1   algorithm

#include <algorithm> #include <numeric>

Algo	Params	Funcion
sort, stable_sort	f, l	ordena el intervalo
nth_element	f, nth, l	*void* ordena el n-esimo, y particiona el resto
fill, fill_n	f, l / n, elem	*void* llena [f, l) o [f, f+n) con elem
lower_bound, upper_bound	f, l, elem	*it* al primer / ultimo donde se puede insertar elem para que quede ordenada
binary_search	f, l, elem	*bool* esta elem en [f, l)
copy	f, l, resul	hace resul+i=f+i $\forall i$
find, find_if, find_first_of	f, l, elem / pred / f2, l2	*it* encuentra i $\in$[f,l) tq. i=elem, pred(i), i$\in$[f2,l2)
count, count_if	f, l, elem/pred	cuenta elem, pred(i)
search	f, l, f2, l2	busca [f2,l2) $\in$ [f,l)
replace, replace_if	f, l, old / pred, new	cambia old / pred(i) por new
reverse	f, l	da vuelta
partition, stable_partition	f, l, pred	pred(i) ad, !pred(i) atras
min_element, max_element	f, l, [comp]	*it* min, max de [f,l)
lexicographical_compare	f1,l1,f2,l2	*bool* con [f1,l1]¡[f2,l2)
next/prev_permutation	f,l	deja en [f,l) la perm sig, ant
set_intersection, set_difference, set_union, set_symmetric_difference,	f1, l1, f2, l2, res	[res, . . .) la op. de conj
push_heap, pop_heap, make_heap	f, l, e / e /	mete/saca e en heap [f,l), hace un heap de [f,l)
is_heap	f,l	*bool* es [f,l) un heap
accumulate	f,l,i,[op]	$T = \sum$/oper de [f,l)
inner_product	f1, l1, f2, i	T = i + [f1, l1) . [f2, . . .)
partial_sum	f, l, r, [op]	r+i = $\sum$/oper de [f,f+i) $\forall i$ $\in$[f,l)
__builtin_ffs	unsigned int	Pos. del primer 1 desde la derecha
__builtin_clz	unsigned int	Cant. de ceros desde la izquierda.
__builtin_ctz	unsigned int	Cant. de ceros desde la derecha.
__builtin_popcount	unsigned int	Cant. de 1s en x.
__builtin_parity	unsigned int	1 si x es par, 0 si es impar.
__builtin_XXXXXXll	unsigned ll	= pero para long long's.

Contents

2   Estructuras

2.1   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().

```
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)]);
  }};
```

2.2   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();
```

2.3   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
25   void push(int n, int a, int b){//propaga el dirty a sus hijos
26     if(dirty[n]!=neutro2){
27       //t[n]+=dirty[n]*(b-a);//altera el nodo
28       opAltT(n,a,b);
29       if(n<sz){
30         opAltD(2*n,dirty[n]);//dirty[2*n]+=dirty[n];
31         opAltD(2*n+1,dirty[n]);//dirty[2*n+1]+=dirty[n];
32       }
33       dirty[n]=neutro2;
34     }
35   }
36   Elem get(int i, int j, int n, int a, int b){//O(lgn)
37     if(j<=a || i>=b) return neutro;
38     push(n, a, b);//corrige el valor antes de usarlo
39     if(i<=a && b<=j) return t[n];
40     int c=(a+b)/2;
41     return operacion(get(i, j, 2*n, a, c), get(i, j, 2*n+1, c, b));
42   }
43   Elem get(int i, int j){return get(i,j,1,0,sz);}
44   //altera los valores en [i, j) con una alteracion de val
45   void alterar(Alt val, int i, int j, int n, int a, int b){//O(lgn)
46     push(n, a, b);
47     if(j<=a || i>=b) return;
48     if(i<=a && b<=j){
49       opAltD(n ,val);//actualiza el valor de Dirty por val.
50       push(n, a, b);
51       return;//este nodo esta totalmente contenido por el intervalo a
                alterar, no es necesario que se lo pases a los hijos.. por
                ahora..
52     }
53     int c=(a+b)/2;
54     alterar(val, i, j, 2*n, a, c), alterar(val, i, j, 2*n+1, c, b);
55     t[n]=operacion(t[2*n], t[2*n+1]);//por esto es el push de arriba
56   }
57   void alterar(Alt val, int i, int j){alterar(val,i,j,1,0,sz);}
58 };
```

2.4   RMQ (persistente)

```
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 }
```

2.5   Fenwick Tree

```
1  //For 2D threat each column as a Fenwick tree, by adding a nested for in
        each operation
2  struct Fenwick{
3    static const int sz=1000001;
4    tipo t[sz];
5    void adjust(int p, tipo v){//valid with p in [1, sz), O(lgn)
6      for(int i=p; i<sz; i+=(i&-i)) t[i]+=v; }
7    tipo sum(int p){//cumulative sum in [1, p], O(lgn)
8      tipo s=0;
9      for(int i=p; i; i-=(i&-i)) s+=t[i];
10     return s;
```

```
11      }
12      tipo sum(int a, int b){return sum(b)-sum(a-1);}
13      //get largest value with cumulative sum less than or equal to x;
14      //for smallest, pass x-1 and add 1 to result
15      int getind(tipo x) {//O(lgn)
16          int idx = 0, mask = N;
17          while(mask && idx < N) {
18              int t = idx + mask;
19          if(x >= tree[t])
20                  idx = t, x -= tree[t];
21              mask >>= 1;
22          }
23          return idx;
24      }};
```

2.6   Union Find

```
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     }};
```

2.7   Disjoint Intervals

```
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    }
```

2.8   RMQ (2D)

```
16  };
```

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

2.9   Big Int

```
1   #define BASEXP 6
2   #define BASE 1000000
3   #define LMAX 1000
4   struct bint{
5       int l;
6       ll n[LMAX];
7       bint(ll x=0){
8           l=1;
9           forn(i, LMAX){
```

```
10          if (x) l=i+1;
11          n[i]=x%BASE;
12          x/=BASE;
13
14      }
15    }
16    bint(string x){
17    l=(x.size()-1)/BASEXP+1;
18        fill(n, n+LMAX, 0);
19        ll r=1;
20        forn(i, sz(x)){
21            n[i / BASEXP] += r * (x[x.size()-1-i]-'0');
22            r*=10; if(r==BASE)r=1;
23        }
24    }
25    void out(){
26    cout << n[l-1];
27    dforn(i, l-1) printf("%6.6llu", n[i]);//6=BASEXP!
28    }
29  void invar(){
30    fill(n+l, n+LMAX, 0);
31    while(l>1 && !n[l-1]) l--;
32  }
33 };
34 bint operator+(const bint&a, const bint&b){
35   bint c;
36     c.l = max(a.l, b.l);
37     ll q = 0;
38     forn(i, c.l) q += a.n[i]+b.n[i], c.n[i]=q %BASE, q/=BASE;
39     if(q) c.n[c.l++] = q;
40     c.invar();
41     return c;
42 }
43 pair<bint, bool> lresta(const bint& a, const bint& b)   // c = a - b
44 {
45   bint c;
46     c.l = max(a.l, b.l);
47     ll q = 0;
48     forn(i, c.l) q += a.n[i]-b.n[i], c.n[i]=(q+BASE) %BASE, q=(q+BASE)/
         BASE-1;
49     c.invar();
50     return make_pair(c, !q);
51 }
```

```
52 bint& operator-= (bint& a, const bint& b){return a=lresta(a, b).first;}
53 bint operator- (const bint&a, const bint&b){return lresta(a, b).first;}
54 bool operator< (const bint&a, const bint&b){return !lresta(a, b).second
      ;}
55 bool operator<= (const bint&a, const bint&b){return lresta(b, a).second
      ;}
56 bool operator==(const bint&a, const bint&b){return a <= b && b <= a;}
57 bint operator*(const bint&a, ll b){
58     bint c;
59     ll q = 0;
60     forn(i, a.l) q += a.n[i]*b, c.n[i] = q %BASE, q/=BASE;
61     c.l = a.l;
62     while(q) c.n[c.l++] = q %BASE, q/=BASE;
63     c.invar();
64     return c;
65 }
66 bint operator*(const bint&a, const bint&b){
67     bint c;
68     c.l = a.l+b.l;
69     fill(c.n, c.n+b.l, 0);
70     forn(i, a.l){
71         ll q = 0;
72         forn(j, b.l) q += a.n[i]*b.n[j]+c.n[i+j], c.n[i+j] = q %BASE, q
             /=BASE;
73         c.n[i+b.l] = q;
74     }
75     c.invar();
76     return c;
77 }
78 pair<bint, ll> ldiv(const bint& a, ll b){// c = a / b ; rm = a % b
79   bint c;
80   ll rm = 0;
81   dforn(i, a.l){
82           rm = rm * BASE + a.n[i];
83           c.n[i] = rm / b;
84           rm %= b;
85     }
86     c.l = a.l;
87     c.invar();
88     return make_pair(c, rm);
89 }
90 bint operator/(const bint&a, ll b){return ldiv(a, b).first;}
91 ll operator%(const bint&a, ll b){return ldiv(a, b).second;}
```

```
92  pair<bint, bint> ldiv(const bint& a, const bint& b){
93    bint c;
94      bint rm = 0;
95      dforn(i, a.l){
96          if (rm.l==1 && !rm.n[0])
97              rm.n[0] = a.n[i];
98          else{
99              dforn(j, rm.l) rm.n[j+1] = rm.n[j];
100             rm.n[0] = a.n[i];
101             rm.l++;
102         }
103         ll q = rm.n[b.l] * BASE + rm.n[b.l-1];
104         ll u = q / (b.n[b.l-1] + 1);
105         ll v = q /  b.n[b.l-1] + 1;
106         while (u < v-1){
107             ll m = (u+v)/2;
108             if (b*m <= rm) u = m;
109             else v = m;
110         }
111         c.n[i]=u;
112         rm-=b*u;
113     }
114   c.l=a.l;
115     c.invar();
116     return make_pair(c, rm);
117 }
118 bint operator/(const bint&a, const bint&b){return ldiv(a, b).first;}
119 bint operator%(const bint&a, const bint&b){return ldiv(a, b).second;}
```

2.10   HashTables

```
1   //Compilar: g++ --std=c++11
2   struct Hash{
3     size_t operator()(const ii &a)const{
4       size_t s=hash<int>()(a.fst);
5       return hash<int>()(a.snd)+0x9e3779b9+(s<<6)+(s>>2);
6     }
7     size_t operator()(const vector<int> &v)const{
8       size_t s=0;
9       for(auto &e : v)
10        s ^= hash<int>()(e)+0x9e3779b9+(s<<6)+(s>>2);
11      return s;
12    }
```

```
13  };
14  unordered_set<ii, Hash> s;
15  unordered_map<ii, int, Hash> m;//map<key, value, hasher>
```

2.11   Modnum

```
1   struct mnum{
2     static const tipo mod=12582917;
3     tipo v;
4     mnum(tipo v=0): v(v%mod) {}
5     mnum operator+(mnum b){return v+b.v;}
6     mnum operator-(mnum b){return v>=b.v? v-b.v : mod-b.v+v;}
7     mnum operator*(mnum b){return v*b.v;}
8     mnum operator^(int n){
9       if(!n) return 1;
10      return n%2? (*this)^(n/2)*(this) : (*this)^(n/2);}
11  };
```

2.12   Treap para set

```
1   typedef int Key;
2   typedef struct node *pnode;
3   struct node{
4       Key key;
5       int prior, size;
6       pnode l,r;
7       node(Key key=0): key(key), prior(rand()), size(1), l(0), r(0) {}
8   };
9   static int size(pnode p) { return p ? p->size : 0; }
10  void push(pnode p) {
11    // modificar y propagar el dirty a los hijos aca(para lazy)
12  }
13  // Update function and size from children's Value
14  void pull(pnode p) {//recalcular valor del nodo aca (para rmq)
15    p->size = 1 + size(p->l) + size(p->r);
16  }
17  //junta dos arreglos
18  pnode merge(pnode l, pnode r) {
19    if (!l || !r) return l ? l : r;
20    push(l), push(r);
21    pnode t;
22    if (l->prior < r->prior) l->r=merge(l->r, r), t = l;
23    else r->l=merge(l, r->l), t = r;
24    pull(t);
```

```
25      return t;
26  }
27  //parte el arreglo en dos, l<key<=r
28  void split(pnode t, Key key, pnode &l, pnode &r) {
29      if (!t) return void(l = r = 0);
30      push(t);
31      if (key <= t->key) split(t->l, key, l, t->l), r = t;
32      else split(t->r, key, t->r, r), l = t;
33      pull(t);
34  }
35
36  void erase(pnode &t, Key key) {
37      if (!t) return;
38      push(t);
39      if (key == t->key) t=merge(t->l, t->r);
40      else if (key < t->key) erase(t->l, key);
41      else erase(t->r, key);
42      if(t) pull(t);
43  }
44
45  ostream& operator<<(ostream &out, const pnode &t) {
46    if(!t) return out;
47      return out << t->l << t->key << '␣' << t->r;
48  }
49  pnode find(pnode t, Key key) {
50      if (!t) return 0;
51      if (key == t->key) return t;
52      if (key < t->key) return find(t->l, key);
53      return find(t->r, key);
54  }
55  struct treap {
56      pnode root;
57      treap(pnode root=0): root(root) {}
58      int size() { return ::size(root); }
59      void insert(Key key) {
60          pnode t1, t2; split(root, key, t1, t2);
61          t1=::merge(t1,new node(key));
62          root=::merge(t1,t2);
63      }
64      void erase(Key key1, Key key2) {
65          pnode t1,t2,t3;
66          split(root,key1,t1,t2);
67          split(t2,key2, t2, t3);
```

```
68          root=merge(t1,t3);
69      }
70      void erase(Key key) {::erase(root, key);}
71      pnode find(Key key) { return ::find(root, key); }
72      Key &operator[](int pos){return find(pos)->key;}//ojito
73  };
74  treap merge(treap a, treap b) {return treap(merge(a.root, b.root));}
```

2.13   Treap para arreglo

```
1   typedef struct node *pnode;
2   struct node{
3       Value val, mini;
4       int dirty;
5       int prior, size;
6       pnode l,r,parent;
7       node(Value val): val(val), mini(val), dirty(0), prior(rand()), size
            (1), l(0), r(0), parent(0) {}
8   };
9   static int size(pnode p) { return p ? p->size : 0; }
10  void push(pnode p) {//propagar dirty a los hijos(aca para lazy)
11    p->val.fst+=p->dirty;
12    p->mini.fst+=p->dirty;
13    if(p->l) p->l->dirty+=p->dirty;
14    if(p->r) p->r->dirty+=p->dirty;
15    p->dirty=0;
16  }
17  static Value mini(pnode p) { return p ? push(p), p->mini : ii(1e9, -1);
        }
18  // Update function and size from children's Value
19  void pull(pnode p) {//recalcular valor del nodo aca (para rmq)
20    p->size = 1 + size(p->l) + size(p->r);
21    p->mini = min(min(p->val, mini(p->l)), mini(p->r));//operacion del rmq
        !
22    p->parent=0;
23    if(p->l) p->l->parent=p;
24    if(p->r) p->r->parent=p;
25  }
26  //junta dos arreglos
27  pnode merge(pnode l, pnode r) {
28    if (!l || !r) return l ? l : r;
29    push(l), push(r);
30    pnode t;
```

```
31      if (l->prior < r->prior) l->r=merge(l->r, r), t = l;
32      else r->l=merge(l, r->l), t = r;
33      pull(t);
34      return t;
35  }
36  //parte el arreglo en dos, sz(l)==tam
37  void split(pnode t, int tam, pnode &l, pnode &r) {
38      if (!t) return void(l = r = 0);
39      push(t);
40      if (tam <= size(t->l)) split(t->l, tam, l, t->l), r = t;
41      else split(t->r, tam - 1 - size(t->l), t->r, r), l = t;
42      pull(t);
43  }
44  pnode at(pnode t, int pos) {
45      if(!t) exit(1);
46      push(t);
47      if(pos == size(t->l)) return t;
48      if(pos < size(t->l)) return at(t->l, pos);
49      return at(t->r, pos - 1 - size(t->l));
50  }
51  int getpos(pnode t){//inversa de at
52      if(!t->parent) return size(t->l);
53      if(t==t->parent->l) return getpos(t->parent)-size(t->r)-1;
54      return getpos(t->parent)+size(t->l)+1;
55  }
56  void split(pnode t, int i, int j, pnode &l, pnode &m, pnode &r) {
57      split(t, i, l, t), split(t, j-i, m, r);}
58  Value get(pnode &p, int i, int j){//like rmq
59      pnode l,m,r;
60      split(p, i, j, l, m, r);
61      Value ret=mini(m);
62      p=merge(l, merge(m, r));
63      return ret;
64  }
65  void print(const pnode &t) {//for debugging
66      if(!t) return;
67      push(t);
68      print(t->l);
69      cout << t->val.fst << '␣';
70      print(t->r);
71  }
```

2.14   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;
```

2.15   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);}
```

2.16   Gain-Cost Set

```
1  //esta estructura mantiene pairs(beneficio, costo)
2  //de tal manera que en el set quedan ordenados
3  //por beneficio Y COSTO creciente. (va borrando los que no son optimos)
4  struct V{
5    int gain, cost;
6    bool operator<(const V &b)const{return gain<b.gain;}
7  };
8  set<V> s;
9  void add(V x){
10   set<V>::iterator p=s.lower_bound(x);//primer elemento mayor o igual
11   if(p!=s.end() && p->cost <= x.cost) return;//ya hay uno mejor
12   p=s.upper_bound(x);//primer elemento mayor
13   if(p!=s.begin()){//borro todos los peores (<=beneficio  y >=costo)
14     --p;//ahora es ultimo elemento menor o igual
15     while(p->cost >= x.cost){
16       if(p==s.begin()){s.erase(p); break;}
17       s.erase(p--);
18     }
19   }
20   s.insert(x);
21 }
22 int get(int gain){//minimo costo de obtener tal ganancia
23   set<V>::iterator p=s.lower_bound((V){gain, 0});
24   return p==s.end()? INF : p->cost;}
```

2.17   Set con busq binaria

```
1  #include <ext/pb_ds/assoc_container.hpp>
2  #include <ext/pb_ds/tree_policy.hpp>
3  using namespace  __gnu_pbds;
4  typedef tree<int,null_type,less<int>,//key,mapped type, comparator
5      rb_tree_tag,tree_order_statistics_node_update> set_t;
6  //find_by_order(i) devuelve iterador al i-esimo elemento
7  //order_of_key(k): devuelve la pos del lower bound de k
8  //Ej: 12, 100, 505, 1000, 10000.
9  //order_of_key(10) == 0, order_of_key(100) == 1,
10 //order_of_key(707) == 3, order_of_key(9999999) == 5
```

3   Algos

3.1   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 }
```

3.2   Alpha-Beta prunning

```
1  ll alphabeta(State &s, bool player = true, int depth = 1e9, ll alpha = -
      INF, ll beta = INF) { //player = true -> Maximiza
2    if(s.isFinal()) return s.score;
3    //~ if (!depth) return s.heuristic();
4    vector<State> children;
5    s.expand(player, children);
6    int n = children.size();
7    forn(i, n) {
8      ll v = alphabeta(children[i], !player, depth-1, alpha, beta);
```

```
9      if(!player) alpha = max(alpha, v);
10     else beta = min(beta, v);
11     if(beta <= alpha) break;
12   }
13   return !player ? alpha : beta;}
```

3.3   Mo's algorithm

```
1  int n,sq;
2  struct Qu{//queries [l, r]
3    //intervalos cerrado abiertos !!! importante!!
4    int l, r, id;
5  }qs[MAXN];
6  int ans[MAXN], curans;//ans[i]=ans to ith query
7  bool bymos(const Qu &a, const Qu &b){
8    if(a.l/sq!=b.l/sq) return a.l<b.l;
9    return (a.l/sq)&1? a.r<b.r : a.r>b.r;
10 }
11 void mos(){
12   forn(i, t) qs[i].id=i;
13   sort(qs, qs+t, bymos);
14   int cl=0, cr=0;
15   sq=sqrt(n);
16   curans=0;
17   forn(i, t){ //intervalos cerrado abiertos !!! importante!!
18     Qu &q=qs[i];
19     while(cl>q.l) add(--cl);
20     while(cr<q.r) add(cr++);
21     while(cl<q.l) remove(cl++);
22     while(cr>q.r) remove(--cr);
23     ans[q.id]=curans;
24   }
25 }
```

4   Strings

4.1   Manacher

```
1  int d1[MAXN];//d1[i]=long del maximo palindromo impar con centro en i
2  int d2[MAXN];//d2[i]=analogo pero para longitud par
3  //0 1 2 3 4
4  //a a b c c <--d1[2]=3
5  //a a b b <--d2[2]=2 (estan uno antes)
```

```
6   void manacher(){
7     int l=0, r=-1, n=sz(s);
8     forn(i, n){
9       int k=(i>r? 1 : min(d1[l+r-i], r-i));
10      while(i+k<n && i-k>=0 && s[i+k]==s[i-k]) ++k;
11      d1[i] = k--;
12      if(i+k > r) l=i-k, r=i+k;
13    }
14    l=0, r=-1;
15    forn(i, n){
16      int k=(i>r? 0 : min(d2[l+r-i+1], r-i+1))+1;
17      while(i+k-1<n && i-k>=0 && s[i+k-1]==s[i-k]) k++;
18      d2[i] = --k;
19      if(i+k-1 > r) l=i-k, r=i+k-1;
20    }
```

4.2   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  }
19
20  int main(){
21      cout << "T=";
22      cin >> T;
23      cout << "P=";
```

4.3   Trie

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

4.4   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;
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;}
```

4.5 String Matching With Suffix Array

```
1  //returns (lowerbound, upperbound) of the search
2  ii stringMatching(string P){ //O(sz(P)lgn)
3    int lo=0, hi=n-1, mid=lo;
4    while(lo<hi){
5      mid=(lo+hi)/2;
6      int res=s.compare(sa[mid], sz(P), P);
7      if(res>=0) hi=mid;
8      else lo=mid+1;
9    }
10   if(s.compare(sa[lo], sz(P), P)!=0) return ii(-1, -1);
11   ii ans; ans.fst=lo;
12   lo=0, hi=n-1, mid;
13   while(lo<hi){
14     mid=(lo+hi)/2;
15     int res=s.compare(sa[mid], sz(P), P);
16     if(res>0) hi=mid;
17     else lo=mid+1;
18   }
19   if(s.compare(sa[hi], sz(P), P)!=0) hi--;
20   ans.snd=hi;
21   return ans;
22 }
```

4.6 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 }
```

4.7 Corasick

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

```
33      if(idhoja) cout << "found⎵" << idhoja << "⎵⎵at⎵position⎵" << p-
            szhoja << endl;
34      if(get_nxthoja()) get_nxthoja()->print(p); }
35    void matching(const string &s, int p=0){
36      print(p); if(p<sz(s)) get_tran(s[p])->matching(s, p+1); }
37 }tri;
38
39
40 int main(){
41   tri=trie();//clear
42   tri.insert("ho", 1);
43   tri.insert("hoho", 2);
```

4.8   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 }
```

4.9   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 }
12
13 int main() {
14     ios::sync_with_stdio(0);
```

5   Geometria

5.1   Punto

```
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:
  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
  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();}
typedef pto vec;

//positivo si aob estn en sentido antihorario con un ngulo <180
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));
```

5.2   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));
    }
};
```

5.3   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;
}
```

5.4   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;
```

```
7        double t =((p-s)*(f-s))/l2;
8        if (t<0.) return s;//not write if is a line
9        else if(t>1.)return f;//not write if is a line
10       return s+((f-s)*t);
11    }
12      bool inside(pto p){return abs(dist(s, p)+dist(p, f)-dist(s, f))<EPS
            ;}
13  };
14
15  pto inter(segm s1, segm s2){
16    pto r=inter(line(s1.s, s1.f), line(s2.s, s2.f));
17      if(s1.inside(r) && s2.inside(r)) return r;
18    return pto(INF, INF);
19  }
```

5.5   Rectangle

```
1  struct rect{
2    //lower-left and upper-right corners
3    pto lw, up;
4  };
5  //returns if there's an intersection and stores it in r
6  bool inter(rect a, rect b, rect &r){
7    r.lw=pto(max(a.lw.x, b.lw.x), max(a.lw.y, b.lw.y));
8    r.up=pto(min(a.up.x, b.up.x), min(a.up.y, b.up.y));
9  //check case when only a edge is common
10   return r.lw.x<r.up.x && r.lw.y<r.up.y;
11 }
```

5.6   Polygon Area

```
1  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
```

5.7   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  }
```

5.8   Point in Poly

```
1   //checks if v is inside of P, using ray casting
2   //works with convex and concave.
3   //excludes boundaries, handle it separately using segment.inside()
4   bool inPolygon(pto v, vector<pto>& P) {
5     bool c = false;
6     forn(i, sz(P)){
7       int j=(i+1)%sz(P);
8       if((P[j].y>v.y) != (P[i].y > v.y) &&
9     (v.x < (P[i].x - P[j].x) * (v.y-P[j].y) / (P[i].y - P[j].y) + P[j].x))
10        c = !c;
11    }
12    return c;
13  }
```

5.9   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  }
```

5.10   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; }
```

5.11   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  }
```

5.12   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  }
```

5.13   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  }
```

5.14   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   }
```

5.15   Interseccion de Circulos en n3log(n)

```
1   struct event {
2       double x; int t;
3       event(double xx, int tt) : x(xx), t(tt) {}
4       bool operator <(const event &o) const { return x < o.x; }
5   };
6   typedef vector<Circle> VC;
7   typedef vector<event> VE;
8   int n;
9   double cuenta(VE &v, double A,double B) {
10      sort(v.begin(), v.end());
11      double res = 0.0, lx = ((v.empty())?0.0:v[0].x);
12      int contador = 0;
13      forn(i,sz(v)) {
14          //interseccion de todos (contador == n), union de todos (
                  contador > 0)
15          //conjunto de puntos cubierto por exacta k Circulos (contador ==
                  k)
16          if (contador == n) res += v[i].x - lx;
17          contador += v[i].t, lx = v[i].x;
18      }
19      return res;
20  }
21  // Primitiva de sqrt(r*r - x*x) como funcion double de una variable x.
22  inline double primitiva(double x,double r) {
23      if (x >= r) return r*r*M_PI/4.0;
24      if (x <= -r) return -r*r*M_PI/4.0;
25      double raiz = sqrt(r*r-x*x);
26      return 0.5 * (x * raiz + r*r*atan(x/raiz));
27  }
28  double interCircle(VC &v) {
29      vector<double> p; p.reserve(v.size() * (v.size() + 2));
30      forn(i,sz(v))  p.push_back(v[i].c.x + v[i].r), p.push_back(v[i].c.x
              - v[i].r);
31      forn(i,sz(v)) forn(j,i) {
32          Circle &a = v[i], b = v[j];
33          double d = (a.c - b.c).norm();
```

```
34      if (fabs(a.r - b.r) < d && d < a.r + b.r) {
35          double alfa = acos((sqr(a.r) + sqr(d) - sqr(b.r)) / (2.0 * d
                * a.r));
36          pto vec = (b.c - a.c) * (a.r / d);
37          p.pb((a.c + rotate(vec, alfa)).x), p.pb((a.c + rotate(vec, -
                alfa)).x);
38      }
39  }
40  sort(p.begin(), p.end());
41  double res = 0.0;
42  forn(i,sz(p)-1) {
43      const double A = p[i], B = p[i+1];
44      VE ve; ve.reserve(2 * v.size());
45      forn(j,sz(v)) {
46          const Circle &c = v[j];
47          double arco = primitiva(B-c.c.x,c.r) - primitiva(A-c.c.x,c.r
                );
48          double base = c.c.y * (B-A);
49          ve.push_back(event(base + arco,-1));
50          ve.push_back(event(base - arco, 1));
51      }
52      res += cuenta(ve,A,B);
53  }
54  return res;
55  }
```

6   Math

6.1   Identidades

$$\sum_{i=0}^n \binom{n}{i} = 2^n$$
$$\sum_{i=0}^n i\binom{n}{i} = n * 2^{n-1}$$
$$\sum_{i=m}^n i = \frac{n(n+1)}{2} - \frac{m(m-1)}{2} = \frac{(n+1-m)(n+m)}{2}$$
$$\sum_{i=0}^n i = \sum_{i=1}^n i = \frac{n(n+1)}{2}$$
$$\sum_{i=0}^n i^2 = \frac{n(n+1)(2n+1)}{6} = \frac{n^3}{3} + \frac{n^2}{2} + \frac{n}{6}$$
$$\sum_{i=0}^n i(i-1) = \frac{8}{6}\left(\frac{n}{2}\right)\left(\frac{n}{2}+1\right)(n+1) \text{ (doubles)} \rightarrow \text{Sino ver caso impar y par}$$
$$\sum_{i=0}^n i^3 = \left(\frac{n(n+1)}{2}\right)^2 = \frac{n^4}{4} + \frac{n^3}{2} + \frac{n^2}{4} = \left[\sum_{i=1}^n i\right]^2$$
$$\sum_{i=0}^n i^4 = \frac{n(n+1)(2n+1)(3n^2+3n-1)}{30} = \frac{n^5}{5} + \frac{n^4}{2} + \frac{n^3}{3} - \frac{n}{30}$$
$$\sum_{i=0}^n i^p = \frac{(n+1)^{p+1}}{p+1} + \sum_{k=1}^p \frac{B_k}{p-k+1}\binom{p}{k}(n+1)^{p-k+1}$$
$$r = e - v + k + 1$$

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

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

6.2   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 races 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.

6.3   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  }
```

6.4   Exp. de Numeros Mod.

```
1  ll expmod (ll b, ll e, ll m){//O(log b)
2    if(!e) return 1;
3    ll q= expmod(b,e/2,m); q=(q*q)%m;
4    return e%2? (b * q)%m : q;
5  }
```

6.5   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) res[i][j]+=a[i][k]*b[k][j];
6    forn(i, NN) forn(j, NN) a[i][j]=res[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    } }
```

6.6   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 };
```

```
37
38 int n;
39 int main() {
40 //DETERMINANTE:
41 //https://uva.onlinejudge.org/index.php?option=com_onlinejudge&Itemid=8&
       page=show_problem&problem=625
42   freopen("input.in", "r", stdin);
43     ios::sync_with_stdio(0);
44     while(cin >> n && n){
45         Mat m(n);
46         forn(i, n) forn(j, n) cin >> m[i][j];
47         cout << (ll)round(m.determinant()) << endl;
48     }
49     cout  << "*" << endl;
50   return 0;
51 }
```

6.7   Teorema Chino del Resto

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

6.8   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];
17
```

```
18
19  int main() {
20    freopen("primos", "w", stdout);
21    buscarprimos();
```

6.9   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 }
57
58 int main() {
59   buscarprimos();
60   forr (x,1, 500000){
61     cout << "x = " << x << endl;
62     cout << "Numero de factores primos:" << numPrimeFactors(x) << endl;
63     cout << "Numero de distintos factores primos: " <<
          numDiffPrimeFactors(x) << endl;
64     cout << "Suma de factores primos: " << sumPrimeFactors(x) << endl;
65     cout << "Numero de divisores: " << numDiv(x) << endl;
66     cout << "Suma de divisores: " << sumDiv(x) << endl;
67     cout << "Phi de Euler: " << eulerPhi(x) << endl;
68   }
69   return 0;
70 }
```

6.10   Phollard's Rho (rolando)

```
1  ll gcd(ll a, ll b){return a?gcd(b %a, a):b;}
2
```

```
3   ll mulmod (ll a, ll b, ll c) { //returns (a*b)%c, and minimize overfloor
4     ll x = 0, y = a%c;
5     while (b > 0){
6       if (b % 2 == 1) x = (x+y) % c;
7       y = (y*2) % c;
8       b /= 2;
9     }
10    return x % c;
11  }
12
13  ll expmod (ll b, ll e, ll m){//O(log b)
14    if(!e) return 1;
15    ll q= expmod(b,e/2,m); q=mulmod(q,q,m);
16    return e%2? mulmod(b,q,m) : q;
17  }
18
19  bool es_primo_prob (ll n, int a)
20  {
21    if (n == a) return true;
22    ll s = 0,d = n-1;
23    while (d % 2 == 0) s++,d/=2;
24
25    ll x = expmod(a,d,n);
26    if ((x == 1) || (x+1 == n)) return true;
27
28    forn (i, s-1){
29      x = mulmod(x, x, n);
30      if (x == 1) return false;
31      if (x+1 == n) return true;
32    }
33    return false;
34  }
35
36  bool rabin (ll n){ //devuelve true si n es primo
37    if (n == 1) return false;
38    const int ar[] = {2,3,5,7,11,13,17,19,23};
39    forn (j,9)
40      if (!es_primo_prob(n,ar[j]))
41        return false;
42    return true;
43  }
44
45  ll rho(ll n){
```

```
46      if( ( n & 1) == 0 ) return 2;
47      ll x = 2 , y = 2 , d = 1;
48      ll c = rand() % n + 1;
49      while( d == 1 ){
50          x = (mulmod( x , x , n ) + c)%n;
51          y = (mulmod( y , y , n ) + c)%n;
52          y = (mulmod( y , y , n ) + c)%n;
53          if( x - y >= 0 ) d = gcd( x - y , n );
54          else d = gcd( y - x , n );
55      }
56      return d==n? rho(n):d;
57  }
58
59  map<ll,ll> prim;
60  void factRho (ll n){ //O (lg n)^3. un solo numero
61    if (n == 1) return;
62    if (rabin(n)){
63      prim[n]++;
64      return;
65    }
66    ll factor = rho(n);
67    factRho(factor);
68    factRho(n/factor);
69  }
```

6.11   GCD

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

6.12   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   }
```

6.13   LCM

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

6.14   Inversos

```
1  #define MAXMOD 15485867
2  ll inv[MAXMOD];//inv[i]*i=1 mod MOD
3  void calc(int p){//O(p)
4    inv[1]=1;
5    forr(i, 2, p) inv[i]= p-((p/i)*inv[p%i])%p;
6  }
7  int inverso(int x){//O(log x)
8    return expmod(x, eulerphi(MOD)-2);//si mod no es primo(sacar a mano)
9    return expmod(x, MOD-2);//si mod es primo
10 }
```

6.15   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.;}
```

6.16   Fraction

```
1  tipo mcd(tipo a, tipo b){return a?mcd(b%a, a):b;}
2  struct frac{
3    tipo p,q;
4    frac(tipo p=0, tipo q=1):p(p),q(q) {norm();}
5    void norm(){
6      tipo a = mcd(p,q);
7      if(a) p/=a, q/=a;
8      else q=1;
9      if (q<0) q=-q, p=-p;}
10   frac operator+(const frac& o){
11     tipo a = mcd(q,o.q);
12     return frac(p*(o.q/a)+o.p*(q/a), q*(o.q/a));}
13   frac operator-(const frac& o){
14     tipo a = mcd(q,o.q);
15     return frac(p*(o.q/a)-o.p*(q/a), q*(o.q/a));}
16   frac operator*(frac o){
17     tipo a = mcd(q,o.p), b = mcd(o.q,p);
18     return frac((p/b)*(o.p/a), (q/a)*(o.q/b));}
19   frac operator/(frac o){
20     tipo a = mcd(q,o.q), b = mcd(o.p,p);
21     return frac((p/b)*(o.q/a),(q/a)*(o.p/b));}
```

```
22   bool operator<(const frac &o) const{return p*o.q < o.p*q;}
23   bool operator==(frac o){return p==o.p&&q==o.q;}
24 };
```

6.17   Polinomio

```
1        int m = sz(c), n = sz(o.c);
2        vector<tipo> res(max(m,n));
3        forn(i, m) res[i] += c[i];
4        forn(i, n) res[i] += o.c[i];
5        return poly(res);     }
6    poly operator*(const tipo cons) const {
7    vector<tipo> res(sz(c));
8        forn(i, sz(c)) res[i]=c[i]*cons;
9        return poly(res);     }
10   poly operator*(const poly &o) const {
11       int m = sz(c), n = sz(o.c);
12       vector<tipo> res(m+n-1);
13       forn(i, m) forn(j, n) res[i+j]+=c[i]*o.c[j];
14       return poly(res);     }
15   tipo eval(tipo v) {
16     tipo sum = 0;
17     dforn(i, sz(c)) sum=sum*v + c[i];
18     return sum; }
19     //poly contains only a vector<int> c (the coeficients)
20   //the following function generates the roots of the polynomial
21 //it can be easily modified to return float roots
22   set<tipo> roots(){
23     set<tipo> roots;
24     tipo a0 = abs(c[0]), an = abs(c[sz(c)-1]);
25     vector<tipo> ps,qs;
26     forr(p,1,sqrt(a0)+1) if (a0%p==0) ps.pb(p),ps.pb(a0/p);
27     forr(q,1,sqrt(an)+1) if (an%q==0) qs.pb(q),qs.pb(an/q);
28     forall(pt,ps)
29       forall(qt,qs) if ( (*pt) % (*qt)==0 ) {
30         tipo root = abs((*pt) / (*qt));
31         if (eval(root)==0) roots.insert(root);
32       }
33     return roots; }
34 };
35 pair<poly,tipo> ruffini(const poly p, tipo r) {
36   int n = sz(p.c) - 1 ;
37   vector<tipo> b(n);
```

```
38    b[n-1] = p.c[n];
39    dforn(k,n-1) b[k] = p.c[k+1] + r*b[k+1];
40    tipo resto = p.c[0] + r*b[0];
41    poly result(b);
42    return make_pair(result,resto);
43  }
44  poly interpolate(const vector<tipo>& x,const vector<tipo>& y) {
45      poly A; A.c.pb(1);
46      forn(i,sz(x)) { poly aux; aux.c.pb(-x[i]), aux.c.pb(1), A = A * aux;
              }
47    poly S; S.c.pb(0);
48    forn(i,sz(x)) { poly Li;
49      Li = ruffini(A,x[i]).fst;
50      Li = Li * (1.0 / Li.eval(x[i])); // here put a multiple of the
           coefficients instead of 1.0 to avoid using double
51      S = S + Li * y[i];  }
52    return S;
53  }
54
55  int  main(){
56    return 0;
57  }
```

6.18   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  }
```

6.19   FFT

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

6.20   Tablas y cotas (Primos, Divisores, Factoriales, etc)

Factoriales

$0! = 1$	$11! = 39.916.800$
$1! = 1$	$12! = 479.001.600$ ($\in$ int)
$2! = 2$	$13! = 6.227.020.800$
$3! = 6$	$14! = 87.178.291.200$
$4! = 24$	$15! = 1.307.674.368.000$
$5! = 120$	$16! = 20.922.789.888.000$
$6! = 720$	$17! = 355.687.428.096.000$
$7! = 5.040$	$18! = 6.402.373.705.728.000$
$8! = 40.320$	$19! = 121.645.100.408.832.000$
$9! = 362.880$	$20! = 2.432.902.008.176.640.000$ ($\in$ tint)
$10! = 3.628.800$	$21! = 51.090.942.171.709.400.000$

max signed tint $= 9.223.372.036.854.775.807$

max unsigned tint $= 18.446.744.073.709.551.615$

Primos

2 3 5 7 11 13 17 19 23 29 31 37 41 43 47 53 59 61 67 71 73 79 83 89 97 101 103 107 109
113 127 131 137 139 149 151 157 163 167 173 179 181 191 193 197 199 211 223 227
229 233 239 241 251 257 263 269 271 277 281 283 293 307 311 313 317 331 337 347
349 353 359 367 373 379 383 389 397 401 409 419 421 431 433 439 443 449 457 461
463 467 479 487 491 499 503 509 521 523 541 547 557 563 569 571 577 587 593 599
601 607 613 617 619 631 641 643 647 653 659 661 673 677 683 691 701 709 719 727
733 739 743 751 757 761 769 773 787 797 809 811 821 823 827 829 839 853 857 859
863 877 881 883 887 907 911 919 929 937 941 947 953 967 971 977 983 991 997 1009
1013 1019 1021 1031 1033 1039 1049 1051 1061 1063 1069 1087 1091 1093 1097 1103
1109 1117 1123 1129 1151 1153 1163 1171 1181 1187 1193 1201 1213 1217 1223 1229
1231 1237 1249 1259 1277 1279 1283 1289 1291 1297 1301 1303 1307 1319 1321 1327
1361 1367 1373 1381 1399 1409 1423 1427 1429 1433 1439 1447 1451 1453 1459 1471
1481 1483 1487 1489 1493 1499 1511 1523 1531 1543 1549 1553 1559 1567 1571 1579
1583 1597 1601 1607 1609 1613 1619 1621 1627 1637 1657 1663 1667 1669 1693 1697
1699 1709 1721 1723 1733 1741 1747 1753 1759 1777 1783 1787 1789 1801 1811 1823
1831 1847 1861 1867 1871 1873 1877 1879 1889 1901 1907 1913 1931 1933 1949 1951
1973 1979 1987 1993 1997 1999 2003 2011 2017 2027 2029 2039 2053 2063 2069 2081

Primos cercanos a 10^n

9941 9949 9967 9973 10007 10009 10037 10039 10061 10067 10069 10079
99961 99971 99989 99991 100003 100019 100043 100049 100057 100069
999959 999961 999979 999983 1000003 1000033 1000037 1000039
9999943 9999971 9999973 9999991 10000019 10000079 10000103 10000121
99999941 99999959 99999971 99999989 100000007 100000037 100000039 100000049
999999893 999999929 999999937 1000000007 1000000009 1000000021 1000000033

Cantidad de primos menores que 10^n

$\pi(10^1) = 4$; $\pi(10^2) = 25$; $\pi(10^3) = 168$; $\pi(10^4) = 1229$; $\pi(10^5) = 9592$

$\pi(10^6) = 78.498$; $\pi(10^7) = 664.579$; $\pi(10^8) = 5.761.455$; $\pi(10^9) = 50.847.534$

$\pi(10^{10}) = 455.052,511$; $\pi(10^{11}) = 4.118.054.813$; $\pi(10^{12}) = 37.607.912.018$

Divisores

Cantidad de divisores (σ_0) para *algunos* $n/\neg\exists n' < n, \sigma_0(n') \geqslant \sigma_0(n)$

$\sigma_0(60) = 12$; $\sigma_0(120) = 16$; $\sigma_0(180) = 18$; $\sigma_0(240) = 20$; $\sigma_0(360) = 24$

$\sigma_0(720) = 30$; $\sigma_0(840) = 32$; $\sigma_0(1260) = 36$; $\sigma_0(1680) = 40$; $\sigma_0(10080) = 72$

$\sigma_0(15120) = 80$; $\sigma_0(50400) = 108$; $\sigma_0(83160) = 128$; $\sigma_0(110880) = 144$

$\sigma_0(498960) = 200$; $\sigma_0(554400) = 216$; $\sigma_0(1081080) = 256$; $\sigma_0(1441440) = 288$

$\sigma_0(4324320) = 384$; $\sigma_0(8648640) = 448$

Suma de divisores (σ_1) para *algunos* $n/\neg\exists n' < n, \sigma_1(n') \geqslant \sigma_1(n)$

$\sigma_1(96) = 252$; $\sigma_1(108) = 280$; $\sigma_1(120) = 360$; $\sigma_1(144) = 403$; $\sigma_1(168) = 480$

$\sigma_1(960) = 3048$; $\sigma_1(1008) = 3224$; $\sigma_1(1080) = 3600$; $\sigma_1(1200) = 3844$

$\sigma_1(4620) = 16128$; $\sigma_1(4680) = 16380$; $\sigma_1(5040) = 19344$; $\sigma_1(5760) = 19890$

$\sigma_1(8820) = 31122$; $\sigma_1(9240) = 34560$; $\sigma_1(10080) = 39312$; $\sigma_1(10920) = 40320$

$\sigma_1(32760) = 131040$; $\sigma_1(35280) = 137826$; $\sigma_1(36960) = 145152$; $\sigma_1(37800) = 148800$

$\sigma_1(60480) = 243840$; $\sigma_1(64680) = 246240$; $\sigma_1(65520) = 270816$; $\sigma_1(70560) = 280098$

$\sigma_1(95760) = 386880$; $\sigma_1(98280) = 403200$; $\sigma_1(100800) = 409448$

$\sigma_1(491400) = 2083200$; $\sigma_1(498960) = 2160576$; $\sigma_1(514080) = 2177280$

$\sigma_1(982800) = 4305280$; $\sigma_1(997920) = 4390848$; $\sigma_1(1048320) = 4464096$

$\sigma_1(4979520) = 22189440$; $\sigma_1(4989600) = 22686048$; $\sigma_1(5045040) = 23154768$

$\sigma_1(9896040) = 44323200$; $\sigma_1(9959040) = 44553600$; $\sigma_1(9979200) = 45732192$

7 Grafos

7.1 Dijkstra

```cpp
#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':'␣'));}
```

7.2 Bellman-Ford

```cpp
#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;
}
```

7.3 Floyd-Warshall

```cpp
//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){
```

```
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   }
```

7.4   Kruskal

7.5   Prim

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

7.6   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   }
```

7.7   Articulation Points

```
1    int N;
2    vector<int> G[1000000];
3    //V[i]=node number(if visited), L[i]= lowest V[i] reachable from i
4    int qV, V[1000000], L[1000000], P[1000000];
5    void dfs(int v, int f){
6      L[v]=V[v]=++qV;
7      forall(it, G[v])
8        if(!V[*it]){
```

```
9        dfs(*it, v);
10       L[v] = min(L[v], L[*it]); //a todo lo que pueden llegar mis hijos
             yo tmb puede llegar
11       P[v]+= L[*it]>=V[v]; // no puede llegar a ningun vertice u / V[u]
             < V[v] => si saco v quedan desconectados => v punto de
             articulacion
12     }
13     else if(*it!=f) //backedge
14       L[v]=min(L[v], V[*it]);
15 }
16 int cantart(int N){ //O(n)
17   qV=0;
18   zero(V), zero(P);
19   dfs(0, -1);
20     P[0]--; //la raiz debe tener al menos dos hijos para ser punto de
             articulazion
21   int q=0;
22   forn(i, N) if(P[i]) q++;
23 return q;
24 }
```

7.8 Comp. Biconexas y Puentes

```
1    comp[u] = (pe != -1);
2      for(auto &ne: G[u]) if (ne != pe){
3      int v = e[ne].u ^ e[ne].v ^ u; // x ^ y ^ x = y!
4      if (V[v] == -1) { // todavia no se lo visito
5        st.push(ne);
6        dfs(v,ne);
7        if (L[v] > V[u]){// bridge => no pertenece a ninguna comp biconexa
8          e[ne].bridge = true;
9        }
10       if (L[v] >= V[u]){ // art
11         int last;
12         do { //todas las aristas que estan entre dos puntos de
               articulacion pertenecen a la misma componente biconexa
13           last = st.top(); st.pop();
14           e[last].comp = nbc;
15         } while (last != ne);
16         nbc++;
17         comp[u]++;
18       }
19       L[u] = min(L[u], L[v]);
20     }
21     else if (V[v] < V[u]) { // back edge
22       st.push(ne);
23       L[u] = min(L[u], V[v]);
24     }
25   }
26 }
27
28 set<int> C[2*MAXN];
29 int compnodo[MAXN];
30 int ptoart;
31 void blockcuttree(){
32   ptoart = 0;
33   forn(i,2*MAXN) C[i].clear();
34     for(auto &it: e){
35     int u = it.u, v = it.v;
36     if(comp[u] == 1) compnodo[u] = it.comp;
37       else{
38       if(compnodo[u] == 0){ compnodo[u] = nbc+ptoart; ptoart++;}
39       C[it.comp].insert(compnodo[u]);
40       C[compnodo[u]].insert(it.comp);
41     }
42     if(comp[v] == 1) compnodo[v] = it.comp;
43       else{
44       if(compnodo[v] == 0){ compnodo[v] = nbc+ptoart; ptoart++;}
45       C[it.comp].insert(compnodo[v]);
46       C[compnodo[v]].insert(it.comp);
47     }
48     }
49 }
```

7.9 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)];}
```

7.10   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  }
```

7.11   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    forall(it, G[v]) if(!taken[*it])
19      centroid(*it, v, lvl+1, -1);
20  }
```

7.12   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;
```

```
}
```

7.13   Diametro rbol

```
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));
  }
}

int main() {
  freopen("in", "r", stdin);
  while(cin >> n >> m){
    forn(i,m) { int a,b; cin >> a >> b; a--, b--;
      G[a].pb(b);
      G[b].pb(a);
```

7.14   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]) {
```

```
6        vector<int> temp = no;
7        found = true;
8        do {
9          cost += mcost[v];
10         v = prev[v];
11         if (v != s) {
12           while (comp[v].size() > 0) {
13             no[comp[v].back()] = s;
14             comp[s].push_back(comp[v].back());
15             comp[v].pop_back();
16           }
17         }
18       } while (v != s);
19       forall(j,comp[s]) if (*j != r) forall(e,h[*j])
20         if (no[e->src] != s) e->w -= mcost[ temp[*j] ];
21     }
22     mark[v] = true;
23     forall(i,next[v]) if (no[*i] != no[v] && prev[no[*i]] == v)
24       if (!mark[no[*i]] || *i == s)
25         visit(h, *i, s, r, no, comp, prev, next, mcost, mark, cost, found)
                ;
26 }
27 weight minimumSpanningArborescence(const graph &g, int r) {
28     const int n=sz(g);
29     graph h(n);
30     forn(u,n) forall(e,g[u]) h[e->dst].pb(*e);
31     vector<int> no(n);
32     vector<vector<int> > comp(n);
33     forn(u, n) comp[u].pb(no[u] = u);
34     for (weight cost = 0; ;) {
35       vector<int> prev(n, -1);
36       vector<weight> mcost(n, INF);
37       forn(j,n) if (j != r) forall(e,h[j])
38         if (no[e->src] != no[j])
39           if (e->w < mcost[ no[j] ])
40             mcost[ no[j] ] = e->w, prev[ no[j] ] = no[e->src];
41       vector< vector<int> > next(n);
42       forn(u,n) if (prev[u] >= 0)
43         next[ prev[u] ].push_back(u);
44       bool stop = true;
45       vector<int> mark(n);
46       forn(u,n) if (u != r && !mark[u] && !comp[u].empty()) {
47         bool found = false;
```

```
48           visit(h, u, u, r, no, comp, prev, next, mcost, mark, cost, found);
49           if (found) stop = false;
50         }
51       if (stop) {
52         forn(u,n) if (prev[u] >= 0) cost += mcost[u];
53         return cost;
54       }
55   }
56 }
```

7.15   Hungarian

```
1  //Dado un grafo bipartito completo con costos no negativos, encuentra el
       matching perfecto de minimo costo.
2  tipo cost[N][N], lx[N], ly[N], slack[N]; //llenar: cost=matriz de
       adyacencia
3  int n, max_match, xy[N], yx[N], slackx[N],prev2[N];//n=cantidad de nodos
4  bool S[N], T[N]; //sets S and T in algorithm
5  void add_to_tree(int x, int prevx) {
6    S[x] = true, prev2[x] = prevx;
7    forn(y, n) if (lx[x] + ly[y] - cost[x][y] < slack[y] - EPS)
8      slack[y] = lx[x] + ly[y] - cost[x][y], slackx[y] = x;
9  }
10 void update_labels(){
11   tipo delta = INF;
12   forn (y, n) if (!T[y]) delta = min(delta, slack[y]);
13   forn (x, n) if (S[x]) lx[x] -= delta;
14   forn (y, n) if (T[y]) ly[y] += delta; else slack[y] -= delta;
15 }
16 void init_labels(){
17   zero(lx), zero(ly);
18   forn (x,n) forn(y,n) lx[x] = max(lx[x], cost[x][y]);
19 }
20 void augment() {
21   if (max_match == n) return;
22   int x, y, root, q[N], wr = 0, rd = 0;
23   memset(S, false, sizeof(S)), memset(T, false, sizeof(T));
24   memset(prev2, -1, sizeof(prev2));
25   forn (x, n) if (xy[x] == -1){
26     q[wr++] = root = x, prev2[x] = -2;
27     S[x] = true; break; }
28   forn (y, n) slack[y] = lx[root] + ly[y] - cost[root][y], slackx[y] =
         root;
```

```
29    while (true){
30      while (rd < wr){
31        x = q[rd++];
32        for (y = 0; y < n; y++) if (cost[x][y] == lx[x] + ly[y] && !T[y]){
33          if (yx[y] == -1) break; T[y] = true;
34          q[wr++] = yx[y], add_to_tree(yx[y], x); }
35        if (y < n) break; }
36      if (y < n) break;
37      update_labels(), wr = rd = 0;
38      for (y = 0; y < n; y++) if (!T[y] && slack[y] == 0){
39        if (yx[y] == -1){x = slackx[y]; break;}
40        else{
41          T[y] = true;
42          if (!S[yx[y]]) q[wr++] = yx[y], add_to_tree(yx[y], slackx[y]);
43        }}
44      if (y < n) break; }
45    if (y < n){
46      max_match++;
47      for (int cx = x, cy = y, ty; cx != -2; cx = prev2[cx], cy = ty)
48        ty = xy[cx], yx[cy] = cx, xy[cx] = cy;
49      augment(); }
50  }
51  tipo hungarian(){
52    tipo ret = 0; max_match = 0, memset(xy, -1, sizeof(xy));
53    memset(yx, -1, sizeof(yx)), init_labels(), augment(); //steps 1-3
54    forn (x,n) ret += cost[x][xy[x]]; return ret;
55  }
```

7.16   Dynamic Conectivity

```
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);
31          q.pb((Query){ADD, u, v}), match.pb(-1);
32          last[ii(u,v)] = sz(q)-1;
33      }
34      void remove(int u, int v) {
35          if(u>v) swap(u,v);
36          q.pb((Query){DEL, u, v});
37          int prev = last[ii(u,v)];
38          match[prev] = sz(q)-1;
39          match.pb(prev);
40      }
41      void query() {//podria pasarle un puntero donde guardar la respuesta
42          q.pb((Query){QUERY, -1, -1}), match.pb(-1);}
43      void process() {
44          forn(i,sz(q)) if (q[i].type == ADD && match[i] == -1) match[i] =
                sz(q);
45          go(0,sz(q));
46      }
47      void go(int l, int r) {
48          if(l+1==r){
49              if (q[l].type == QUERY)//Aqui responder la query usando el
                    dsu!
50                  res.pb(dsu.comp);//aqui query=cantidad de componentes
                        conexas
51              return;
52          }
```

```
53        int s=dsu.snap(), m = (l+r) / 2;
54        forr(i,m,r) if(match[i]!=-1 && match[i]<l) dsu.merge(q[i].u, q[i
             ].v);
55        go(l,m);
56        dsu.rollback(s);
57        s = dsu.snap();
58        forr(i,l,m) if(match[i]!=-1 && match[i]>=r) dsu.merge(q[i].u, q[
             i].v);
59        go(m,r);
60        dsu.rollback(s);
61    }
62 }dc;
```

8   Network Flow

8.1   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 int nodes, src, dst;
11 int dist[MAX], q[MAX], work[MAX];
12 struct Edge {
13     int to, rev;
14     ll f, cap;
15     Edge(int to, int rev, ll f, ll cap) : to(to), rev(rev), f(f), cap(
           cap) {}
16 };
17 vector<Edge> G[MAX];
18 void addEdge(int s, int t, ll cap){
19     G[s].pb(Edge(t, sz(G[t]), 0, cap)), G[t].pb(Edge(s, sz(G[s])-1, 0,
           0));}
20 bool dinic_bfs(){
21     fill(dist, dist+nodes, -1), dist[src]=0;
22     int qt=0; q[qt++]=src;
23     for(int qh=0; qh<qt; qh++){
24         int u =q[qh];
25         forall(e, G[u]){
26             int v=e->to;
27             if(dist[v]<0 && e->f < e->cap)
28                 dist[v]=dist[u]+1, q[qt++]=v;
29         }
30     }
31     return dist[dst]>=0;
32 }
33 ll dinic_dfs(int u, ll f){
34     if(u==dst) return f;
35     for(int &i=work[u]; i<sz(G[u]); i++){
36         Edge &e = G[u][i];
37         if(e.cap<=e.f) continue;
38         int v=e.to;
39         if(dist[v]==dist[u]+1){
40             ll df=dinic_dfs(v, min(f, e.cap-e.f));
41             if(df>0){
42                 e.f+=df, G[v][e.rev].f-= df;
43                 return df;  }
44         }
45     }
46     return 0;
47 }
48 ll maxFlow(int _src, int _dst){
49     src=_src, dst=_dst;
50     ll result=0;
51     while(dinic_bfs()){
52         fill(work, work+nodes, 0);
53         while(ll delta=dinic_dfs(src,INF))
54             result+=delta;
55     }
56     // todos los nodos con dist[v]!=-1 vs los que tienen dist[v]==-1
           forman el min-cut
57     return result; }
```

8.2   Konig

```
1  // asume que el dinic YA ESTA tirado
2  // asume que nodes-1 y nodes-2 son la fuente y destino
3  int match[maxnodes]; // match[v]=u si u-v esta en el matching, -1 si v
     no esta matcheado
4  int s[maxnodes]; // numero de la bfs del koning
5  queue<int> kq;
6  // s[e]%2==1  o si e esta en V1 y s[e]==-1-> lo agarras
7  void koning() {//O(n)
8    forn(v,nodes-2) s[v] = match[v] = -1;
9    forn(v,nodes-2) forall(it,g[v]) if (it->to < nodes-2 && it->f>0)
10     { match[v]=it->to; match[it->to]=v;}
11   forn(v,nodes-2) if (match[v]==-1) {s[v]=0;kq.push(v);}
12   while(!kq.empty()) {
13     int e = kq.front(); kq.pop();
14     if (s[e]%2==1) {
15       s[match[e]] = s[e]+1;
16       kq.push(match[e]);
17     } else {
18
19       forall(it,g[e]) if (it->to < nodes-2 && s[it->to]==-1) {
20         s[it->to] = s[e]+1;
21         kq.push(it->to);
22       }
23     }
24   }
25 }
```

8.3   Edmonds Karp's

```
1  #define MAX_V 1000
2  #define INF 1e9
3  //special nodes
4  #define SRC 0
5  #define SNK 1
6  map<int, int> G[MAX_V];//limpiar esto
7  //To add an edge use
8  #define add(a, b, w) G[a][b]=w
9  int f, p[MAX_V];
10 void augment(int v, int minE){
11   if(v==SRC) f=minE;
12   else if(p[v]!=-1){
```

```
13     augment(p[v], min(minE, G[p[v]][v]));
14     G[p[v]][v]-=f, G[v][p[v]]+=f;
15   }
16 }
17 ll maxflow(){//O(VE^2)
18   ll Mf=0;
19   do{
20     f=0;
21     char used[MAX_V]; queue<int> q; q.push(SRC);
22     zero(used), memset(p, -1, sizeof(p));
23     while(sz(q)){
24       int u=q.front(); q.pop();
25       if(u==SNK) break;
26       forall(it, G[u])
27         if(it->snd>0 && !used[it->fst])
28           used[it->fst]=true, q.push(it->fst), p[it->fst]=u;
29     }
30     augment(SNK, INF);
31     Mf+=f;
32   }while(f);
33   return Mf;
34 }
```

8.4   Push-Relabel O(N3)

```
1  #define MAX_V 1000
2  int N;//valid nodes are [0...N-1]
3  #define INF 1e9
4  //special nodes
5  #define SRC 0
6  #define SNK 1
7  map<int, int> G[MAX_V];
8  //To add an edge use
9  #define add(a, b, w) G[a][b]=w
10 ll excess[MAX_V];
11 int height[MAX_V], active[MAX_V], count[2*MAX_V+1];
12 queue<int> Q;
13 void enqueue(int v) {
14   if (!active[v] && excess[v] > 0) active[v]=true, Q.push(v); }
15 void push(int a, int b) {
16   int amt = min(excess[a], ll(G[a][b]));
17   if(height[a] <= height[b] || amt == 0) return;
18   G[a][b]-=amt, G[b][a]+=amt;
```

```
19    excess[b] += amt, excess[a] -= amt;
20    enqueue(b);
21  }
22  void gap(int k) {
23    forn(v, N){
24      if (height[v] < k) continue;
25      count[height[v]]--;
26      height[v] = max(height[v], N+1);
27      count[height[v]]++;
28      enqueue(v);
29    }
30  }
31  void relabel(int v) {
32    count[height[v]]--;
33    height[v] = 2*N;
34    forall(it, G[v])
35      if(it->snd)
36        height[v] = min(height[v], height[it->fst] + 1);
37    count[height[v]]++;
38    enqueue(v);
39  }
40  ll maxflow() {//O(V^3)
41    zero(height), zero(active), zero(count), zero(excess);
42    count[0] = N-1;
43    count[N] = 1;
44    height[SRC] = N;
45    active[SRC] = active[SNK] = true;
46    forall(it, G[SRC]){
47      excess[SRC] += it->snd;
48      push(SRC, it->fst);
49    }
50    while(sz(Q)) {
51      int v = Q.front(); Q.pop();
52      active[v]=false;
53      forall(it, G[v]) push(v, it->fst);
54      if(excess[v] > 0)
55        count[height[v]] == 1? gap(height[v]):relabel(v);
56    }
57    ll mf=0;
58    forall(it, G[SRC]) mf+=G[it->fst][SRC];
59    return mf;
60  }
```

8.5   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) {
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    }
```

9   Template

```cpp
#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--)

ll n;

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

    while(cin >> n){

    }

    return 0;
}
```

10   Ayudamemoria

Cant. decimales

```cpp
#include <iomanip>
```

```cpp
cout << setprecision(2) << fixed;
```

Rellenar con espacios(para justificar)

```cpp
#include <iomanip>
cout << setfill('␣') << setw(3) << 2 << endl;
```

Leer hasta fin de linea

```cpp
#include <sstream>
//hacer cin.ignore() antes de getline()
while(getline(cin, line)){
    istringstream is(line);
    while(is >> X)
      cout << X << "␣";
    cout << endl;
}
```

Aleatorios

```cpp
#define RAND(a, b) (rand()%(b-a+1)+a)
srand(time(NULL));
```

Doubles Comp.

```cpp
const double EPS = 1e-9;
x == y   <=> fabs(x-y) < EPS
x >  y   <=> x > y + EPS
x >= y   <=> x > y - EPS
```

Limites

```cpp
#include <limits>
numeric_limits<T>
  ::max()
  ::min()
  ::epsilon()
```

Muahaha

```cpp
#include <signal.h>
void divzero(int p){
   while(true);}
void segm(int p){
   exit(0);}
```

```
6  //in main
7  signal(SIGFPE, divzero);
8  signal(SIGSEGV, segm);
```

Mejorar velocidad

```
1  ios::sync_with_stdio(false);
```

Mejorar velocidad 2

```
1  //Solo para enteros positivos
2  inline void Scanf(int& a){
3    char c = 0;
4    while(c<33) c = getc(stdin);
5    a = 0;
6    while(c>33) a = a*10 + c - '0', c = getc(stdin);
7  }
```

Expandir pila

```
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);
```

C++11

```
1  g++ --std=c++1
```

Leer del teclado

```
1  freopen("/dev/tty", "a", stdin);
```

Iterar subconjunto

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

File setup

```
1  //tambien se pueden usar comas: {a, x, m, l}
2  touch {a..l}.in; tee {a..l}.cpp < template.cpp
```