Estructuras

RMQ (static)

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

```
1  struct RMQ{
2    #define LVL 10
3    tipo vec[LVL][1<<(LVL+1)];
4    tipo &operator[](int p){return vec[0][p];}
5    tipo get(int i, int j) {//intervalo [i,j)
6      int p = 31-__builtin_clz(j-i);
7      return min(vec[p][i],vec[p][j-(1<<p)]);
8    }
9    void build(int n) {//O(nlogn)
10     int mp = 31-__builtin_clz(n);
11     forn(p, mp) forn(x, n-(1<<p))
12       vec[p+1][x] = min(vec[p][x], vec[p][x+(1<<p)]);
13   }};
```

RMQ (dynamic)

```
1  //Dado un arreglo y una operacion asociativa con neutro, get(i, j) opera sobre el
     rango [i, j).
2  #define MAXN 100000
3  #define operacion(x, y) max(x, y)
4  const int neutro=0;
5  struct RMQ{
6    int sz;
7    tipo t[4*MAXN];
8    tipo &operator[](int p){return t[sz+p];}
9    void init(int n){//O(nlgn)
10     sz = 1 << (32-__builtin_clz(n));
11     forn(i, 2*sz) t[i]=neutro;
12   }
13   void updall(){//O(n)
14     dforn(i, sz) t[i]=operacion(t[2*i], t[2*i+1]);}
15   tipo get(int i, int j){return get(i,j,1,0,sz);} // [i,j) !
16   tipo get(int i, int j, int n, int a, int b){//O(lgn)
17     if(j<=a || i>=b) return neutro;
18     if(i<=a && b<=j) return t[n];
19     int c=(a+b)/2;
20     return operacion(get(i, j, 2*n, a, c), get(i, j, 2*n+1, c, b));
21   }
22   void set(int p, tipo val){//O(lgn)
23     for(p+=sz; p>0 && t[p]!=val;){
24       t[p]=val;
```

```
25       p/=2;
26       val=operacion(t[p*2], t[p*2+1]);
27     }
28   }
29 }rmq;
30 //Usage:
31 cin >> n; rmq.init(n); forn(i, n) cin >> rmq[i]; rmq.updall();
```

RMQ (lazy)

```
1  //Dado un arreglo y una operacion asociativa con neutro, get(i, j) opera sobre el
     rango [i, j).
2  typedef int Elem;//Elem de los elementos del arreglo
3  typedef int Alt;//Elem de la alteracion
4  #define operacion(x,y) x+y
5  const Elem neutro=0; const Alt neutro2=0;
6  #define MAXN 1024000
7  struct RMQ{
8    int sz;
9    Elem t[4*MAXN];
10   Alt dirty[4*MAXN];//las alteraciones pueden ser de distinto Elem
11   Elem &operator[](int p){return t[sz+p];}
12   void init(int n){//O(nlgn)
13     sz = 1 << (32-__builtin_clz(n));
14     forn(i, 2*sz) t[i]=neutro;
15     forn(i, 2*sz) dirty[i]=neutro2;
16   }
17   void updall(){//O(n)
18     dforn(i, sz) t[i]=operacion(t[2*i], t[2*i+1]);}
19   void opAltT(int n,int a,int b){//altera el valor del nodo n segun su dirty y el
       intervalo que le corresponde.
20     t[n] += dirty[n]*(b-a);
21   } //en este caso la alteracion seria sumarle a todos los elementos del intervalo
       [a,b) el valor dirty[n]
22   void opAltD(int n ,Alt val){
23     dirty[n] += val;
24   }//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
25   void push(int n, int a, int b){//propaga el dirty a sus hijos
26     if(dirty[n]!=neutro2){
27       opAltT(n,a,b); //t[n]+=dirty[n]*(b-a);//altera el nodo
28       if(n<sz){
29         opAltD(2*n,dirty[n]);//dirty[2*n]+=dirty[n];
30         opAltD(2*n+1,dirty[n]);//dirty[2*n+1]+=dirty[n];
31       }
32       dirty[n]=neutro2;
```

```cpp
33      }
34    }
35    Elem get(int i, int j, int n, int a, int b){//O(lgn)
36      if(j<=a || i>=b) return neutro;
37      push(n, a, b);//corrige el valor antes de usarlo
38      if(i<=a && b<=j) return t[n];
39      int c=(a+b)/2;
40      return operacion(get(i, j, 2*n, a, c), get(i, j, 2*n+1, c, b));
41    }
42    Elem get(int i, int j){return get(i,j,1,0,sz);}
43    //altera los valores en [i, j) con una alteracion de val
44    void alterar(Alt val, int i, int j, int n, int a, int b){//O(lgn)
45      push(n, a, b);
46      if(j<=a || i>=b) return;
47      if(i<=a && b<=j){
48        opAltD(n,val);//actualiza el valor de Dirty por val.
49        push(n,a,b);
50        return;//este nodo esta totalmente contenido por el intervalo a alterar, no
                  es necesario que se lo pases a los hijos.. por ahora..
51      }
52      int c=(a+b)/2;
53      alterar(val, i, j, 2*n, a, c), alterar(val, i, j, 2*n+1, c, b);
54      t[n]=operacion(t[2*n], t[2*n+1]);//por esto es el push de arriba
55    }
56    void alterar(Alt val, int i, int j){alterar(val,i,j,1,0,sz);}
57
58    //setea de a un elemento. Esto lo "hace" dinámico.
59    void set(int p, Elem val){//O(lgn)
60      if(p<0) return; //OJO chequear que p no sea muy grande
61      this->get(p,p+1); //para que acomode los dirty del camino de la raíz a p
62      int a=p, b=p+1, ancho=1, vecino;
63      for(p+=sz; p>0 && t[p]!=val; ancho*=2){
64        t[p]=val;
65        if(p&1){ vecino=p-1; push(vecino,a,b); a-=ancho; }
66        else{ vecino=p+1; push(vecino,a,b); b+=ancho; }
67        p/=2;
68        val=operacion(t[p*2], t[p*2+1]);
69      }
70    }
71 };
```

RMQ (persistente)

```cpp
1  typedef int tipo;
2  tipo oper(const tipo &a, const tipo &b){
3      return a+b;
4  }
5  struct node{
6    tipo v; node *l,*r;
7    node(tipo v):v(v), l(NULL), r(NULL) {}
8      node(node *l, node *r) : l(l), r(r){
9          if(!l) v=r->v;
10         else if(!r) v=l->v;
11         else v=oper(l->v, r->v);
12     }
13 };
14 node *build (tipo *a, int tl, int tr) {//modificar para que tome tipo a
15   if (tl+1==tr) return new node(a[tl]);
16   int tm=(tl + tr)>>1;
17   return new node(build(a, tl, tm), build(a, tm, tr));
18 }
19 node *update(int pos, int new_val, node *t, int tl, int tr){
20   if (tl+1==tr) return new node(new_val);
21   int tm=(tl+tr)>>1;
22   if(pos < tm) return new node(update(pos, new_val, t->l, tl, tm), t->r);
23   else return new node(t->l, update(pos, new_val, t->r, tm, tr));
24 }
25 tipo get(int l, int r, node *t, int tl, int tr){
26     if(l==tl && tr==r) return t->v;
27   int tm=(tl + tr)>>1;
28     if(r<=tm) return get(l, r, t->l, tl, tm);
29     else if(l>=tm) return get(l, r, t->r, tm, tr);
30   return oper(get(l, tm, t->l, tl, tm), get(tm, r, t->r, tm, tr));
31 }
```

Union Find

```cpp
1  struct UnionFind{
2    vector<int> f;//the array contains the parent of each node
3    void init(int n){f.clear(); f.insert(f.begin(), n, -1);}
4    int comp(int x){return (f[x]==-1?x:f[x]=comp(f[x]));}//O(1)
5    bool join(int i, int j) {
6      bool con=comp(i)==comp(j);
7      if(!con) f[comp(i)] = comp(j);
8      return con;
9    }};
```

Disjoint Intervals

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

```
7      if(v.snd-v.fst==0.) return;//OJO
8      set<ii>::iterator it,at;
9      at = it = segs.lower_bound(v);
10     if (at!=segs.begin() && (--at)->snd >= v.fst)
11       v.fst = at->fst, --it;
12     for(; it!=segs.end() && it->fst <= v.snd; segs.erase(it++))
13       v.snd=max(v.snd, it->snd);
14     segs.insert(v);
15   }
16 };
```

RMQ (2D)

```
1  struct RMQ2D{//n filas x m columnas
2    int sz;
3    RMQ t[4*MAXN];
4    void init(int n, int m){//O(n*m)
5      sz = 1 << (32-__builtin_clz(n));
6      forn(i, 2*sz) t[i].init(m); }
7    void set(int i, int j, tipo val){//O(lgm.lgn)
8      for(i+=sz; i>0;){
9        t[i].set(j, val);
10       i/=2;
11       val=operacion(t[i*2][j], t[i*2+1][j]);
12     } }
13   tipo get(int i1, int j1, int i2, int j2){return get(i1,j1,i2,j2,1,0,sz);}
14   //O(lgm.lgn), rangos cerrado abierto
15   int get(int i1, int j1, int i2, int j2, int n, int a, int b){
16     if(i2<=a || i1>=b) return neutro;
17     if(i1<=a && b<=i2) return t[n].get(j1, j2);
18     int c=(a+b)/2;
19     return operacion(get(i1, j1, i2, j2, 2*n, a, c),
20         get(i1, j1, i2, j2, 2*n+1, c, b));
21   }
22 } rmq;
23 //Example to initialize a grid of M rows and N columns:
24 RMQ2D rmq; rmq.init(n,m);
25 forn(i, n) forn(j, m){
26   int v; cin >> v; rmq.set(i, j, v);}
```

Big Int

```
1  #define BASEXP 6
2  #define BASE 1000000
3  #define LMAX 1000
4  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

```
1  //lindos valores para hash
2  #define MOD 1000000000000000009LL
3  #define PRIME 1009LL
4
5  mnum inv[MAXMOD];//inv[i]*i=1 mod MOD
6  void calc(int p){//calcula inversos de 1 a p en O(p)
7    inv[1]=1;
8    forr(i, 2, p) inv[i] = p - (p/i)*inv[p%i];
9  }
10
11 ll mul(ll a, ll b, ll m) { //hace (a*b)%m
12   ll q = (ll)((long double)a*b/m);
13   ll r = a*b-m*q;
14   while(r<0) r += m;
15   while(r>=m) r -= m;
16   return r;
17 }
18
19 struct mnum{
```

```
20    static const tipo mod=MOD;
21    tipo v;
22    mnum(tipo v=0): v((v%mod+mod)%mod) {}
23    mnum operator+(mnum b){return v+b.v;}
24    mnum operator-(mnum b){return v-b.v;}
25    mnum operator*(mnum b){return v*b.v;} //Si mod<=1e9+9
26    //~ mnum operator*(mnum b){return mul(v,b.v,mod);} //Si mod<=1e18+9
27    mnum operator^(ll n){ //O(log n)
28      if(!n) return 1;
29      mnum q = (*this)^(n/2);
30      return n%2 ? q*q*v : q*q;
31    }
32    mnum operator/(mnum n){return ~n*v;} //O(log n) //OJO! mod tiene que ser primo!
         Sino no siempre existe inverso
33
34    mnum operator~(){ //inverso, O(log mod)
35      assert(v!=0);
36      //return (*this)^(eulerphi(mod)-1); //si mod no es primo (sacar a mano) PROBAR
           ! Ver si rta*x == 1 modulo mod
37      return (*this)^(mod-2);//si mod es primo
38    }
39 };
```

Convex Hull Trick

```
1  struct Line{tipo m,h;};
2  tipo inter(Line a, Line b){
3      tipo x=b.h-a.h, y=a.m-b.m;
4      return x/y+(x%y?!((x>0)^(y>0)):0);//==ceil(x/y)
5  }
6  struct CHT {
7    vector<Line> c;
8    bool mx;
9    int pos;
10   CHT(bool mx=0):mx(mx),pos(0){}//mx=1 si las query devuelven el max
11   inline Line acc(int i){return c[c[0].m>c.back().m? i : sz(c)-1-i];}
12   inline bool irre(Line x, Line y, Line z){
13     return c[0].m>z.m? inter(y, z) <= inter(x, y)
14                      : inter(y, z) >= inter(x, y);
15   }
16   void add(tipo m, tipo h) {//O(1), los m tienen que entrar ordenados
17         if(mx) m*=-1, h*=-1;
18     Line l=(Line){m, h};
19         if(sz(c) && m==c.back().m) { l.h=min(h, c.back().h), c.pop_back(); if(pos)
               pos--; }
20         while(sz(c)>=2 && irre(c[sz(c)-2], c[sz(c)-1], l)) { c.pop_back(); if(pos)
               pos--; }
```

```
21     c.pb(l);
22   }
23   inline bool fbin(tipo x, int m) {return inter(acc(m), acc(m+1))>x;}
24   tipo eval(tipo x){
25     int n = sz(c);
26     //query con x no ordenados O(lgn)
27     int a=-1, b=n-1;
28     while(b-a>1) { int m = (a+b)/2;
29       if(fbin(x, m)) b=m;
30       else a=m;
31     }
32     return (acc(b).m*x+acc(b).h)*(mx?-1:1);
33         //query O(1)
34     while(pos>0 && fbin(x, pos-1)) pos--;
35     while(pos<n-1 && !fbin(x, pos)) pos++;
36     return (acc(pos).m*x+acc(pos).h)*(mx?-1:1);
37   }
38 } ch;
```

Convex Hull Trick (Dynamic)

```
1  const ll is_query = -(1LL<<62);
2  struct Line {
3      ll m, b;
4      mutable multiset<Line>::iterator it;
5      const Line *succ(multiset<Line>::iterator it) const;
6      bool operator<(const Line& rhs) const {
7          if (rhs.b != is_query) return m < rhs.m;
8          const Line *s=succ(it);
9          if(!s) return 0;
10         ll x = rhs.m;
11         return b - s->b < (s->m - m) * x;
12     }
13 };
14 struct HullDynamic : public multiset<Line>{ // will maintain upper hull for
     maximum
15     bool bad(iterator y) {
16         iterator z = next(y);
17         if (y == begin()) {
18             if (z == end()) return 0;
19             return y->m == z->m && y->b <= z->b;
20         }
21         iterator x = prev(y);
22         if (z == end()) return y->m == x->m && y->b <= x->b;
23         return (x->b - y->b)*(z->m - y->m) >= (y->b - z->b)*(y->m - x->m);
24     }
25     iterator next(iterator y){return ++y;}
```

```
26    iterator prev(iterator y){return --y;}
27    void insert_line(ll m, ll b) {
28        iterator y = insert((Line) { m, b });
29        y->it=y;
30        if (bad(y)) { erase(y); return; }
31        while (next(y) != end() && bad(next(y))) erase(next(y));
32        while (y != begin() && bad(prev(y))) erase(prev(y));
33    }
34    ll eval(ll x) {
35        Line l = *lower_bound((Line) { x, is_query });
36        return l.m * x + l.b;
37    }
38 }h;
39 const Line *Line::succ(multiset<Line>::iterator it) const{
40    return (++it==h.end()? NULL : &*it);}
```

Set con búsq. binaria (Treap)

```
1  #include<bits/stdc++.h>
2  #include<ext/pb_ds/assoc_container.hpp>
3  #include<ext/pb_ds/tree_policy.hpp>
4  using namespace __gnu_pbds;
5  using namespace std;
6
7  template <typename T>
8  using ordered_set = tree<T, null_type, less<T>, rb_tree_tag,
       tree_order_statistics_node_update>;
9
10 //o bien usar así:
11 typedef tree<int,null_type,less<int>,//key, mapped type, comparator. Se puede usar
       como map<a,b> poniendo tree<a,b,...
12     rb_tree_tag,tree_order_statistics_node_update> set_t;
13
14 int main(){
15    ordered_set<int>  s;
16    s.insert(1);
17    s.insert(3);
18    cout << s.order_of_key(3) << endl; // s.order_of_key(x): number of elements in s
          strictly less than x.
19    cout << *s.find_by_order(0) << endl; // s.find_by_order(i): i-th smallest number
          in s. (empieza en 0)
20    cout << *s.lower_bound(1) << endl;
21 }
```

Algos

Longest Increasing Subsecuence

```
1  //Para non-increasing, cambiar comparaciones y revisar busq binaria
2  //Given an array, paint it in the least number of colors so that each color turns
       to a non-increasing subsequence.
3  //Solution:Min number of colors=Length of the longest increasing subsequence
4  int N, a[MAXN];//secuencia y su longitud
5  ii d[MAXN+1];//d[i]=ultimo valor de la subsecuencia de tamanio i
6  int p[MAXN];//padres
7  vector<int> R;//respuesta
8  void rec(int i){
9    if(i==-1) return;
10   R.push_back(a[i]);
11   rec(p[i]);
12 }
13 int lis(){//O(nlogn)
14   d[0] = ii(-INF, -1); forn(i, N) d[i+1]=ii(INF, -1);
15   forn(i, N){
16     int j = upper_bound(d, d+N+1, ii(a[i], INF))-d;
17     if (d[j-1].first < a[i]&&a[i] < d[j].first){
18       p[i]=d[j-1].second;
19       d[j] = ii(a[i], i);
20     }
21   }
22   R.clear();
23   dforn(i, N+1) if(d[i].first!=INF){
24     rec(d[i].second);//reconstruir
25     reverse(R.begin(), R.end());
26     return i;//longitud
27   }
28   return 0;
29 }
```

Optimizaciones para DP

```
1  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)
2
3
4  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
       )
5
6
7  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)
8  Donde A[i][j] es el minimo k tal que dp[i][j] = dp[i-1][k] + C[k][j]
9  Tambien es aplicable si:
10 C[a][c] + C[b][d] <= C[a][d] + C[b][c] y C[b][c] <= C[a][d], a<=b<=c<=d
```

```
12  def ComputeDP(i, jleft, jright, kleft, kright):
13    # Select the middle point
14    jmid = (jleft + jright) / 2
15    # Compute the value of dp[i][jmid] by definition of DP
16    dp[i][jmid] = +INFINITY
17    bestk = -1
18    for k in range[kleft, jmid):
19    if dp[i - 1][k] + C[k + 1][jmid] < best:
20      dp[i][jmid] = dp[i - 1][k] + C[k + 1][jmid]
21      bestk = k
22    # Divide and conquer
23    if jleft < jmid:
24    ComputeDP(i, jleft, jmid, kleft, bestk)
25    if jmid + 1 < jright:
26    ComputeDP(i, jmid + 1, jright, bestk, kright)
27
28  def ComputeFullDP:
29    Initialize dp for i = 0 somehow
30    for i in range(1, m):
31    ComputeDP(i, 0, n, 0, n)
32
33
34  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)
35  Donde A[i][j] es el minimo k tal que dp[i][j] = dp[i][k ]+dp[k][j] + C[i][j]
36  Tambien es aplicable si:
37  C[a][c] + C[b][d] <= C[a][d] + C[b][c] y C[b][c] <= C[a][d], a<=b<=c<=d
38
39  for (int s = 0; s<=k; s++)
40    for (int l = 0; l+s<=k; l++) {            //l - left point
41      int r = l + s;                          //r - right point
42      if (s < 2) {
43      res[l][r] = 0;                          //DP base - nothing to break
44      A[l][r] = l;                            //A is equal to left border
45      continue;
46      }
47      int aleft = A[l][r-1];                  //Knuth's trick: getting bounds on m
48      int aright = A[l+1][r];
49      res[l][r] = INF;
50      for (int a = max(l+1,aleft); a<=min(r-1,aright); a++) {    //iterating for a
             in the bounds only
51      int act = res[l][a] + res[a][r] + (C[l][r]);
52      if (res[l][r] > act) {                  //relax current solution
53        res[l][r] = act;
54        A[l][r] = a;
```

```
55      }
56    }
57  }
```

Strings

KMP

```
1   string T;//cadena donde buscar(where)
2   string P;//cadena a buscar(what)
3   int b[MAXLEN];//back table b[i] maximo borde de [0..i)
4   void kmppre(){//by gabina with love
5       int i =0, j=-1; b[0]=-1;
6       while(i<sz(P)){
7           while(j>=0 && P[i] != P[j]) j=b[j];
8           i++, j++, b[i] = j;
9       }
10  }
11  void kmp(){
12      int i=0, j=0;
13      while(i<sz(T)){
14          while(j>=0 && T[i]!=P[j]) j=b[j];
15          i++, j++;
16          if(j==sz(P)) printf("P is found at index %d in T\n", i-j), j=b[j];
17      }
18  }
```

Trie

```
1   struct trie{
2     map<char, trie> m;
3     bool end=false;
4     void add(const string &s, int p=0){
5       if(s[p]) m[s[p]].add(s, p+1);
6       else end=true;
7     }
8     void dfs(){
9       //Do stuff
10      forall(it, m)
11        it->second.dfs();
12    }
13  };
```

Suffix Array (largo, nlogn)

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

```
4   int sa[MAX_N], r[MAX_N], n;// OJO n = s.size()!
5   string s; //input string, n=s.size()
6
7   int f[MAX_N], tmpsa[MAX_N];
8   void countingSort(int k){
9     zero(f);
10    forn(i, n) f[rBOUND(i+k)]++;
11    int sum=0;
12    forn(i, max(255, n)){
13      int t=f[i]; f[i]=sum; sum+=t;}
14    forn(i,n)
15      tmpsa[f[rBOUND(sa[i]+k)]++]=sa[i];
16    forn(i,n) sa[i] = tmpsa[i];
17  }
18  void constructsa(){//O(n log n)
19    n = s.size();
20    forn(i,n) sa[i]=i, r[i]=s[i];
21    for(int k=1; k<n; k<<=1){
22      countingSort(k), countingSort(0);
23      int rank, tmpr[MAX_N];
24      tmpr[sa[0]]=rank=0;
25      forr(i, 1, n)
26        tmpr[sa[i]] = (r[sa[i]]==r[sa[i-1]] && r[sa[i]+k]==r[sa[i-1]+k]) ? rank : ++
                  rank;
27      forn(i,n) r[i]=tmpr[i];
28      if(r[sa[n-1]]==n-1) break;
29    }
30  }
31  void print(){//for debugging
32    forn(i, n)
33      cout << i << '␣' <<
34      s.substr(sa[i], s.find('$',sa[i])-sa[i]) << endl;}
```

LCP (Longest Common Prefix)

```
1   //Calculates the LCP between consecutives suffixes in the Suffix Array.
2   //LCP[i] is the length of the LCP between sa[i] and sa[i-1]
3   int LCP[MAX_N], phi[MAX_N], PLCP[MAX_N];
4   void computeLCP(){//O(n)
5     phi[sa[0]]=-1;
6     forr(i, 1, n) phi[sa[i]]=sa[i-1];
7     int L=0;
8     forn(i, n){
9       if(phi[i]==-1) {PLCP[i]=0; continue;}
10      while(s[i+L]==s[phi[i]+L]) L++;
11      PLCP[i]=L;
12      L=max(L-1, 0);
13    }
14    forn(i, n) LCP[i]=PLCP[sa[i]];
15  }
```

Corasick

```
1   struct trie{
2     map<char, trie> next;
3     trie* tran[256];//transiciones del automata
4     int idhoja, szhoja;//id de la hoja o 0 si no lo es
5     //link lleva al sufijo mas largo, nxthoja lleva al mas largo pero que es hoja
6     trie *padre, *link, *nxthoja;
7     char pch;//caracter que conecta con padre
8     trie(): next(), tran(),  idhoja(), szhoja(), padre(), link(),nxthoja(),pch() {}
9     void insert(const string &s, int id=1, int p=0){//id>0!!!
10      if(p<sz(s)){
11        trie &ch=next[s[p]];
12        tran[(int)s[p]]=&ch;
13        ch.padre=this, ch.pch=s[p];
14        ch.insert(s, id, p+1);
15      }
16      else idhoja=id, szhoja=sz(s);
17    }
18    trie* get_link() {
19      if(!link){
20        if(!padre) link=this;//es la raiz
21        else if(!padre->padre) link=padre;//hijo de la raiz
22        else link=padre->get_link()->get_tran(pch);
23      }
24      return link; }
25    trie* get_tran(int c) {
26      if(!tran[c]) tran[c] = !padre? this : this->get_link()->get_tran(c);
27      return tran[c]; }
28    trie *get_nxthoja(){
29      if(!nxthoja) nxthoja = get_link()->idhoja? link : link->nxthoja;
30      return nxthoja; }
31    void print(int p){
32      if(idhoja) cout << "found␣" << idhoja << "␣␣at␣position␣" << p-szhoja << endl;
33      if(get_nxthoja()) get_nxthoja()->print(p); }
34    void matching(const string &s, int p=0){
35      print(p); if(p<sz(s)) get_tran(s[p])->matching(s, p+1); }
36  }tri;
```

Suffix Automaton

```
1   struct state {
2     int len, link;
3     map<char,int> next;
```

```
 4    state() { }
 5  };
 6  const int MAXLEN = 10010;
 7  state st[MAXLEN*2];
 8  int sz, last;
 9  void sa_init() {
10    forn(i,sz) st[i].next.clear();
11    sz = last = 0;
12    st[0].len = 0;
13    st[0].link = -1;
14    ++sz;
15  }
16  // Es un DAG de una sola fuente y una sola hoja
17  // cantidad de endpos = cantidad de apariciones = cantidad de caminos de la clase
         al nodo terminal
18  // cantidad de miembros de la clase = st[v].len-st[st[v].link].len (v>0) = caminos
         del inicio a la clase
19  // 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
20  void sa_extend (char c) {
21    int cur = sz++;
22    st[cur].len = st[last].len + 1;
23    // en cur agregamos la posicion que estamos extendiendo
24    //podria agregar tambien un identificador de las cadenas a las cuales pertenece
         (si hay varias)
25    int p;
26    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=='$')
27      st[p].next[c] = cur;
28    if (p == -1)
29      st[cur].link = 0;
30    else {
31      int q = st[p].next[c];
32      if (st[p].len + 1 == st[q].len)
33        st[cur].link = q;
34      else {
35        int clone = sz++;
36        // no le ponemos la posicion actual a clone sino indirectamente por el link
             de cur
37        st[clone].len = st[p].len + 1;
38        st[clone].next = st[q].next;
39        st[clone].link = st[q].link;
40        for (; p!=-1 && st[p].next.count(c) && st[p].next[c]==q; p=st[p].link)
41          st[p].next[c] = clone;
42        st[q].link = st[cur].link = clone;
43      }
```

```
44    }
45    last = cur;
46  }
```

Z Function

```
 1  char s[MAXN];
 2  int z[MAXN]; // z[i] = i==0 ? 0 : max k tq s[0,k] match with s[i,i+k]
 3  void z_function(char s[],int z[]) {
 4      int n = strlen(s);
 5      forn(i, n) z[i]=0;
 6      for (int i = 1, l = 0, r = 0; i < n; ++i) {
 7          if (i <= r) z[i] = min (r - i + 1, z[i - l]);
 8          while (i + z[i] < n && s[z[i]] == s[i + z[i]])  ++z[i];
 9          if (i + z[i] - 1 > r) l = i, r = i + z[i] - 1;
10      }
11  }
```

Geometria

Punto

```
 1  const double EPS=1e-9;
 2  struct pto{
 3    double x, y;
 4    pto(double x=0, double y=0):x(x),y(y){}
 5    pto operator+(pto a){return pto(x+a.x, y+a.y);}
 6    pto operator-(pto a){return pto(x-a.x, y-a.y);}
 7    pto operator+(double a){return pto(x+a, y+a);}
 8    pto operator*(double a){return pto(x*a, y*a);}
 9    pto operator/(double a){return pto(x/a, y/a);}
10    //dot product, producto interno:
11    //Significado: a*b = a.norm * b.norm * cos(ang).
12    double operator*(pto a){return x*a.x+y*a.y;}
13    //module of the cross product or vectorial product:
14    //if a is less than 180 clockwise from b, a^b>0. Significado: abs(a^b) = area
         del paralelogramo.
15    double operator^(pto a){return x*a.y-y*a.x;}
16    //returns true if this is at the left side of line qr
17    bool left(pto q, pto r){return ((q-*this)^(r-*this))>0;}
18    bool operator<(const pto &a) const{return x<a.x-EPS || (abs(x-a.x)<EPS && y<a.y-
         EPS);}
19    bool operator==(pto a){return abs(x-a.x)<EPS && abs(y-a.y)<EPS;}
20    double norm(){return sqrt(x*x+y*y);}
21    double norm_sq(){return x*x+y*y;}
22  };
23  double dist(pto a, pto b){return (b-a).norm();}
```

```cpp
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

```cpp
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

```cpp
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);}
};
```

```cpp
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

```cpp
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

```cpp
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

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

```
2    double area=0;
3    forn(i, sz(p)) area+=p[i]^p[(i+1)%sz(p)];
4    //if points are in clockwise order then area is negative
5    return abs(area)/2;
6  }
7  //Area ellipse = M_PI*a*b where a and b are the semi axis lengths
8  //Area triangle = sqrt(s*(s-a)(s-b)(s-c)) where s=(a+b+c)/2
9  //o mejor area triángulo = abs(x0 * (y1 - y2) + x1 * (y2 - y0) + x2 * (y0 - y1)) /
        2;
```

Circle

```
1  vec perp(vec v){return vec(-v.y, v.x);}
2  line bisector(pto x, pto y){
3    line l=line(x, y); pto m=(x+y)/2;
4    return line(-l.b, l.a, -l.b*m.x+l.a*m.y);
5  }
6  struct Circle{
7    pto o;
8    double r;
9    Circle(pto x, pto y, pto z){
10     o=inter(bisector(x, y), bisector(y, z));
11     r=dist(o, x);
12   }
13   pair<pto, pto> ptosTang(pto p){
14     pto m=(p+o)/2;
15     tipo d=dist(o, m);
16     tipo a=r*r/(2*d);
17     tipo h=sqrt(r*r-a*a);
18     pto m2=o+(m-o)*a/d;
19     vec per=perp(m-o)/d;
20     return make_pair(m2-per*h, m2+per*h);
21   }
22 };
23 //finds the center of the circle containing p1 and p2 with radius r
24 //as there may be two solutions swap p1, p2 to get the other
25 bool circle2PtsRad(pto p1, pto p2, double r, pto &c){
26         double d2=(p1-p2).norm_sq(), det=r*r/d2-0.25;
27         if(det<0) return false;
28         c=(p1+p2)/2+perp(p2-p1)*sqrt(det);
29         return true;
30 }
31 #define sqr(a) ((a)*(a))
32 #define feq(a,b) (fabs((a)-(b))<EPS)
33 pair<tipo, tipo> ecCuad(tipo a, tipo b, tipo c){//a*x*x+b*x+c=0
34   tipo dx = sqrt(b*b-4.0*a*c);
35   return make_pair((-b + dx)/(2.0*a),(-b - dx)/(2.0*a));
```

```
36 }
37 pair<pto, pto> interCL(Circle c, line l){
38   bool sw=false;
39   if((sw=feq(0,l.b))){
40   swap(l.a, l.b);
41   swap(c.o.x, c.o.y);
42   }
43   pair<tipo, tipo> rc = ecCuad(
44   sqr(l.a)+sqr(l.b),
45   2.0*l.a*l.b*c.o.y-2.0*(sqr(l.b)*c.o.x+l.c*l.a),
46   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
47   );
48   pair<pto, pto> p( pto(rc.first, (l.c - l.a * rc.first) / l.b),
49           pto(rc.second, (l.c - l.a * rc.second) / l.b) );
50   if(sw){
51   swap(p.first.x, p.first.y);
52   swap(p.second.x, p.second.y);
53   }
54   return p;
55 }
56 pair<pto, pto> interCC(Circle c1, Circle c2){
57   line l;
58   l.a = c1.o.x-c2.o.x;
59   l.b = c1.o.y-c2.o.y;
60   l.c = (sqr(c2.r)-sqr(c1.r)+sqr(c1.o.x)-sqr(c2.o.x)+sqr(c1.o.y)
61   -sqr(c2.o.y))/2.0;
62   return interCL(c1, l);
63 }
```

Point in Poly

```
1  //checks if v is inside of P, using ray casting
2  //works with convex and concave.
3  bool inPolygon(pto v, vector<pto>& P) {
4    bool c = false;
5    forn(i, sz(P)){
6      int j=(i+1)%sz(P);
7
8      segm lado(P[i],P[j]);
9      if(lado.inside(v)) return true; //OJO: return true: incluye lados. return
            false: excluye lados.
10
11     if((P[j].y > v.y) != (P[i].y > v.y) &&
12     (v.x < (P[i].x-P[j].x) * (v.y-P[j].y) / (P[i].y-P[j].y) + P[j].x))
13       c = !c;
14   }
15   return c;
```

```
16  }
```

Point in Convex Poly log(n)

```
1   void normalize(vector<pto> &pt){//delete collinear points first!
2     //this makes it clockwise:
3       if(pt[2].left(pt[0], pt[1])) reverse(pt.begin(), pt.end());
4     int n=sz(pt), pi=0;
5     forn(i, n)
6       if(pt[i].x<pt[pi].x || (pt[i].x==pt[pi].x && pt[i].y<pt[pi].y))
7         pi=i;
8     vector<pto> shift(n);//puts pi as first point
9       forn(i, n) shift[i]=pt[(pi+i)%n];
10      pt.swap(shift);
11  }
12
13  /* left debe decir >0 para que considere los bordes. Ojo que Convex Hull
14     necesita que left diga >= 0 para limpiar los colineales, hacer otro left
15     si hace falta */
16  bool inPolygon(pto p, const vector<pto> &pt){
17    //call normalize first!
18    if(p.left(pt[0], pt[1]) || p.left(pt[sz(pt)-1], pt[0])) return false;
19    int a=1, b=sz(pt)-1;
20    while(b-a>1){
21      int c=(a+b)/2;
22      if(!p.left(pt[0], pt[c])) a=c;
23      else b=c;
24    }
25    return !p.left(pt[a], pt[a+1]);
26  }
```

Convex Check CHECK

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

Convex Hull

```
1   //stores convex hull of P in S, CCW order
2   //left must return >=0 to delete collinear points!
3   void CH(vector<pto>& P, vector<pto> &S){
4     S.clear();
5     sort(P.begin(), P.end());//first x, then y
6     forn(i, sz(P)){//lower hull
7       while(sz(S)>= 2 && S[sz(S)-1].left(S[sz(S)-2], P[i])) S.pop_back();
8       S.pb(P[i]);
9     }
10    S.pop_back();
11    int k=sz(S);
12    dforn(i, sz(P)){//upper hull
13      while(sz(S) >= k+2 && S[sz(S)-1].left(S[sz(S)-2], P[i])) S.pop_back();
14      S.pb(P[i]);
15    }
16    S.pop_back();
17  }
```

Cut Polygon

```
1   //cuts polygon Q along the line ab
2   //stores the left side (swap a, b for the right one) in P
3   void cutPolygon(pto a, pto b, vector<pto> Q, vector<pto> &P){
4     P.clear();
5     forn(i, sz(Q)){
6       double left1=(b-a)^(Q[i]-a), left2=(b-a)^(Q[(i+1)%sz(Q)]-a);
7       if(left1>=0) P.pb(Q[i]);
8       if(left1*left2<0)
9         P.pb(inter(line(Q[i], Q[(i+1)%sz(Q)]), line(a, b)));
10    }
11  }
```

Bresenham

```
1   //plot a line approximation in a 2d map
2   void bresenham(pto a, pto b){
3     pto d=b-a; d.x=abs(d.x), d.y=abs(d.y);
4     pto s(a.x<b.x? 1: -1, a.y<b.y? 1: -1);
5     int err=d.x-d.y;
6     while(1){
7       m[a.x][a.y]=1;//plot
8       if(a==b) break;
9       int e2=err;
10      if(e2 >= 0) err-=2*d.y, a.x+=s.x;
11      if(e2 <= 0) err+= 2*d.x, a.y+= s.y;
12    }
13  }
```

Rotate Matrix

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

```
5   t2[n-y-1][x]=t[x][y];
6   memcpy(t, t2, sizeof(t));
7 }
```

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

$\sum_{i=0}^{n} i^3 = \left(\frac{n(n+1)}{2}\right)^2 = \frac{n^4}{4} + \frac{n^3}{2} + \frac{n^2}{4} = [\sum_{i=1}^{n} i]^2$

$\sum_{i=0}^{n} i^4 = \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30} = \frac{n^5}{5} + \frac{n^4}{2} + \frac{n^3}{3} - \frac{n}{30}$

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

$\sum_{i=0}^{n} a^i = \frac{a^{(n+1)}-1}{a-1} slosia! = 1$

$r = e - v + k + 1$

Teorema de Pick: (Area, puntos interiores y puntos en el borde)

$A = I + \frac{B}{2} - 1$

Ec. Caracteristica

$a_0 T(n) + a_1 T(n-1) + ... + a_k T(n-k) = 0$

$p(x) = a_0 x^k + a_1 x^{k-1} + ... + a_k$

Sean $r_1, r_2, ..., r_q$ las raíces distintas, de mult. $m_1, m_2, ..., m_q$

$T(n) = \sum_{i=1}^{q} \sum_{j=0}^{m_i-1} c_{ij} n^j r_i^n$

Las constantes c_{ij} se determinan por los casos base.

Combinatorio

```
1 forn(i, MAXN+1){//comb[i][k]=i tomados de a k
2   comb[i][0]=comb[i][i]=1;
3   forr(k, 1, i) comb[i][k]=(comb[i-1][k]+comb[i-1][k-1])%MOD;
4 }
5 ll lucas (ll n, ll k, int p){ //Calcula (n,k)%p teniendo comb[p][p] precalculado.
6   ll aux = 1;
7   while (n + k) aux = (aux * comb[n%p][k%p]) %p, n/=p, k/=p;
8   return aux;
9 }
```

Log. Discreto

```
1 // IDEA: a^x=b mod MOD <=> x = i*sqrt(MOD)+j con i,j <= sqrt(MOD)=m
2 // entonces guardo todos los a^j: T[a^j mod MOD]=j
3 // 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)

```
1  #define SIZE 350
2  int NN;
3  double tmp[SIZE][SIZE];
4  void mul(double a[SIZE][SIZE], double b[SIZE][SIZE]){ zero(tmp);
5      forn(i, NN) forn(j, NN) forn(k, NN) tmp[i][j]+=a[i][k]*b[k][j];
6      forn(i, NN) forn(j, NN) a[i][j]=tmp[i][j];
7  }
8  void powmat(double a[SIZE][SIZE], int n, double res[SIZE][SIZE]){
9      forn(i, NN) forn(j, NN) res[i][j]=(i==j);
10     while(n){
11         if(n&1) mul(res, a), n--;
12         else mul(a, a), n/=2;
13     } }
```

Matrices y determinante $O(n^3)$

```
1  struct Mat {
2      vector<vector<double> > vec;
3      Mat(int n): vec(n, vector<double>(n) ) {}
4      Mat(int n, int m): vec(n, vector<double>(m) ) {}
5      vector<double> &operator[](int f){return vec[f];}
6      const vector<double> &operator[](int f) const {return vec[f];}
7      int size() const {return sz(vec);}
8      Mat operator+(Mat &b) { ///this de n x m entonces b de n x m
9          Mat m(sz(b),sz(b[0]));
10         forn(i,sz(vec)) forn(j,sz(vec[0])) m[i][j] = vec[i][j] + b[i][j];
11         return m;      }
12     Mat operator*(const Mat &b) { ///this de n x m entonces b de m x t
13         int n = sz(vec), m = sz(vec[0]), t = sz(b[0]);
14         Mat mat(n,t);
15         forn(i,n) forn(j,t) forn(k,m) mat[i][j] += vec[i][k] * b[k][j];
16         return mat;     }
17     double determinant(){//sacado de e maxx ru
18         double det = 1;
19         int n = sz(vec);
20         Mat m(*this);
21         forn(i, n){//para cada columna
22             int k = i;
23             forr(j, i+1, n)//busco la fila con mayor val abs
24                 if(abs(m[j][i])>abs(m[k][i])) k = j;
25             if(abs(m[k][i])<1e-9) return 0;
26             m[i].swap(m[k]);//la swapeo
27             if(i!=k) det = -det;
28             det *= m[i][i];
29             forr(j, i+1, n) m[i][j] /= m[i][i];
30             //hago 0 todas las otras filas
```

```
31        forn(j, n) if (j!= i && abs(m[j][i])>1e-9)
32            forr(k, i+1, n) m[j][k]-=m[i][k]*m[j][i];
33        }
34        return det;
35    }
36 };
```

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

```
1  #define MAXP 100000 //no necesariamente primo
2  int criba[MAXP+1];
3  void crearcriba(){
4    int w[] = {4,2,4,2,4,6,2,6};
5    for(int p=25;p<=MAXP;p+=10) criba[p]=5;
6    for(int p=9;p<=MAXP;p+=6) criba[p]=3;
7    for(int p=4;p<=MAXP;p+=2) criba[p]=2;
8    for(int p=7,cur=0;p*p<=MAXP;p+=w[cur++&7]) if (!criba[p])
9      for(int j=p*p;j<=MAXP;j+=(p<<1)) if(!criba[j]) criba[j]=p;
10 }
11 vector<int> primos;
12 void buscarprimos(){
13   crearcriba();
14   forr (i,2,MAXP+1) if (!criba[i]) primos.push_back(i);
15 }
16 //~ 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

```
1  //factoriza bien numeros hasta MAXP^2
2  map<ll,ll> fact(ll n){ //O (cant primos)
3    map<ll,ll> ret;
4    forall(p, primos){
5      while(!(n%*p)){
6        ret[*p]++;//divisor found
7        n/=*p;
8      }
9    }
10   if(n>1) ret[n]++;
11   return ret;
12 }
13 //factoriza bien numeros hasta MAXP
```

```
14 map<ll,ll> fact2(ll n){ //O (lg n)
15   map<ll,ll> ret;
16   while (criba[n]){
17     ret[criba[n]]++;
18     n/=criba[n];
19   }
20   if(n>1) ret[n]++;
21   return ret;
22 }
23 //Usar asi:  divisores(fac, divs, fac.begin()); NO ESTA ORDENADO
24 void divisores(const map<ll,ll> &f, vector<ll> &divs, map<ll,ll>::iterator it, ll
       n=1){
25     if(it==f.begin()) divs.clear();
26     if(it==f.end()) { divs.pb(n);  return; }
27     ll p=it->fst, k=it->snd; ++it;
28     forn(_, k+1) divisores(f, divs, it, n), n*=p;
29 }
30 ll sumDiv (ll n){
31   ll rta = 1;
32   map<ll,ll> f=fact(n);
33   forall(it, f) {
34   ll pot = 1, aux = 0;
35   forn(i, it->snd+1) aux += pot, pot *= it->fst;
36   rta*=aux;
37   }
38   return rta;
39 }
40 ll eulerPhi (ll n){ // con criba: O(lg n)
41   ll rta = n;
42   map<ll,ll> f=fact(n);
43   forall(it, f) rta -= rta / it->first;
44   return rta;
45 }
46 ll eulerPhi2 (ll n){ // O (sqrt n)
47   ll r = n;
48   forr (i,2,n+1){
49     if ((ll)i*i > n) break;
50     if (n % i == 0){
51       while (n%i == 0) n/=i;
52       r -= r/i; }
53   }
54   if (n != 1) r-= r/n;
55   return r;
56 }
```

Test de primalidad naive $O\left(\mathbf{sqrt}(n)/6\right)$

```
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)

```
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

```
1  void extendedEuclid (ll a, ll b){ //a * x + b * y = d
2    if (!b) { x = 1; y = 0; d = a; return;}
3    extendedEuclid (b, a%b);
4    ll x1 = y;
5    ll y1 = x - (a/b) * y;
6    x = x1; y = y1;
7  }
```

LCM

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

Simpson

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

Fraction

```
1  bool comp(tipo a, tipo b, tipo c, tipo d){//a*d < b*c
2    int s1 = signo(a)*signo(d), s2 = signo(b)*signo(c);
3    if(s1 == 0) return s2 > 0;
4    if(s2 == 0) return s1 < 0;
5    if(s1 > 0 and s2 < 0) return false;
6    if(s1 < 0 and s2 > 0) return true;
7    if(a / b != c / d) return a/b < c/d; //asume que b y d son positivos
8    a %= b, c %= d;
9    /*O(1) pero con double:
10   long double d1 = ((long double)(a))/(b), d2 = ((long double)(c))/(d);
11   return d1 + EPS < d2;
12   */
13   return comp(d, c, b, a);
14 }
15
16 tipo mcd(tipo a, tipo b){ return a ? mcd(b%a,a) : b; }
17 struct frac{
18   tipo p,q;
19   frac(tipo p=0, tipo q=1):p(p),q(q) {norm();}
20   void norm(){
21     tipo a = mcd(p,q);
22     if(a) p/=a, q/=a;
23     else q=1;
24     if (q<0) q=-q, p=-p;}
25   frac operator+(const frac& o){
26     tipo a = mcd(q,o.q);
27     return frac(p*(o.q/a)+o.p*(q/a), q*(o.q/a));}
28   frac operator-(const frac& o){
29     tipo a = mcd(q,o.q);
30     return frac(p*(o.q/a)-o.p*(q/a), q*(o.q/a));}
31   frac operator*(frac o){
32     tipo a = mcd(q,o.p), b = mcd(o.q,p);
33     return frac((p/b)*(o.p/a), (q/a)*(o.q/b));}
34   frac operator/(frac o){
35     tipo a = mcd(q,o.q), b = mcd(o.p,p);
36     return frac((p/b)*(o.q/a),(q/a)*(o.p/b));}
37   bool operator<(const frac &o) const{return p*o.q < o.p*q;}//usar comp cuando el
                 producto puede dar overflow
38   bool operator==(frac o){return p==o.p&&q==o.q;}
39 };
```

Polinomio

```
1  struct poly {
2    vector<tipo> c;//guarda los coeficientes del polinomio
3    poly(const vector<tipo> &c): c(c) {}
4    poly() {}
5    void simplify(){
6      int i = 0;
7      /*tipo a0=0;
8      while(a0 == 0 && i < sz(c)) a0 = c[i], i++;*/
9      int j = sz(c)-1;
10     tipo an=0;
11     while(an == 0 && j >=i) an = c[j], j--;
12     vector<tipo> d;
13     forr(k,i,j) d.pb(c[k]);
14     c=d;
15   }
16   bool isnull() { simplify(); return c.empty();}
17   poly operator+(const poly &o) const {
18     int m = sz(c), n = sz(o.c);
19     vector<tipo> res(max(m,n));
20     forn(i, m) res[i] += c[i];
21     forn(i, n) res[i] += o.c[i];
22     return poly(res);     }
23   poly operator*(const tipo cons) const {
24   vector<tipo> res(sz(c));
25     forn(i, sz(c)) res[i]=c[i]*cons;
26     return poly(res);     }
27   poly operator*(const poly &o) const {
28     int m = sz(c), n = sz(o.c);
29     vector<tipo> res(m+n-1);
```

```
30        forn(i, m) forn(j, n) res[i+j]+=c[i]*o.c[j];
31        return poly(res);     }
32    tipo eval(tipo v) {
33        tipo sum = 0;
34        dforn(i, sz(c)) sum=sum*v + c[i];
35        return sum; }
36        //poly contains only a vector<int> c (the coeficients)
37    //the following function generates the roots of the polynomial
38 //it can be easily modified to return float roots
39    set<tipo> roots(){
40        set<tipo> roots;
41        simplify();
42        if(c[0]) roots.insert(0);
43        int i = 0;
44        tipo a0=0;
45        while(a0 == 0 && i < sz(c)) a0 = abs(c[i]), i++;
46        tipo an = abs(c[sz(c)-1]);
47        vector<tipo> ps,qs;
48        forr(p,1,sqrt(a0)+1) if (a0%p==0) ps.pb(p),ps.pb(a0/p);
49        forr(q,1,sqrt(an)+1) if (an%q==0) qs.pb(q),qs.pb(an/q);
50        forall(pt,ps)
51          forall(qt,qs) if ( (*pt) % (*qt)==0 ) { //sacar esto para obtener todas las
                raices racionales
52            tipo root = abs((*pt) / (*qt));
53            if (eval(root)==0) roots.insert(root);
54            if (eval((-1)*root)==0) roots.insert((-1)*root);// las raices tambien
                    pueden ser negativas!
55          }
56        return roots; }
57 };
58 pair<poly,tipo> ruffini(const poly p, tipo r) { //divive el polinomio p por (x-r)
59    int n = sz(p.c) - 1 ;
60    vector<tipo> b(n);
61    b[n-1] = p.c[n];
62    dforn(k,n-1) b[k] = p.c[k+1] + r*b[k+1];
63    tipo resto = p.c[0] + r*b[0];
64    poly result(b);
65    return make_pair(result,resto);
66 }
67 poly interpolate(const vector<tipo>& x,const vector<tipo>& y) { //O(n^2)
68      poly A; A.c.pb(1);
69      forn(i,sz(x)) { poly aux; aux.c.pb(-x[i]), aux.c.pb(1), A = A * aux; } // A =
            (x-x0) * ... * (x-xn)
70    poly S; S.c.pb(0);
71    forn(i,sz(x)) { poly Li;
72      Li = ruffini(A,x[i]).fst;
```

```
73      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!
74      S = S + Li * y[i];  }
75    return S;
76 }
```

Ec. Lineales

```
1  bool resolver_ev(Mat a, Vec y, Vec &x, Mat &ev){
2    int n = a.size(), m = n?a[0].size():0, rw = min(n, m);
3    vector<int> p; forn(i,m) p.push_back(i);
4    forn(i, rw) {
5      int uc=i, uf=i;
6      forr(f, i, n) forr(c, i, m) if(fabs(a[f][c])>fabs(a[uf][uc])) {uf=f;uc=c;}
7      if (feq(a[uf][uc], 0)) { rw = i; break; }
8      forn(j, n) swap(a[j][i], a[j][uc]);
9      swap(a[i], a[uf]); swap(y[i], y[uf]); swap(p[i], p[uc]);
10     tipo inv = 1 / a[i][i]; //aca divide
11     forr(j, i+1, n) {
12       tipo v = a[j][i] * inv;
13       forr(k, i, m) a[j][k]-=v * a[i][k];
14       y[j] -= v*y[i];
15     }
16   } // rw = rango(a), aca la matriz esta triangulada
17   forr(i, rw, n) if (!feq(y[i],0)) return false; // checkeo de compatibilidad
18   x = vector<tipo>(m, 0);
19   dforn(i, rw){
20     tipo s = y[i];
21     forr(j, i+1, rw) s -= a[i][j]*x[p[j]];
22     x[p[i]] = s / a[i][i]; //aca divide
23   }
24   ev = Mat(m-rw, Vec(m, 0)); // Esta parte va SOLO si se necesita el ev
25   forn(k, m-rw) {
26     ev[k][p[k+rw]] = 1;
27     dforn(i, rw){
28       tipo s = -a[i][k+rw];
29       forr(j, i+1, rw) s -= a[i][j]*ev[k][p[j]];
30       ev[k][p[i]] = s / a[i][i]; //aca divide
31     }
32   }
33   return true;
34 }
```

FFT

```
1  //~ typedef complex<double> base; //menos codigo, pero mas lento
2  //elegir si usar complejos de c (lento) o estos
3  struct base{
```

```cpp
 4      double r,i;
 5      base(double r=0, double i=0):r(r), i(i){}
 6      double real()const{return r;}
 7      void operator/=(const int c){r/=c, i/=c;}
 8  };
 9  base operator*(const base &a, const base &b){
10      return base(a.r*b.r-a.i*b.i, a.r*b.i+a.i*b.r);}
11  base operator+(const base &a, const base &b){
12      return base(a.r+b.r, a.i+b.i);}
13  base operator-(const base &a, const base &b){
14      return base(a.r-b.r, a.i-b.i);}
15  vector<int> rev; vector<base> wlen_pw;
16  inline static void fft(base a[], int n, bool invert) {
17      forn(i, n) if(i<rev[i]) swap(a[i], a[rev[i]]);
18    for (int len=2; len<=n; len<<=1) {
19      double ang = 2*M_PI/len * (invert?-1:+1);
20      int len2 = len>>1;
21      base wlen (cos(ang), sin(ang));
22      wlen_pw[0] = base (1, 0);
23        forr(i, 1, len2) wlen_pw[i] = wlen_pw[i-1] * wlen;
24      for (int i=0; i<n; i+=len) {
25        base t, *pu = a+i, *pv = a+i+len2,  *pu_end = a+i+len2, *pw = &wlen_pw[0];
26        for (; pu!=pu_end; ++pu, ++pv, ++pw)
27          t = *pv * *pw, *pv = *pu - t,*pu = *pu + t;
28      }
29    }
30    if (invert) forn(i, n) a[i]/= n;}
31  inline static void calc_rev(int n){//precalculo: llamar antes de fft!!
32      wlen_pw.resize(n), rev.resize(n);
33      int lg=31-__builtin_clz(n);
34      forn(i, n){
35      rev[i] = 0;
36        forn(k, lg) if(i&(1<<k)) rev[i]|=1<<(lg-1-k);
37      }}
38  //multiplica vectores en nlgn
39  inline static void multiply(const vector<int> &a, const vector<int> &b, vector<int
        > &res) {
40    vector<base> fa (a.begin(), a.end()),  fb (b.begin(), b.end());
41      int n=1; while(n < max(sz(a), sz(b))) n <<= 1; n <<= 1;
42      calc_rev(n);
43    fa.resize (n),  fb.resize (n);
44    fft (&fa[0], n, false),  fft (&fb[0], n, false);
45    forn(i, n) fa[i] = fa[i] * fb[i];
46    fft (&fa[0], n, true);
47    res.resize(n);
48      forn(i, n) res[i] = int (fa[i].real() + 0.5); }
```

```cpp
49  void toPoly(const string &s, vector<int> &P){//convierte un numero a polinomio
50      P.clear();
51      dforn(i, sz(s)) P.pb(s[i]-'0');}
```

Grafos

Dijkstra

```cpp
 1  #define INF 1e9
 2  int N;
 3  #define MAX_V 250001
 4  vector<ii> G[MAX_V];
 5  //To add an edge use
 6  #define add(a, b, w) G[a].pb(make_pair(w, b))
 7  ll dijkstra(int s, int t){//O(|E| log |V|)
 8    priority_queue<ii, vector<ii>, greater<ii> > Q;
 9    vector<ll> dist(N, INF); vector<int> dad(N, -1);
10    Q.push(make_pair(0, s)); dist[s] = 0;
11    while(sz(Q)){
12      ii p = Q.top(); Q.pop();
13      if(p.snd == t) break;
14      forall(it, G[p.snd])
15        if(dist[p.snd]+it->first < dist[it->snd]){
16          dist[it->snd] = dist[p.snd] + it->fst;
17          dad[it->snd] = p.snd;
18          Q.push(make_pair(dist[it->snd], it->snd));  }
19    }
20    return dist[t];
21    if(dist[t]<INF)//path generator
22      for(int i=t; i!=-1; i=dad[i])
23        printf("%d%c", i, (i==s?'\n':' '));}
```

Bellman-Ford

```cpp
 1  #define INF 1e9
 2  #define MAX_N 1001
 3  vector<ii> G[MAX_N];//ady. list with pairs (weight, dst)
 4  //To add an edge use
 5  #define add(a, b, w) G[a].pb(make_pair(w, b))
 6  int dist[MAX_N];
 7  int N; //cantidad de vertices -- setear!!
 8  void bford(int src){//O(VE)
 9    memset(dist,INF,sizeof dist);
10    dist[src]=0;
11    forn(i, N-1) forn(j, N) if(dist[j]!=INF) forall(it, G[j])
12      dist[it->snd]=min(dist[it->snd], dist[j]+it->fst);
13  }
```

```
14
15 bool hasNegCycle(){
16   forn(j, N) if(dist[j]!=INF) forall(it, G[j])
17     if(dist[it->snd]>dist[j]+it->fst) return true;
18   //inside if: all points reachable from it->snd will have -INF distance(do bfs) ?
19   return false;
20 }
```

Floyd-Warshall

```
1 //G[i][j] contains weight of edge (i, j) or INF
2 //G[i][i]=0
3 int G[MAX_N][MAX_N];
4 void floyd(){//O(N^3)
5 forn(k, N) forn(i, N) if(G[i][k]!=INF) forn(j, N) if(G[k][j]!=INF)
6   G[i][j]=min(G[i][j], G[i][k]+G[k][j]);
7 }
8 bool inNegCycle(int v){
9   return G[v][v]<0;}
10 //checks if there's a neg. cycle in path from a to b
11 bool hasNegCycle(int a, int b){
12   forn(i, N) if(G[a][i]!=INF && G[i][i]<0 && G[i][b]!=INF)
13     return true;
14   return false;
15 }
```

Kruskal

```
1 const int MAXN=100000;
2 vector<ii> G[MAXN];
3 int n;
4
5 struct Ar{int a,b,w;}; //w y cost deberian tener el mismo tipo
6 bool operator<(const Ar& a, const Ar &b){return a.w<b.w;}
7 vector<Ar> E;
8 ll kruskal(){ //no hace falta agregar las aristas en las dos direcciones! (en prim
      si)
9   ll cost=0;
10   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!!
11   uf.init(n);
12   forall(it, E){
13     if(uf.comp(it->a)!=uf.comp(it->b)){//si no estan conectados
14       uf.join(it->a, it->b);//conectar
15       cost+=it->w;
16     }
17   }
```

```
18   return cost;
19 }
```

Prim

```
1 vector<ii> G[MAXN];
2 bool taken[MAXN];
3 priority_queue<ii, vector<ii>, greater<ii> > pq;//min heap
4 void process(int v){
5     taken[v]=true;
6     forall(e, G[v])
7         if(!taken[e->second]) pq.push(*e);
8 }
9
10 ll prim(){
11     zero(taken);
12     process(0);
13     ll cost=0;
14     while(sz(pq)){
15         ii e=pq.top(); pq.pop();
16         if(!taken[e.second]) cost+=e.first, process(e.second);
17     }
18     return cost;
19 }
```

2-SAT + Tarjan SCC

```
1 //We have a vertex representing a var and other for his negation.
2 //Every edge stored in G represents an implication. To add an equation of the form
     a||b, use addor(a, b)
3 //MAX=max cant var, n=cant var
4 #define addor(a, b) (G[neg(a)].pb(b), G[neg(b)].pb(a))
5 vector<int> G[MAX*2];
6 //idx[i]=index assigned in the dfs
7 //lw[i]=lowest index(closer from the root) reachable from i
8 int lw[MAX*2], idx[MAX*2], qidx;
9 stack<int> q;
10 int qcmp, cmp[MAX*2];
11 //verdad[cmp[i]]=valor de la variable i
12 bool verdad[MAX*2+1];
13
14 int neg(int x) { return x>=n? x-n : x+n;}
15 void tjn(int v){
16   lw[v]=idx[v]=++qidx;
17   q.push(v), cmp[v]=-2;
18   forall(it, G[v]){
19     if(!idx[*it] || cmp[*it]==-2){
20       if(!idx[*it]) tjn(*it);
```

```
21       lw[v]=min(lw[v], lw[*it]);
22     }
23   }
24   if(lw[v]==idx[v]){
25     int x;
26     do{x=q.top(); q.pop(); cmp[x]=qcmp;}while(x!=v);
27     verdad[qcmp]=(cmp[neg(v)]<0);
28     qcmp++;
29   }
30 }
31 //remember to CLEAR G!!!
32 bool satisf(){//O(n)
33   memset(idx, 0, sizeof(idx)), qidx=0;
34   memset(cmp, -1, sizeof(cmp)), qcmp=0;
35   forn(i, n){
36     if(!idx[i]) tjn(i);
37     if(!idx[neg(i)]) tjn(neg(i));
38   }
39   forn(i, n) if(cmp[i]==cmp[neg(i)]) return false;
40   return true;
41 }
```

Comp. Biconexas y Puentes

```
1  const int MAXN=1010;
2  int n, m;
3  vector<int> G[MAXN];
4
5  struct edge {
6    int u,v, comp;
7    bool bridge;
8  };
9  vector<edge> e;
10 void addEdge(int u, int v) {
11   G[u].pb(sz(e)), G[v].pb(sz(e));
12   e.pb((edge){u,v,-1,false});
13 }
14 //V[i]=id de la dfs
15 //L[i]=lowest id reachable from i
16 int V[MAXN], L[MAXN], qV;
17 int nbc;//cant componentes
18 int comp[MAXN];//comp[i]=cant comp biconexas a la cual pertenece i
19 void initDfs(int n) {
20   zero(G), zero(comp);
21   e.clear();
22   forn(i,n) V[i]=-1;
23   nbc = qV = 0;
```

```
24 }
25 stack<int> st;
26 void dfs(int u, int pe) {//O(n + m)
27   L[u] = V[u] = qV++;
28   comp[u] = (pe != -1);
29   for(auto &ne: G[u]) if (ne != pe){
30     int v = e[ne].u ^ e[ne].v ^ u; // x ^ y ^ x = y!
31     if (V[v] == -1) { // todavia no se lo visito
32       st.push(ne);
33       dfs(v,ne);
34       if (L[v] > V[u]){// bridge => no pertenece a ninguna comp biconexa
35         e[ne].bridge = true;
36       }
37       if (L[v] >= V[u]){ // art
38         int last;
39         do { //todas las aristas que estan entre dos puntos de articulacion
                 pertenecen a la misma componente biconexa
40           last = st.top(); st.pop();
41           e[last].comp = nbc;
42         } while (last != ne);
43         nbc++;
44         comp[u]++;
45       }
46       L[u] = min(L[u], L[v]);
47     }
48     else if (V[v] < V[u]) { // back edge
49       st.push(ne);
50       L[u] = min(L[u], V[v]);
51     }
52   }
53 }
54
55 set<int> C[2*MAXN];
56 int compnodo[MAXN];
57 int ptoart;
58 void blockcuttree(){
59   ptoart = 0; zero(compnodo);
60   forn(i,2*MAXN) C[i].clear();
61   for(auto &it: e){
62     int u = it.u, v = it.v;
63     if(comp[u] == 1) compnodo[u] = it.comp;
64     else{
65       if(compnodo[u] == 0){ compnodo[u] = nbc+ptoart; ptoart++;}
66         C[it.comp].insert(compnodo[u]);
67         C[compnodo[u]].insert(it.comp);
68     }
```

```
69        if(comp[v] == 1) compnodo[v] = it.comp;
70        else{
71            if(compnodo[v] == 0){ compnodo[v] = nbc+ptoart; ptoart++;}
72                C[it.comp].insert(compnodo[v]);
73                C[compnodo[v]].insert(it.comp);
74        }
75      }
76 }
77
78 int main() {
79   while(cin >> n >> m){
80     initDfs(n);
81     forn(i, m){
82       int a,b; cin >> a >> b;
83       addEdge(a,b);
84     }
85         dfs(0,-1);
86         forn(i, n) cout << "comp[" << i << "]␣=␣" <<  comp[i] << endl;
87     for(auto &ne: e) cout << ne.u << "->" << ne.v << "␣en␣la␣comp.␣" << ne.comp <<
               endl;
88     cout << "Cant.␣de␣componentes␣biconexas␣=␣" << nbc << endl;
89   }
90     return 0;
91 }
```

LCA + Climb

```
1  const int MAXN=100001;
2  const int LOGN=20;
3  //f[v][k] holds the 2^k father of v
4  //L[v] holds the level of v
5  int f[MAXN][LOGN], L[MAXN];
6  //call before build:
7  void dfs(int v, int fa=-1, int lvl=0){//generate required data
8    f[v][0]=fa, L[v]=lvl;
9    forall(it, G[v])if(*it!=fa)
10     dfs(*it, v, lvl+1);
11 }
12 void build(int N){//f[i][0] must be filled previously, O(nlgn)
13   forn(k, LOGN-1) forn(i, N) f[i][k+1]=f[f[i][k]][k];}
14
15 #define lg(x) (31-__builtin_clz(x))//=floor(log2(x))
16
17 int climb(int a, int d){//O(lgn)
18   if(!d) return a;
19   dforn(i, lg(L[a])+1)
20     if(1<<i<=d)
```

```
21       a=f[a][i], d-=1<<i;
22     return a;
23 }
24 int lca(int a, int b){//O(lgn)
25   if(L[a]<L[b]) swap(a, b);
26   a=climb(a, L[a]-L[b]);
27   if(a==b) return a;
28   dforn(i, lg(L[a])+1)
29     if(f[a][i]!=f[b][i])
30       a=f[a][i], b=f[b][i];
31   return f[a][0];
32 }
33 int dist(int a, int b) {//returns distance between nodes
34   return L[a]+L[b]-2*L[lca(a, b)];}
```

Heavy Light Decomposition

```
1  int treesz[MAXN];//cantidad de nodos en el subarbol del nodo v
2  int dad[MAXN];//dad[v]=padre del nodo v
3  void dfs1(int v, int p=-1){//pre-dfs
4    dad[v]=p;
5    treesz[v]=1;
6    forall(it, G[v]) if(*it!=p){
7      dfs1(*it, v);
8      treesz[v]+=treesz[*it];
9    }
10 }
11 //PONER Q EN 0  !!!!!
12 int pos[MAXN], q;//pos[v]=posicion del nodo v en el recorrido de la dfs
13 //Las cadenas aparecen continuas en el recorrido!
14 int cantcad;
15 int homecad[MAXN];//dada una cadena devuelve su nodo inicial
16 int cad[MAXN];//cad[v]=cadena a la que pertenece el nodo
17 void heavylight(int v, int cur=-1){
18   if(cur==-1) homecad[cur=cantcad++]=v;
19   pos[v]=q++;
20   cad[v]=cur;
21   int mx=-1;
22   forn(i, sz(G[v])) if(G[v][i]!=dad[v])
23     if(mx==-1 || treesz[G[v][mx]]<treesz[G[v][i]]) mx=i;
24   if(mx!=-1) heavylight(G[v][mx], cur);
25   forn(i, sz(G[v])) if(i!=mx && G[v][i]!=dad[v])
26     heavylight(G[v][i], -1);
27 }
28 //ejemplo de obtener el maximo numero en el camino entre dos nodos
29 //RTA: max(query(low, u), query(low, v)), con low=lca(u, v)
30 //esta funcion va trepando por las cadenas
```

```
31  int query(int an, int v){//O(logn)
32    //si estan en la misma cadena:
33    if(cad[an]==cad[v]) return rmq.get(pos[an], pos[v]+1);
34    return max(query(an, dad[homecad[cad[v]]]),
35          rmq.get(pos[homecad[cad[v]]], pos[v]+1));
36  }
```

Centroid Decomposition

```
1   int n;
2   vector<int> G[MAXN];
3   bool taken[MAXN];//poner todos en FALSE al principio!!
4   int padre[MAXN];//padre de cada nodo en el centroid tree
5
6   int szt[MAXN];
7   void calcsz(int v, int p) {
8     szt[v] = 1;
9     forall(it,G[v]) if (*it!=p && !taken[*it])
10      calcsz(*it,v), szt[v]+=szt[*it];
11  }
12  void centroid(int v=0, int f=-1, int lvl=0, int tam=-1) {//O(nlogn)
13    if(tam==-1) calcsz(v, -1), tam=szt[v];
14    forall(it, G[v]) if(!taken[*it] && szt[*it]>=tam/2)
15      {szt[v]=0; centroid(*it, f, lvl, tam); return;}
16    taken[v]=true;
17    padre[v]=f;
18    /*Analizar todos los caminos que pasan por este nodo:
19     * Agregar la informacion de cada subarbol
20     * Para cada subarbol:
21     * -sacar la informacion
22     * -analizar
23     * -agregar de nuevo la informacion
24     */
25    forall(it, G[v]) if(!taken[*it])
26      centroid(*it, v, lvl+1, -1);
27  }
```

Euler Cycle

```
1   #define MAXN 1005
2   #define MAXE 1005005
3
4   int n,ars[MAXE], eq;
5   vector<int> G[MAXN];//fill G,ars,eq
6   list<int> path;
7   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
8   bool usede[MAXE];
```

```
9
10  //encuentra el ciclo euleriano, el grafo debe ser conexo y todos los nodos tener
        grado par para que exista
11  //para encontrar el camino euleriano conectar los dos vertices de grado impar y
        empezar de uno de ellos.
12
13  queue<list<int>::iterator> q;
14  int get(int v){
15    while(used[v]<sz(G[v]) && usede[ G[v][used[v]] ]) used[v]++;
16    return used[v];
17  }
18  void explore(int v, int r, list<int>::iterator it){
19    int ar=G[v][get(v)]; int u=v^ars[ar];
20    usede[ar]=true;
21    list<int>::iterator it2=path.insert(it, u);
22    if(u!=r) explore(u, r, it2);
23    if(get(v)<sz(G[v])) q.push(it);
24  }
25  void euler(int a){
26    zero(used), zero(usede);
27    path.clear();
28    q=queue<list<int>::iterator>();
29    path.push_back(a); q.push(path.begin());
30    while(sz(q)){
31      list<int>::iterator it=q.front(); q.pop();
32      if(used[*it]<sz(G[*it])) explore(*it, *it, it);
33    }
34    reverse(path.begin(), path.end());
35  }
36  void addEdge(int u, int v){
37    G[u].pb(eq), G[v].pb(eq);
38    ars[eq++]=u^v;
39  }
```

Diametro árbol

```
1   vector<int> G[MAXN]; int n,m,p[MAXN],d[MAXN],d2[MAXN];
2   int bfs(int r, int *d) {
3     queue<int> q;
4     d[r]=0; q.push(r);
5     int v;
6     while(sz(q)) { v=q.front(); q.pop();
7       forall(it,G[v]) if (d[*it]==-1)
8         d[*it]=d[v]+1, p[*it]=v, q.push(*it);
9     }
10    return v;//ultimo nodo visitado
11  }
```

```
12  vector<int> diams; vector<ii> centros;
13  void diametros(){
14    memset(d,-1,sizeof(d));
15    memset(d2,-1,sizeof(d2));
16    diams.clear(), centros.clear();
17    forn(i, n) if(d[i]==-1){
18      int v,c;
19      c=v=bfs(bfs(i, d2), d);
20      forn(_,d[v]/2) c=p[c];
21      diams.pb(d[v]);
22      if(d[v]&1) centros.pb(ii(c, p[c]));
23      else centros.pb(ii(c, c));
24    }
25  }
```

Chu-liu

```
1  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

```
1  //Dado un grafo bipartito completo con costos no negativos, encuentra el matching
     perfecto de minimo costo.
2  const tipo EPS=1e-9;const tipo INF=1e14;
3  #define N 502
4  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

```
1   struct UnionFind {
2       int n, comp;
3       vector<int> pre,si,c;
4       UnionFind(int n=0):n(n), comp(n), pre(n), si(n, 1) {
5           forn(i,n) pre[i] = i; }
6       int find(int u){return u==pre[u]?u:find(pre[u]);}
7       bool merge(int u, int v) {
8           if((u=find(u))==(v=find(v))) return false;
9           if(si[u]<si[v]) swap(u, v);
10          si[u]+=si[v], pre[v]=u, comp--, c.pb(v);
11          return true;
12      }
13      int snap(){return sz(c);}
14      void rollback(int snap){
15          while(sz(c)>snap){
16              int v = c.back(); c.pop_back();
17              si[pre[v]] -= si[v], pre[v] = v, comp++;
18          }
19      }
20  };
21  enum {ADD,DEL,QUERY};
22  struct Query {int type,u,v;};
23  struct DynCon {
24      vector<Query> q;
25      UnionFind dsu;
26      vector<int> match,res;
27      map<ii,int> last;//se puede no usar cuando hay identificador para cada arista
                         (mejora poco)
28      DynCon(int n=0):dsu(n){}
29      void add(int u, int v) {
30          if(u>v) swap(u,v);
```

```cpp
        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

```cpp
#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();
    }
  }
}
```

```
58
59 }
```

Network Flow

Dinic

```
1
2  const int MAX = 300;
3  // Corte minimo: vertices con dist[v]>=0 (del lado de src) VS.  dist[v]==-1 (del
        lado del dst)
4  // Para el caso de la red de Bipartite Matching (Sean V1 y V2 los conjuntos mas
        proximos a src y dst respectivamente):
5  // Reconstruir matching: para todo v1 en V1 ver las aristas a vertices de V2 con
        it->f>0, es arista del Matching
6  // Min Vertex Cover: vertices de V1 con dist[v]==-1 + vertices de V2 con dist[v]>0
7  // Max Independent Set: tomar los vertices NO tomados por el Min Vertex Cover
8  // Max Clique: construir la red de G complemento (debe ser bipartito!) y encontrar
        un Max Independet Set
9  // Min Edge Cover: tomar las aristas del matching + para todo vertices no cubierto
        hasta el momento, tomar cualquier arista de el
10 //Complejidad:
11 //Peor caso: O(V^2E)
12 //Si todas las capacidades son 1: O(min(E^1/2,V^2/3)E)
13 //Para matching bipartito es: O(sqrt(V)E)
14
15 int nodes, src, dst;
16 int dist[MAX], q[MAX], work[MAX];
17 struct Edge {
18     int to, rev;
19     ll f, cap;
20     Edge(int to, int rev, ll f, ll cap) : to(to), rev(rev), f(f), cap(cap) {}
21 };
22 vector<Edge> G[MAX];
23 void addEdge(int s, int t, ll cap){
24     G[s].pb(Edge(t, sz(G[t]), 0, cap)), G[t].pb(Edge(s, sz(G[s])-1, 0, 0));}
25 bool dinic_bfs(){
26     fill(dist, dist+nodes, -1), dist[src]=0;
27     int qt=0; q[qt++]=src;
28     for(int qh=0; qh<qt; qh++){
29         int u =q[qh];
30         forall(e, G[u]){
31             int v=e->to;
32             if(dist[v]<0 && e->f < e->cap)
33                 dist[v]=dist[u]+1, q[qt++]=v;
34         }
35     }
36     return dist[dst]>=0;
37 }
38 ll dinic_dfs(int u, ll f){
39     if(u==dst) return f;
40     for(int &i=work[u]; i<sz(G[u]); i++){
41         Edge &e = G[u][i];
42         if(e.cap<=e.f) continue;
43         int v=e.to;
44         if(dist[v]==dist[u]+1){
45             ll df=dinic_dfs(v, min(f, e.cap-e.f));
46             if(df>0){
47                 e.f+=df, G[v][e.rev].f-= df;
48                 return df;  }
49         }
50     }
51     return 0;
52 }
53 ll maxFlow(int _src, int _dst){
54     src=_src, dst=_dst;
55     ll result=0;
56     while(dinic_bfs()){
57         fill(work, work+nodes, 0);
58         while(ll delta=dinic_dfs(src,INF))
59             result+=delta;
60     }
61     // todos los nodos con dist[v]!=-1 vs los que tienen dist[v]==-1 forman el min
        -cut
62     return result; }
```

Min-cost Max-flow

```
1  const int MAXN=10000;
2  typedef ll tf;
3  typedef ll tc;
4  const tf INFFLUJO = 1e14;
5  const tc INFCOSTO = 1e14;
6  struct edge {
7    int u, v;
8    tf cap, flow;
9    tc cost;
10   tf rem() { return cap - flow; }
11 };
12 int nodes; //numero de nodos
13 vector<int> G[MAXN]; // limpiar!
14 vector<edge> e;  // limpiar!
15 void addEdge(int u, int v, tf cap, tc cost) {
```

```cpp
16    G[u].pb(sz(e)); e.pb((edge){u,v,cap,0,cost});
17    G[v].pb(sz(e)); e.pb((edge){v,u,0,0,-cost});
18  }
19  tc dist[MAXN], mnCost;
20  int pre[MAXN];
21  tf cap[MAXN], mxFlow;
22  bool in_queue[MAXN];
23  void flow(int s, int t) {
24    zero(in_queue);
25    mxFlow=mnCost=0;
26    while(1){
27      fill(dist, dist+nodes, INFCOSTO); dist[s] = 0;
28      memset(pre, -1, sizeof(pre)); pre[s]=0;
29      zero(cap); cap[s] = INFFLUJO;
30      queue<int> q; q.push(s); in_queue[s]=1;
31      while(sz(q)){
32        int u=q.front(); q.pop(); in_queue[u]=0;
33        for(auto it:G[u]) {
34          edge &E = e[it];
35          if(E.rem() && dist[E.v] > dist[u] + E.cost + 1e-9){ // ojo EPS
36            dist[E.v]=dist[u]+E.cost;
37            pre[E.v] = it;
38            cap[E.v] = min(cap[u], E.rem());
39            if(!in_queue[E.v]) q.push(E.v), in_queue[E.v]=1;
40          }
41        }
42      }
43      if (pre[t] == -1) break;
44      mxFlow +=cap[t];
45      mnCost +=cap[t]*dist[t];
46      for (int v = t; v != s; v = e[pre[v]].u) {
47        e[pre[v]].flow += cap[t];
48        e[pre[v]^1].flow -= cap[t];
49      }
50    }
51  }
```

Template

```cpp
1  #include <bits/stdc++.h>
2  using namespace std;
3  #define forr(i,a,b) for(int i=(a); i<(b); i++)
4  #define forn(i,n) forr(i,0,n)
5  #define zero(v) memset(v, 0, sizeof(v))
6  #define forall(it,v) for(auto it=v.begin();it!=v.end();++it)
7  #define pb push_back
```

```cpp
8   #define fst first
9   #define snd second
10  typedef long long ll;
11  typedef pair<ll,ll> pll;
12  #define dforn(i,n) for(int i=n-1; i>=0; i--)
13
14  int main() {
15      ios::sync_with_stdio(0); cin.tie(0);
16      return 0;
17  }
```

Ayudamemoria

Doubles Comp.

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

Expandir pila

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

Iterar subconjunto

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