.b;
    }
}h;
const Line *Line::succ(multiset<Line>::iterator it) const{
    return (++it==h.end()? NULL : &*it);}
```

Set con búsq. binaria (Treap)

```
#include<bits/stdc++.h>
#include<ext/pb_ds/assoc_container.hpp>
#include<ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds;
using namespace std;

template <typename T>
using ordered_set = tree<T, null_type, less<T>, rb_tree_tag,
    tree_order_statistics_node_update>;

//o bien usar así:
typedef tree<int,null_type,less<int>,//key, mapped type, comparator. Se puede usar como map<a,b> poniendo tree<a,b,...
    rb_tree_tag,tree_order_statistics_node_update> set_t;

int main(){
  ordered_set<int>  s;
  s.insert(1);
  s.insert(3);
  cout << s.order_of_key(3) << endl; // s.order_of_key(x): number of elements in s strictly less than x.
  cout << *s.find_by_order(0) << endl; // s.find_by_order(i): i-th smallest number in s. (empieza en 0)
  cout << *s.lower_bound(1) << endl;
}
```

Algoritmos

Longest Increasing Subsecuence

```
//Para non-increasing, cambiar comparaciones y revisar busq binaria
//Given an array, paint it in the least number of colors so that each color turns to a non-increasing subsequence.
//Solution:Min number of colors=Length of the longest increasing subsequence
int N, a[MAXN];//secuencia y su longitud
ii d[MAXN+1];//d[i]=ultimo valor de la subsecuencia de tamanio i
int p[MAXN];//padres
vector<int> R;//respuesta
void rec(int i){
  if(i==-1) return;
  R.push_back(a[i]);
  rec(p[i]);
}
int lis(){//O(nlogn)
  d[0] = ii(-INF, -1); forn(i, N) d[i+1]=ii(INF, -1);
  forn(i, N){
    int j = upper_bound(d, d+N+1, ii(a[i], INF))-d;
    if (d[j-1].first < a[i]&&a[i] < d[j].first){
      p[i]=d[j-1].second;
      d[j] = ii(a[i], i);
    }
  }
  R.clear();
  dforn(i, N+1) if(d[i].first!=INF){
    rec(d[i].second);//reconstruir
    reverse(R.begin(), R.end());
    return i;//longitud
  }
  return 0;
}
```

Optimizaciones para DP

```
convex hull 1: dp[i] = min{dp[j] + b[j] * a[i]}, j < i. Si se cumple b[j] >= b[j+1] y a[i] <= a[i+1] entonces pasa de O(n^2) a O(n) sino pasa a O(nlogn)


convex hull 2: dp[i][j] = min{dp[i-1][k] + b[k] * a[j]}, k < j. Si se cumple b[k] >= b[k+1] y a[j] <= a[j+1] entonces pasa de O(kn^2) a O(kn) sino pasa O(knlogn)


divide and conquer: dp[i][j] = min{dp[i-1][k] + C[k+1][j]}, k < j. Se debe cumplir : A[i][j] <= A[i][j+1]. Pasa de O(kn^2) a O(knlogn)
Donde A[i][j] es el minimo k tal que dp[i][j] = dp[i-1][k] + C[k][j]
Tambien es aplicable si:
C[a][c] + C[b][d] <= C[a][d] + C[b][c] y C[b][c] <= C[a][d], a<=b<=c<=d
```

```
def ComputeDP(i, jleft, jright, kleft, kright):
  # Select the middle point
  jmid = (jleft + jright) / 2
  # Compute the value of dp[i][jmid] by definition of DP
  dp[i][jmid] = +INFINITY
  bestk = -1
  for k in range[kleft, jmid):
  if dp[i - 1][k] + C[k + 1][jmid] < best:
    dp[i][jmid] = dp[i - 1][k] + C[k + 1][jmid]
    bestk = k
  # Divide and conquer
  if jleft < jmid:
  ComputeDP(i, jleft, jmid, kleft, bestk)
  if jmid + 1 < jright:
  ComputeDP(i, jmid + 1, jright, bestk, kright)

def ComputeFullDP:
  Initialize dp for i = 0 somehow
  for i in range(1, m):
  ComputeDP(i, 0, n, 0, n)


knuth: dp[i][j ]=min{dp[i][k ]+dp[k][j ]}+C[i][j], i < k < j. Se debe cumplir: A[i
     , j  -1]<=A[i ,j ]<=A[ i +1,j]. Pasa de O(n^3) a O(n^2)
Donde A[i][j] es el minimo k tal que dp[i][j] = dp[i][k ]+dp[k][j] + C[i][j]
Tambien es aplicable si:
C[a][c] + C[b][d] <= C[a][d] + C[b][c] y C[b][c] <= C[a][d], a<=b<=c<=d

for (int s = 0; s<=k; s++)
  for (int l = 0; l+s<=k; l++) {              //l - left point
    int r = l + s;                            //r - right point
    if (s < 2) {
    res[l][r] = 0;                          //DP base - nothing to break
    A[l][r] = l;                           //A is equal to left border
    continue;
    }
    int aleft = A[l][r-1];                  //Knuth's trick: getting bounds on m
    int aright = A[l+1][r];
    res[l][r] = INF;
    for (int a = max(l+1,aleft); a<=min(r-1,aright); a++) {     //iterating for a
        in the bounds only
    int act = res[l][a] + res[a][r] + (C[l][r]);
    if (res[l][r] > act) {                  //relax current solution
      res[l][r] = act;
      A[l][r] = a;
    }
    }
  }
```

Strings

KMP

```
string T;//cadena donde buscar(where)
string P;//cadena a buscar(what)
int b[MAXLEN];//back table b[i] maximo borde de [0..i)
void kmppre(){//by gabina with love
    int i =0, j=-1; b[0]=-1;
    while(i<sz(P)){
        while(j>=0 && P[i] != P[j]) j=b[j];
        i++, j++, b[i] = j;
    }
}
void kmp(){
    int i=0, j=0;
    while(i<sz(T)){
        while(j>=0 && T[i]!=P[j]) j=b[j];
        i++, j++;
        if(j==sz(P)) printf("P␣is␣found␣at␣index␣%d␣in␣T\n", i-j), j=b[j];
    }
}
```

Trie

```
struct trie{
  map<char, trie> m;
  bool end=false;
  void add(const string &s, int p=0){
    if(s[p]) m[s[p]].add(s, p+1);
    else end=true;
  }
  void dfs(){
    //Do stuff
    forall(it, m)
      it->second.dfs();
  }
};
```

Suffix Array (largo, nlogn)

```
#define MAX_N 112345
#define rBOUND(x) ((x) < n ? r[(x)] : 0)
//sa will hold the suffixes in order.
```

```cpp
int sa[MAX_N], r[MAX_N], n;// OJO n = s.size()!
string s; //input string, n=s.size()

int f[MAX_N], tmpsa[MAX_N];
void countingSort(int k){
  zero(f);
  forn(i, n) f[rBOUND(i+k)]++;
  int sum=0;
  forn(i, max(255, n)){
    int t=f[i]; f[i]=sum; sum+=t;}
  forn(i,n)
    tmpsa[f[rBOUND(sa[i]+k)]++]=sa[i];
  forn(i,n) sa[i] = tmpsa[i];
}
void constructsa(){//O(n log n)
  n = s.size();
  forn(i,n) sa[i]=i, r[i]=s[i];
  for(int k=1; k<n; k<<=1){
    countingSort(k), countingSort(0);
    int rank, tmpr[MAX_N];
    tmpr[sa[0]]=rank=0;
    forr(i, 1, n)
      tmpr[sa[i]] = (r[sa[i]]==r[sa[i-1]] && r[sa[i]+k]==r[sa[i-1]+k]) ? rank : ++
          rank;
    forn(i,n) r[i]=tmpr[i];
    if(r[sa[n-1]]==n-1) break;
  }
}
void print(){//for debugging
  forn(i, n)
    cout << i << '␣' <<
    s.substr(sa[i], s.find('$',sa[i])-sa[i]) << endl;}
```

LCP (Longest Common Prefix)

```cpp
//Calculates the LCP between consecutives suffixes in the Suffix Array.
//LCP[i] is the length of the LCP between sa[i] and sa[i-1]
int LCP[MAX_N], phi[MAX_N], PLCP[MAX_N];
void computeLCP(){//O(n)
  phi[sa[0]]=-1;
  forr(i, 1, n) phi[sa[i]]=sa[i-1];
  int L=0;
  forn(i, n){
    if(phi[i]==-1) {PLCP[i]=0; continue;}
    while(s[i+L]==s[phi[i]+L]) L++;
    PLCP[i]=L;
    L=max(L-1, 0);
  }
  forn(i, n) LCP[i]=PLCP[sa[i]];
}
```

Corasick

```cpp
struct trie{
  map<char, trie> next;
  trie* tran[256];//transiciones del automata
  int idhoja, szhoja;//id de la hoja o 0 si no lo es
  //link lleva al sufijo mas largo, nxthoja lleva al mas largo pero que es hoja
  trie *padre, *link, *nxthoja;
  char pch;//caracter que conecta con padre
  trie(): next(), tran(),  idhoja(), szhoja(), padre(), link(),nxthoja(),pch() {}
  void insert(const string &s, int id=1, int p=0){//id>0!!!
    if(p<sz(s)){
      trie &ch=next[s[p]];
      tran[(int)s[p]]=&ch;
      ch.padre=this, ch.pch=s[p];
      ch.insert(s, id, p+1);
    }
    else idhoja=id, szhoja=sz(s);
  }
  trie* get_link() {
    if(!link){
      if(!padre) link=this;//es la raiz
      else if(!padre->padre) link=padre;//hijo de la raiz
      else link=padre->get_link()->get_tran(pch);
    }
    return link; }
  trie* get_tran(int c) {
    if(!tran[c]) tran[c] = !padre? this : this->get_link()->get_tran(c);
    return tran[c]; }
  trie *get_nxthoja(){
    if(!nxthoja) nxthoja = get_link()->idhoja? link : link->nxthoja;
    return nxthoja; }
  void print(int p){
    if(idhoja) cout << "found␣" << idhoja << "␣␣at␣position␣" << p-szhoja << endl;
    if(get_nxthoja()) get_nxthoja()->print(p); }
  void matching(const string &s, int p=0){
    print(p); if(p<sz(s)) get_tran(s[p])->matching(s, p+1); }
}tri;
```

Suffix Automaton

```cpp
struct state {
  int len, link;
  map<char,int> next;
```

```
  state() { }
};
const int MAXLEN = 10010;
state st[MAXLEN*2];
int sz, last;
void sa_init() {
  forn(i,sz) st[i].next.clear();
  sz = last = 0;
  st[0].len = 0;
  st[0].link = -1;
  ++sz;
}
// Es un DAG de una sola fuente y una sola hoja
// cantidad de endpos = cantidad de apariciones = cantidad de caminos de la clase al nodo terminal
// cantidad de miembros de la clase = st[v].len-st[st[v].link].len (v>0) = caminos del inicio a la clase
// El arbol de los suffix links es el suffix tree de la cadena invertida. La string de la arista link(v)->v son los caracteres que difieren
void sa_extend (char c) {
  int cur = sz++;
  st[cur].len = st[last].len + 1;
  // en cur agregamos la posicion que estamos extendiendo
  //podria agregar tambien un identificador de las cadenas a las cuales pertenece (si hay varias)
  int p;
  for (p=last; p!=-1 && !st[p].next.count(c); p=st[p].link) // modificar esta linea para hacer separadores unicos entre varias cadenas (c=='$')
    st[p].next[c] = cur;
  if (p == -1)
    st[cur].link = 0;
  else {
    int q = st[p].next[c];
    if (st[p].len + 1 == st[q].len)
      st[cur].link = q;
    else {
      int clone = sz++;
      // no le ponemos la posicion actual a clone sino indirectamente por el link de cur
      st[clone].len = st[p].len + 1;
      st[clone].next = st[q].next;
      st[clone].link = st[q].link;
      for (; p!=-1 && st[p].next.count(c) && st[p].next[c]==q; p=st[p].link)
        st[p].next[c] = clone;
      st[q].link = st[cur].link = clone;
    }
  }
  last = cur;
}
```

Z Function

```
char s[MAXN];
int z[MAXN]; // z[i] = i==0 ? 0 : max k tq s[0,k) match with s[i,i+k)
void z_function(char s[],int z[]) {
    int n = strlen(s);
    forn(i, n) z[i]=0;
    for (int i = 1, l = 0, r = 0; i < n; ++i) {
        if (i <= r) z[i] = min (r - i + 1, z[i - l]);
        while (i + z[i] < n && s[z[i]] == s[i + z[i]])  ++z[i];
        if (i + z[i] - 1 > r) l = i, r = i + z[i] - 1;
    }
}
```

Geometría

Punto

```
const double EPS=1e-9;
struct pto{
  double x, y;
  pto(double x=0, double y=0):x(x),y(y){}
  pto operator+(pto a){return pto(x+a.x, y+a.y);}
  pto operator-(pto a){return pto(x-a.x, y-a.y);}
  pto operator+(double a){return pto(x+a, y+a);}
  pto operator*(double a){return pto(x*a, y*a);}
  pto operator/(double a){return pto(x/a, y/a);}
  //dot product, producto interno:
  //Significado: a*b = a.norm * b.norm * cos(ang).
  double operator*(pto a){return x*a.x+y*a.y;}
  //module of the cross product or vectorial product:
  //if a is less than 180 clockwise from b, a^b>0. Significado: abs(a^b) = area del paralelogramo.
  double operator^(pto a){return x*a.y-y*a.x;}
  //returns true if this is at the left side of line qr
  bool left(pto q, pto r){return ((q-*this)^(r-*this))>0;}
  bool operator<(const pto &a) const{return x<a.x-EPS || (abs(x-a.x)<EPS && y<a.y-EPS);}
  bool operator==(pto a){return abs(x-a.x)<EPS && abs(y-a.y)<EPS;}
  double norm(){return sqrt(x*x+y*y);}
  double norm_sq(){return x*x+y*y;}
};
double dist(pto a, pto b){return (b-a).norm();}
```

```
double dist_sq(pto a, pto b){return (b-a).norm_sq();}
typedef pto vec;

//positivo si aob están en sentido antihorario con un ángulo <180º
double angle(pto a, pto o, pto b){ //devuelve radianes! (-pi,pi)
  pto oa=a-o, ob=b-o;
  return atan2(oa^ob, oa*ob);}

//rotate p by theta rads CCW w.r.t. origin (0,0)
pto rotate(pto p, double theta){
  return pto(p.x*cos(theta)-p.y*sin(theta),
     p.x*sin(theta)+p.y*cos(theta));
}
```

Orden radial de puntos

```
struct Cmp{//orden total de puntos alrededor de un punto r
  pto r;
  Cmp(pto r):r(r) {}
  int cuad(const pto &a) const{
    if(a.x > 0 && a.y >= 0)return 0;
    if(a.x <= 0 && a.y > 0)return 1;
    if(a.x < 0 && a.y <= 0)return 2;
    if(a.x >= 0 && a.y < 0)return 3;
    assert(a.x ==0 && a.y==0);
    return -1;
  }
  bool cmp(const pto&p1, const pto&p2)const{
    int c1 = cuad(p1), c2 = cuad(p2);
    if(c1==c2) return p1.y*p2.x<p1.x*p2.y;
        else return c1 < c2;
  }
    bool operator()(const pto&p1, const pto&p2) const{
    return cmp(pto(p1.x-r.x,p1.y-r.y),pto(p2.x-r.x,p2.y-r.y));
    }
};
```

Line

```
int sgn(ll x){return x<0? -1 : !!x;}
struct line{
  line() {}
  double a,b,c;//Ax+By=C
//pto MUST store float coordinates!
  line(double a, double b, double c):a(a),b(b),c(c){}
  line(pto p, pto q): a(q.y-p.y), b(p.x-q.x), c(a*p.x+b*p.y) {}
  int side(pto p){return sgn(ll(a) * p.x + ll(b) * p.y - c);}
};
bool parallels(line l1, line l2){return abs(l1.a*l2.b-l2.a*l1.b)<EPS;}
pto inter(line l1, line l2){//intersection
  double det=l1.a*l2.b-l2.a*l1.b;
  if(abs(det)<EPS) return pto(INF, INF);//parallels
  return pto(l2.b*l1.c-l1.b*l2.c, l1.a*l2.c-l2.a*l1.c)/det;
}
```

Segment

```
struct segm{
  pto s,f;
  segm(pto s, pto f):s(s), f(f) {}
  pto closest(pto p) {//use for dist to point
     double l2 = dist_sq(s, f);
     if(l2==0.) return s;
     double t =((p-s)*(f-s))/l2;
     if (t<0.) return s;//not write if is a line
     else if(t>1.)return f;//not write if is a line
     return s+((f-s)*t);
  }
  bool inside(pto p){return abs(dist(s, p)+dist(p, f)-dist(s, f))<EPS;}
};

//NOTA: Si los segmentos son colineales sólo devuelve un punto de intersección
pto inter(segm s1, segm s2){
    if(s1.inside(s2.s)) return s2.s; //Fix cuando son colineales
    if(s1.inside(s2.f)) return s2.f; //Fix cuando son colineales
    pto r=inter(line(s1.s, s1.f), line(s2.s, s2.f));
    if(s1.inside(r) && s2.inside(r)) return r;
    return pto(INF, INF);
}
```

Rectangle

```
struct rect{
  //lower-left and upper-right corners
  pto lw, up;
};
//returns if there's an intersection and stores it in r
bool inter(rect a, rect b, rect &r){
  r.lw=pto(max(a.lw.x, b.lw.x), max(a.lw.y, b.lw.y));
  r.up=pto(min(a.up.x, b.up.x), min(a.up.y, b.up.y));
//check case when only a edge is common
  return r.lw.x<r.up.x && r.lw.y<r.up.y;
}
```

Polygon Area

```
double area(vector<pto> &p){//O(sz(p))
```

```
  double area=0;
  forn(i, sz(p)) area+=p[i]^p[(i+1)%sz(p)];
  //if points are in clockwise order then area is negative
  return abs(area)/2;
}
//Area ellipse = M_PI*a*b where a and b are the semi axis lengths
//Area triangle = sqrt(s*(s-a)(s-b)(s-c)) where s=(a+b+c)/2
//o mejor area triángulo = abs(x0 * (y1 - y2) + x1 * (y2 - y0) + x2 * (y0 - y1)) /
    2;
```

Circle

```
vec perp(vec v){return vec(-v.y, v.x);}
line bisector(pto x, pto y){
  line l=line(x, y); pto m=(x+y)/2;
  return line(-l.b, l.a, -l.b*m.x+l.a*m.y);
}
struct Circle{
  pto o;
  double r;
  Circle(pto x, pto y, pto z){
    o=inter(bisector(x, y), bisector(y, z));
    r=dist(o, x);
  }
  pair<pto, pto> ptosTang(pto p){
    pto m=(p+o)/2;
    tipo d=dist(o, m);
    tipo a=r*r/(2*d);
    tipo h=sqrt(r*r-a*a);
    pto m2=o+(m-o)*a/d;
    vec per=perp(m-o)/d;
    return make_pair(m2-per*h, m2+per*h);
  }
};
//finds the center of the circle containing p1 and p2 with radius r
//as there may be two solutions swap p1, p2 to get the other
bool circle2PtsRad(pto p1, pto p2, double r, pto &c){
        double d2=(p1-p2).norm_sq(), det=r*r/d2-0.25;
        if(det<0) return false;
        c=(p1+p2)/2+perp(p2-p1)*sqrt(det);
        return true;
}
#define sqr(a) ((a)*(a))
#define feq(a,b) (fabs((a)-(b))<EPS)
pair<tipo, tipo> ecCuad(tipo a, tipo b, tipo c){//a*x*x+b*x+c=0
  tipo dx = sqrt(b*b-4.0*a*c);
  return make_pair((-b + dx)/(2.0*a),(-b - dx)/(2.0*a));
}
}
pair<pto, pto> interCL(Circle c, line l){
  bool sw=false;
  if((sw=feq(0,l.b))){
  swap(l.a, l.b);
  swap(c.o.x, c.o.y);
  }
  pair<tipo, tipo> rc = ecCuad(
  sqr(l.a)+sqr(l.b),
  2.0*l.a*l.b*c.o.y-2.0*(sqr(l.b)*c.o.x+l.c*l.a),
  sqr(l.b)*(sqr(c.o.x)+sqr(c.o.y)-sqr(c.r))+sqr(l.c)-2.0*l.c*l.b*c.o.y
  );
  pair<pto, pto> p( pto(rc.first, (l.c - l.a * rc.first) / l.b),
            pto(rc.second, (l.c - l.a * rc.second) / l.b) );
  if(sw){
  swap(p.first.x, p.first.y);
  swap(p.second.x, p.second.y);
  }
  return p;
}
pair<pto, pto> interCC(Circle c1, Circle c2){
  line l;
  l.a = c1.o.x-c2.o.x;
  l.b = c1.o.y-c2.o.y;
  l.c = (sqr(c2.r)-sqr(c1.r)+sqr(c1.o.x)-sqr(c2.o.x)+sqr(c1.o.y)
  -sqr(c2.o.y))/2.0;
  return interCL(c1, l);
}
```

Point in Poly

```
//checks if v is inside of P, using ray casting
//works with convex and concave.
bool inPolygon(pto v, vector<pto>& P) {
  bool c = false;
  forn(i, sz(P)){
    int j=(i+1)%sz(P);

    segm lado(P[i],P[j]);
    if(lado.inside(v)) return true; //OJO: return true: incluye lados. return
        false: excluye lados.

    if((P[j].y > v.y) != (P[i].y > v.y) &&
    (v.x < (P[i].x-P[j].x) * (v.y-P[j].y) / (P[i].y-P[j].y) + P[j].x))
      c = !c;
  }
  return c;
```

```
}
```

Point in Convex Poly log(n)

```
void normalize(vector<pto> &pt){//delete collinear points first!
  //this makes it clockwise:
    if(pt[2].left(pt[0], pt[1])) reverse(pt.begin(), pt.end());
  int n=sz(pt), pi=0;
  forn(i, n)
    if(pt[i].x<pt[pi].x || (pt[i].x==pt[pi].x && pt[i].y<pt[pi].y))
      pi=i;
  vector<pto> shift(n);//puts pi as first point
    forn(i, n) shift[i]=pt[(pi+i)%n];
    pt.swap(shift);
}

/* left debe decir >0 para que considere los bordes. Ojo que Convex Hull
    necesita que left diga >= 0 para limpiar los colineales, hacer otro left
    si hace falta */
bool inPolygon(pto p, const vector<pto> &pt){
  //call normalize first!
  if(p.left(pt[0], pt[1]) || p.left(pt[sz(pt)-1], pt[0])) return false;
  int a=1, b=sz(pt)-1;
  while(b-a>1){
    int c=(a+b)/2;
    if(!p.left(pt[0], pt[c])) a=c;
    else b=c;
  }
  return !p.left(pt[a], pt[a+1]);
}
```

Convex Check CHECK

```
bool isConvex(vector<int> &p){//O(N), delete collinear points!
  int N=sz(p);
  if(N<3) return false;
  bool isLeft=p[0].left(p[1], p[2]);
  forr(i, 1, N)
    if(p[i].left(p[(i+1)%N], p[(i+2)%N])!=isLeft)
      return false;
  return true; }
```

Convex Hull

```
//stores convex hull of P in S, CCW order
//left must return >=0 to delete collinear points!
void CH(vector<pto>& P, vector<pto> &S){
  S.clear();
  sort(P.begin(), P.end());//first x, then y
  forn(i, sz(P)){//lower hull
    while(sz(S)>= 2 && S[sz(S)-1].left(S[sz(S)-2], P[i])) S.pop_back();
    S.pb(P[i]);
  }
  S.pop_back();
  int k=sz(S);
  dforn(i, sz(P)){//upper hull
    while(sz(S) >= k+2 && S[sz(S)-1].left(S[sz(S)-2], P[i])) S.pop_back();
    S.pb(P[i]);
  }
  S.pop_back();
}
```

Cut Polygon

```
//cuts polygon Q along the line ab
//stores the left side (swap a, b for the right one) in P
void cutPolygon(pto a, pto b, vector<pto> Q, vector<pto> &P){
  P.clear();
  forn(i, sz(Q)){
    double left1=(b-a)^(Q[i]-a), left2=(b-a)^(Q[(i+1)%sz(Q)]-a);
    if(left1>=0) P.pb(Q[i]);
    if(left1*left2<0)
      P.pb(inter(line(Q[i], Q[(i+1)%sz(Q)]), line(a, b)));
  }
}
```

Bresenham

```
//plot a line approximation in a 2d map
void bresenham(pto a, pto b){
  pto d=b-a; d.x=abs(d.x), d.y=abs(d.y);
  pto s(a.x<b.x? 1: -1, a.y<b.y? 1: -1);
  int err=d.x-d.y;
  while(1){
    m[a.x][a.y]=1;//plot
    if(a==b) break;
    int e2=err;
    if(e2 >= 0) err-=2*d.y, a.x+=s.x;
    if(e2 <= 0) err+= 2*d.x, a.y+= s.y;
  }
}
```

Rotate Matrix

```
//rotates matrix t 90 degrees clockwise
//using auxiliary matrix t2(faster)
void rotate(){
  forn(x, n) forn(y, n)
```

```
    t2[n-y-1][x]=t[x][y];
  memcpy(t, t2, sizeof(t));
}
```

Interseccion de Circulos en n3log(n)

```
struct event{double x;int t;event(double xx,int tt):x(xx),t(tt){}bool operator<(
    const event&o)const{return x<o.x;}};typedef vector<Circle>VC;typedef vector<
    event>VE;int n;double cuenta(VE&v,double A,double B){sort(v.begin(),v.end());
    double res=0.0,lx=((v.empty())?0.0:v[0].x);int contador=0;forn(i,sz(v)){if(
    contador==n)res+=v[i].x-lx;contador+=v[i].t,lx=v[i].x;}return res;}inline
    double primitiva(double x,double r){if(x>=r)return r*r*M_PI/4.0;if(x<=-r)
    return-r*r*M_PI/4.0;double raiz=sqrt(r*r-x*x);return 0.5*(x*raiz+r*r*atan(x/
    raiz));}double interCircle(VC&v){vector<double>p;p.reserve(v.size()*(v.size()
    +2));forn(i,sz(v))p.push_back(v[i].c.x+v[i].r),p.push_back(v[i].c.x-v[i].r);
    forn(i,sz(v))forn(j,i){Circle&a=v[i],b=v[j];double d=(a.c-b.c).norm();if(fabs(
    a.r-b.r)<d&&d<a.r+b.r){double alfa=acos((sqr(a.r)+sqr(d)-sqr(b.r))/(2.0*d*a.r)
    );pto vec=(b.c-a.c)*(a.r/d);p.pb((a.c+rotate(vec,alfa)).x),p.pb((a.c+rotate(
    vec,-alfa)).x);}}sort(p.begin(),p.end());double res=0.0;forn(i,sz(p)-1){const
    double A=p[i],B=p[i+1];VE ve;ve.reserve(2*v.size());forn(j,sz(v)){const Circle
    &c=v[j];double arco=primitiva(B-c.c.x,c.r)-primitiva(A-c.c.x,c.r);double base=
    c.c.y*(B-A);ve.push_back(event(base+arco,-1));ve.push_back(event(base-arco,1))
    ;}res+=cuenta(ve,A,B);}return res;}
```

Math

Identidades

$\sum_{i=0}^{n}\binom{n}{i}=2^n$
$\sum_{i=0}^{n} i\binom{n}{i}=n*2^{n-1}$
$\sum_{i=m}^{n} i=\frac{n(n+1)}{2}-\frac{m(m-1)}{2}=\frac{(n+1-m)(n+m)}{2}$
$\sum_{i=0}^{n} i=\sum_{i=1}^{n} i=\frac{n(n+1)}{2}$
$\sum_{i=0}^{n} i^2=\frac{n(n+1)(2n+1)}{6}=\frac{n^3}{3}+\frac{n^2}{2}+\frac{n}{6}$
$\sum_{i=0}^{n} i(i-1)=\frac{8}{6}(\frac{n}{2})(\frac{n}{2}+1)(n+1)$ (doubles) $\rightarrow$ Sino ver caso impar y par
$\sum_{i=0}^{n} i^3=\left(\frac{n(n+1)}{2}\right)^2=\frac{n^4}{4}+\frac{n^3}{2}+\frac{n^2}{4}=[\sum_{i=1}^{n} i]^2$
$\sum_{i=0}^{n} i^4=\frac{n(n+1)(2n+1)(3n^2+3n-1)}{30}=\frac{n^5}{5}+\frac{n^4}{2}+\frac{n^3}{3}-\frac{n}{30}$
$\sum_{i=0}^{n} i^p=\frac{(n+1)^{p+1}}{p+1}+\sum_{k=1}^{p}\frac{B_k}{p-k+1}\binom{p}{k}(n+1)^{p-k+1}$
$\sum_{i=0}^{n} a^i=\frac{a^{n+1}-1}{a-1}$ sólo si $a!=1$
$r=e-v+k+1$
Teorema de Pick: (Area, puntos interiores y puntos en el borde) $A=I+\frac{B}{2}-1$

Ec. Característica

$a_0T(n)+a_1T(n-1)+...+a_kT(n-k)=0$
$p(x)=a_0x^k+a_1x^{k-1}+...+a_k$
Sean $r_1,r_2,...,r_q$ las raíces distintas, de mult. $m_1,m_2,...,m_q$
$T(n)=\sum_{i=1}^{q}\sum_{j=0}^{m_i-1}c_{ij}n^jr_i^n$
Las constantes c_{ij} se determinan por los casos base.

Combinatorio

```
forn(i, MAXN+1){//comb[i][k]=i tomados de a k
  comb[i][0]=comb[i][i]=1;
  forr(k, 1, i) comb[i][k]=(comb[i-1][k]+comb[i-1][k-1])%MOD;
}
ll lucas (ll n, ll k, int p){ //Calcula (n,k)%p teniendo comb[p][p] precalculado.
  ll aux = 1;
  while (n + k) aux = (aux * comb[n%p][k%p]) %p, n/=p, k/=p;
  return aux;
}
```

Log. Discreto

```
// IDEA: a^x=b mod MOD <=> x = i*sqrt(MOD)+j con i,j <= sqrt(MOD)=m
// entonces guardo todos los a^j: T[a^j mod MOD]=j
// y después busco si vi T[b/(a^(i*m) mod MOD] = T[b*a^-(i*m) mod MOD], return j+i
    *m
```

Exp. de Matrices y Fibonacci en log(n)

```
#define SIZE 350
int NN;
double tmp[SIZE][SIZE];
void mul(double a[SIZE][SIZE], double b[SIZE][SIZE]){ zero(tmp);
    forn(i, NN) forn(j, NN) forn(k, NN) tmp[i][j]+=a[i][k]*b[k][j];
    forn(i, NN) forn(j, NN) a[i][j]=tmp[i][j];
}
void powmat(double a[SIZE][SIZE], int n, double res[SIZE][SIZE]){
    forn(i, NN) forn(j, NN) res[i][j]=(i==j);
    while(n){
        if(n&1) mul(res, a), n--;
        else mul(a, a), n/=2;
    } }
```

Matrices y determinante $O(n^3)$

```
struct Mat {
    vector<vector<double> > vec;
    Mat(int n): vec(n, vector<double>(n) ) {}
    Mat(int n, int m): vec(n, vector<double>(m) ) {}
    vector<double> &operator[](int f){return vec[f];}
    const vector<double> &operator[](int f) const {return vec[f];}
    int size() const {return sz(vec);}
    Mat operator+(Mat &b) { ///this de n x m entonces b de n x m
        Mat m(sz(b),sz(b[0]));
        forn(i,sz(vec)) forn(j,sz(vec[0])) m[i][j] = vec[i][j] + b[i][j];
        return m;    }
```

```
    Mat operator*(const Mat &b) { ///this de n x m entonces b de m x t
        int n = sz(vec), m = sz(vec[0]), t = sz(b[0]);
        Mat mat(n,t);
        forn(i,n) forn(j,t) forn(k,m) mat[i][j] += vec[i][k] * b[k][j];
        return mat;    }
    double determinant(){//sacado de e maxx ru
        double det = 1;
        int n = sz(vec);
        Mat m(*this);
        forn(i, n){//para cada columna
            int k = i;
            forr(j, i+1, n)//busco la fila con mayor val abs
                if(abs(m[j][i])>abs(m[k][i])) k = j;
            if(abs(m[k][i])<1e-9) return 0;
            m[i].swap(m[k]);//la swapeo
            if(i!=k) det = -det;
            det *= m[i][i];
            forr(j, i+1, n) m[i][j] /= m[i][i];
            //hago 0 todas las otras filas
            forn(j, n) if (j!= i && abs(m[j][i])>1e-9)
                forr(k, i+1, n) m[j][k]-=m[i][k]*m[j][i];
        }
        return det;
    }
};
```

Teorema Chino del Resto

$$y = \sum_{j=1}^{n} (x_j * (\prod_{i=1, i\neq j}^{n} m_i)^{-1}_{m_j} * \prod_{i=1, i\neq j}^{n} m_i)$$

Criba

```
#define MAXP 100000 //no necesariamente primo
int criba[MAXP+1];
void crearcriba(){
  int w[] = {4,2,4,2,4,6,2,6};
  for(int p=25;p<=MAXP;p+=10) criba[p]=5;
  for(int p=9;p<=MAXP;p+=6) criba[p]=3;
  for(int p=4;p<=MAXP;p+=2) criba[p]=2;
  for(int p=7,cur=0;p*p<=MAXP;p+=w[cur++&7]) if (!criba[p])
    for(int j=p*p;j<=MAXP;j+=(p<<1)) if(!criba[j]) criba[j]=p;
}
vector<int> primos;
void buscarprimos(){
  crearcriba();
  forr (i,2,MAXP+1) if (!criba[i]) primos.push_back(i);
}
//~ Useful for bit trick: #define SET(i) ( criba[(i)>>5]|=1<<((i)&31) ), #define
    INDEX(i) ( (criba[i>>5]>>((i)&31))&1 ), unsigned int criba[MAXP/32+1];
```

Funciones de primos

Sea $n = \prod p_i^{k_i}$, fact(n) genera un map donde a cada p_i le asocia su k_i

```
//factoriza bien numeros hasta MAXP^2
map<ll,ll> fact(ll n){ //O (cant primos)
  map<ll,ll> ret;
  forall(p, primos){
    while(!(n%*p)){
      ret[*p]++;//divisor found
      n/=*p;
    }
  }
  if(n>1) ret[n]++;
  return ret;
}
//factoriza bien numeros hasta MAXP
map<ll,ll> fact2(ll n){ //O (lg n)
  map<ll,ll> ret;
  while (criba[n]){
    ret[criba[n]]++;
    n/=criba[n];
  }
  if(n>1) ret[n]++;
  return ret;
}
//Usar asi:  divisores(fac, divs, fac.begin()); NO ESTA ORDENADO
void divisores(const map<ll,ll> &f, vector<ll> &divs, map<ll,ll>::iterator it, ll
    n=1){
    if(it==f.begin()) divs.clear();
    if(it==f.end()) { divs.pb(n);  return; }
    ll p=it->fst, k=it->snd; ++it;
    forn(_, k+1) divisores(f, divs, it, n), n*=p;
}
ll sumDiv (ll n){
  ll rta = 1;
  map<ll,ll> f=fact(n);
  forall(it, f) {
  ll pot = 1, aux = 0;
  forn(i, it->snd+1) aux += pot, pot *= it->fst;
  rta*=aux;
  }
  return rta;
}
```

```cpp
ll eulerPhi (ll n){ // con criba: O(lg n)
  ll rta = n;
  map<ll,ll> f=fact(n);
  forall(it, f) rta -= rta / it->first;
  return rta;
}
ll eulerPhi2 (ll n){ // O (sqrt n)
  ll r = n;
  forr (i,2,n+1){
    if ((ll)i*i > n) break;
    if (n % i == 0){
      while (n%i == 0) n/=i;
      r -= r/i; }
  }
  if (n != 1) r-= r/n;
  return r;
}
```

Test de primalidad naive $O(\text{sqrt}(n)/6)$

```cpp
int __attribute__((const)) is_prime(long long n)
{
  if (n <= 1)
    return 0;
  else if (n <= 3)
    return 1;
  else if (!(n % 2) || !(n % 3))
    return 0;

  long long cap = sqrt(n) + 1;
  for (long long int i = 5; i <= cap; i += 6)
    if (!(n%i) || !(n%(i+2)))
      return 0;

  return 1;
}
```

Phollard's Rho (rolando)

```cpp
ll gcd(ll a, ll b){return a?gcd(b %a, a):b;}

ll mulmod (ll a, ll b, ll c) { //returns (a*b)%c, and minimize overfloor
  ll x = 0, y = a%c;
  while (b > 0){
    if (b % 2 == 1) x = (x+y) % c;
    y = (y*2) % c;
    b /= 2;
  }
  return x % c;
}

ll expmod (ll b, ll e, ll m){//O(log b)
  if(!e) return 1;
  ll q= expmod(b,e/2,m); q=mulmod(q,q,m);
  return e%2? mulmod(b,q,m) : q;
}

bool es_primo_prob (ll n, int a)
{
  if (n == a) return true;
  ll s = 0,d = n-1;
  while (d % 2 == 0) s++,d/=2;

  ll x = expmod(a,d,n);
  if ((x == 1) || (x+1 == n)) return true;

  forn (i, s-1){
    x = mulmod(x, x, n);
    if (x == 1) return false;
    if (x+1 == n) return true;
  }
  return false;
}

bool rabin (ll n){ //devuelve true si n es primo
  if (n == 1) return false;
  const int ar[] = {2,3,5,7,11,13,17,19,23};
  forn (j,9)
    if (!es_primo_prob(n,ar[j]))
      return false;
  return true;
}

ll rho(ll n){
    if( (n & 1) == 0 ) return 2;
    ll x = 2 , y = 2 , d = 1;
    ll c = rand() %n + 1;
    while( d == 1 ){
        x = (mulmod( x , x , n ) + c)%n;
        y = (mulmod( y , y , n ) + c)%n;
        y = (mulmod( y , y , n ) + c)%n;
        if( x - y >= 0 ) d = gcd( x - y , n );
        else d = gcd( y - x , n );
    }
```

```
    return d==n? rho(n):d;
}

map<ll,ll> prim;
void factRho (ll n){ //O (lg n)^3. un solo numero
  if (n == 1) return;
  if (rabin(n)){
    prim[n]++;
    return;
  }
  ll factor = rho(n);
  factRho(factor);
  factRho(n/factor);
}
```

GCD

```
tipo gcd(tipo a, tipo b){return a?gcd(b %a, a):b;}
```

Extended Euclid

```
void extendedEuclid (ll a, ll b){ //a * x + b * y = d
  if (!b) { x = 1; y = 0; d = a; return;}
  extendedEuclid (b, a%b);
  ll x1 = y;
  ll y1 = x - (a/b) * y;
  x = x1; y = y1;
}
```

LCM

```
tipo lcm(tipo a, tipo b){return a / gcd(a,b) * b;}
```

Simpson

```
double integral(double a, double b, int n=10000) {//O(n), n=cantdiv
  double area=0, h=(b-a)/n, fa=f(a), fb;
  forn(i, n){
    fb=f(a+h*(i+1));
    area+=fa+ 4*f(a+h*(i+0.5)) +fb, fa=fb;
  }
  return area*h/6.;}
```

Fraction

```
bool comp(tipo a, tipo b, tipo c, tipo d){//a*d < b*c
    int s1 = signo(a)*signo(d), s2 = signo(b)*signo(c);
    if(s1 == 0) return s2 > 0;
    if(s2 == 0) return s1 < 0;
    if(s1 > 0 and s2 < 0) return false;
    if(s1 < 0 and s2 > 0) return true;
    if(a / b != c / d) return a/b < c/d; //asume que b y d son positivos
    a %= b, c %= d;
    /*O(1) pero con double:
    long double d1 = ((long double)(a))/(b), d2 = ((long double)(c))/(d);
    return d1 + EPS < d2;
    */
    return comp(d, c, b, a);
}

tipo mcd(tipo a, tipo b){ return a ? mcd(b%a,a) : b; }
struct frac{
  tipo p,q;
  frac(tipo p=0, tipo q=1):p(p),q(q) {norm();}
  void norm(){
    tipo a = mcd(p,q);
    if(a) p/=a, q/=a;
    else q=1;
    if (q<0) q=-q, p=-p;}
  frac operator+(const frac& o){
    tipo a = mcd(q,o.q);
    return frac(p*(o.q/a)+o.p*(q/a), q*(o.q/a));}
  frac operator-(const frac& o){
    tipo a = mcd(q,o.q);
    return frac(p*(o.q/a)-o.p*(q/a), q*(o.q/a));}
  frac operator*(frac o){
    tipo a = mcd(q,o.p), b = mcd(o.q,p);
    return frac((p/b)*(o.p/a), (q/a)*(o.q/b));}
  frac operator/(frac o){
    tipo a = mcd(q,o.q), b = mcd(o.p,p);
    return frac((p/b)*(o.q/a),(q/a)*(o.p/b));}
  bool operator<(const frac &o) const{return p*o.q < o.p*q;}//usar comp cuando el
      producto puede dar overflow
  bool operator==(frac o){return p==o.p&&q==o.q;}
};
```

Polinomio

```
struct poly {
    vector<tipo> c;//guarda los coeficientes del polinomio
    poly(const vector<tipo> &c): c(c) {}
    poly() {}
    void simplify(){
    int i = 0;
    /*tipo a0=0;
    while(a0 == 0 && i < sz(c)) a0 = c[i], i++;*/
    int j = sz(c)-1;
```

```
    tipo an=0;
    while(an == 0 && j >=i) an = c[j], j--;
    vector<tipo> d;
    forr(k,i,j) d.pb(c[k]);
    c=d;
  }
  bool isnull() { simplify(); return c.empty();}
    poly operator+(const poly &o) const {
        int m = sz(c), n = sz(o.c);
        vector<tipo> res(max(m,n));
        forn(i, m) res[i] += c[i];
        forn(i, n) res[i] += o.c[i];
        return poly(res);    }
    poly operator*(const tipo cons) const {
    vector<tipo> res(sz(c));
        forn(i, sz(c)) res[i]=c[i]*cons;
        return poly(res);    }
    poly operator*(const poly &o) const {
        int m = sz(c), n = sz(o.c);
        vector<tipo> res(m+n-1);
        forn(i, m) forn(j, n) res[i+j]+=c[i]*o.c[j];
        return poly(res);    }
  tipo eval(tipo v) {
    tipo sum = 0;
    dforn(i, sz(c)) sum=sum*v + c[i];
    return sum; }
    //poly contains only a vector<int> c (the coeficients)
  //the following function generates the roots of the polynomial
//it can be easily modified to return float roots
  set<tipo> roots(){
    set<tipo> roots;
    simplify();
    if(c[0]) roots.insert(0);
    int i = 0;
    tipo a0=0;
    while(a0 == 0 && i < sz(c)) a0 = abs(c[i]), i++;
    tipo an = abs(c[sz(c)-1]);
    vector<tipo> ps,qs;
    forr(p,1,sqrt(a0)+1) if (a0%p==0) ps.pb(p),ps.pb(a0/p);
    forr(q,1,sqrt(an)+1) if (an%q==0) qs.pb(q),qs.pb(an/q);
    forall(pt,ps)
      forall(qt,qs) if ( (*pt) % (*qt)==0 ) { //sacar esto para obtener todas las
          raices racionales
        tipo root = abs((*pt) / (*qt));
        if (eval(root)==0) roots.insert(root);
        if (eval((-1)*root)==0) roots.insert((-1)*root);// las raices tambien
          pueden ser negativas!
      }
    return roots; }
};
pair<poly,tipo> ruffini(const poly p, tipo r) { //divive el polinomio p por (x-r)
  int n = sz(p.c) - 1 ;
  vector<tipo> b(n);
  b[n-1] = p.c[n];
  dforn(k,n-1) b[k] = p.c[k+1] + r*b[k+1];
  tipo resto = p.c[0] + r*b[0];
  poly result(b);
  return make_pair(result,resto);
}
poly interpolate(const vector<tipo>& x,const vector<tipo>& y) { //O(n^2)
    poly A; A.c.pb(1);
    forn(i,sz(x)) { poly aux; aux.c.pb(-x[i]), aux.c.pb(1), A = A * aux; } // A =
        (x-x0) * ... * (x-xn)
  poly S; S.c.pb(0);
  forn(i,sz(x)) { poly Li;
    Li = ruffini(A,x[i]).fst;
    Li = Li * (1.0 / Li.eval(x[i])); // here put a multiple of the coefficients
        instead of 1.0 to avoid using double -- si se usa mod usar el inverso!
    S = S + Li * y[i];  }
  return S;
}
```

Ec. Lineales

```
bool resolver_ev(Mat a, Vec y, Vec &x, Mat &ev){
  int n = a.size(), m = n?a[0].size():0, rw = min(n, m);
  vector<int> p; forn(i,m) p.push_back(i);
  forn(i, rw) {
    int uc=i, uf=i;
    forr(f, i, n) forr(c, i, m) if(fabs(a[f][c])>fabs(a[uf][uc])) {uf=f;uc=c;}
    if (feq(a[uf][uc], 0)) { rw = i; break; }
    forn(j, n) swap(a[j][i], a[j][uc]);
    swap(a[i], a[uf]); swap(y[i], y[uf]); swap(p[i], p[uc]);
    tipo inv = 1 / a[i][i]; //aca divide
    forr(j, i+1, n) {
      tipo v = a[j][i] * inv;
      forr(k, i, m) a[j][k]-=v * a[i][k];
      y[j] -= v*y[i];
    }
  } // rw = rango(a), aca la matriz esta triangulada
  forr(i, rw, n) if (!feq(y[i],0)) return false; // checkeo de compatibilidad
  x = vector<tipo>(m, 0);
  dforn(i, rw){
```

```
    tipo s = y[i];
    forr(j, i+1, rw) s -= a[i][j]*x[p[j]];
    x[p[i]] = s / a[i][i]; //aca divide
  }
  ev = Mat(m-rw, Vec(m, 0)); // Esta parte va SOLO si se necesita el ev
  forn(k, m-rw) {
    ev[k][p[k+rw]] = 1;
    dforn(i, rw){
      tipo s = -a[i][k+rw];
      forr(j, i+1, rw) s -= a[i][j]*ev[k][p[j]];
      ev[k][p[i]] = s / a[i][i]; //aca divide
    }
  }
  return true;
}
```

FFT

```
//~ typedef complex<double> base; //menos codigo, pero mas lento
//elegir si usar complejos de c (lento) o estos
struct base{
    double r,i;
    base(double r=0, double i=0):r(r), i(i){}
    double real()const{return r;}
    void operator/=(const int c){r/=c, i/=c;}
};
base operator*(const base &a, const base &b){
    return base(a.r*b.r-a.i*b.i, a.r*b.i+a.i*b.r);}
base operator+(const base &a, const base &b){
    return base(a.r+b.r, a.i+b.i);}
base operator-(const base &a, const base &b){
    return base(a.r-b.r, a.i-b.i);}
vector<int> rev; vector<base> wlen_pw;
inline static void fft(base a[], int n, bool invert) {
    forn(i, n) if(i<rev[i]) swap(a[i], a[rev[i]]);
  for (int len=2; len<=n; len<<=1) {
    double ang = 2*M_PI/len * (invert?-1:+1);
    int len2 = len>>1;
    base wlen (cos(ang), sin(ang));
    wlen_pw[0] = base (1, 0);
        forr(i, 1, len2) wlen_pw[i] = wlen_pw[i-1] * wlen;
    for (int i=0; i<n; i+=len) {
      base t, *pu = a+i, *pv = a+i+len2,  *pu_end = a+i+len2, *pw = &wlen_pw[0];
      for (; pu!=pu_end; ++pu, ++pv, ++pw)
        t = *pv * *pw, *pv = *pu - t,*pu = *pu + t;
    }
  }
  if (invert) forn(i, n) a[i]/= n;}
inline static void calc_rev(int n){//precalculo: llamar antes de fft!!
    wlen_pw.resize(n), rev.resize(n);
    int lg=31-__builtin_clz(n);
    forn(i, n){
    rev[i] = 0;
        forn(k, lg) if(i&(1<<k)) rev[i]|=1<<(lg-1-k);
    }}
//multiplica vectores en nlgn
inline static void multiply(const vector<int> &a, const vector<int> &b, vector<int
    > &res) {
  vector<base> fa (a.begin(), a.end()),  fb (b.begin(), b.end());
    int n=1; while(n < max(sz(a), sz(b))) n <<= 1; n <<= 1;
    calc_rev(n);
  fa.resize (n),  fb.resize (n);
  fft (&fa[0], n, false),  fft (&fb[0], n, false);
  forn(i, n) fa[i] = fa[i] * fb[i];
  fft (&fa[0], n, true);
  res.resize(n);
    forn(i, n) res[i] = int (fa[i].real() + 0.5); }
void toPoly(const string &s, vector<int> &P){//convierte un numero a polinomio
    P.clear();
    dforn(i, sz(s)) P.pb(s[i]-'0');}
```

Grafos

Dijkstra

```
#define INF 1e9
int N;
#define MAX_V 250001
vector<ii> G[MAX_V];
//To add an edge use
#define add(a, b, w) G[a].pb(make_pair(w, b))
ll dijkstra(int s, int t){//O(|E| log |V|)
  priority_queue<ii, vector<ii>, greater<ii> > Q;
  vector<ll> dist(N, INF); vector<int> dad(N, -1);
  Q.push(make_pair(0, s)); dist[s] = 0;
  while(sz(Q)){
    ii p = Q.top(); Q.pop();
    if(p.snd == t) break;
    forall(it, G[p.snd])
      if(dist[p.snd]+it->first < dist[it->snd]){
        dist[it->snd] = dist[p.snd] + it->fst;
        dad[it->snd] = p.snd;
        Q.push(make_pair(dist[it->snd], it->snd));  }
```

```
  }
  return dist[t];
  if(dist[t]<INF)//path generator
    for(int i=t; i!=-1; i=dad[i])
      printf("%d%c", i, (i==s?'\n':' '));}
```

Bellman-Ford

```
#define INF 1e9
#define MAX_N 1001
vector<ii> G[MAX_N];//ady. list with pairs (weight, dst)
//To add an edge use
#define add(a, b, w) G[a].pb(make_pair(w, b))
int dist[MAX_N];
int N; //cantidad de vertices -- setear!!
void bford(int src){//O(VE)
  memset(dist,INF,sizeof dist);
  dist[src]=0;
  forn(i, N-1) forn(j, N) if(dist[j]!=INF) forall(it, G[j])
    dist[it->snd]=min(dist[it->snd], dist[j]+it->fst);
}

bool hasNegCycle(){
  forn(j, N) if(dist[j]!=INF) forall(it, G[j])
    if(dist[it->snd]>dist[j]+it->fst) return true;
  //inside if: all points reachable from it->snd will have -INF distance(do bfs) ?
  return false;
}
```

Floyd-Warshall

```
//G[i][j] contains weight of edge (i, j) or INF
//G[i][i]=0
int G[MAX_N][MAX_N];
void floyd(){//O(N^3)
forn(k, N) forn(i, N) if(G[i][k]!=INF) forn(j, N) if(G[k][j]!=INF)
  G[i][j]=min(G[i][j], G[i][k]+G[k][j]);
}
bool inNegCycle(int v){
  return G[v][v]<0;}
//checks if there's a neg. cycle in path from a to b
bool hasNegCycle(int a, int b){
  forn(i, N) if(G[a][i]!=INF && G[i][i]<0 && G[i][b]!=INF)
    return true;
  return false;
}
```

Kruskal

```
const int MAXN=100000;
vector<ii> G[MAXN];
int n;

struct Ar{int a,b,w;}; //w y cost deberian tener el mismo tipo
bool operator<(const Ar& a, const Ar &b){return a.w<b.w;}
vector<Ar> E;
ll kruskal(){ //no hace falta agregar las aristas en las dos direcciones! (en prim si)
    ll cost=0;
    sort(E.begin(), E.end());//ordenar aristas de menor a mayor -- OJO cuando ordena algo no necesariamente las cosas del mismo valor quedan en el mismo orden!!
    uf.init(n);
    forall(it, E){
        if(uf.comp(it->a)!=uf.comp(it->b)){//si no estan conectados
            uf.join(it->a, it->b);//conectar
            cost+=it->w;
        }
    }
    return cost;
}
```

2-SAT + Tarjan SCC

```
//We have a vertex representing a var and other for his negation.
//Every edge stored in G represents an implication. To add an equation of the form a||b, use addor(a, b)
//MAX=max cant var, n=cant var
#define addor(a, b) (G[neg(a)].pb(b), G[neg(b)].pb(a))
vector<int> G[MAX*2];
//idx[i]=index assigned in the dfs
//lw[i]=lowest index(closer from the root) reachable from i
int lw[MAX*2], idx[MAX*2], qidx;
stack<int> q;
int qcmp, cmp[MAX*2];
//verdad[cmp[i]]=valor de la variable i
bool verdad[MAX*2+1];

int neg(int x) { return x>=n? x-n : x+n;}
void tjn(int v){
  lw[v]=idx[v]=++qidx;
  q.push(v), cmp[v]=-2;
  forall(it, G[v]){
    if(!idx[*it] || cmp[*it]==-2){
      if(!idx[*it]) tjn(*it);
      lw[v]=min(lw[v], lw[*it]);
```

```
    }
  }
  if(lw[v]==idx[v]){
    int x;
    do{x=q.top(); q.pop(); cmp[x]=qcmp;}while(x!=v);
    verdad[qcmp]=(cmp[neg(v)]<0);
    qcmp++;
  }
}
//remember to CLEAR G!!!
bool satisf(){//O(n)
  memset(idx, 0, sizeof(idx)), qidx=0;
  memset(cmp, -1, sizeof(cmp)), qcmp=0;
  forn(i, n){
    if(!idx[i]) tjn(i);
    if(!idx[neg(i)]) tjn(neg(i));
  }
  forn(i, n) if(cmp[i]==cmp[neg(i)]) return false;
  return true;
}
```

Comp. Biconexas y Puentes

```
const int MAXN=1010;
int n, m;
vector<int> G[MAXN];

struct edge {
  int u,v, comp;
  bool bridge;
};
vector<edge> e;
void addEdge(int u, int v) {
  G[u].pb(sz(e)), G[v].pb(sz(e));
  e.pb((edge){u,v,-1,false});
}
//V[i]=id de la dfs
//L[i]=lowest id reachable from i
int V[MAXN], L[MAXN], qV;
int nbc;//cant componentes
int comp[MAXN];//comp[i]=cant comp biconexas a la cual pertenece i
void initDfs(int n) {
  zero(G), zero(comp);
  e.clear();
  forn(i,n) V[i]=-1;
  nbc = qV = 0;
}
```

```
stack<int> st;
void dfs(int u, int pe) {//O(n + m)
    L[u] = V[u] = qV++;
  comp[u] = (pe != -1);
    for(auto &ne: G[u]) if (ne != pe){
    int v = e[ne].u ^ e[ne].v ^ u; // x ^ y ^ x = y!
    if (V[v] == -1) { // todavia no se lo visito
      st.push(ne);
      dfs(v,ne);
      if (L[v] > V[u]){// bridge => no pertenece a ninguna comp biconexa
        e[ne].bridge = true;
      }
      if (L[v] >= V[u]){ // art
        int last;
        do { //todas las aristas que estan entre dos puntos de articulacion
            pertenecen a la misma componente biconexa
          last = st.top(); st.pop();
          e[last].comp = nbc;
        } while (last != ne);
        nbc++;
        comp[u]++;
      }
      L[u] = min(L[u], L[v]);
    }
    else if (V[v] < V[u]) { // back edge
      st.push(ne);
      L[u] = min(L[u], V[v]);
    }
  }
}

set<int> C[2*MAXN];
int compnodo[MAXN];
int ptoart;
void blockcuttree(){
    ptoart = 0; zero(compnodo);
    forn(i,2*MAXN) C[i].clear();
    for(auto &it: e){
        int u = it.u, v = it.v;
        if(comp[u] == 1) compnodo[u] = it.comp;
        else{
            if(compnodo[u] == 0){ compnodo[u] = nbc+ptoart; ptoart++;}
                C[it.comp].insert(compnodo[u]);
                C[compnodo[u]].insert(it.comp);
        }
        if(comp[v] == 1) compnodo[v] = it.comp;
```

```
        else{
            if(compnodo[v] == 0){ compnodo[v] = nbc+ptoart; ptoart++;}
                C[it.comp].insert(compnodo[v]);
                C[compnodo[v]].insert(it.comp);
        }
    }
}

int main() {
  while(cin >> n >> m){
    initDfs(n);
    forn(i, m){
      int a,b; cin >> a >> b;
      addEdge(a,b);
    }
        dfs(0,-1);
        forn(i, n) cout << "comp[" << i << "] = " <<  comp[i] << endl;
    for(auto &ne: e) cout << ne.u << "->" << ne.v << " en la comp. " << ne.comp <<
         endl;
    cout << "Cant. de componentes biconexas = " << nbc << endl;
  }
    return 0;
}
```

LCA + Climb

```
const int MAXN=100001;
const int LOGN=20;
//f[v][k] holds the 2^k father of v
//L[v] holds the level of v
int f[MAXN][LOGN], L[MAXN];
//call before build:
void dfs(int v, int fa=-1, int lvl=0){//generate required data
  f[v][0]=fa, L[v]=lvl;
  forall(it, G[v])if(*it!=fa)
    dfs(*it, v, lvl+1);
}
void build(int N){//f[i][0] must be filled previously, O(nlgn)
  forn(k, LOGN-1) forn(i, N) f[i][k+1]=f[f[i][k]][k];}

#define lg(x) (31-__builtin_clz(x))//=floor(log2(x))

int climb(int a, int d){//O(lgn)
  if(!d) return a;
  dforn(i, lg(L[a])+1)
    if(1<<i<=d)
      a=f[a][i], d-=1<<i;
    return a;
}
int lca(int a, int b){//O(lgn)
  if(L[a]<L[b]) swap(a, b);
  a=climb(a, L[a]-L[b]);
  if(a==b) return a;
  dforn(i, lg(L[a])+1)
    if(f[a][i]!=f[b][i])
      a=f[a][i], b=f[b][i];
  return f[a][0];
}
int dist(int a, int b) {//returns distance between nodes
  return L[a]+L[b]-2*L[lca(a, b)];}
```

Heavy Light Decomposition

```
int treesz[MAXN];//cantidad de nodos en el subarbol del nodo v
int dad[MAXN];//dad[v]=padre del nodo v
void dfs1(int v, int p=-1){//pre-dfs
  dad[v]=p;
  treesz[v]=1;
  forall(it, G[v]) if(*it!=p){
    dfs1(*it, v);
    treesz[v]+=treesz[*it];
  }
}
//PONER Q EN 0  !!!!!
int pos[MAXN], q;//pos[v]=posicion del nodo v en el recorrido de la dfs
//Las cadenas aparecen continuas en el recorrido!
int cantcad;
int homecad[MAXN];//dada una cadena devuelve su nodo inicial
int cad[MAXN];//cad[v]=cadena a la que pertenece el nodo
void heavylight(int v, int cur=-1){
  if(cur==-1) homecad[cur=cantcad++]=v;
  pos[v]=q++;
  cad[v]=cur;
  int mx=-1;
  forn(i, sz(G[v])) if(G[v][i]!=dad[v])
    if(mx==-1 || treesz[G[v][mx]]<treesz[G[v][i]]) mx=i;
  if(mx!=-1) heavylight(G[v][mx], cur);
  forn(i, sz(G[v])) if(i!=mx && G[v][i]!=dad[v])
    heavylight(G[v][i], -1);
}
//ejemplo de obtener el maximo numero en el camino entre dos nodos
//RTA: max(query(low, u), query(low, v)), con low=lca(u, v)
//esta funcion va trepando por las cadenas
int query(int an, int v){//O(logn)
```

```
  //si estan en la misma cadena:
  if(cad[an]==cad[v]) return rmq.get(pos[an], pos[v]+1);
  return max(query(an, dad[homecad[cad[v]]]),
         rmq.get(pos[homecad[cad[v]]], pos[v]+1));
}
```

Centroid Decomposition

```
int n;
vector<int> G[MAXN];
bool taken[MAXN];//poner todos en FALSE al principio!!
int padre[MAXN];//padre de cada nodo en el centroid tree

int szt[MAXN];
void calcsz(int v, int p) {
  szt[v] = 1;
  forall(it,G[v]) if (*it!=p && !taken[*it])
    calcsz(*it,v), szt[v]+=szt[*it];
}
void centroid(int v=0, int f=-1, int lvl=0, int tam=-1) {//O(nlogn)
  if(tam==-1) calcsz(v, -1), tam=szt[v];
  forall(it, G[v]) if(!taken[*it] && szt[*it]>=tam/2)
    {szt[v]=0; centroid(*it, f, lvl, tam); return;}
  taken[v]=true;
  padre[v]=f;
  /*Analizar todos los caminos que pasan por este nodo:
   * Agregar la informacion de cada subarbol
   * Para cada subarbol:
   * -sacar la informacion
   * -analizar
   * -agregar de nuevo la informacion
   */
  forall(it, G[v]) if(!taken[*it])
    centroid(*it, v, lvl+1, -1);
}
```

Euler Cycle

```
#define MAXN 1005
#define MAXE 1005005

int n,ars[MAXE], eq;
vector<int> G[MAXN];//fill G,ars,eq
list<int> path;
int used[MAXN]; //used[v] = i => para todo j<=i la arista v-G[v][j] fue usada y la
     arista v-G[v][i+1] no se uso
bool usede[MAXE];

//encuentra el ciclo euleriano, el grafo debe ser conexo y todos los nodos tener
    grado par para que exista
//para encontrar el camino euleriano conectar los dos vertices de grado impar y
    empezar de uno de ellos.

queue<list<int>::iterator> q;
int get(int v){
  while(used[v]<sz(G[v]) && usede[ G[v][used[v]] ]) used[v]++;
  return used[v];
}
void explore(int v, int r, list<int>::iterator it){
  int ar=G[v][get(v)]; int u=v^ars[ar];
  usede[ar]=true;
  list<int>::iterator it2=path.insert(it, u);
  if(u!=r) explore(u, r, it2);
  if(get(v)<sz(G[v])) q.push(it);
}
void euler(int a){
  zero(used), zero(usede);
  path.clear();
  q=queue<list<int>::iterator>();
  path.push_back(a); q.push(path.begin());
  while(sz(q)){
    list<int>::iterator it=q.front(); q.pop();
    if(used[*it]<sz(G[*it])) explore(*it, *it, it);
  }
  reverse(path.begin(), path.end());
}
void addEdge(int u, int v){
  G[u].pb(eq), G[v].pb(eq);
  ars[eq++]=u^v;
}
```

Diametro árbol

```
vector<int> G[MAXN]; int n,m,p[MAXN],d[MAXN],d2[MAXN];
int bfs(int r, int *d) {
  queue<int> q;
  d[r]=0; q.push(r);
  int v;
  while(sz(q)) { v=q.front(); q.pop();
    forall(it,G[v]) if (d[*it]==-1)
      d[*it]=d[v]+1, p[*it]=v, q.push(*it);
  }
  return v;//ultimo nodo visitado
}
vector<int> diams; vector<ii> centros;
```

```
void diametros(){
  memset(d,-1,sizeof(d));
  memset(d2,-1,sizeof(d2));
  diams.clear(), centros.clear();
  forn(i, n) if(d[i]==-1){
    int v,c;
    c=v=bfs(bfs(i, d2), d);
    forn(_,d[v]/2) c=p[c];
    diams.pb(d[v]);
    if(d[v]&1) centros.pb(ii(c, p[c]));
    else centros.pb(ii(c, c));
  }
}
```

Chu-liu

```
void visit(graph&h,int v,int s,int r,vector<int>&no,vector<vector<int>>&comp,
    vector<int>&prev,vector<vector<int>>&next,vector<weight>&mcost,vector<int>&
    mark,weight&cost,bool&found){if(mark[v]){vector<int>temp=no;found=true;do{cost
    +=mcost[v];v=prev[v];if(v!=s){while(comp[v].size()>0){no[comp[v].back()]=s;
    comp[s].push_back(comp[v].back());comp[v].pop_back();}}}while(v!=s);forall(j,
    comp[s])if(*j!=r)forall(e,h[*j])if(no[e->src]!=s)e->w-=mcost[ temp[*j] ];}mark
    [v]=true;forall(i,next[v])if(no[*i]!=no[v]&&prev[no[*i]]==v)if(!mark[no[*i
    ]]||*i==s)visit(h,*i,s,r,no,comp,prev,next,mcost,mark,cost,found);}weight
    minimumSpanningArborescence(const graph&g,int r){const int n=sz(g);graph h(n);
    forn(u,n)forall(e,g[u])h[e->dst].pb(*e);vector<int>no(n);vector<vector<int>>
    comp(n);forn(u,n)comp[u].pb(no[u]=u);for(weight cost=0;;){vector<int>prev(n
    ,-1);vector<weight>mcost(n,INF);forn(j,n)if(j!=r)forall(e,h[j])if(no[e->src]!=
    no[j])if(e->w<mcost[ no[j] ])mcost[ no[j] ]=e->w,prev[ no[j] ]=no[e->src];
    vector<vector<int>>next(n);forn(u,n)if(prev[u]>=0)next[ prev[u] ].push_back(u)
    ;bool stop=true;vector<int>mark(n);forn(u,n)if(u!=r&&!mark[u]&&!comp[u].empty
    ()){bool found=false;visit(h,u,u,r,no,comp,prev,next,mcost,mark,cost,found);if
    (found)stop=false;}if(stop){forn(u,n)if(prev[u]>=0)cost+=mcost[u];return cost
    ;}}}
```

Hungarian

```
//Dado un grafo bipartito completo con costos no negativos, encuentra el matching
    perfecto de minimo costo.
const tipo EPS=1e-9;const tipo INF=1e14;
#define N 502
tipo cost[N][N],lx[N],ly[N],slack[N];int n,max_match,xy[N],yx[N],slackx[N],prev2[N
    ];bool S[N],T[N];void add_to_tree(int x,int prevx){S[x]=true,prev2[x]=prevx;
    forn(y,n)if(lx[x]+ly[y]-cost[x][y]<slack[y]-EPS)slack[y]=lx[x]+ly[y]-cost[x][y
    ],slackx[y]=x;}void update_labels(){tipo delta=INF;forn(y,n)if(!T[y])delta=min
    (delta,slack[y]);forn(x,n)if(S[x])lx[x]-=delta;forn(y,n)if(T[y])ly[y]+=delta;
    else slack[y]-=delta;}void init_labels(){zero(lx),zero(ly);forn(x,n)forn(y,n)
    lx[x]=max(lx[x],cost[x][y]);}void augment(){if(max_match==n)return;int x,y,
    root,q[N],wr=0,rd=0;memset(S,false,sizeof(S)),memset(T,false,sizeof(T));memset
    (prev2,-1,sizeof(prev2));forn(x,n)if(xy[x]==-1){q[wr++]=root=x,prev2[x]=-2;S[x
    ]=true;break;}forn(y,n)slack[y]=lx[root]+ly[y]-cost[root][y],slackx[y]=root;
    while(true){while(rd<wr){x=q[rd++];for(y=0;y<n;y++)if(cost[x][y]==lx[x]+ly[y
    ]&&!T[y]){if(yx[y]==-1)break;T[y]=true;q[wr++]=yx[y],add_to_tree(yx[y],x);}if(
    y<n)break;}if(y<n)break;update_labels(),wr=rd=0;for(y=0;y<n;y++)if(!T[y]&&
    slack[y]==0){if(yx[y]==-1){x=slackx[y];break;}else{T[y]=true;if(!S[yx[y]])q[wr
    ++]=yx[y],add_to_tree(yx[y],slackx[y]);}}if(y<n)break;}if(y<n){max_match++;for
    (int cx=x,cy=y,ty;cx!=-2;cx=prev2[cx],cy=ty)ty=xy[cx],yx[cy]=cx,xy[cx]=cy;
    augment();}}tipo hungarian(){tipo ret=0;max_match=0,memset(xy,-1,sizeof(xy));
    memset(yx,-1,sizeof(yx)),init_labels(),augment();forn(x,n)ret+=cost[x][xy[x]];
    return ret;}
```

Dynamic Connectivity

```
struct UnionFind {
    int n, comp;
    vector<int> pre,si,c;
    UnionFind(int n=0):n(n), comp(n), pre(n), si(n, 1) {
        forn(i,n) pre[i] = i; }
    int find(int u){return u==pre[u]?u:find(pre[u]);}
    bool merge(int u, int v) {
        if((u=find(u))==(v=find(v))) return false;
        if(si[u]<si[v]) swap(u, v);
        si[u]+=si[v], pre[v]=u, comp--, c.pb(v);
        return true;
    }
    int snap(){return sz(c);}
    void rollback(int snap){
        while(sz(c)>snap){
            int v = c.back(); c.pop_back();
            si[pre[v]] -= si[v], pre[v] = v, comp++;
        }
    }
};
enum {ADD,DEL,QUERY};
struct Query {int type,u,v;};
struct DynCon {
    vector<Query> q;
    UnionFind dsu;
    vector<int> match,res;
    map<ii,int> last;//se puede no usar cuando hay identificador para cada arista
        (mejora poco)
    DynCon(int n=0):dsu(n){}
    void add(int u, int v) {
        if(u>v) swap(u,v);
        q.pb((Query){ADD, u, v}), match.pb(-1);
```

```
        last[ii(u,v)] = sz(q)-1;
    }
    void remove(int u, int v) {
        if(u>v) swap(u,v);
        q.pb((Query){DEL, u, v});
        int prev = last[ii(u,v)];
        match[prev] = sz(q)-1;
        match.pb(prev);
    }
    void query() {//podria pasarle un puntero donde guardar la respuesta
        q.pb((Query){QUERY, -1, -1}), match.pb(-1);}
    void process() {
        forn(i,sz(q)) if (q[i].type == ADD && match[i] == -1) match[i] = sz(q);
        go(0,sz(q));
    }
    void go(int l, int r) {
        if(l+1==r){
            if (q[l].type == QUERY)//Aqui responder la query usando el dsu!
                res.pb(dsu.comp);//aqui query=cantidad de componentes conexas
            return;
        }
        int s=dsu.snap(), m = (l+r) / 2;
        forr(i,m,r) if(match[i]!=-1 && match[i]<l) dsu.merge(q[i].u, q[i].v);
        go(l,m);
        dsu.rollback(s);
        s = dsu.snap();
        forr(i,l,m) if(match[i]!=-1 && match[i]>=r) dsu.merge(q[i].u, q[i].v);
        go(m,r);
        dsu.rollback(s);
    }
}dc;
```

DFS Paralelo

```
#define MAXN 212345

set<int> G[MAXN];

set<int>::iterator it[MAXN];
int S[2][MAXN];//pila
int szS[2];//tamano de la pila
int szC[2];//tamano de la componente
bool vis[MAXN];
void dfsparalelo(int a, int b){ //O(componente mas chica)
  zero(vis);
  szS[0] = szS[1] = 0;
  szC[0] = szC[1] = 1;
  if(sz(G[a])){
    S[0][szS[0]++] = a;//.push(a);
    it[a]  = G[a].begin();

  }
  if(sz(G[b])){
    S[1][szS[1]++] = b;//.push(b);
    it[b] = G[b].begin();
  }
  int act = 0;
  vis[a] = vis[b] = true;

//recorre las dos componentes en paralelo
  while(szS[act]){
    int v = S[act][szS[act]-1];//.top();
    int u = *it[v];
    it[v]++;
    if(it[v] == G[v].end()) szS[act]--;//.pop();
    if(vis[u]){act = 1 - act; continue;}
    szC[act]++;
    if(sz(G[u])>1 or *G[u].begin() != v){
      S[act][szS[act]++] = u;//.push(u);
      vis[u] = true;
      it[u] = G[u].begin();
    }
    act = 1 - act;
  }
  //ya recorrio la toda la componente de act
  act = 1 - act;

  //sigue recorriendo la otra componente hasta que ve un elemento mas o no tiene
      mas elementos.
  while(szC[act] < szC[1-act]+1 and szS[act]){
    int v = S[act][szS[act]-1];//.top();
    int u = *it[v];
    it[v]++;
    if(it[v] == G[v].end()) szS[act]--;//.pop();
    if(vis[u]) continue;
    szC[act]++;
    if(sz(G[u])>1 or *G[u].begin() != v){
      S[act][szS[act]++] = u;//.push(u);
      vis[u] = true;
      it[u] = G[u].begin();
    }
  }

```

```
}
```

Network Flow

Dinic

```

const int MAX = 300;
// Corte minimo: vertices con dist[v]>=0 (del lado de src) VS.  dist[v]==-1 (del lado del dst)
// Para el caso de la red de Bipartite Matching (Sean V1 y V2 los conjuntos mas proximos a src y dst respectivamente):
// Reconstruir matching: para todo v1 en V1 ver las aristas a vertices de V2 con it->f>0, es arista del Matching
// Min Vertex Cover: vertices de V1 con dist[v]==-1 + vertices de V2 con dist[v]>0
// Max Independent Set: tomar los vertices NO tomados por el Min Vertex Cover
// Max Clique: construir la red de G complemento (debe ser bipartito!) y encontrar un Max Independet Set
// Min Edge Cover: tomar las aristas del matching + para todo vertices no cubierto hasta el momento, tomar cualquier arista de el
//Complejidad:
//Peor caso: O(V^2E)
//Si todas las capacidades son 1: O(min(E^1/2,V^2/3)E)
//Para matching bipartito es: O(sqrt(V)E)

int nodes, src, dst;
int dist[MAX], q[MAX], work[MAX];
struct Edge {
    int to, rev;
    ll f, cap;
    Edge(int to, int rev, ll f, ll cap) : to(to), rev(rev), f(f), cap(cap) {}
};
vector<Edge> G[MAX];
void addEdge(int s, int t, ll cap){
    G[s].pb(Edge(t, sz(G[t]), 0, cap)), G[t].pb(Edge(s, sz(G[s])-1, 0, 0));}
bool dinic_bfs(){
    fill(dist, dist+nodes, -1), dist[src]=0;
    int qt=0; q[qt++]=src;
    for(int qh=0; qh<qt; qh++){
        int u =q[qh];
        forall(e, G[u]){
            int v=e->to;
            if(dist[v]<0 && e->f < e->cap)
                dist[v]=dist[u]+1, q[qt++]=v;
        }
    }
    return dist[dst]>=0;
}
ll dinic_dfs(int u, ll f){
    if(u==dst) return f;
    for(int &i=work[u]; i<sz(G[u]); i++){
        Edge &e = G[u][i];
        if(e.cap<=e.f) continue;
        int v=e.to;
        if(dist[v]==dist[u]+1){
                ll df=dinic_dfs(v, min(f, e.cap-e.f));
                if(df>0){
                        e.f+=df, G[v][e.rev].f-= df;
                        return df;  }
        }
    }
    return 0;
}
ll maxFlow(int _src, int _dst){
    src=_src, dst=_dst;
    ll result=0;
    while(dinic_bfs()){
        fill(work, work+nodes, 0);
        while(ll delta=dinic_dfs(src,INF))
            result+=delta;
    }
    // todos los nodos con dist[v]!=-1 vs los que tienen dist[v]==-1 forman el min-cut
    return result; }
```

Min-cost Max-flow

```
const int MAXN=10000;
typedef ll tf;
typedef ll tc;
const tf INFFLUJO = 1e14;
const tc INFCOSTO = 1e14;
struct edge {
  int u, v;
  tf cap, flow;
  tc cost;
  tf rem() { return cap - flow; }
};
int nodes; //numero de nodos
vector<int> G[MAXN]; // limpiar!
vector<edge> e;  // limpiar!
void addEdge(int u, int v, tf cap, tc cost) {
  G[u].pb(sz(e)); e.pb((edge){u,v,cap,0,cost});
```

```
  G[v].pb(sz(e)); e.pb((edge){v,u,0,0,-cost});
}
tc dist[MAXN], mnCost;
int pre[MAXN];
tf cap[MAXN], mxFlow;
bool in_queue[MAXN];
void flow(int s, int t) {
  zero(in_queue);
  mxFlow=mnCost=0;
  while(1){
    fill(dist, dist+nodes, INFCOSTO); dist[s] = 0;
    memset(pre, -1, sizeof(pre)); pre[s]=0;
    zero(cap); cap[s] = INFFLUJO;
    queue<int> q; q.push(s); in_queue[s]=1;
    while(sz(q)){
      int u=q.front(); q.pop(); in_queue[u]=0;
      for(auto it:G[u]) {
        edge &E = e[it];
        if(E.rem() && dist[E.v] > dist[u] + E.cost + 1e-9){ // ojo EPS
          dist[E.v]=dist[u]+E.cost;
          pre[E.v] = it;
          cap[E.v] = min(cap[u], E.rem());
          if(!in_queue[E.v]) q.push(E.v), in_queue[E.v]=1;
        }
      }
    }
    if (pre[t] == -1) break;
    mxFlow +=cap[t];
    mnCost +=cap[t]*dist[t];
    for (int v = t; v != s; v = e[pre[v]].u) {
      e[pre[v]].flow += cap[t];
      e[pre[v]^1].flow -= cap[t];
    }
  }
}
```

Template

```
#include <bits/stdc++.h>
using namespace std;
#define forr(i,a,b) for(int i=(a); i<(b); i++)
#define forn(i,n) forr(i,0,n)
#define zero(v) memset(v, 0, sizeof(v))
#define forall(it,v) for(auto it=v.begin();it!=v.end();++it)
#define pb push_back
#define fst first
#define snd second
typedef long long ll;
typedef pair<ll,ll> pll;
#define dforn(i,n) for(int i=n-1; i>=0; i--)

int main() {
    ios::sync_with_stdio(0); cin.tie(0);
    return 0;
}
```

Ayudamemoria

Doubles Comp.

```
const double EPS = 1e-9;
#define feq(a, b) (fabs((a)-(b))<EPS)
x == y  <=> fabs(x-y) < EPS
x >  y  <=> x > y + EPS
x >= y  <=> x > y - EPS
```

Expandir pila

```
#include <sys/resource.h>
rlimit rl;
getrlimit(RLIMIT_STACK, &rl);
rl.rlim_cur=1024L*1024L*256L;//256mb
setrlimit(RLIMIT_STACK, &rl);
```

Iterar subconjunto

```
for(int sbm=bm; sbm; sbm=(sbm-1)&bm)
```