



Universitas Indonesia

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Thanks to our handsome members:

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- Muhammad Salman Al-Farisi (God Salman),
- Muhammad Yusuf Sholeh (Ucup Imba).

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Contest (1)

template.cpp	15 lines
<pre>#include <bits/stdc++.h> using namespace std; #define rep(i, a, b) for(int i = a; i < (b); ++i) #define trav(a, x) for(auto& a : x) #define all(x) x.begin(), x.end() #define sz(x) (int)(x).size() typedef long long ll; typedef pair<int, int> pii; typedef vector<int> vi; int main() { cin.sync_with_stdio(0); cin.tie(0); cin.exceptions(cin.failbit); }</pre>	
.bashrc	3 lines
<pre>alias c='g++ -Wall -Wconversion -Wfatal-errors -g -std=c++14 \ -fsanitize=undefined,address' xmodmap -e 'clear lock' -e 'keycode 66=less greater' #caps =◇</pre>	
.vimrc	2 lines
<pre>set cin aw ai is ts=4 sw=4 tm=50 nu noeb bg=dark ru cul sy on im jk <esc> im kj <esc> no ; :</pre>	
troubleshoot.txt	52 lines
<p>Pre-submit:</p> <p>Write a few simple test cases, if sample is not enough.</p> <p>Are time limits close? If so, generate max cases.</p> <p>Is the memory usage fine?</p> <p>Could anything overflow?</p> <p>Make sure to submit the right file.</p> <p>Wrong answer:</p> <p>Print your solution! Print debug output, as well.</p> <p>Are you clearing all datastructures between test cases?</p> <p>Can your algorithm handle the whole range of input?</p> <p>Read the full problem statement again.</p> <p>Do you handle all corner cases correctly?</p> <p>Have you understood the problem correctly?</p> <p>Any uninitialized variables?</p> <p>Any overflows?</p> <p>Confusing N and M, i and j, etc.?</p> <p>Are you sure your algorithm works?</p> <p>What special cases have you not thought of?</p> <p>Are you sure the STL functions you use work as you think?</p> <p>Add some assertions, maybe resubmit.</p> <p>Create some testcases to run your algorithm on.</p> <p>Go through the algorithm for a simple case.</p> <p>Go through this list again.</p> <p>Explain your algorithm to a team mate.</p> <p>Ask the team mate to look at your code.</p> <p>Go for a small walk, e.g. to the toilet.</p> <p>Is your output format correct? (including whitespace)</p> <p>Rewrite your solution from the start or let a team mate do it.</p> <p>Runtime error:</p> <p>Have you tested all corner cases locally?</p> <p>Any uninitialized variables?</p> <p>Are you reading or writing outside the range of any vector?</p> <p>Any assertions that might fail?</p> <p>Any possible division by 0? (mod 0 for example)</p>	

Any possible infinite recursion?
Invalidated pointers or iterators?
Are you using too much memory?
Debug with resubmits (e.g. remapped signals, see Various).
Time limit exceeded:
Do you have any possible infinite loops?
What is the complexity of your algorithm?
Are you copying a lot of unnecessary data? (References)
How big is the input and output? (consider scanf)
Avoid vector, map. (use arrays/unordered_map)
What do your team mates think about your algorithm?
Memory limit exceeded:
What is the max amount of memory your algorithm should need?
Are you clearing all datastructures between test cases?

Mathematics (2)

2.1 Equations

$$ax^2+bx+c=0\Rightarrow x=\frac{-b\pm\sqrt{b^2-4ac}}{2a}$$

The extremum is given by $x=-b/2a$.

$$\begin{matrix} ax+by=e \\ cx+dy=f \end{matrix} \Rightarrow \begin{matrix} x=\frac{ed-bf}{ad-bc} \\ y=\frac{af-ec}{ad-bc} \end{matrix}$$

In general, given an equation $Ax=b$, the solution to a variable x_i is given by

$$x_i=\frac{\det A'_i}{\det A}$$

where A'_i is A with the i 'th column replaced by b .

2.2 Recurrences

If $a_n=c_1a_{n-1}+\cdots+c_ka_{n-k}$, and r_1,\ldots,r_k are distinct roots of $x^k+c_1x^{k-1}+\cdots+c_k$, there are d_1,\ldots,d_k s.t.

$$a_n=d_1r_1^n+\cdots+d_kr_k^n.$$

Non-distinct roots r become polynomial factors, e.g. $a_n=(d_1n+d_2)r^n$.

2.3 Trigonometry

$$\begin{aligned}\sin(v+w)&=\sin v\cos w+\cos v\sin w \\ \cos(v+w)&=\cos v\cos w-\sin v\sin w\end{aligned}$$

$$\begin{aligned}\tan(v+w)&=\frac{\tan v+\tan w}{1-\tan v\tan w} \\ \sin v+\sin w&=2\sin\frac{v+w}{2}\cos\frac{v-w}{2} \\ \cos v+\cos w&=2\cos\frac{v+w}{2}\cos\frac{v-w}{2} \\ (V+W)\tan(v-w)/2&=(V-W)\tan(v+w)/2\end{aligned}$$

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

$$\begin{aligned}a\cos x+b\sin x&=r\cos(x-\phi) \\ a\sin x+b\cos x&=r\sin(x+\phi)\end{aligned}$$

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

2.4 Geometry

2.4.1 Triangles

Side lengths: a,b,c
Semiperimeter: $p=\frac{a+b+c}{2}$
Area: $A=\sqrt{p(p-a)(p-b)(p-c)}$
Circumradius: $R=\frac{abc}{4A}$
Inradius: $r=\frac{A}{p}$
Length of median (divides triangle into two equal-area triangles): $m_a=\frac{1}{2}\sqrt{2b^2+2c^2-a^2}$
Length of bisector (divides angles in two):

$$\begin{aligned}s_a&=\sqrt{bc\left[1-\left(\frac{a}{b+c}\right)^2\right]} \\ \text{Law of sines: } \frac{\sin\alpha}{a}&=\frac{\sin\beta}{b}=\frac{\sin\gamma}{c}=\frac{1}{2R} \\ \text{Law of cosines: } a^2&=b^2+c^2-2bc\cos\alpha \\ \text{Law of tangents: } \frac{a+b}{a-b}&=\frac{\tan\frac{\alpha+\beta}{2}}{\tan\frac{\alpha-\beta}{2}}\end{aligned}$$

2.4.2 Quadrilaterals

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

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

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

2.4.3 Spherical coordinates



$$\begin{aligned}x &= r \sin \theta \cos \phi & r &= \sqrt{x^2 + y^2 + z^2} \\y &= r \sin \theta \sin \phi & \theta &= \arccos(z / \sqrt{x^2 + y^2 + z^2}) \\z &= r \cos \theta & \phi &= \operatorname{atan2}(y, x)\end{aligned}$$

2.5 Derivatives/Integrals

$$\begin{aligned}\frac{d}{dx} \arcsin x &= \frac{1}{\sqrt{1-x^2}} & \frac{d}{dx} \arccos x &= -\frac{1}{\sqrt{1-x^2}} \\ \frac{d}{dx} \tan x &= 1 + \tan^2 x & \frac{d}{dx} \arctan x &= \frac{1}{1+x^2} \\ \int \tan ax &= -\frac{\ln |\cos ax|}{a} & \int x \sin ax &= \frac{\sin ax - ax \cos ax}{a^2} \\ \int e^{-x^2} &= \frac{\sqrt{\pi}}{2} \operatorname{erf}(x) & \int x e^{ax} dx &= \frac{e^{ax}}{a^2} (ax - 1)\end{aligned}$$

Integration by parts:

$$\int_a^b f(x)g(x)dx = [F(x)g(x)]_a^b - \int_a^b F(x)g'(x)dx$$

2.6 Sums

$$(n+1)^{k+1} - 1 = \sum_{m=1}^n ((m+1)^{k+1} - m^{k+1})$$

$$\sum_{m=1}^n ((m+1)^{k+1} - m^{k+1}) = \sum_{p=0}^k \binom{k+1}{p} (1^p + 2^p + \dots + n^p)$$

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

$$\sum_{k=0}^n k^5 = \frac{2n^6 + 6n^5 + 5n^4 - n^2}{12}$$

$$\sum_{k=0}^n kx^k = \frac{x - (n+1)x^{n+1} + nx^{n+2}}{(x-1)^2}$$

$$\begin{aligned}\sum_{k=0}^n k \binom{n}{k} &= n2^{n-1} & \sum_{k=0}^n k^2 \binom{n}{k} &= (n+n^2)2^{n-2} \\ \sum_{j=0}^k \binom{m}{j} \binom{n-m}{k-j} &= \binom{n}{k} & \sum_{m=0}^n \binom{m}{j} \binom{n-m}{k-j} &= \binom{n+1}{k+1} \\ \sum_{m=0}^n \binom{m}{k} &= \binom{n+1}{k+1} & \sum_{k=0}^{\lfloor \frac{n}{2} \rfloor} \binom{n-k}{k} &= F(n+1) \\ \sum_{j=0}^m \binom{m}{j}^2 &= \binom{2m}{m} & \sum_{i=0}^n i \binom{n}{i}^2 &= \frac{n}{2} \binom{2n}{n} \\ \sum_{i=0}^n i^2 \binom{n}{i}^2 &= n^2 \binom{2n-2}{n-1} & \sum_{k=q}^n \binom{n}{k} \binom{k}{q} &= 2^{n-q} \binom{n}{q} \\ \sum_{k=-a}^a (-1)^k \binom{2a}{k+a}^3 &= \frac{(3a)!}{a!^3}\end{aligned}$$

$$\sum_{k=-a}^a (-1)^k \binom{a+b}{a+k} \binom{b+c}{b+k} \binom{c+a}{c+k} = \frac{(a+b+c)!}{a!b!c!}$$

2.7 Series

$$e^x = 1 + x + \frac{x^2}{2!} + \frac{x^3}{3!} + \dots, \quad (-\infty < x < \infty)$$

$$\ln(1+x) = x - \frac{x^2}{2} + \frac{x^3}{3} - \frac{x^4}{4} + \dots, \quad (-1 < x \leq 1)$$

$$\sqrt{1+x} = 1 + \frac{x}{2} - \frac{x^2}{8} + \frac{2x^3}{32} - \frac{5x^4}{128} + \dots, \quad (-1 \leq x \leq 1)$$

$$\sin x = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \frac{x^7}{7!} + \dots, \quad (-\infty < x < \infty)$$

$$\cos x = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \dots, \quad (-\infty < x < \infty)$$

2.8 Probability theory

Let X be a discrete random variable with probability $p_X(x)$ of assuming the value x . It will then have an expected value (mean) $\mu = \mathbb{E}(X) = \sum_x x p_X(x)$ and variance $\sigma^2 = V(X) = \mathbb{E}(X^2) - (\mathbb{E}(X))^2 = \sum_x (x - \mathbb{E}(X))^2 p_X(x)$ where σ is the standard deviation. If X is instead continuous it will have a probability density function $f_X(x)$ and the sums above will instead be integrals with $p_X(x)$ replaced by $f_X(x)$.

Expectation is linear:

$$\mathbb{E}(aX + bY) = a\mathbb{E}(X) + b\mathbb{E}(Y)$$

For independent X and Y ,

$$V(aX + bY) = a^2 V(X) + b^2 V(Y).$$

2.8.1 Discrete distributions

Binomial distribution

The number of successes in n independent yes/no experiments, each which yields success with probability p is $\operatorname{Bin}(n, p)$, $n = 1, 2, \dots$, $0 \leq p \leq 1$.

$$p(k) = \binom{n}{k} p^k (1-p)^{n-k}$$

$$\mu = np, \sigma^2 = np(1-p)$$

$\operatorname{Bin}(n, p)$ is approximately $\operatorname{Po}(np)$ for small p .

First success distribution

The number of trials needed to get the first success in independent yes/no experiments, each which yields success with probability p is $\operatorname{Fs}(p)$, $0 \leq p \leq 1$.

$$p(k) = p(1-p)^{k-1}, \quad k = 1, 2, \dots$$

$$\mu = \frac{1}{p}, \sigma^2 = \frac{1-p}{p^2}$$

Poisson distribution

The number of events occurring in a fixed period of time t if these events occur with a known average rate κ and independently of the time since the last event is $\operatorname{Po}(\lambda)$, $\lambda = t\kappa$.

$$p(k) = e^{-\lambda} \frac{\lambda^k}{k!}, \quad k = 0, 1, 2, \dots$$

$$\mu = \lambda, \sigma^2 = \lambda$$

2.8.2 Continuous distributions

Uniform distribution

If the probability density function is constant between a and b and 0 elsewhere it is $\operatorname{U}(a, b)$, $a < b$.

$$f(x) = \begin{cases} \frac{1}{b-a} & a < x < b \\ 0 & \text{otherwise} \end{cases}$$

$$\mu = \frac{a+b}{2}, \sigma^2 = \frac{(b-a)^2}{12}$$

```

const ll is_query = -(1LL<<62);
struct Line {
    ll m, b;
    mutable function<const Line*>() succ;
    bool operator<(const Line& rhs) const {
        if (rhs.b != is_query) return m < rhs.m;
        const Line* s = succ();
        if (!s) return 0;
        ll x = rhs.m;
        return b - s->b < (s->m - m) * x;
    }
};

struct HullDynamic : public multiset<Line> { // will maintain
    upper hull for maximum
    bool bad(iterator y) {
        auto z = next(y);
        if (y == begin()) {
            if (z == end()) return 0;
            return y->m == z->m && y->b <= z->b;
        }
        auto x = prev(y);
        if (z == end()) return y->m == x->m && y->b <= x->b;
        return (x->b - y->b)*(z->m - y->m) >= (y->b - z->b)*(y->m -
            x->m); // beware overflow!
    }
};

```

```
    }
    void insert_line(ll m, ll b) {
        auto y = insert({ m, b });
        y->succ = [=] { return next(y) == end() ? 0 : &*next(y); };
        if (bad(y)) { erase(y); return; }
        while (next(y) != end() && bad(next(y))) erase(next(y));
        while (y != begin() && bad(prev(y))) erase(prev(y));
    }
    ll eval(ll x) {
        auto l = *lower_bound((Line) { x, is_query });
        return l.m * x + l.b;
    }
};
```

Treap.h

Description: A short self-balancing tree. It acts as a sequential container with log-time splits/joins, and is easy to augment with additional data.
Time: $\mathcal{O}(\log N)$

55 lines

```
struct Node {
    Node *l = 0, *r = 0;
    int val, y, c = 1;
    Node(int val) : val(val), y(rand()) {}
    void recalc();
};

int cnt(Node* n) { return n ? n->c : 0; }
void Node::recalc() { c = cnt(l) + cnt(r) + 1; }

template<class F> void each(Node* n, F f) {
    if (n) { each(n->l, f); f(n->val); each(n->r, f); }
}

pair<Node*, Node*> split(Node* n, int k) {
    if (!n) return {};
    if (cnt(n->l) >= k) { // "n->val >= v" for lower-bound(v)
        auto pa = split(n->l, k);
        n->l = pa.second;
        n->recalc();
        return {pa.first, n};
    } else {
        auto pa = split(n->r, k - cnt(n->l) - 1);
        n->r = pa.first;
        n->recalc();
        return {n, pa.second};
    }
}

Node* merge(Node* l, Node* r) {
    if (!l) return r;
    if (!r) return l;
    if (l->y > r->y) {
        l->r = merge(l->r, r);
        l->recalc();
        return l;
    } else {
        r->l = merge(l, r->l);
        r->recalc();
        return r;
    }
}

Node* ins(Node* t, Node* n, int pos) {
    auto pa = split(t, pos);
    return merge(merge(pa.first, n), pa.second);
}

// Example application: move the range [l, r) to index k
void move(Node*& t, int l, int r, int k) {
```

```
    Node *a, *b, *c;
    tie(a,b) = split(t, l); tie(b,c) = split(b, r - l);
    if (k <= l) t = merge(ins(a, b, k), c);
    else t = merge(a, ins(c, b, k - r));
}
```

FenwickTree2d.h

Description: Computes sums $a[i,j]$ for all $i < I, j < J$, and increases single elements $a[i,j]$. Requires that the elements to be updated are known in advance (call `fakeUpdate()` before `init()`).
Time: $\mathcal{O}(\log^2 N)$. (Use persistent segment trees for $\mathcal{O}(\log N)$.)

```
"FenwickTree.h"
22 lines

struct FT2 {
    vector<vi> ys; vector<FT> ft;
    FT2(int limx) : ys(limx) {}
    void fakeUpdate(int x, int y) {
        for (; x < sz(ys); x |= x + 1) ys[x].push_back(y);
    }
    void init() {
        trav(v, ys) sort(all(v)), ft.emplace_back(sz(v));
    }
    int ind(int x, int y) {
        return (int)(lower_bound(all(ys[x]), y) - ys[x].begin()); }
    void update(int x, int y, ll dif) {
        for (; x < sz(ys); x |= x + 1)
            ft[x].update(ind(x, y), dif);
    }
    ll query(int x, int y) {
        ll sum = 0;
        for (; x; x &= x - 1)
            sum += ft[x-1].query(ind(x-1, y));
        return sum;
    }
};
```

RMQ.h

Description: Range Minimum Queries on an array. Returns $\min(V[a], V[a + 1], \dots V[b - 1])$ in constant time.
Usage: `RMQ rmq(values);`
`rmq.query(inclusive, exclusive);`
Time: $\mathcal{O}(|V| \log |V| + Q)$

17 lines

```
template<class T>
struct RMQ {
    vector<vector<T>> jmp;
    RMQ(const vector<T>& V) {
        int N = sz(V), on = 1, depth = 1;
        while (on < sz(V)) on *= 2, depth++;
        jmp.assign(depth, V);
        rep(i, 0, depth-1) rep(j, 0, N)
            jmp[i+1][j] = min(jmp[i][j],
                               jmp[i][min(N - 1, j + (1 << i))]);
    }
    T query(int a, int b) {
        assert(a < b); // or return inf if a == b
        int dep = 31 - __builtin_clz(b - a);
        return min(jmp[dep][a], jmp[dep][b - (1 << dep)]);
    }
};
```

Numerical (4)

GoldenSectionSearch.h

Description: Finds the argument minimizing the function f in the interval $[a,b]$ assuming f is unimodal on the interval, i.e. has only one local minimum. The maximum error in the result is ϵ *ps*. Works equally well for maximization with a small change in the code. See TernarySearch.h in the Various chapter for a discrete version.
Usage: `double func(double x) { return 4+x+.3*x*x; }`
`double xmin = gss(-1000,1000,func);`
Time: $\mathcal{O}(\log((b - a)/\epsilon))$

14 lines

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

Polynomial.h

17 lines

```
struct Poly {
    vector<double> a;
    double operator()(double x) const {
        double val = 0;
        for(int i = sz(a); i--;) (val *= x) += a[i];
        return val;
    }
    void diff() {
        rep(i,1,sz(a)) a[i-1] = i*a[i];
        a.pop_back();
    }
    void divroot(double x0) {
        double b = a.back(), c; a.back() = 0;
        for(int i=sz(a)-1; i--;) c = a[i], a[i] = a[i+1]*x0+b, b=c;
        a.pop_back();
    }
};
```

PolyRoots.h

Description: Finds the real roots to a polynomial.
Usage: `poly_roots({{2,-3,1}},-1e9,1e9) // solve x^2-3x+2 = 0`
Time: $\mathcal{O}(n^2 \log(1/\epsilon))$

```
"Polynomial.h"
23 lines

vector<double> poly_roots(Poly p, double xmin, double xmax) {
    if (sz(p.a) == 2) { return {-p.a[0]/p.a[1]}; }
    vector<double> ret;
    Poly der = p;
    der.diff();
    auto dr = poly_roots(der, xmin, xmax);
    dr.push_back(xmin-1);
    dr.push_back(xmax+1);
    sort(all(dr));
    rep(i,0,sz(dr)-1) {
        double l = dr[i], h = dr[i+1];
        bool sign = p(l) > 0;
        if (sign ^ (p(h) > 0)) {
            rep(it,0,60) { // while (h - l > 1e-8)
                double m = (l + h) / 2, f = p(m);
                if ((f <= 0) ^ sign) l = m;
                else h = m;
            }
            ret.push_back((l + h) / 2);
        }
```

```
    }
  }
  return ret;
}
```

PolyInterpolate.h

Description: Given n points $(x[i], y[i])$, computes an $n-1$ -degree polynomial p that passes through them: $p(x) = a[0] * x^0 + ... + a[n-1] * x^{n-1}$. For numerical precision, pick $x[k] = c * \cos(k / (n-1) * \pi), k = 0 \dots n-1$.
Time: $\mathcal{O}(n^2)$

```
13 lines
typedef vector<double> vd;
vd interpolate(vd x, vd y, int n) {
    vd res(n), temp(n);
    rep(k,0,n-1) rep(i,k+1,n)
        y[i] = (y[i] - y[k]) / (x[i] - x[k]);
    double last = 0; temp[0] = 1;
    rep(k,0,n) rep(i,0,n) {
        res[i] += y[k] * temp[i];
        swap(last, temp[i]);
        temp[i] -= last * x[k];
    }
    return res;
}
```

BerlekampMassey.h

Description: Recovers any n -order linear recurrence relation from the first $2n$ terms of the recurrence. Useful for guessing linear recurrences after brute-forcing the first terms. Should work on any field, but numerical stability for floats is not guaranteed. Output will have size $\leq n$.
Usage: BerlekampMassey{0, 1, 1, 3, 5, 11}) // {1, 2}

```
20 lines
"../number-theory/ModPow.h"
vector<ll> BerlekampMassey(vector<ll> s) {
    int n = sz(s), L = 0, m = 0;
    vector<ll> C(n), B(n), T;
    C[0] = B[0] = 1;

    ll b = 1;
    rep(i,0,n) { ++m;
        ll d = s[i] % mod;
        rep(j,1,L+1) d = (d + C[j] * s[i - j]) % mod;
        if (!d) continue;
        T = C; ll coef = d * modpow(b, mod-2) % mod;
        rep(j,m,n) C[j] = (C[j] - coef * B[j - m]) % mod;
        if (2 * L > i) continue;
        L = i + 1 - L; B = T; b = d; m = 0;
    }

    C.resize(L + 1); C.erase(C.begin());
    trav(x, C) x = (mod - x) % mod;
    return C;
}
```

LinearRecurrence.h

Description: Generates the k 'th term of an n -order linear recurrence $S[i] = \sum_j S[i-j-1]tr[j]$, given $S[0 \dots n-1]$ and $tr[0 \dots n-1]$. Faster than matrix multiplication. Useful together with Berlekamp–Massey.
Usage: linearRec{0, 1}, {1, 1}, k) // k 'th Fibonacci number
Time: $\mathcal{O}(n^2 \log k)$

```
26 lines
typedef vector<ll> Poly;
ll linearRec(Poly S, Poly tr, ll k) {
    int n = sz(S);

    auto combine = [&](Poly a, Poly b) {
        Poly res(n * 2 + 1);
        rep(i,0,n+1) rep(j,0,n+1)
            res[i + j] = (res[i + j] + a[i] * b[j]) % mod;
    };
}
```

```
for (int i = 2 * n; i > n; --i) rep(j,0,n)
    res[i - 1 - j] = (res[i - 1 - j] + res[i] * tr[j]) % mod;
res.resize(n + 1);
return res;
};

Poly pol(n + 1), e(pol);
pol[0] = e[1] = 1;

for (++k; k; k /= 2) {
    if (k % 2) pol = combine(pol, e);
    e = combine(e, e);
}

ll res = 0;
rep(i,0,n) res = (res + pol[i + 1] * S[i]) % mod;
return res;
}
```

HillClimbing.h

Description: Poor man's optimization for unimodal functions.

```
16 lines
typedef array<double, 2> P;

double func(P p);

pair<double, P> hillClimb(P start) {
    pair<double, P> cur(func(start), start);
    for (double jmp = 1e9; jmp > 1e-20; jmp /= 2) {
        rep(j,0,100) rep(dx,-1,2) rep(dy,-1,2) {
            P p = cur.second;
            p[0] += dx*jmp;
            p[1] += dy*jmp;
            cur = min(cur, make_pair(func(p), p));
        }
    }
    return cur;
}
```

Integrate.h

Description: Simple integration of a function over an interval using Simpson's rule. The error should be proportional to h^4 , although in practice you will want to verify that the result is stable to desired precision when epsilon changes.

```
8 lines
double quad(double (*f)(double), double a, double b) {
    const int n = 1000;
    double h = (b - a) / 2 / n;
    double v = f(a) + f(b);
    rep(i,1,n*2)
        v += f(a + i*h) * (i&1 ? 4 : 2);
    return v * h / 3;
}
```

IntegrateAdaptive.h

Description: Fast integration using an adaptive Simpson's rule.
Usage: double z, y; double h(double x) { return x*x + y*y + z*z <= 1; } double g(double y) { ::y = y; return quad(h, -1, 1); } double f(double z) { ::z = z; return quad(g, -1, 1); } double sphereVol = quad(f, -1, 1), pi = sphereVol*3/4;

```
16 lines
typedef double d;
d simpson(d (*f)(d), d a, d b) {
    d c = (a+b) / 2;
    return (f(a) + 4*f(c) + f(b)) * (b-a) / 6;
}
d rec(d (*f)(d), d a, d b, d eps, d S) {
    d c = (a+b) / 2;
}
```

```
d S1 = simpson(f, a, c);
d S2 = simpson(f, c, b), T = S1 + S2;
if (abs (T - S) <= 15*eps || b-a < 1e-10)
    return T + (T - S) / 15;
return rec(f, a, c, eps/2, S1) + rec(f, c, b, eps/2, S2);
}
d quad(d (*f)(d), d a, d b, d eps = 1e-8) {
    return rec(f, a, b, eps, simpson(f, a, b));
}
```

Determinant.h

Description: Calculates determinant of a matrix. Destroys the matrix.
Time: $\mathcal{O}(N^3)$

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

IntDeterminant.h

Description: Calculates determinant using modular arithmetics. Modulos can also be removed to get a pure-integer version.
Time: $\mathcal{O}(N^3)$

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

Simplex.h

Description: Solves a general linear maximization problem: maximize $c^T x$ subject to $Ax \leq b, x \geq 0$. Returns -inf if there is no solution, inf if there are arbitrarily good solutions, or the maximum value of $c^T x$ otherwise. The input vector is set to an optimal x (or in the unbounded case, an arbitrary solution fulfilling the constraints). Numerical stability is not guaranteed. For better performance, define variables such that $x = 0$ is viable.
Usage: vvd A = {{1,-1}, {-1,1}, {-1,-2}}; vd b = {1,1,-4}, c = {-1,-1}, x; T val = LPSolver(A, b, c).solve(x);
Time: $\mathcal{O}(NM * \#pivots)$, where a pivot may be e.g. an edge relaxation. $\mathcal{O}(2^n)$ in the general case.

```
68 lines
typedef double T; // long double, Rational, double + mod<P>...
```

```
typedef vector<T> vd;
typedef vector<vd> vvd;

const T eps = 1e-8, inf = 1/.0;
#define MP make_pair
#define ltj(X) if(s == -1 || MP(X[j],N[j]) < MP(X[s],N[s])) s=j

struct LPSolver {
    int m, n;
    vi N, B;
    vvd D;

    LPSolver(const vvd& A, const vd& b, const vd& c) :
        m(sz(b)), n(sz(c)), N(n+1), B(m), D(m+2, vd(n+2)) {
        rep(i,0,m) rep(j,0,n) D[i][j] = A[i][j];
        rep(i,0,m) { B[i] = n+i; D[i][n] = -1; D[i][n+1] = b[i];}
        rep(j,0,n) { N[j] = j; D[m][j] = -c[j]; }
        N[n] = -1; D[m+1][n] = 1;
    }

    void pivot(int r, int s) {
        T *a = D[r].data(), inv = 1 / a[s];
        rep(i,0,m+2) if (i != r && abs(D[i][s]) > eps) {
            T *b = D[i].data(), inv2 = b[s] * inv;
            rep(j,0,n+2) b[j] -= a[j] * inv2;
            b[s] = a[s] * inv2;
        }
        rep(j,0,n+2) if (j != s) D[r][j] *= inv;
        rep(i,0,m+2) if (i != r) D[i][s] *= -inv;
        D[r][s] = inv;
        swap(B[r], N[s]);
    }

    bool simplex(int phase) {
        int x = m + phase - 1;
        for (;;) {
            int s = -1;
            rep(j,0,n+1) if (N[j] != -phase) ltj(D[x]);
            if (D[x][s] >= -eps) return true;
            int r = -1;
            rep(i,0,m) {
                if (D[i][s] <= eps) continue;
                if (r == -1 || MP(D[i][n+1] / D[i][s], B[i])
                    < MP(D[r][n+1] / D[r][s], B[r])) r = i;
            }
            if (r == -1) return false;
            pivot(r, s);
        }
    }

    T solve(vd &x) {
        int r = 0;
        rep(i,1,m) if (D[i][n+1] < D[r][n+1]) r = i;
        if (D[r][n+1] < -eps) {
            pivot(r, n);
            if (!simplex(2) || D[m+1][n+1] < -eps) return -inf;
            rep(i,0,m) if (B[i] == -1) {
                int s = 0;
                rep(j,1,n+1) ltj(D[i]);
                pivot(i, s);
            }
        }
        bool ok = simplex(1); x = vd(n);
        rep(i,0,m) if (B[i] < n) x[B[i]] = D[i][n+1];
        return ok ? D[m][n+1] : inf;
    }
};
```

```
SolveLinear.h
Description: Solves  $A * x = b$ . If there are multiple solutions, an arbitrary one is returned. Returns rank, or -1 if no solutions. Data in  $A$  and  $b$  is lost.
Time:  $\mathcal{O}(n^2m)$ 
38 lines

typedef vector<double> vd;
const double eps = 1e-12;

int solveLinear(vector<vd>& A, vd& b, vd& x) {
    int n = sz(A), m = sz(x), rank = 0, br, bc;
    if (n) assert(sz(A[0]) == m);
    vi col(m); iota(all(col), 0);

    rep(i,0,n) {
        double v, bv = 0;
        rep(r,i,n) rep(c,i,m)
            if ((v = fabs(A[r][c])) > bv)
                br = r, bc = c, bv = v;
        if (bv <= eps) {
            rep(j,i,n) if (fabs(b[j]) > eps) return -1;
            break;
        }
        swap(A[i], A[br]);
        swap(b[i], b[br]);
        swap(col[i], col[bc]);
        rep(j,0,n) swap(A[j][i], A[j][bc]);
        bv = 1/A[i][i];
        rep(j,i+1,n) {
            double fac = A[j][i] * bv;
            b[j] -= fac * b[i];
            rep(k,i+1,m) A[j][k] -= fac*A[i][k];
        }
        rank++;
    }

    x.assign(m, 0);
    for (int i = rank; i--;) {
        b[i] /= A[i][i];
        x[col[i]] = b[i];
        rep(j,0,i) b[j] -= A[j][i] * b[i];
    }
    return rank; // (multiple solutions if rank < m)
}
```

```
SolveLinear2.h
Description: To get all uniquely determined values of  $x$  back from Solve-Linear, make the following changes:
"SolveLinear.h"
7 lines

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

SolveLinearBinary.h
Description: Solves  $Ax = b$  over  $\mathbb{F}_2$ . If there are multiple solutions, one is returned arbitrarily. Returns rank, or -1 if no solutions. Destroys  $A$  and  $b$ .
Time:  $\mathcal{O}(n^2m)$ 
34 lines

typedef bitset<1000> bs;

int solveLinear(vector<bs>& A, vi& b, bs& x, int m) {
    int n = sz(A), rank = 0, br;
    assert(m <= sz(x));
    vi col(m); iota(all(col), 0);
    rep(i,0,n) {
```

```
for (br=i; br<n; ++br) if (A[br].any()) break;
if (br == n) {
    rep(j,i,n) if(b[j]) return -1;
    break;
}
int bc = (int)A[br]._Find_next(i-1);
swap(A[i], A[br]);
swap(b[i], b[br]);
swap(col[i], col[bc]);
rep(j,0,n) if (A[j][i] != A[j][bc]) {
    A[j].flip(i); A[j].flip(bc);
}
rep(j,i+1,n) if (A[j][i]) {
    b[j] ^= b[i];
    A[j] ^= A[i];
}
rank++;
}

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

```
MatrixInverse.h
Description: Invert matrix  $A$ . Returns rank; result is stored in  $A$  unless singular (rank < n). Can easily be extended to prime moduli; for prime powers, repeatedly set  $A^{-1} = A^{-1}(2I - AA^{-1}) \pmod{p^k}$  where  $A^{-1}$  starts as the inverse of  $A \bmod p$ , and  $k$  is doubled in each step.
Time:  $\mathcal{O}(n^3)$ 
35 lines

int matInv(vector<vector<double>>& A) {
    int n = sz(A); vi col(n);
    vector<vector<double>> tmp(n, vector<double>(n));
    rep(i,0,n) tmp[i][i] = 1, col[i] = i;

    rep(i,0,n) {
        int r = i, c = i;
        rep(j,i,n) rep(k,i,n)
            if (fabs(A[j][k]) > fabs(A[r][c]))
                r = j, c = k;
        if (fabs(A[r][c]) < 1e-12) return i;
        A[i].swap(A[r]); tmp[i].swap(tmp[r]);
        rep(j,0,n)
            swap(A[j][i], A[j][c]), swap(tmp[j][i], tmp[j][c]);
        swap(col[i], col[c]);
        double v = A[i][i];
        rep(j,i+1,n) {
            double f = A[j][i] / v;
            A[j][i] = 0;
            A[j][c] += f*A[j][i];
            rep(k,i+1,n) A[j][k] -= f*A[i][k];
            rep(k,0,n) tmp[j][k] -= f*tmp[i][k];
        }
        rep(j,i+1,n) A[i][j] /= v;
        rep(j,0,n) tmp[i][j] /= v;
        A[i][i] = 1;
    }

    for (int i = n-1; i > 0; --i) rep(j,0,i) {
        double v = A[j][i];
        rep(k,0,n) tmp[j][k] -= v*tmp[i][k];
    }

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

```
}

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

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

This is useful for solving problems on the type

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

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

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

Fails if the solution is not unique.
If $|d_i| > |p_i| + |q_{i-1}|$ for all i , or $|d_i| > |p_{i-1}| + |q_i|$, or the matrix is positive definite, the algorithm is numerically stable and neither `tr` nor the check for `diag[i] == 0` is needed.
Time: $\mathcal{O}(N)$

26 lines

```
typedef double T;
vector<T> tridiagonal(vector<T> diag, const vector<T>& super,
    const vector<T>& sub, vector<T> b) {
    int n = sz(b); vi tr(n);
    rep(i,0,n-1) {
        if (abs(diag[i]) < 1e-9 * abs(super[i])) { // diag[i] == 0
            b[i+1] -= b[i] * diag[i+1] / super[i];
            if (i+2 < n) b[i+2] -= b[i] * sub[i+1] / super[i];
            diag[i+1] = sub[i]; tr[+i] = 1;
        } else {
            diag[i+1] -= super[i]*sub[i]/diag[i];
            b[i+1] -= b[i]*sub[i]/diag[i];
        }
    }
    for (int i = n; i--;) {
        if (tr[i]) {
            swap(b[i], b[i-1]);
            diag[i-1] = diag[i];
            b[i] /= super[i-1];
        } else {
            b[i] /= diag[i];
            if (i) b[i-1] -= b[i]*super[i-1];
        }
    }
    return b;
}
```

4.1 Fourier transforms

FastFourierTransform.h
Description: Computes $\hat{f}(k) = \sum_x f(x) \exp(-2\pi i k x / N)$ for all k . Useful for convolution: `conv(a, b) = c`, where $c[x] = \sum a[i]b[x-i]$. a and b should be of roughly equal size. For convolutions of integers, consider using a number-theoretic transform instead, to avoid rounding issues.
Time: $\mathcal{O}(N \log N)$

<valarray> 29 lines

```
typedef valarray<complex<double> > carray;
void fft(carray& x, carray& roots) {
```

```
    int N = sz(x);
    if (N <= 1) return;
    carray even = x[slice(0, N/2, 2)];
    carray odd = x[slice(1, N/2, 2)];
    carray rs = roots[slice(0, N/2, 2)];
    fft(even, rs);
    fft(odd, rs);
    rep(k,0,N/2) {
        auto t = roots[k] * odd[k];
        x[k    ] = even[k] + t;
        x[k+N/2] = even[k] - t;
    }
}
```

```
typedef vector<double> vd;
vd conv(const vd& a, const vd& b) {
    int s = sz(a) + sz(b) - 1, L = 32-__builtin_clz(s), n = 1<<L;
    if (s <= 0) return {};
    carray av(n), bv(n), roots(n);
    rep(i,0,n) roots[i] = polar(1.0, -2 * M_PI * i / n);
    copy(all(a), begin(av)); fft(av, roots);
    copy(all(b), begin(bv)); fft(bv, roots);
    roots = roots.apply(conj);
    carray cv = av * bv; fft(cv, roots);
    vd c(s); rep(i,0,s) c[i] = cv[i].real() / n;
    return c;
}
```

NumberTheoreticTransform.h

Description: Can be used for convolutions modulo specific nice primes of the form $2^a b + 1$, where the convolution result has size at most 2^a . For other primes/integers, use two different primes and combine with CRT. May return negative values.
Time: $\mathcal{O}(N \log N)$

"ModPow.h" 38 lines

```
const ll mod = (119 << 23) + 1, root = 3; // = 998244353
// For p < 2^30 there is also e.g. (5 << 25, 3), (7 << 26, 3),
// (479 << 21, 3) and (483 << 21, 5). The last two are > 10^9.

typedef vector<ll> vl;
void ntt(ll* x, ll* temp, ll* roots, int N, int skip) {
    if (N == 1) return;
    int n2 = N/2;
    ntt(x    , temp, roots, n2, skip*2);
    ntt(x+skip, temp, roots, n2, skip*2);
    rep(i,0,N) temp[i] = x[i*skip];
    rep(i,0,n2) {
        ll s = temp[2*i], t = temp[2*i+1] * roots[skip*i];
        x[skip*i] = (s + t) % mod; x[skip*(i+n2)] = (s - t) % mod;
    }
}

void ntt(vl& x, bool inv = false) {
    ll e = modpow(root, (mod-1) / sz(x));
    if (inv) e = modpow(e, mod-2);
    vl roots(sz(x), 1), temp = roots;
    rep(i,1,sz(x)) roots[i] = roots[i-1] * e % mod;
    ntt(&x[0], &temp[0], &roots[0], sz(x), 1);
}

vl conv(vl a, vl b) {
    int s = sz(a) + sz(b) - 1; if (s <= 0) return {};
    int L = s > 1 ? 32 - __builtin_clz(s - 1) : 0, n = 1 << L;
    if (s <= 200) { // (factor 10 optimization for |a|,|b| = 10)
        vl c(s);
        rep(i,0,sz(a)) rep(j,0,sz(b))
            c[i + j] = (c[i + j] + a[i] * b[j]) % mod;
        return c;
    }
    a.resize(n); ntt(a);
```

```
    b.resize(n); ntt(b);
    vl c(n); ll d = modpow(n, mod-2);
    rep(i,0,n) c[i] = a[i] * b[i] % mod * d % mod;
    ntt(c, true); c.resize(s); return c;
}
```

FastSubsetTransform.h

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

16 lines

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

vi conv(vi a, vi b) {
    FST(a, 0); FST(b, 0);
    rep(i,0,sz(a)) a[i] *= b[i];
    FST(a, 1); return a;
}
```

Number theory (5)

5.1 Modular arithmetic

ModularArithmetic.h

Description: Operators for modular arithmetic. You need to set `mod` to some number first and then you can use the structure.

"euclid.h" 18 lines

```
const ll mod = 17; // change to something else
struct Mod {
    ll x;
    Mod(ll xx) : x(xx) {}
    Mod operator+(Mod b) { return Mod((x + b.x) % mod); }
    Mod operator-(Mod b) { return Mod((x - b.x + mod) % mod); }
    Mod operator*(Mod b) { return Mod((x * b.x) % mod); }
    Mod operator/(Mod b) { return *this * invert(b); }
    Mod invert(Mod a) {
        ll x, y, g = euclid(a.x, mod, x, y);
        assert(g == 1); return Mod((x + mod) % mod);
    }
    Mod operator^(ll e) {
        if (!e) return Mod(1);
        Mod r = *this ^ (e / 2); r = r * r;
        return e&1 ? *this * r : r;
    }
};
```

ModInverse.h

Description: Pre-computation of modular inverses. Assumes `LIM ≤ mod` and that `mod` is a prime.

3 lines

```
const ll mod = 1000000007, LIM = 200000;
ll* inv = new ll[LIM] - 1; inv[1] = 1;
rep(i,2,LIM) inv[i] = mod - (mod / i) * inv[mod % i] % mod;
```


ModPow.h	6 lines
<pre>const ll mod = 1000000007; // faster if const ll modpow(ll a, ll e) { if (e == 0) return 1; ll x = modpow(a * a % mod, e >> 1); return e & 1 ? x * a % mod : x; }</pre>	

ModSum.h	
<p>Description: Sums of mod'ed arithmetic progressions.</p> <p>$\text{modsum}(to, c, k, m) = \sum_{i=0}^{to-1} (ki + c) \% m$. divsum is similar but for floored division.</p> <p>Time: $\log(m)$, with a large constant.</p>	
19 lines	
<pre>typedef unsigned long long ull; ull sumsq(ull to) { return to / 2 * ((to-1) 1); }</pre>	

<pre>ull divsum(ull to, ull c, ull k, ull m) { ull res = k / m * sumsq(to) + c / m * to; k %= m; c %= m; if (k) { ull to2 = (to * k + c) / m; res += to * to2; res -= divsum(to2, m-1 - c, m, k) + to2; } return res; }</pre>	
---	--

<pre>ll modsum(ull to, ll c, ll k, ll m) { c = ((c % m) + m) % m; k = ((k % m) + m) % m; return to * c + k * sumsq(to) - m * divsum(to, c, k, m); }</pre>	
---	--

ModMulLL.h	
<p>Description: Calculate $a \cdot b \bmod c$ (or $a^b \bmod c$) for large c.</p> <p>Time: $\mathcal{O}(64/\text{bits} \cdot \log b)$, where $\text{bits} = 64 - k$, if we want to deal with k-bit numbers.</p>	
19 lines	

<pre>typedef unsigned long long ull; const int bits = 10; // if all numbers are less than 2^k, set bits = 64-k const ull po = 1 << bits; ull mod_mul(ull a, ull b, ull &c) { ull x = a * (b & (po - 1)) % c; while ((b >>= bits) > 0) { a = (a << bits) % c; x += (a * (b & (po - 1))) % c; } return x % c; }</pre>	
<pre>ull mod_pow(ull a, ull b, ull mod) { if (b == 0) return 1; ull res = mod_pow(a, b / 2, mod); res = mod_mul(res, res, mod); if (b & 1) return mod_mul(res, a, mod); return res; }</pre>	

ModSqrt.h	
<p>Description: Tonelli-Shanks algorithm for modular square roots.</p> <p>Time: $\mathcal{O}(\log^2 p)$ worst case, often $\mathcal{O}(\log p)$</p>	
30 lines	
<pre>ll sqrt(ll a, ll p) { a %= p; if (a < 0) a += p; if (a == 0) return 0; assert(modpow(a, (p-1)/2, p) == 1);</pre>	

<pre>if (p % 4 == 3) return modpow(a, (p+1)/4, p); // a^(n+3)/8 or 2^(n+3)/8 * 2^(n-1)/4 works if p % 8 == 5 ll s = p - 1; int r = 0; while (s % 2 == 0) ++r, s /= 2; ll n = 2; // find a non-square mod p while (modpow(n, (p - 1) / 2, p) != p - 1) ++n; ll x = modpow(a, (s + 1) / 2, p); ll b = modpow(a, s, p); ll g = modpow(n, s, p); for (;;) { ll t = b; int m = 0; for (; m < r; ++m) { if (t == 1) break; t = t * t % p; } if (m == 0) return x; ll gs = modpow(g, 1 << (r - m - 1), p); g = gs * gs % p; x = x * gs % p; b = b * g % p; r = m; }</pre>	
---	--

5.2 Primality

eratosthenes.h	
<p>Description: Prime sieve for generating all primes up to a certain limit.</p> <p>$\text{isprime}[i]$ is true iff i is a prime.</p> <p>Time: $\text{lim}=100'000'000 \approx 0.8$ s. Runs 30% faster if only odd indices are stored.</p>	
11 lines	

<pre>const int MAX_PR = 5000000; bitset<MAX_PR> isprime; vi eratosthenes_sieve(int lim) { isprime.set(); isprime[0] = isprime[1] = 0; for (int i = 4; i < lim; i += 2) isprime[i] = 0; for (int i = 3; i*i < lim; i += 2) if (isprime[i]) for (int j = i*i; j < lim; j += i*2) isprime[j] = 0; vi pr; rep(i,2,lim) if (isprime[i]) pr.push_back(i); return pr; }</pre>	
---	--

MillerRabin.h	
<p>Description: Miller-Rabin primality probabilistic test. Probability of failing one iteration is at most $1/4$. 15 iterations should be enough for 50-bit numbers.</p> <p>Time: 15 times the complexity of $a^b \bmod c$.</p>	
16 lines	

<pre>bool prime(ull p) { if (p == 2) return true; if (p == 1 p % 2 == 0) return false; ull s = p - 1; while (s % 2 == 0) s /= 2; rep(i,0,15) { ull a = rand() % (p - 1) + 1, tmp = s; ull mod = mod_pow(a, tmp, p); while (tmp != p - 1 && mod != 1 && mod != p - 1) { mod = mod_mul(mod, mod, p); tmp *= 2; } if (mod != p - 1 && tmp % 2 == 0) return false; } }</pre>	
---	--

<pre>return true; }</pre>	
---------------------------	--

factor.h

Description: Pollard’s rho algorithm. It is a probabilistic factorisation algorithm, whose expected time complexity is good. Before you start using it, run `init(bits)`, where `bits` is the length of the numbers you use. Returns factors of the input without duplicates.

Time: Expected running time should be good enough for 50-bit numbers.

"ModMulLL.h", "MillerRabin.h", "eratosthenes.h"	35 lines
<pre>vector<ull> pr; ull f(ull a, ull n, ull &has) { return (mod_mul(a, a, n) + has) % n; } vector<ull> factor(ull d) { vector<ull> res; for (int i = 0; i < sz(pr) && pr[i]*pr[i] <= d; i++) if (d % pr[i] == 0) { while (d % pr[i] == 0) d /= pr[i]; res.push_back(pr[i]); } //d is now a product of at most 2 primes. if (d > 1) { if (prime(d)) res.push_back(d); else while (true) { ull has = rand() % 2321 + 47; ull x = 2, y = 2, c = 1; for (; c==1; c = __gcd((y > x ? y - x : x - y), d)) { x = f(x, d, has); y = f(f(y, d, has), d, has); } if (c != d) { res.push_back(c); d /= c; if (d != c) res.push_back(d); break; } } return res; } } void init(int bits) { //how many bits do we use? vi p = eratosthenes_sieve(1 << ((bits + 2) / 3)); pr.assign(all(p)); }</pre>	

5.3 Divisibility

euclid.h	
<p>Description: Finds the Greatest Common Divisor to the integers a and b.</p> <p>Euclid also finds two integers x and y, such that $ax + by = \gcd(a, b)$. If a and b are coprime, then x is the inverse of $a \pmod b$.</p>	
7 lines	

<pre>ll gcd(ll a, ll b) { return __gcd(a, b); }</pre>	
<pre>ll euclid(ll a, ll b, ll &x, ll &y) { if (b) { ll d = euclid(b, a % b, y, x); return y -= a/b * x, d; } return x = 1, y = 0, a; }</pre>	

Euclid.java	
<p>Description: Finds $\{x, y, d\}$ s.t. $ax + by = d = \gcd(a, b)$.</p>	
11 lines	
<pre>static BigInteger[] euclid(BigInteger a, BigInteger b) { BigInteger x = BigInteger.ONE, yy = x; BigInteger y = BigInteger.ZERO, xx = y;</pre>	

```
while (b.signum() != 0) {
    BigInteger q = a.divide(b), t = b;
    b = a.mod(b); a = t;
    t = xx; xx = x.subtract(q.multiply(xx)); x = t;
    t = yy; yy = y.subtract(q.multiply(yy)); y = t;
}
return new BigInteger[]{x, y, a};
}
```

5.3.1 Bézout’s identity

For $a \neq, b \neq 0$, then $d = gcd(a, b)$ is the smallest positive integer for which there are integer solutions to

$$ax + by = d$$

If (x, y) is one solution, then all solutions are given by

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

phiFunction.h
Description: Euler’s totient or Euler’s phi function is defined as $\phi(n) := \#$ of positive integers $\leq n$ that are coprime with n . The cototient is $n - \phi(n)$. $\phi(1) = 1$, p prime $\Rightarrow \phi(p^k) = (p - 1)p^{k-1}$, m, n coprime $\Rightarrow \phi(mn) = \phi(m)\phi(n)$. If $n = p_1^{k_1}p_2^{k_2}...p_r^{k_r}$ then $\phi(n) = (p_1 - 1)p_1^{k_1-1}...(p_r - 1)p_r^{k_r-1}$. $\phi(n) = n \cdot \prod_{p|n} (1 - 1/p)$.
 $\sum_{d|n} \phi(d) = n$, $\sum_{1 \leq k \leq n, gcd(k,n)=1} k = n\phi(n)/2, n > 1$
Euler’s thm: a, n coprime $\Rightarrow a^{\phi(n)} \equiv 1 \pmod n$.
Fermat’s little thm: p prime $\Rightarrow a^{p-1} \equiv 1 \pmod p \ \forall a$.

10 lines

```
const int LIM = 5000000;
int phi[LIM];

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

5.4 Fractions

ContinuedFractions.h
Description: Given N and a real number $x \geq 0$, finds the closest rational approximation p/q with $p, q \leq N$. It will obey $|p/q - x| \leq 1/qN$.
For consecutive convergents, $p_{k+1}q_k - q_{k+1}p_k = (-1)^k$. (p_k/q_k alternates between $> x$ and $< x$.) If x is rational, y eventually becomes ∞ ; if x is the root of a degree 2 polynomial the a ’s eventually become cyclic.
Time: $\mathcal{O}(\log N)$

21 lines

```
typedef double d; // for N ~ 1e7; long double for N ~ 1e9
pair<ll, ll> approximate(d x, ll N) {
    ll LP = 0, LQ = 1, P = 1, Q = 0, inf = LLONG_MAX; d y = x;
    for (;) {
        ll lim = min(P ? (N-LP) / P : inf, Q ? (N-LQ) / Q : inf),
            a = (ll)floor(y), b = min(a, lim),
            NP = b*P + LP, NQ = b*Q + LQ;
        if (a > b) {
            // If b > a/2, we have a semi-convergent that gives us a
```

```
        // better approximation; if b = a/2, we *may* have one.
        // Return {P, Q} here for a more canonical approximation.
        return (abs(x - (d)NP / (d)NQ) < abs(x - (d)P / (d)Q)) ?
            make_pair(NP, NQ) : make_pair(P, Q);
    }
    if (abs(y = 1/(y - (d)a)) > 3*N) {
        return {NP, NQ};
    }
    LP = P; P = NP;
    LQ = Q; Q = NQ;
}
}
```

FracBinarySearch.h
Description: Given f and N , finds the smallest fraction $p/q \in [0, 1]$ such that $f(p/q)$ is true, and $p, q \leq N$. You may want to throw an exception from f if it finds an exact solution, in which case N can be removed.
Usage: fracBS({}(Frac f) { return f.p>=3*f.q; }, 10); // {1,3}
Time: $\mathcal{O}(\log(N))$

24 lines

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

template<class F>
Frac fracBS(F f, ll N) {
    bool dir = 1, A = 1, B = 1;
    Frac lo{0, 1}, hi{1, 1}; // Set hi to 1/0 to search (0, N]
    assert(!f(lo)); assert(f(hi));
    while (A || B) {
        ll adv = 0, step = 1; // move hi if dir, else lo
        for (int si = 0; step; (step *= 2) >= si) {
            adv += step;
            Frac mid{lo.p * adv + hi.p, lo.q * adv + hi.q};
            if (abs(mid.p) > N || mid.q > N || dir == !f(mid)) {
                adv -= step; si = 2;
            }
            hi.p += lo.p * adv;
            hi.q += lo.q * adv;
            dir = !dir;
            swap(lo, hi);
            A = B; B = !!adv;
        }
        return dir ? hi : lo;
    }
}
```

5.5 Chinese remainder theorem

chinese.h
Description: Chinese Remainder Theorem.
chinese(a, m, b, n) returns a number x , such that $x \equiv a \pmod m$ and $x \equiv b \pmod n$. For not coprime n, m , use chinese_common. Note that all numbers must be less than 2^{31} if you have Z = unsigned long long.
Time: $\log(m + n)$

13 lines

```
"euclid.h"

template<class Z> Z chinese(Z a, Z m, Z b, Z n) {
    Z x, y; euclid(m, n, x, y);
    Z ret = a * (y + m) % m * n + b * (x + n) % n * m;
    if (ret >= m * n) ret -= m * n;
    return ret;
}
```

```
template<class Z> Z chinese_common(Z a, Z m, Z b, Z n) {
    Z d = gcd(m, n);
    if ((!(b -= a) % n) < 0) b += n;
    if (b % d) return -1; // No solution
    return d * chinese(Z(0), m/d, b/d, n/d) + a;
}
```

5.6 Pythagorean Triples

The Pythagorean triples are uniquely generated by

$$a = k \cdot (m^2 - n^2), \quad b = k \cdot (2mn), \quad c = k \cdot (m^2 + n^2),$$

with $m > n > 0, k > 0, m \perp n$, and either m or n even.

5.7 Primes

$p = 962592769$ is such that $2^{21} \mid p - 1$, which may be useful.
For hashing use 970592641 (31-bit number), 31443539979727 (45-bit), 3006703054056749 (52-bit). There are 78498 primes less than 1000000.

Primitive roots exist modulo any prime power p^a , except for $p = 2, a > 2$, and there are $\phi(\phi(p^a))$ many. For $p = 2, a > 2$, the group $\mathbb{Z}_{2^a}^\times$ is instead isomorphic to $\mathbb{Z}_2 \times \mathbb{Z}_{2^{a-2}}$.

5.8 Estimates

$$\sum_{d|n} d = O(n \log \log n).$$

The number of divisors of n is at most around 100 for $n < 5e4$, 500 for $n < 1e7$, 2000 for $n < 1e10$, 200000 for $n < 1e19$.

Combinatorial (6)

6.1 Permutations

6.1.1 Factorial

n	1	2	3	4	5	6	7	8	9	10
$n!$	1	2	6	24	120	720	5040	40320	362880	3628800
n	11	12	13	14	15	16	17			
$n!$	4.0e7	4.8e8	6.2e9	8.7e10	1.3e12	2.1e13	3.6e14			
n	20	25	30	40	50	100	150	171		
$n!$	2e18	2e25	3e32	8e47	3e64	9e157	6e262	>DBL_MAX		

IntPerm.h
Description: Permutation -> integer conversion. (Not order preserving.)
Time: $\mathcal{O}(n)$

6 lines

```
int permToInt(vi& v) {
    int use = 0, i = 0, r = 0;
    trav(x, v) r = r * ++i + __builtin_popcount(use & ~(1 << x)),
        use |= 1 << x; // (note: minus, not ~!)
    return r;
}
```

6.1.2 Cycles

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

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

6.1.3 Derangements

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

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

6.1.4 Burnside’s lemma

Given a group G of symmetries and a set X , the number of elements of X *up to symmetry* equals

$$\frac{1}{|G|} \sum_{g\in G} |X^g|,$$

where X^g are the elements fixed by g ($g.x = x$).

If $f(n)$ counts ”configurations” (of some sort) of length n , we can ignore rotational symmetry using $G = \mathbb{Z}_n$ to get

$$g(n) = \frac{1}{n} \sum_{k=0}^{n-1} f(\gcd(n,k)) = \frac{1}{n} \sum_{k|n} f(k)\phi(n/k).$$

6.2 Partitions and subsets

6.2.1 Partition function

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

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

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

n	0	1	2	3	4	5	6	7	8	9	20	50	100
$p(n)$	1	1	2	3	5	7	11	15	22	30	627	~2e5	~2e8

6.2.2 Binomials

binomialModPrime.h
Description: Lucas’ thm: Let n, m be non-negative integers and p a prime. Write $n = n_k p^k + \dots + n_1 p + n_0$ and $m = m_k p^k + \dots + m_1 p + m_0$. Then $\binom{n}{m} \equiv \prod_{i=0}^k \binom{n_i}{m_i} \pmod{p}$. fact and invfact must hold pre-computed factorials / inverse factorials, e.g. from ModInverse.h.
Time: $\mathcal{O}(\log_p n)$

```
10 lines
11 chooseModP(11 n, 11 m, int p, vi& fact, vi& invfact) {
    11 c = 1;
    while (n || m) {
        11 a = n % p, b = m % p;
        if (a < b) return 0;
        c = c * fact[a] % p * invfact[b] % p * invfact[a - b] % p;
        n /= p; m /= p;
    }
    return c;
}
```

multinomial.h
Description: Computes $\binom{k_1 + \dots + k_n}{k_1, k_2, \dots, k_n} = \frac{(\sum k_i)!}{k_1! k_2! \dots k_n!}$.
Time: $\mathcal{O}(n \log n)$

6.3 General purpose numbers

6.3.1 Stirling numbers of the first kind

Number of permutations on n items with k cycles.

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

$$c(8, k) = 8, 0, 5040, 13068, 13132, 6769, 1960, 322, 28, 1$$
$$c(n, 2) = 0, 0, 1, 3, 11, 50, 274, 1764, 13068, 109584, \dots$$

6.3.2 Eulerian numbers

Number of permutations $\pi \in S_n$ in which exactly k elements are greater than the previous element. k j :s s.t. $\pi(j) > \pi(j+1)$, $k+1$ j :s s.t. $\pi(j) \geq j$, k j :s s.t. $\pi(j) > j$.

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

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

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

6.3.3 Stirling numbers of the second kind

Partitions of n distinct elements into exactly k groups.

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

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

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

6.3.4 Bell numbers

Total number of partitions of n distinct elements. $B(n) = 1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, \dots$. For p prime,

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

6.3.5 Catalan numbers

$$C_n = \frac{1}{n+1} \binom{2n}{n} = \binom{2n}{n} - \binom{2n}{n+1} = \frac{(2n)!}{(n+1)!n!}$$

$$C_0 = 1, \; C_{n+1} = \frac{2(2n+1)}{n+2} C_n, \; C_{n+1} = \sum C_i C_{n-i}$$

$$C_n = 1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, \dots$$

- sub-diagonal monotone paths in an $n \times n$ grid.
- strings with n pairs of parenthesis, correctly nested.
- binary trees with with $n+1$ leaves (0 or 2 children).
- ordered trees with $n+1$ vertices.
- ways a convex polygon with $n+2$ sides can be cut into triangles by connecting vertices with straight lines.
- permutations of $[n]$ with no 3-term increasing subseq.

Graph (7)

7.1 Fundamentals

bellmanFord.h
Description: Calculates shortest path in a graph that might have negative edge distances. Propagates negative infinity distances (sets dist = -inf), and returns true if there is some negative cycle. Unreachable nodes get dist = inf.
Time: $\mathcal{O}(EV)$

```
27 lines
typedef 11 T; // or whatever
struct Edge { int src, dest; T weight; };
struct Node { T dist; int prev; };
struct Graph { vector<Node> nodes; vector<Edge> edges; };

const T inf = numeric_limits<T>::max();
```

```
bool bellmanFord2(Graph& g, int start_node) {
    trav(n, g.nodes) { n.dist = inf; n.prev = -1; }
    g.nodes[start_node].dist = 0;

    rep(i,0,sz(g.nodes)) trav(e, g.edges) {
        Node& cur = g.nodes[e.src];
        Node& dest = g.nodes[e.dest];
        if (cur.dist == inf) continue;
        T ndist = cur.dist + (cur.dist == -inf ? 0 : e.weight);
        if (ndist < dest.dist) {
            dest.prev = e.src;
            dest.dist = (i >= sz(g.nodes)-1 ? -inf : ndist);
        }
    }
    bool ret = 0;
    rep(i,0,sz(g.nodes)) trav(e, g.edges) {
        if (g.nodes[e.src].dist == -inf)
            g.nodes[e.dest].dist = -inf, ret = 1;
    }
    return ret;
}
```

7.2 Euler walk

EulerWalk.h
Description: Eulerian undirected/directed path/cycle algorithm.
Usage: For eulerian path, should pass cur with odd degree to eulerian().
Time: $\mathcal{O}(E)$ where E is the number of edges.

21 lines

```
void eulerian(int cur){
    stack<int> st;
    vector<int> ans;
    st.push(cur);
    //V is multiset
    while(!st.empty()){
        int cur = st.top();
        if(V[cur].size()){
            auto it = V[cur].begin();
            st.push(*it);
            V[cur].erase(it);
            //use this for bidirectional graph
            //if(V[*it].count(cur)){
            //    V[*it].erase(V[*it].find(cur));
            //}
        }else{
            ans.pb(cur);
            st.pop();
        }
    }
}
```

7.3 Network flow

MinCostMaxFlow.h
Description: Min-cost max-flow. Not handling negative cycle. When there is negative cycle, there is no answer for MCMF.
Time: Approximately $\mathcal{O}(E^2)$

70 lines

```
struct edge{
    int to, rev;
    int flow, cap;
    int cost;
};
vector<edge> G[500];
inline void add(int s, int t, int capa, int costs) {
    edge a = {t, G[t].size(), 0, capa, costs};
```

```
    edge b = {s, G[s].size(), 0, 0, -costs};
    G[s].push_back(a);
    G[t].push_back(b);
}
inline bool SPFA() {
    for(int i = 0; i <= sink; i++) dist[i] = INF, flag[i] = false, bt[i] = -1, idx[i] = -1;
    dist[source] = 0;
    queue<int> q;
    q.push(source);
    flag[source] = true;
    while(!q.empty()) {
        int now = q.front();
        q.pop();
        flag[now] = false;
        int size = G[now].size();
        for(int i = 0; i < size; i++) {
            int to = G[now][i].to;
            int cost = G[now][i].cost;
            int capa = G[now][i].cap;
            if (capa > 0 && dist[to] > dist[now] + cost) {
                dist[to] = dist[now] + cost;
                bt[to] = now;
                idx[to] = i;
                if (!flag[to]) {
                    flag[to] = true;
                    q.push(to);
                }
            }
        }
    }
    return bt[sink] != -1;
}
```

```
pair<int,int> MCMF() {
    pair<int,int> res; res.first = 0, res.second = 0;
    while(true) {
        if (!SPFA()) break;
        int mins = INF;
        int ptr = sink;
        int total = 0;
        while(ptr != source) {
            int from = bt[ptr];
            int id = idx[ptr];
            if (G[from][id].cap < mins)
                mins = G[from][id].cap;
            total += G[from][id].cost;
            ptr = from;
        }
        res.first += mins;
        res.second += total * mins;
        ptr = sink;
        while(ptr != source) {
            int from = bt[ptr];
            int id = idx[ptr];
            int rev = G[from][id].rev;
            G[from][id].cap -= mins;
            G[ptr][rev].cap += mins;
            ptr = from;
        }
    }
    return res;
}
```

Dinic.h
Description: Flow algorithm with guaranteed complexity $\mathcal{O}(V^2E)$.

59 lines

```
struct edge{
    int to, rev;
```

```
    int flow, cap;
};
vector<edge> G[MAXE];
inline void add(int s, int t, int cap) {
    edge a = {t, G[t].size(), 0, cap};
    edge b = {s, G[s].size(), 0, 0};
    G[s].push_back(a);
    G[t].push_back(b);
}
inline bool search() {
    for(int i = 0; i <= n + 1; i++) dist[i] = -1;
    dist[source] = 0;
    int tail = 0;
    q[tail] = source;
    for(int head = 0; head <= tail; head++) {
        int u = q[head];
        int sz = G[u].size();
        for(int i = 0; i < sz; i++) {
            int v = G[u][i].to;
            if (dist[v] < 0 && G[u][i].flow < G[u][i].cap) {
                dist[v] = dist[u] + 1;
                q[++tail] = v;
            }
        }
    }
    return dist[sink] >= 0;
}
int dinic(int now, int flo) {
    if (now == sink)
        return flo;
    int size = G[now].size();
    for(int &i = work[now]; i < size; i++) {
        int to = G[now][i].to, flow = G[now][i].flow, cap = G[now][i].cap, rev = G[now][i].rev;
        if (flow >= cap) continue;
        if (dist[to] == dist[now] + 1) {
            int fflow = dinic(to, min(flo, cap - flow));
            if (fflow) {
                G[now][i].flow += fflow;
                G[to][rev].flow -= fflow;
                return fflow;
            }
        }
    }
    return 0;
}
inline int maxflow() {
    int ans = 0;
    while(search()) {
        for(int i = 0; i <= n + 1; i++) work[i] = 0;
        while(true) {
            int res = dinic(source, INF);
            if (res == 0) break;
            ans += res;
        }
    }
    return ans;
}
```

MinCut.h
Description: After running max-flow, the left side of a min-cut from s to t is given by all vertices reachable from s , only traversing edges with positive residual capacity.

GlobalMinCut.h
Description: Stoer-Wagner. Find a global minimum cut in an undirected graph, as represented by an adjacency matrix.

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

31 lines

```
pair<int, vi> GetMinCut(vector<vi>& weights) {
    int N = sz(weights);
    vi used(N), cut, best_cut;
    int best_weight = -1;

    for (int phase = N-1; phase >= 0; phase--) {
        vi w = weights[0], added = used;
        int prev, k = 0;
        rep(i,0,phase){
            prev = k;
            k = -1;
            rep(j,1,N)
                if (!added[j] && (k == -1 || w[j] > w[k])) k = j;
            if (i == phase-1) {
                rep(j,0,N) weights[prev][j] += weights[k][j];
                rep(j,0,N) weights[j][prev] = weights[prev][j];
                used[k] = true;
                cut.push_back(k);
                if (best_weight == -1 || w[k] < best_weight) {
                    best_cut = cut;
                    best_weight = w[k];
                }
            } else {
                rep(j,0,N)
                    w[j] += weights[k][j];
                added[k] = true;
            }
        }
        return {best_weight, best_cut};
    }
}
```

7.4 Matching

hopcroftKarp.h

Description: Find a maximum matching in a bipartite graph.

Usage: node from 1..n || 0 is NIL

left side 1..n || right side n+1..n+m

G = {0} U {1..n} U {n+1..n+m}

Time: $\mathcal{O}(\sqrt{VE})$

47 lines

```
bool bfs() {
    queue<int> q;
    for(int i = 1 ; i <= n ; i++)
        if(match[i] == 0) {
            dist[i] = 0;
            q.push(i);
        }
    else
        dist[i] = INF;
    dist[0] = INF;

    while(!q.empty()) {
        int cur = q.front();
        q.pop();
        if(cur) {
            for(int nex : adj[cur]) {
                if(dist[match[nex]] == INF) {
                    dist[match[nex]] = dist[cur] + 1;
                    q.push(match[nex]);
                }
            }
        }
    }
    return dist[0] != INF;
}
```

```
int dfs(int now) {
    if(now == 0) return 1; // found 1 augmenting path
    for(int nex : adj[now]) {
        if(dist[match[nex]] == dist[now] + 1 && dfs(match[nex])) {
            match[nex] = now;
            match[now] = nex;
            return 1;
        }
    }
    dist[now] = INF;
    return 0;
}

int hopcroftKarp() {
    int ret = 0;
    memset(match, 0, sizeof match);
    while(bfs()) {
        for(int i = 1 ; i <= n ; i++)
            if(match[i] == 0)
                ret += dfs(i);
    }
    return ret;
}
```

DFSMatching.h

Description: This is a simple matching algorithm but should be just fine in most cases. Graph g should be a list of neighbours of the left partition. n is the size of the left partition and m is the size of the right partition. If you want to get the matched pairs, $match[i]$ contains match for vertex i on the right side or -1 if it's not matched.

Time: $\mathcal{O}(EV)$ where E is the number of edges and V is the number of vertices.

24 lines

```
vi match;
vector<bool> seen;
bool find(int j, const vector<vi>& g) {
    if (match[j] == -1) return 1;
    seen[j] = 1; int di = match[j];
    trav(e, g[di])
        if (!seen[e] && find(e, g)) {
            match[e] = di;
            return 1;
        }
    return 0;
}

int dfs_matching(const vector<vi>& g, int n, int m) {
    match.assign(m, -1);
    rep(i,0,n) {
        seen.assign(m, 0);
        trav(j,g[i])
            if (find(j, g)) {
                match[j] = i;
                break;
            }
    }
    return m - (int)count(all(match), -1);
}
```

Hungarian.h

Description: Min cost bipartite matching. Negate costs for max cost. Be-careful of INF.

Usage: k = max(N,M) where N is left and M is right.

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

41 lines

```
const int INF = 1e9;
int a[N][N],u[N],v[N],ans[N],minv[N],p[N],way[N];
bool used[N];
int Assign(){
    for(int i = 1 ; i <= k ; i++){
        p[0] = i;
```

```
int j0 = 0;
for(int j = 1 ; j <= k ; j++)
    minv[j] = INF,used[j] = 0;
do{
    used[j0] = 1;
    int i0 = p[j0],delta = INF, j1;
    for(int j = 1 ; j <= k ; j++)
        if(!used[j]){
            int cur = val[i0][j] - u[i0] - v[j];
            if(cur < minv[j])
                minv[j] = cur,way[j] = j0;
            if(minv[j] < delta)
                delta = minv[j], j1 = j;
        }
    for(int j = 0 ; j <= k ; j++)
        if(used[j])
            u[p[j]] += delta, v[j] -= delta;
    else
        minv[j] -= delta;
    j0 = j1;
}while(p[j0] != 0);

do{
    int j1 = way[j0];
    p[j0] = p[j1];
    j0 = j1;
}while(j0);
}

for(int i = 1 ; i <= k ; i++)
    ans[p[i]] = i;
int ret = 0;
for(int i = 1 ; i <= k ; i++)
    ret += val[i][ans[i]]; // i is matched with job ans[i]
return ret;
}
```

GeneralMatching.h

Description: Matching for general graphs. Fails with probability N/mod .

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

87 lines

```
int lca(vector<int>&match, vector<int>&base, vector<int>&p,int
a,int b){
    vector<bool> used(SZ(match));
    while(true){
        a = base[a];
        used[a]=true;
        if(match[a]==-1)break;
        a = p[match[a]];
    }
    while(true){
        b = base[b];
        if(used[b])return b;
        b = p[match[b]];
    }
    return-1;
}

void markPath(vector<int>&match, vector<int>&base, vector<bool
>&blossom, vector<int>&p,int v,int b,int children){
    for(; base[v]!= b; v = p[match[v]]){
        blossom[base[v]] = blossom[base[match[v]]]=true;
        p[v] = children;
        children = match[v];
    }
}

int findPath(vector<vector<int>>&graph, vector<int>&match,
vector<int>&p,int root){
    int n = SZ(graph);
    vector<bool> used(n);
    FORIT(it, p)*it -=1;
```

```
vector<int> base(n);
for(int i =0; i < n; ++i) base[i]= i;
used[root]=true;
int qh =0;
int qt =0;
vector<int> q(n);
q[qt++] = root;
while(qh < qt){
    int v = q[qh++];
    FORIT(it, graph[v]){
        int to =*it;
        if(base[v]== base[to]|| match[v]== to)continue;
        if(to == root || match[to]!=-1&& p[match[to]]!=-1){
            int curbase = lca(match, base, p, v, to);
            vector<bool> blossom(n);
            markPath(match, base, blossom, p, v, curbase, to);
            markPath(match, base, blossom, p, to, curbase, v);
            for(int i =0; i < n; ++i){
                if(blossom[base[i]]){
                    base[i]= curbase;
                    if(!used[i]){
                        used[i]=true;
                        q[qt++] = i;
                    }
                }
            }
        }
        elseif(p[to]==-1){
            p[to]= v;
            if(match[to]==-1)return to;
            to = match[to];
            used[to]=true;
            q[qt++] = to;
        }
    }
}
return-1;
}

int maxMatching(vector<vector<int>> graph){
    int n = SZ(graph);
    vector<int> match(n,-1);
    vector<int> p(n);
    for(int i =0; i < n; ++i){
        if(match[i]==-1){
            int v = findPath(graph, match, p, i);
            while(v !=-1){
                int pv = p[v];
                int ppv = match[pv];
                match[v]= pv;
                match[pv]= v;
                v = ppv;
            }
        }
    }
    int matches = 0;
    for(int i = 0; i < n; ++i){
        if(match[i]!=-1){
            ++matches;
        }
    }
    return matches/2;
}
```

MinimumVertexCover.h

Description: Finds a minimum vertex cover in a bipartite graph. The size is the same as the size of a maximum matching, and the complement is an independent set.

"DFSMatching.h"20 lines

vi cover(vector<vi>& g, int n, int m) {

```
int res = dfs_matching(g, n, m);
seen.assign(m, false);
vector<bool> lfound(n, true);
trav(it, match) if (it != -1) lfound[it] = false;
vi q, cover;
rep(i,0,n) if (lfound[i]) q.push_back(i);
while (!q.empty()) {
    int i = q.back(); q.pop_back();
    lfound[i] = 1;
    trav(e, g[i]) if (!seen[e] && match[e] != -1) {
        seen[e] = true;
        q.push_back(match[e]);
    }
}
rep(i,0,n) if (!lfound[i]) cover.push_back(i);
rep(i,0,m) if (seen[i]) cover.push_back(n+i);
assert(sz(cover) == res);
return cover;
}
```

7.5 DFS algorithms

SCC.h

Description: Finds strongly connected components in a directed graph. If vertices *u, v* belong to the same component, we can reach *u* from *v* and vice versa.

Usage: scc(graph, [&](vi& v) { ... }) visits all components in reverse topological order. comp[i] holds the component index of a node (a component only has edges to components with lower index). ncomps will contain the number of components.

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

24 lines

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

 if (low == val[j]) {
 do {
 x = z.back(); z.pop_back();
 comp[x] = ncomps;
 cont.push_back(x);
 } while (x != j);
 f(cont); cont.clear();
 ncomps++;
 }
 return val[j] = low;
}

template<class G, class F> void scc(G& g, F f) {
 int n = sz(g);
 val.assign(n, 0); comp.assign(n, -1);
 Time = ncomps = 0;
 rep(i,0,n) if (comp[i] < 0) dfs(i, g, f);
}

BiconnectedComponents.h

Description: Ntar isinya comps itu vector of vector setiap vector jadi satu komponen, kalok dia AP maka dia jadi edge yang menghubungkan komponen yang mempunyai AP tersebut.

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

52 lines

void dfs(int now,int par){
 sudah[now]=true;
 disc[now]=low[now]=++idx;
 int anak=0;
 stk.pb(now);

```
for(int i:g[now]){
    if(i==par)continue;
    if(!sudah[i]){
        dfs(i,now);
        anak++;
        low[now]=min(low[now],low[i]);
        if(low[i]>=disc[now]){
            comps.pb({now});
            while(comps.back().back()!=i){
                comps.back().pb(stk.back());
                stk.pop_back();
            }
        }
        if(now==1 && anak>1)
            ap[now]=true;
        if(now!=1 && low[i]>=disc[now])
            ap[now]=true;
    }
    else low[now]=min(low[now],disc[i]);
}
}

int main(){
    dfs(1,0);
    idx=0;
    for(auto i:comps){
        idx++;
        for(int j:i){
            if(ap[j]){
                ve[j].pb(idx);
            }
            else{
                di[j]=idx;
            }
        }
    }
    for(int i=1;i<=n;i++){
        if(ap[i]){
            di[i]=++idx;
            ya[idx]=true;
            for(int j:ve[i]){
                G[idx].pb(j);
                G[j].pb(idx);
            }
        }
    }
}
```

2sat.h

Description: Calculates a valid assignment to boolean variables a, b, c,... to a 2-SAT problem, so that an expression of the type $(a \vee b) \wedge (a \vee c) \wedge (d \vee b) \wedge \dots$ becomes true, or reports that it is unsatisfiable. Negated variables are represented by bit-inversions ($\sim x$).

Usage: TwoSat ts(number of boolean variables); ts.either(0, ~3); // Var 0 is true or var 3 is false ts.set.value(2); // Var 2 is true ts.at_most_one({0,~1,2}); // ≤ 1 of vars 0, ~1 and 2 are true ts.solve(); // Returns true iff it is solvable ts.values[0..N-1] holds the assigned values to the vars

Time: $\mathcal{O}(N + E)$, where N is the number of boolean variables, and E is the number of clauses.

57 lines

struct TwoSat {
 int N;
 vector<vi> gr;
 vi values; // 0 = false, 1 = true

 TwoSat(int n = 0) : N(n), gr(2*n) {}

```
int add_var() { // (optional)
    gr.emplace_back();
    gr.emplace_back();
    return N++;
}

void either(int f, int j) {
    f = max(2*f, -1-2*f);
    j = max(2*j, -1-2*j);
    gr[f^1].push_back(j);
    gr[j^1].push_back(f);
}

void set_value(int x) { either(x, x); }

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

vi val, comp, z; int time = 0;
int dfs(int i) {
    int low = val[i] = ++time, x; z.push_back(i);
    trav(e, gr[i]) if (!comp[e])
        low = min(low, val[e] ? dfs(e)) : ++time;
    if (low == val[i]) do {
        x = z.back(); z.pop_back();
        comp[x] = time;
        if (values[x>>1] == -1)
            values[x>>1] = !(x&1);
    } while (x != i);
    return val[i] = low;
}

bool solve() {
    values.assign(N, -1);
    val.assign(2*N, 0); comp = val;
    rep(i,0,2*N) if (!comp[i]) dfs(i);
    rep(i,0,N) if (comp[2*i] == comp[2*i+1]) return 0;
    return 1;
}
};
```

7.6 Heuristics

MaximalCliques.h

Description: Runs a callback for all maximal cliques in a graph (given as a symmetric bitset matrix; self-edges not allowed). Possible optimization: on the top-most recursion level, ignore 'cands', and go through nodes in order of increasing degree, where degrees go down as nodes are removed.

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

```
typedef bitset<128> B;
template<class F>
void cliques(vector<B>& eds, F f, B P = ~B(), B X={}, B R=()) {
    if (!P.any()) { if (!X.any()) f(R); return; }
    auto q = (P | X)._Find_first();
    auto cands = P & ~eds[q];
    rep(i,0,sz(eds)) if (cands[i]) {
        R[i] = 1;
```

```
        cliques(eds, f, P & eds[i], X & eds[i], R);
        R[i] = P[i] = 0; X[i] = 1;
    }
}
```

7.7 Trees

TreePower.h

Description: Calculate power of two jumps in a tree, to support fast upward jumps and LCAs. Assumes the root node points to itself.

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

```
vector<vi> treeJump(vi& P) {
    int on = 1, d = 1;
    while(on < sz(P)) on *= 2, d++;
    vector<vi> jmp(d, P);
    rep(i,1,d) rep(j,0,sz(P))
        jmp[i][j] = jmp[i-1][jmp[i-1][j]];
    return jmp;
}

int jmp(vector<vi>& tbl, int nod, int steps) {
    rep(i,0,sz(tbl))
        if(steps&(1<<i)) nod = tbl[i][nod];
    return nod;
}
```

```
int lca(vector<vi>& tbl, vi& depth, int a, int b) {
    if (depth[a] < depth[b]) swap(a, b);
    a = jmp(tbl, a, depth[a] - depth[b]);
    if (a == b) return a;
    for (int i = sz(tbl); i--;) {
        int c = tbl[i][a], d = tbl[i][b];
        if (c != d) a = c, b = d;
    }
    return tbl[0][a];
}
```

LCA.h

Description: Data structure for computing lowest common ancestors in a tree (with 0 as root). C should be an adjacency list of the tree, either directed or undirected. Can also find the distance between two nodes.

Usage: LCA lca(undirGraph);
lca.query(firstNode, secondNode);
lca.distance(firstNode, secondNode);

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

```
"../data-structures/RMQ.h"
typedef vector<pii> vpi;
typedef vector<vpi> graph;
```

```
struct LCA {
    vi time;
    vector<ll> dist;
    RMQ<pii> rmq;

    LCA(graph& C) : time(sz(C), -99), dist(sz(C)), rmq(dfs(C)) {}

    vpi dfs(graph& C) {
        vector<tuple<int, int, int, ll>> q(1);
        vpi ret;
        int T = 0, v, p, d; ll di;
        while (!q.empty()) {
            tie(v, p, d, di) = q.back();
            q.pop_back();
            if (d) ret.emplace_back(d, p);
            time[v] = T++;
            dist[v] = di;
```

```
            trav(e, C[v]) if (e.first != p)
                q.emplace_back(e.first, v, d+1, di + e.second);
        }
        return ret;
    }
}
```

```
int query(int a, int b) {
    if (a == b) return a;
    a = time[a], b = time[b];
    return rmq.query(min(a, b), max(a, b)).second;
}

ll distance(int a, int b) {
    int lca = query(a, b);
    return dist[a] + dist[b] - 2 * dist[lca];
}
};
```

CompressTree.h

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

Time: $\mathcal{O}(|S| \log |S|)$

```
"LCA.h"
vpi compressTree(LCA& lca, const vi& subset) {
    static vi rev; rev.resize(sz(lca.dist));
    vi li = subset, &T = lca.time;
    auto cmp = [&](int a, int b) { return T[a] < T[b]; };
    sort(all(li), cmp);
    int m = sz(li)-1;
    rep(i,0,m) {
        int a = li[i], b = li[i+1];
        li.push_back(lca.query(a, b));
    }
    sort(all(li), cmp);
    li.erase(unique(all(li)), li.end());
    rep(i,0,sz(li)) rev[li[i]] = i;
    vpi ret = {pii(0, li[0])};
    rep(i,0,sz(li)-1) {
        int a = li[i], b = li[i+1];
        ret.emplace_back(rev[lca.query(a, b)], b);
    }
    return ret;
}
```

LinkCutTree.h

Description: Represents a forest of unrooted trees. You can add and remove edges (as long as the result is still a forest), and check whether two nodes are in the same tree.

Time: All operations take amortized $\mathcal{O}(\log N)$.

```
struct Node { // Splay tree. Root's pp contains tree's parent.
    Node *p = 0, *pp = 0, *c[2];
    bool flip = 0;
    Node() { c[0] = c[1] = 0; fix(); }
    void fix() {
        if (c[0]) c[0]->p = this;
        if (c[1]) c[1]->p = this;
        // (+ update sum of subtree elements etc. if wanted)
    }
    void push_flip() {
        if (!flip) return;
        flip = 0; swap(c[0], c[1]);
        if (c[0]) c[0]->flip ^= 1;
        if (c[1]) c[1]->flip ^= 1;
    }
    int up() { return p ? p->c[1] == this : -1; }
    void rot(int i, int b) {
```

```
int h = i ^ b;
Node *x = c[i], *y = b == 2 ? x : x->c[h], *z = b ? y : x;
if ((y->p = p)) p->c[up()] = y;
c[i] = z->c[i ^ 1];
if (b < 2) {
    x->c[h] = y->c[h ^ 1];
    z->c[h ^ 1] = b ? x : this;
}
y->c[i ^ 1] = b ? this : x;
fix(); x->fix(); y->fix();
if (p) p->fix();
swap(pp, y->pp);
}

void splay() {
    for (push_flip(); p; ) {
        if (p->p) p->p->push_flip();
        p->push_flip(); push_flip();
        int c1 = up(), c2 = p->up();
        if (c2 == -1) p->rot(c1, 2);
        else p->p->rot(c2, c1 != c2);
    }
}

Node* first() {
    push_flip();
    return c[0] ? c[0]->first() : (splay(), this);
}

};

struct LinkCut {
    vector<Node> node;
    LinkCut(int N) : node(N) {}

    void link(int u, int v) { // add an edge (u, v)
        assert(!connected(u, v));
        make_root(&node[u]);
        node[u].pp = &node[v];
    }

    void cut(int u, int v) { // remove an edge (u, v)
        Node *x = &node[u], *top = &node[v];
        make_root(top); x->splay();
        assert(top == (x->pp ? x->c[0]));
        if (x->pp) x->pp = 0;
        else {
            x->c[0] = top->p = 0;
            x->fix();
        }
    }

    bool connected(int u, int v) { // are u, v in the same tree?
        Node* nu = access(&node[u])->first();
        return nu == access(&node[v])->first();
    }

    void make_root(Node* u) {
        access(u);
        u->splay();
        if (u->c[0]) {
            u->c[0]->p = 0;
            u->c[0]->flip ^= 1;
            u->c[0]->pp = u;
            u->c[0] = 0;
            u->fix();
        }
    }

    Node* access(Node* u) {
        u->splay();
        // destroy right child
        if (u->c[1]) { u->c[1]->p = 0; u->c[1]->pp = u; }
        u->c[1]=0;
        u->fix();
        //
```

```
while (Node* pp = u->pp) {
    pp->splay(); u->pp = 0;
    if (pp->c[1]) {
        pp->c[1]->p = 0; pp->c[1]->pp = pp; }
    pp->c[1] = u; pp->fix(); u = pp;
}

return u;
}

// use this to aggregate:
int aggregate(int a, int b) {
    make_root(&node[a]);
    return access(&node[b])->aggr;
}

};
```

MatrixTree.h
Description: To count the number of spanning trees in an undirected graph G : create an $N \times N$ matrix mat , and for each edge $(a,b) \in G$, do $mat[a][a]++$, $mat[b][b]++$, $mat[a][b]--$, $mat[b][a]--$. Remove the last row and column, and take the determinant.

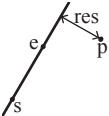
Geometry (8)

8.1 Geometric primitives

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

```
template<class T>
struct Point {
    typedef Point P;
    T x, y;
    explicit Point(T x=0, T y=0) : x(x), y(y) {}
    bool operator<(P p) const { return tie(x,y) < tie(p.x,p.y); }
    bool operator==(P p) const { return tie(x,y)==tie(p.x,p.y); }
    P operator+(P p) const { return P(x+p.x, y+p.y); }
    P operator-(P p) const { return P(x-p.x, y-p.y); }
    P operator*(T d) const { return P(x*d, y*d); }
    P operator/(T d) const { return P(x/d, y/d); }
    T dot(P p) const { return x*p.x + y*p.y; }
    T cross(P p) const { return x*p.y - y*p.x; }
    T cross(P a, P b) const { return (a-*this).cross(b-*this); }
    T dist2() const { return x*x + y*y; }
    double dist() const { return sqrt((double)dist2()); }
    // angle to x-axis in interval [-pi, pi]
    double angle() const { return atan2(y, x); }
    P unit() const { return *this/dist(); } // makes dist()==1
    P perp() const { return P(-y, x); } // rotates +90 degrees
    P normal() const { return perp().unit(); }
    // returns point rotated 'a' radians ccw around the origin
    P rotate(double a) const {
        return P(x*cos(a)-y*sin(a),x*sin(a)+y*cos(a)); }
};
```

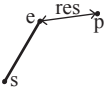
lineDistance.h
Description:
Returns the signed distance between point p and the line containing points a and b. Positive value on left side and negative on right as seen from a towards b. $a=b$ gives nan. P is supposed to be Point<T> or Point3D<T> where T is e.g. double or long long. It uses products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



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

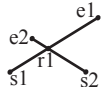
// return the distance and point at c, cannot 3D
double lineDist(const P& a, const P& b, const P& p, P& c) {
    double u = (p-a).dot(b-a) / (b-a).dist2();
    c = a + ((b - a) * u);
    return (c - p).dist();
}
```

SegmentDistance.h
Description:
Returns the shortest distance between point p and the line segment from point s to e.
Usage: Point<double> a, b(2,2), p(1,1);
bool onSegment = segDist(a,b,p) < 1e-10;
"Point.h" 20 lines



```
// return the distance and point at c, cannot 3D:
double segDist(const P& a, const P& b, const P& p, P& c) {
    double u = (p-a).dot(b-a) / (b-a).dist2();
    if (u < 0.0) {
        c = a;
        return (p - a).dist();
    } else if (u > 1.0) {
        c = b;
        return (p - b).dist();
    }
    c = a + ((b - a) * u);
    return (c - p).dist();
}
```

SegmentIntersection.h
Description:
If a unique intersestion point between the line segments going from s1 to e1 and from s2 to e2 exists r1 is set to this point and 1 is returned. If no intersection point exists 0 is returned and if infinitely many exists 2 is returned and r1 and r2 are set to the two ends of the common line. The wrong position will be returned if P is Point<int> and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long. Use segmentIntersectionQ to get just a true/false answer.
Usage: Point<double> intersection, dummy;
if (segmentIntersection(s1,e1,s2,e2,intersection,dummy)==1) cout << "segments intersect at " << intersection << endl;
"Point.h" 27 lines



```
template<class P>
int segmentIntersection(const P& s1, const P& e1,
    const P& s2, const P& e2, P& r1, P& r2) {
    if (e1==s1) {
        if (e2==s2) {
            if (e1==e2) { r1 = e1; return 1; } //all equal
            else return 0; //different point segments
        } else return segmentIntersection(s2,e2,s1,e1,r1,r2); //swap
    }
    //segment directions and separation
    P v1 = e1-s1, v2 = e2-s2, d = s2-s1;
```



```
auto a = v1.cross(v2), a1 = v1.cross(d), a2 = v2.cross(d);
if (a == 0) { //if parallel
    auto b1=s1.dot(v1), c1=e1.dot(v1),
        b2=s2.dot(v1), c2=e2.dot(v1);
    if (a1 || a2 || max(b1,min(b2,c2))>min(c1,max(b2,c2)))
        return 0;
    r1 = min(b2,c2)<b1 ? s1 : (b2<c2 ? s2 : e2);
    r2 = max(b2,c2)>c1 ? e1 : (b2>c2 ? s2 : e2);
    return 2-(r1==r2);
}
if (a < 0) { a = -a; a1 = -a1; a2 = -a2; }
if (0<a1 || a<-a1 || 0<a2 || a<-a2)
    return 0;
r1 = s1-v1*a2/a;
return 1;
}
```

SegmentIntersectionQ.h

Description: Like segmentIntersection, but only returns true/false. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long.

"Point.h"16 lines

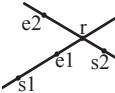
```
template<class P>
bool segmentIntersectionQ(P s1, P e1, P s2, P e2) {
    if (e1 == s1) {
        if (e2 == s2) return e1 == e2;
        swap(s1,s2); swap(e1,e2);
    }
    P v1 = e1-s1, v2 = e2-s2, d = s2-s1;
    auto a = v1.cross(v2), a1 = d.cross(v1), a2 = d.cross(v2);
    if (a == 0) { // parallel
        auto b1 = s1.dot(v1), c1 = e1.dot(v1),
            b2 = s2.dot(v1), c2 = e2.dot(v1);
        return !a1 && max(b1,min(b2,c2)) <= min(c1,max(b2,c2));
    }
    if (a < 0) { a = -a; a1 = -a1; a2 = -a2; }
    return (0 <= a1 && a1 <= a && 0 <= a2 && a2 <= a);
}
```

lineIntersection.h

Description:
If a unique intersetion point of the lines going through s1,e1 and s2,e2 exists r is set to this point and 1 is returned. If no intersection point exists 0 is returned and if infinitely many exists -1 is returned. If s1==e1 or s2==e2 -1 is returned. The wrong position will be returned if P is Point<int> and the intersection point does not have integer coordinates. Products of three coordinates are used in intermediate steps so watch out for overflow if using int or long long.
Usage: point<double> intersection;
if (1 == LineIntersection(s1,e1,s2,e2,intersection))
cout << "intersection point at " << intersection << endl;

"Point.h"9 lines

```
template<class P>
int lineIntersection(const P& s1, const P& e1, const P& s2,
    const P& e2, P& r) {
    if ((e1-s1).cross(e2-s2)) { //if not parallell
        r = s2-(e2-s2)*(e1-s1).cross(s2-s1)/(e1-s1).cross(e2-s2);
        return 1;
    } else
        return -((e1-s1).cross(s2-s1)==0 || s2==e2);
}
```



sideOf.h

Description: Returns where p is as seen from s towards e . $1/0/-1 \Leftrightarrow$ left/on line/right. If the optional argument eps is given 0 is returned if p is within distance eps from the line. P is supposed to be Point<T> where T is e.g. double or long long. It uses products in intermediate steps so watch out for overflow if using int or long long.
Usage: bool left = sideOf(p1,p2,q)==1;

"Point.h"11 lines

```
template<class P>
int sideOf(const P& s, const P& e, const P& p) {
    auto a = (e-s).cross(p-s);
    return (a > 0) - (a < 0);
}
template<class P>
int sideOf(const P& s, const P& e, const P& p, double eps) {
    auto a = (e-s).cross(p-s);
    double l = (e-s).dist()*eps;
    return (a > l) - (a < -l);
}
```

onSegment.h

Description: Returns true iff p lies on the line segment from s to e. Intended for use with e.g. Point<long long> where overflow is an issue. Use (segDist(s,e,p)<=epsilon) instead when using Point<double>.

"Point.h"5 lines

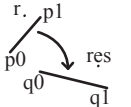
```
template<class P>
bool onSegment(const P& s, const P& e, const P& p) {
    P ds = p-s, de = p-e;
    return ds.cross(de) == 0 && ds.dot(de) <= 0;
}
```

linearTransformation.h

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

"Point.h"6 lines

```
typedef Point<double> P;
P linearTransformation(const P& p0, const P& p1,
    const P& q0, const P& q1, const P& r) {
    P dp = p1-p0, dq = q1-q0, num(dp.cross(dq), dp.dot(dq));
    return q0 + P((r-p0).cross(num), (r-p0).dot(num))/dp.dist2();
}
```



Angle.h

Description: A class for ordering angles (as represented by int points and a number of rotations around the origin). Useful for rotational sweeping. Sometimes also represents points or vectors.
Usage: vector<Angle> v = {w[0], w[0].t360() ...}; // sorted
int j = 0; rep(i,0,n) { while (v[j] < v[i].t180()) ++j; }
// sweeps j such that (j-i) represents the number of positively oriented triangles with vertices at 0 and i

"Point.h"37 lines

```
struct Angle {
    int x, y;
    int t;
    Angle(int x, int y, int t=0) : x(x), y(y), t(t) {}
    Angle operator-(Angle b) const { return {x-b.x, y-b.y, t}; }
    int quad() const {
        assert(x || y);
        if (y < 0) return (x >= 0) + 2;
        if (y > 0) return (x <= 0);
        return (x <= 0) * 2;
    }
    Angle t90() const { return {-y, x, t + (quad() == 3)}; }
    Angle t180() const { return {-x, -y, t + (quad() >= 2)}; }
    Angle t360() const { return {x, y, t + 1}; }
```

```
};
bool operator<(Angle a, Angle b) {
    // add a.dist2() and b.dist2() to also compare distances
    return make_tuple(a.t, a.quad(), a.y * (11)b.x) <
        make_tuple(b.t, b.quad(), a.x * (11)b.y);
}
```

```
// Given two points, this calculates the smallest angle between
// them, i.e., the angle that covers the defined line segment.
pair<Angle, Angle> segmentAngles(Angle a, Angle b) {
    if (b < a) swap(a, b);
    return (b < a.t180() ?
        make_pair(a, b) : make_pair(b, a.t360()));
}
Angle operator+(Angle a, Angle b) { // point a + vector b
    Angle r(a.x + b.x, a.y + b.y, a.t);
    if (a.t180() < r) r.t--;
    return r.t180() < a ? r.t360() : r;
}
Angle angleDiff(Angle a, Angle b) { // angle b - angle a
    int tu = b.t - a.t; a.t = b.t;
    return {a.x*b.x + a.y*b.y, a.x*b.y - a.y*b.x, tu - (b < a)};
}
```

8.2 Circles

CircleIntersection.h

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

"Point.h"14 lines

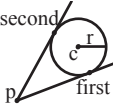
```
typedef Point<double> P;
bool circleIntersection(P a, P b, double r1, double r2,
    pair<P, P>* out) {
    P delta = b - a;
    assert(delta.x || delta.y || r1 != r2);
    if (!delta.x && !delta.y) return false;
    double r = r1 + r2, d2 = delta.dist2();
    double p = (d2 + r1*r1 - r2*r2) / (2.0 * d2);
    double h2 = r1*r1 - p*p*d2;
    if (d2 > r*r || h2 < 0) return false;
    P mid = a + delta*p, per = delta.perp() * sqrt(h2 / d2);
    *out = {mid + per, mid - per};
    return true;
}
```

circleTangents.h

Description:
Returns a pair of the two points on the circle with radius r centered around c whos tangent lines intersect p. If p lies within the circle NaN-points are returned. P is intended to be Point<double>. The first point is the one to the right as seen from the p towards c.
Usage: typedef Point<double> P;
pair<P,P> p = circleTangents(P(100,2),P(0,0),2);

"Point.h"6 lines

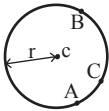
```
template<class P>
pair<P,P> circleTangents(const P &p, const P &c, double r) {
    P a = p-c;
    double x = r*r/a.dist2(), y = sqrt(x-x*x);
    return make_pair(c+a*x+a.perp()*y, c+a*x-a.perp()*y);
}
```



circumcircle.h

Description:

The circumcircle of a triangle is the circle intersecting all three vertices. ccRadius returns the radius of the circle going through points A, B and C and ccCenter returns the center of the same circle.



```
"Point.h"
9 lines

typedef Point<double> P;
double ccRadius(const P& A, const P& B, const P& C) {
    return (B-A).dist()*(C-B).dist()*(A-C).dist()/
        abs((B-A).cross(C-A))/2;
}

P ccCenter(const P& A, const P& B, const P& C) {
    P b = C-A, c = B-A;
    return A + (b*c.dist2()-c*b.dist2()).perp()/b.cross(c)/2;
}
```

MinimumEnclosingCircle.h

Description: Computes the minimum circle that encloses a set of points. Time: expected $\mathcal{O}(n)$

```
"circumcircle.h"
28 lines

pair<double, P> mec2(vector<P>& S, P a, P b, int n) {
    double hi = INFINITY, lo = -hi;
    rep(i,0,n) {
        auto si = (b-a).cross(S[i]-a);
        if (si == 0) continue;
        P m = ccCenter(a, b, S[i]);
        auto cr = (b-a).cross(m-a);
        if (si < 0) hi = min(hi, cr);
        else lo = max(lo, cr);
    }
    double v = (0 < lo ? lo : hi < 0 ? hi : 0);
    P c = (a + b) / 2 + (b - a).perp() * v / (b - a).dist2();
    return {(a - c).dist2(), c};
}

pair<double, P> mec(vector<P>& S, P a, int n) {
    random_shuffle(S.begin(), S.begin() + n);
    P b = S[0], c = (a + b) / 2;
    double r = (a - c).dist2();
    rep(i,1,n) if ((S[i] - c).dist2() > r * (1 + 1e-8)) {
        tie(r,c) = (n == sz(S) ?
            mec(S, S[i], i) : mec2(S, a, S[i], i));
    }
    return {r, c};
}

pair<double, P> enclosingCircle(vector<P> S) {
    assert(!S.empty()); auto r = mec(S, S[0], sz(S));
    return {sqrt(r.first), r.second};
}
```

8.3 Polygons

insidePolygon.h

Description: Returns true if p lies within the polygon described by the points between iterators begin and end. If strict false is returned when p is on the edge of the polygon. Answer is calculated by counting the number of intersections between the polygon and a line going from p to infinity in the positive x-direction. The algorithm uses products in intermediate steps so watch out for overflow. If points within epsilon from an edge should be considered as on the edge replace the line "if (onSegment..." with the comment below it (this will cause overflow for int and long long). Usage: typedef Point<int> pi; vector<pi> v; v.push_back(pi(4,4)); v.push_back(pi(1,2)); v.push_back(pi(2,1)); bool in = insidePolygon(v.begin(),v.end(), pi(3,4), false); Time: $\mathcal{O}(n)$

```
template<class It, class P>
bool insidePolygon(It begin, It end, const P& p,
    bool strict = true) {
    int n = 0; //number of isects with line from p to (inf,p.y)
    for (It i = begin, j = end-1; i != end; j = i++) {
        //if p is on edge of polygon
        if (onSegment(*i, *j, p)) return !strict;
        //or: if (segDist(*i, *j, p) <= epsilon) return !strict;
        //increment n if segment intersects line from p
        n += (max(i->y, j->y) > p.y && min(i->y, j->y) <= p.y &&
            ((*j-*i).cross(p-*i) > 0) == (i->y <= p.y));
    }
    return n&1; //inside if odd number of intersections
}
```

PolygonArea.h

Description: Returns twice the signed area of a polygon. Clockwise enumeration gives negative area. Watch out for overflow if using int as T! Time: $\mathcal{O}(n)$

```
"Point.h"
6 lines

template<class T>
T polygonArea2(vector<Point<T>>& v) {
    T a = v.back().cross(v[0]);
    rep(i,0,sz(v)-1) a += v[i].cross(v[i+1]);
    return a;
}
```

PolygonCenter.h

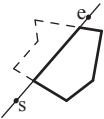
Description: Returns the center of mass for a polygon. Time: $\mathcal{O}(n)$

```
"Point.h"
10 lines

typedef Point<double> P;
Point<double> polygonCenter(vector<P>& v) {
    auto i = v.begin(), end = v.end(), j = end-1;
    Point<double> res{0,0}; double A = 0;
    for (; i != end; j=i++) {
        res = res + (*i + *j) * j->cross(*i);
        A += j->cross(*i);
    }
    return res / A / 3;
}
```

PolygonCut.h

Description: Returns a vector with the vertices of a polygon with everything to the left of the segment going from s to e cut away. Usage: vector<P> p = ...; p = polygonCut(p, P(0,0), P(1,0)); Time: $\mathcal{O}(n)$



```
"Point.h", "lineIntersection.h"
15 lines

typedef Point<double> P;
vector<P> polygonCut(const vector<P>& poly, P s, P e) {
    vector<P> res;
    rep(i,0,sz(poly)) {
        P cur = poly[i], prev = i ? poly[i-1] : poly.back();
        bool side = s.cross(e, cur) < 0;
        if (side != (s.cross(e, prev) < 0)) {
            res.emplace_back();
            lineIntersection(s, e, cur, prev, res.back());
        }
        if (side)
            res.push_back(cur);
    }
    return res;
}
```

ConvexHull.h

Description: Returns a vector of indices of the convex hull in counter-clockwise order. Points on the edge of the hull between two other points are not considered part of the hull. Usage: vector<P> ps, hull; trav(i, convexHull(ps)) hull.push_back(ps[i]); Time: $\mathcal{O}(n \log n)$



```
"Point.h"
20 lines

typedef Point<ll> P;
pair<vi, vi> ulHull(const vector<P>& S) {
    vi Q(sz(S)), U, L;
    iota(all(Q), 0);
    sort(all(Q), [&S](int a, int b){ return S[a] < S[b]; });
    trav(it, Q) {
        #define ADDP(C, cmp) while (sz(C) > 1 && S[C[sz(C)-2]].cross(\
            S[it], S[C.back()]) cmp 0) C.pop_back(); C.push_back(it);
        ADDP(U, <=); ADDP(L, >=);
    }
    return {U, L};
}

vi convexHull(const vector<P>& S) {
    vi u, l; tie(u, l) = ulHull(S);
    if (sz(S) <= 1) return u;
    if (S[u[0]] == S[u[1]]) return {0};
    l.insert(l.end(), u.rbegin()+1, u.rend()-1);
    return l;
}
```

PolygonDiameter.h

Description: Calculates the max squared distance of a set of points. Time: $\mathcal{O}(n^2)$

```
"ConvexHull.h"
19 lines

vector<pii> antipodal(const vector<P>& S, vi& U, vi& L) {
    vector<pii> ret;
    int i = 0, j = sz(L) - 1;
    while (i < sz(U) - 1 || j > 0) {
        ret.emplace_back(U[i], L[j]);
        if (j == 0 || (i != sz(U)-1 && (S[L[j]] - S[L[j-1]])
            .cross(S[U[i+1]] - S[U[i]]) > 0)) ++i;
        else --j;
    }
    return ret;
}

pii polygonDiameter(const vector<P>& S) {
    vi U, L; tie(U, L) = ulHull(S);
    pair<ll, pii> ans;
    trav(x, antipodal(S, U, L))
        ans = max(ans, {(S[x.first] - S[x.second]).dist2(), x});
    return ans.second;
}
```

PointInsideHull.h

Description: Determine whether a point t lies inside a given polygon (counter-clockwise order). The polygon must be such that every point on the circumference is visible from the first point in the vector. It returns 0 for points outside, 1 for points on the circumference, and 2 for points inside. Time: $\mathcal{O}(\log N)$

```
"Point.h", "sideOf.h", "onSegment.h"
22 lines

typedef Point<ll> P;
int insideHull2(const vector<P>& H, int L, int R, const P& p) {
    int len = R - L;
    if (len == 2) {
        int sa = sideOf(H[0], H[L], p);
        int sb = sideOf(H[L], H[L+1], p);
        int sc = sideOf(H[L+1], H[0], p);
    }
}
```

```
    if (sa < 0 || sb < 0 || sc < 0) return 0;
    if (sb==0 || (sa==0 && L == 1) || (sc == 0 && R == sz(H)))
        return 1;
    return 2;
}
int mid = L + len / 2;
if (sideOf(H[0], H[mid], p) >= 0)
    return insideHull2(H, mid, R, p);
return insideHull2(H, L, mid+1, p);
}
```

```
int insideHull(const vector<P>& hull, const P& p) {
    if (sz(hull) < 3) return onSegment(hull[0], hull.back(), p);
    else return insideHull2(hull, 1, sz(hull), p);
}
```

LineHullIntersection.h

Description: Line-convex polygon intersection. The polygon must be ccw and have no colinear points. isct(a, b) returns a pair describing the intersection of a line with the polygon: $\bullet(-1, -1)$ if no collision, $\bullet(i, -1)$ if touching the corner i , $\bullet(i, i)$ if along side $(i, i + 1)$, $\bullet(i, j)$ if crossing sides $(i, i + 1)$ and $(j, j + 1)$. In the last case, if a corner i is crossed, this is treated as happening on side $(i, i + 1)$. The points are returned in the same order as the line hits the polygon.
Time: $\mathcal{O}(N + Q \log n)$

"Point.h"63 lines

```
ll sgn(ll a) { return (a > 0) - (a < 0); }
typedef Point<ll> P;
struct HullIntersection {
    int N;
    vector<P> p;
    vector<pair<P, int>> a;

    HullIntersection(const vector<P>& ps) : N(sz(ps)), p(ps) {
        p.insert(p.end(), all(ps));
        int b = 0;
        rep(i, 1, N) if (P{p[i].y, p[i].x} < P{p[b].y, p[b].x}) b = i;
        rep(i, 0, N) {
            int f = (i + b) % N;
            a.emplace_back(p[f+1] - p[f], f);
        }
    }

    int qd(P p) {
        return (p.y < 0) ? (p.x >= 0) + 2
            : (p.x <= 0) * (1 + (p.y <= 0));
    }

    int bs(P dir) {
        int lo = -1, hi = N;
        while (hi - lo > 1) {
            int mid = (lo + hi) / 2;
            if (make_pair(qd(dir), dir.y * a[mid].first.x) <
                make_pair(qd(a[mid].first), dir.x * a[mid].first.y))
                hi = mid;
            else lo = mid;
        }
        return a[hi%N].second;
    }

    bool isgn(P a, P b, int x, int y, int s) {
        return sgn(a.cross(p[x], b)) * sgn(a.cross(p[y], b)) == s;
    }

    int bs2(int lo, int hi, P a, P b) {
        int L = lo;
        if (hi < lo) hi += N;
        while (hi - lo > 1) {
```

```
            int mid = (lo + hi) / 2;
            if (isign(a, b, mid, L, -1)) hi = mid;
            else lo = mid;
        }
        return lo;
    }

    pii isct(P a, P b) {
        int f = bs(a - b), j = bs(b - a);
        if (isign(a, b, f, j, 1)) return {-1, -1};
        int x = bs2(f, j, a, b)%N,
            y = bs2(j, f, a, b)%N;
        if (a.cross(p[x], b) == 0 &&
            a.cross(p[x+1], b) == 0) return {x, x};
        if (a.cross(p[y], b) == 0 &&
            a.cross(p[y+1], b) == 0) return {y, y};
        if (a.cross(p[f], b) == 0) return {f, -1};
        if (a.cross(p[j], b) == 0) return {j, -1};
        return {x, y};
    }
};
```

8.4 Misc. Point Set Problems

closestPair.h

Description: $i1, i2$ are the indices to the closest pair of points in the point vector p after the call. The distance is returned.
Time: $\mathcal{O}(n \log n)$

"Point.h"58 lines

```
template<class It>
bool it_less(const It& i, const It& j) { return *i < *j; }
template<class It>
bool y_it_less(const It& i, const It& j) {return i->y < j->y;}

template<class It, class IIt> /* IIt = vector<It>::iterator */
double cp_sub(IIt ya, IIt yaend, IIt xa, It &i1, It &i2) {
    typedef typename iterator_traits<It>::value_type P;
    int n = yaend-ya, split = n/2;
    if(n <= 3) { // base case
        double a = (*xa[1]-*xa[0]).dist(), b = 1e50, c = 1e50;
        if(n==3) b=(*xa[2]-*xa[0]).dist(), c=(*xa[2]-*xa[1]).dist()
            ;
        if(a <= b) { i1 = xa[1];
            if(a <= c) return i2 = xa[0], a;
            else return i2 = xa[2], c;
        } else { i1 = xa[2];
            if(b <= c) return i2 = xa[0], b;
            else return i2 = xa[1], c;
        }
    }
    vector<It> ly, ry, stripy;
    P splitp = *xa[split];
    double splitx = splitp.x;
    for(IIt i = ya; i != yaend; ++i) { // Divide
        if(*i != xa[split] && (**i-splitp).dist2() < 1e-12)
            return i1 = *i, i2 = xa[split], 0;// nasty special case!
        if (**i < splitp) ly.push_back(*i);
        else ry.push_back(*i);
    } // assert((signed)lefty.size() == split)
    It j1, j2; // Conquer
    double a = cp_sub(ly.begin(), ly.end(), xa, i1, i2);
    double b = cp_sub(ry.begin(), ry.end(), xa+split, j1, j2);
    if(b < a) a = b, i1 = j1, i2 = j2;
    double a2 = a*a;
    for(IIt i = ya; i != yaend; ++i) { // Create strip (y-sorted)
        double x = (*i)->x;
        if(x >= splitx-a && x <= splitx+a) stripy.push_back(*i);
    }
```

```
for(IIt i = stripy.begin(); i != stripy.end(); ++i) {
    const P &p1 = **i;
    for(IIt j = i+1; j != stripy.end(); ++j) {
        const P &p2 = **j;
        if(p2.y-p1.y > a) break;
        double d2 = (p2-p1).dist2();
        if(d2 < a2) i1 = *i, i2 = *j, a2 = d2;
    }
}
return sqrt(a2);
}

template<class It> // It is random access iterators of point<T>
double closestpair(It begin, It end, It &i1, It &i2) {
    vector<It> xa, ya;
    assert(end-begin >= 2);
    for (It i = begin; i != end; ++i)
        xa.push_back(i), ya.push_back(i);
    sort(xa.begin(), xa.end(), it_less<It>);
    sort(ya.begin(), ya.end(), y_it_less<It>);
    return cp_sub(ya.begin(), ya.end(), xa.begin(), i1, i2);
}
```

kdTree.h

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

"Point.h"63 lines

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

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

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

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

    Node(vector<P>&& vp) : pt(vp[0]) {
        for (P p : vp) {
            x0 = min(x0, p.x); x1 = max(x1, p.x);
            y0 = min(y0, p.y); y1 = max(y1, p.y);
        }
        if (vp.size() > 1) {
            // split on x if the box is wider than high (not best heuristic...)
            sort(all(vp), x1 - x0 >= y1 - y0 ? on_x : on_y);
            // divide by taking half the array for each child (not
            // best performance with many duplicates in the middle)
            int half = sz(vp)/2;
            first = new Node({vp.begin(), vp.begin() + half});
            second = new Node({vp.begin() + half, vp.end()});
        }
    }
};

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

    pair<T, P> search(Node *node, const P& p) {
        if (!node->first) {
            // uncomment if we should not find the point itself:
```

```
// if (p == node->pt) return {INF, P()};
return make_pair((p - node->pt).dist2(), node->pt);
}

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

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

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

};
```

DelaunayTriangulation.h

Description: Computes the Delaunay triangulation of a set of points. Each circumcircle contains none of the input points. If any three points are colinear or any four are on the same circle, behavior is undefined.

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

```
"Point.h", "3dHull.h"
32 lines

template<class P, class F>
void delaunay(vector<P>& ps, F trfun) {
    if (sz(ps) == 3) { int d = (ps[0].cross(ps[1], ps[2]) < 0);
        trfun(0,1+d,2-d); }
    vector<P3> p3;
    trav(p, ps) p3.emplace_back(p.x, p.y, p.dist2());
    if (sz(ps) > 3) trav(t, hull3d(p3)) if ((p3[t.b]-p3[t.a]).
        cross(p3[t.c]-p3[t.a]).dot(P3(0,0,1)) < 0)
        trfun(t.a, t.c, t.b);
}
```

8.5 3D

PolyhedronVolume.h

Description: Magic formula for the volume of a polyhedron. Faces should point outwards.

```
6 lines

template<class V, class L>
double signed_poly_volume(const V& p, const L& trilst) {
    double v = 0;
    trav(i, trilst) v += p[i.a].cross(p[i.b]).dot(p[i.c]);
    return v / 6;
}
```

Point3D.h

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

```
32 lines

template<class T> struct Point3D {
    typedef Point3D P;
    typedef const P& R;
    T x, y, z;
    explicit Point3D(T x=0, T y=0, T z=0) : x(x), y(y), z(z) {}
    bool operator<(R p) const {
        return tie(x, y, z) < tie(p.x, p.y, p.z); }
    bool operator==(R p) const {
        return tie(x, y, z) == tie(p.x, p.y, p.z); }
    P operator+(R p) const { return P(x+p.x, y+p.y, z+p.z); }
    P operator-(R p) const { return P(x-p.x, y-p.y, z-p.z); }
    P operator*(T d) const { return P(x*d, y*d, z*d); }
    P operator/(T d) const { return P(x/d, y/d, z/d); }
    T dot(R p) const { return x*p.x + y*p.y + z*p.z; }
    P cross(R p) const {
        return P(y*p.z - z*p.y, z*p.x - x*p.z, x*p.y - y*p.x);
    }
    T dist2() const { return x*x + y*y + z*z; }
    double dist() const { return sqrt((double)dist2()); }
    //Azimuthal angle (longitude) to x-axis in interval [-pi, pi]
    double phi() const { return atan2(y, x); }
    //Zenith angle (latitude) to the z-axis in interval [0, pi]
    double theta() const { return atan2(sqrt(x*x+y*y),z); }
    P unit() const { return *this/(T)dist(); } //makes dist()==1
    //returns unit vector normal to *this and p
    P normal(P p) const { return cross(p).unit(); }
    //returns point rotated 'angle' radians ccw around axis
    P rotate(double angle, P axis) const {
        double s = sin(angle), c = cos(angle); P u = axis.unit();
        return u*dot(u)*(1-c) + (*this)*c - cross(u)*s;
    }
};
```

3dHull.h

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

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

```
"Point3D.h"
49 lines

typedef Point3D<double> P3;

struct PR {
    void ins(int x) { (a == -1 ? a : b) = x; }
    void rem(int x) { (a == x ? a : b) = -1; }
    int cnt() { return (a != -1) + (b != -1); }
    int a, b;
};

struct F { P3 q; int a, b, c; };

vector<F> hull3d(const vector<P3>& A) {
    assert(sz(A) >= 4);
    vector<vector<PR>> E(sz(A), vector<PR>(sz(A), {-1, -1}));
#define E(x,y) E[f.x][f.y]
    vector<F> FS;
    auto mf = [&](int i, int j, int k, int l) {
        P3 q = (A[j] - A[i]).cross((A[k] - A[i]));
        if (q.dot(A[l]) > q.dot(A[i]))
            q = q * -1;
        F f(q, i, j, k);
        E(a,b).ins(k); E(a,c).ins(j); E(b,c).ins(i);
        FS.push_back(f);
    };
    rep(i,0,4) rep(j,i+1,4) rep(k,j+1,4)
        mf(i, j, k, 6 - i - j - k);
```

```
rep(i,4,sz(A)) {
    rep(j,0,sz(FS)) {
        F f = FS[j];
        if (f.q.dot(A[i]) > f.q.dot(A[f.a])) {
            E(a,b).rem(f.c);
            E(a,c).rem(f.b);
            E(b,c).rem(f.a);
            swap(FS[j--], FS.back());
            FS.pop_back();
        }
        int nw = sz(FS);
        rep(j,0,nw) {
            F f = FS[j];
#define C(a, b, c) if (E(a,b).cnt() != 2) mf(f.a, f.b, i, f.c);
            C(a, b, c); C(a, c, b); C(b, c, a);
        }
        trav(it, FS) if ((A[it.b] - A[it.a]).cross(
            A[it.c] - A[it.a]).dot(it.q) <= 0) swap(it.c, it.b);
        return FS;
    }
};
```

sphericalDistance.h

Description: Returns the shortest distance on the sphere with radius radius between the points with azimuthal angles (longitude) f1 (ϕ_1) and f2 (ϕ_2) from x axis and zenith angles (latitude) t1 (θ_1) and t2 (θ_2) from z axis. All angles measured in radians. The algorithm starts by converting the spherical coordinates to cartesian coordinates so if that is what you have you can use only the two last rows. dx*radius is then the difference between the two points in the x direction and d*radius is the total distance between the points.

```
8 lines

double sphericalDistance(double f1, double t1,
    double f2, double t2, double radius) {
    double dx = sin(t2)*cos(f2) - sin(t1)*cos(f1);
    double dy = sin(t2)*sin(f2) - sin(t1)*sin(f1);
    double dz = cos(t2) - cos(t1);
    double d = sqrt(dx*dx + dy*dy + dz*dz);
    return radius*2*asin(d/2);
}
```

Strings (9)

KMP.h

Description: pi[x] computes the length of the longest prefix of s that ends at x, other than s[0...x] itself (abacaba -> 0010123). Can be used to find all occurrences of a string.

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

```
16 lines

vi pi(const string& s) {
    vi p(sz(s));
    rep(i,1,sz(s)) {
        int g = p[i-1];
        while (g && s[i] != s[g]) g = p[g-1];
        p[i] = g + (s[i] == s[g]);
    }
    return p;
}

vi match(const string& s, const string& pat) {
    vi p = pi(pat + '\0' + s), res;
    rep(i,sz(p)-sz(s),sz(p))
        if (p[i] == sz(pat)) res.push_back(i - 2 * sz(pat));
    return res;
}
```

Manacher.h

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

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

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

MinRotation.h

Description: Finds the lexicographically smallest rotation of a string.

Usage: rotate(v.begin(), v.begin()+min.rotation(v), v.end());

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

```
8 lines
int min_rotation(string s) {
    int a=0, N=sz(s); s += s;
    rep(b,0,N) rep(i,0,N) {
        if (a+i == b || s[a+i] < s[b+i]) {b += max(0, i-1); break;}
        if (s[a+i] > s[b+i]) { a = b; break; }
    }
    return a;
}
```

NextPermutation.h

Description: Finds the lexicographically smallest next permutation. Intu- itively, find largest index i such that $a[i] < a[i+1]$ then, find largest index j such that $j \geq i$ and $a[j] > a[i]$ Swap($a[j]$, $a[i-1]$). Then reverse suffix start at i.

Usage: return the array x and the permutation

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

```
12 lines
bool nextPermutation(int x[], int n) {
    int k = -1;
    for (int i = n - 2; k == -1 && i >= 0; --i)
        if (x[i] < x[i + 1]) k = i;
    if (k == -1) return false;
    int l = -1;
    for (int i = n - 1; l == -1 && i > k; --i)
        if (x[k] < x[i]) l = i;
    swap(x[k], x[l]);
    reverse(x + k + 1, x + n);
    return true;
}
```

SuffixArray.h

Description: Compute Suffix Array of Strings.

Usage: computeLcp(x,y) run in log N.

buildlcp() run in N and return lcp[i] = lcp SA[i] and SA[i-1].

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

```
76 lines
class Element_suffix{
public:
    int rank_now, rank_pref, pos;
};

class Suffix{
private:
    inline bool same_rank(Element_suffix a, Element_suffix b) {
        return a.rank_now == b.rank_now && a.rank_pref == b.
            rank_pref;
    }
}
```

```

}
inline void reset_freq(bool is_sort_now) {
    for(int i = 0; i <= end; i++) freq[i] = 0;
    for(int i = 0; i < n; i++) freq[ is_sort_now ? suf[i].
        rank_now+1 : suf[i].rank_pref+1 ]++;
    start[0] = 0;
    for(int i = 1; i <= end; i++) {
        start[i] = freq[i-1];
        freq[i] += freq[i-1];
    }
}
public:
    int sorted[20][MAX], freq[MAX], start[MAX], SA[MAX], end, n;
    Element_suffix suf[MAX], tmp[MAX];
    void build_suffix() {
        n = strlen(s);
        if (n == 1) {
            SA[0] = 0;
            return;
        }
        end = max(n, 1 << 8);
        for(int i = 0; i < n; i++) sorted[0][i] = (int)s[i];
        int step = 1;
        for(int cnt = 1; cnt < n; step++, cnt *= 2) {
            for(int i = 0; i < n; i++) {
                suf[i].rank_pref = sorted[step-1][i];
                suf[i].rank_now = (i + cnt < n) ? sorted[step-1][i+cnt]
                    : -1;
                suf[i].pos = i;
            }
            reset_freq(1);
            for(int i = 0; i < n; i++) tmp[start[suf[i].rank_now
                +1]++] = suf[i];
            reset_freq(0);
            for(int i = 0; i < n; i++) suf[start[tmp[i].rank_pref
                +1]++] = tmp[i];
            for(int i = 0; i < n; i++) {
                sorted[step][suf[i].pos] = (i && same_rank(suf[i], suf[
                    i-1])) ? sorted[step][suf[i-1].pos] : i;
            }
            step--;
            for(int i = 0; i < n; i++) SA[sorted[step][i]] = i;
        }
    };
    int compute_lcp(int x, int y) {
        int ans = 0;
        for(int k = 20; k >= 0; k--) {
            int s = (1 << k);
            if (x + s - 1 < n && y + s - 1 < n && sorted[k][x] ==
                sorted[k][y]) {
                ans += s;
                x += s;
                y += s;
            }
        }
        return ans;
    }
    void buildLCP(){
        phi[SA[0]] = -1;
        for(int i = 1 ; i < len ; i++)
            phi[SA[i]] = SA[i - 1];
        for(int i = 0, l = 0 ; i < len ; i++){
            if(phi[i] == -1)
                PLCP[i] = 0;
            else{
                while(s[i + l] == s[phi[i] + l]) l++;
                PLCP[i] = l;
                l = max(0,l - 1);
            }
        }
    }
}
```

```

}
for(int i = 0 ; i < len ; i++)
    LCP[i] = PLCP[SA[i]];
}

SuffixTree.h
Description: Ukkonen’s algorithm for online suffix tree construction. Each
node contains indices [l, r) into the string, and a list of child nodes. Suffixes
are given by traversals of this tree, joining [l, r) substrings. The root is 0 (has
l = -1, r = 0), non-existent children are -1. To get a complete tree, append
a dummy symbol – otherwise it may contain an incomplete path (still useful
for substring matching, though).
Time:  $\mathcal{O}(26N)$ 
50 lines
struct SuffixTree {
    enum { N = 200010, ALPHA = 26 }; // N ~ 2*maxlen+10
    int toi(char c) { return c - 'a'; }
    string a; // v = cur node, q = cur position
    int t[N][ALPHA], l[N], r[N], p[N], s[N], v=0, q=0, m=2;

    void ukkadd(int i, int c) { suff:
        if (r[v]<=q) {
            if (t[v][c]==-1) { t[v][c]=m; l[m]=i;
                p[m++]=v; v=s[v]; q=r[v]; goto suff; }
            v=t[v][c]; q=l[v];
        }
        if (q==-1 || c==toi(a[q])) q++; else {
            l[m+1]=i; p[m+1]=m; l[m]=l[v]; r[m]=q;
            p[m]=p[v]; t[m][c]=m+1; t[m][toi(a[q])]=v;
            l[v]=q; p[v]=m; t[p[m]][toi(a[l[m])]]=m;
            v=s[p[m]]; q=l[m];
            while (q<r[m]) { v=t[v][toi(a[q])]; q+=r[v]-l[v]; }
            if (q==r[m]) s[m]=v; else s[m]=m+2;
            q=r[v]-(q-r[m]); m+=2; goto suff;
        }
    }

    SuffixTree(string a) : a(a) {
        fill(r,r+N,sz(a));
        memset(s, 0, sizeof s);
        memset(t, -1, sizeof t);
        fill(t[1],t[1]+ALPHA,0);
        s[0] = 1; l[0] = l[1] = -1; r[0] = r[1] = p[0] = p[1] = 0;
        rep(i,0,sz(a)) ukkadd(i, toi(a[i]));
    }

    // example: find longest common substring (uses ALPHA = 28)
    pii best;
    int lcs(int node, int il, int i2, int olen) {
        if (l[node] <= il && il < r[node]) return 1;
        if (l[node] <= i2 && i2 < r[node]) return 2;
        int mask = 0, len = node ? olen + (r[node] - l[node]) : 0;
        rep(c,0,ALPHA) if (t[node][c] != -1)
            mask |= lcs(t[node][c], il, i2, len);
        if (mask == 3)
            best = max(best, {len, r[node] - len});
        return mask;
    }
    static pii LCS(string s, string t) {
        SuffixTree st(s + (char)('z' + 1) + t + (char)('z' + 2));
        st.lcs(0, sz(s), sz(s) + 1 + sz(t), 0);
        return st.best;
    }
};

Hashing.h
Description: Various self-explanatory methods for string hashing.
44 lines
// Arithmetic mod 2^64–1. 2x slower than mod 2^64 and more
```

```
// code, but works on evil test data (e.g. Thue-Morse, where
// ABBA... and BAAB... of length 2^10 hash the same mod 2^64).
// "typedef ull H;" instead if you think test data is random,
// or work mod 10^9+7 if the Birthday paradox is not a problem.
struct H {
    typedef uint64_t ull;
    ull x; H(ull x=0) : x(x) {}
#define OP(O,A,B) H operator O(H o) { ull r = x; asm \
(A "addq %%rdx, %0\n adcq $0,%0" : "+a"(r) : B); return r; }
    OP(+,, "d"(o.x)) OP(*, "mul %1\n", "r"(o.x) : "rdx")
    H operator~(H o) { return *this + ~o.x; }
    ull get() const { return x + !~x; }
    bool operator==(H o) const { return get() == o.get(); }
    bool operator<(H o) const { return get() < o.get(); }
};

static const H C = (11)1e11+3; // (order ~ 3e9; random also ok)

struct HashInterval {
    vector<H> ha, pw;
    HashInterval(string& str) : ha(sz(str)+1), pw(ha) {
        pw[0] = 1;
        rep(i,0,sz(str))
            ha[i+1] = ha[i] * C + str[i],
            pw[i+1] = pw[i] * C;
    }
    H hashInterval(int a, int b) { // hash [a, b)
        return ha[b] - ha[a] * pw[b - a];
    }
};

vector<H> getHashes(string& str, int length) {
    if (sz(str) < length) return {};
    H h = 0, pw = 1;
    rep(i,0,length)
        h = h * C + str[i], pw = pw * C;
    vector<H> ret = {h};
    rep(i,length,sz(str)) {
        ret.push_back(h = h * C + str[i] - pw * str[i-length]);
    }
    return ret;
}

H hashString(string& s) { H h{}; trav(c,s) h=h*C+c; return h; }
```

AhoCorasick.h
Description: Aho-Corasick tree is used for dictionary matching. Initialize the tree like the example at main below.
Time: Function create is $\mathcal{O}(26N)$ where N is the sum of length of patterns. Be careful if the pattern allow duplicate. If not, the worst case is $N\sqrt{N}$.
<bits/stdc++.h> 113 lines

```
const int NALPHABET = 26;
struct Node {
    Node** children, go;
    bool leaf;
    char charToParent;
    Node* parent, suffLink, dictSuffLink;
    int count, value;

    Node() {
        children = new Node*[NALPHABET];
        go = new Node*[NALPHABET];
        for(int i = 0; i < NALPHABET; ++i) {
            children[i] = go[i] = NULL;
        }
        parent = suffLink = dictSuffLink = NULL;
        leaf = false;
        count = 0;
    }
};
```

```
};

Node* createRoot() {
    Node* node = new Node();
    node->suffLink = node;
    return node;
}

void addString(Node* node, const string& s, int value = -1) {
    for(int i = 0; i < s.length(); ++i) {
        int c = s[i] - 'a';
        if (node->children[c] == NULL) {
            Node* n = new Node();
            n->parent = node;
            n->charToParent = s[i];
            node->children[c] = n;
        }
        node = node->children[c];
    }
    node->leaf = true;
    node->count++;
    node->value = value;
}

Node* suffLink(Node* node);
Node* dictSuffLink(Node* node);
Node* go(Node* node, char ch);
int calc(Node* node);

Node* suffLink(Node* node) {
    if (node->suffLink == NULL) {
        if (node->parent->parent == NULL) {
            node->suffLink = node->parent;
        } else {
            node->suffLink = go(suffLink(node->parent), node->charToParent);
        }
    }
    return node->suffLink;
}

Node* dictSuffLink(Node* node) {
    if (node->dictSuffLink == NULL) {
        Node* n = suffLink(node);
        if (node == n) {
            node->dictSuffLink = node;
        } else {
            while (!n->leaf && n->parent != NULL) {
                n = dictSuffLink(n);
            }
            node->dictSuffLink = n;
        }
    }
    return node->dictSuffLink;
}

Node* go(Node* node, char ch) {
    int c = ch - 'a';
    if (node->go[c] == NULL) {
        if (node->children[c] != NULL) {
            node->go[c] = node->children[c];
        } else {
            node->go[c] = node->parent == NULL ? node : go(suffLink(node), ch);
        }
    }
    return node->go[c];
}
```

```
int calc(Node* node) {
    if (node->parent == NULL) {
        return 0;
    } else {
        return node->count + calc(dictSuffLink(node));
    }
}

int main() {
    Node* root = createRoot();
    addString(root, "a", 0);
    addString(root, "aa", 1);
    addString(root, "abc", 2);

    string s("abcaadc");
    Node* node = root;
    for (int i = 0; i < s.length(); ++i) {
        node = go(node, s[i]);
        Node* temp = node;
        while (temp != root) {
            if (temp->leaf) {
                printf("string (%d) occurs at position %d\n", temp->value, i);
            }
            temp = dictSuffLink(temp);
        }
    }
    return 0;
}
```

Various (10)

10.1 Known Problems

StableMarriage.h
Description: While there is a free man m: let w be the most preferred woman to whom he has not yet proposed, and propose m to w. If w is free, or is engaged to someone whom she prefers less than m, match m with w, else deny proposal.

FlowShopScheduling.h
Description: Schedule N jobs on 2 machines to minimize completion time. i-th job takes ai and bi time to execute on 1st and 2nd machine, respectively. Each job must be first executed on the first machine, then on second. Both machines execute all jobs in the same order. solution -> sort jobs by key ai < bi ? ai : (oo-bi), i.e. first execute all jobs with ai < bi in order of increasing ai, then all other jobs in order of decreasing bi.

2sat.h
Description: Build an implication graph with 2 vertices for each variable (the variable itself and its inverse). For each clause x V y, add edges (x', y) and (y', x). The formula is satisfiable iff x and x' are in different SCCs, for all x. To find a satisfiable assignment, consider the graph's SCCs in topological order from sinks to sources (Kosaraju's last step). Assign true to all variables of the current SCC (if it hasn't been previously assigned false), and false to all inverses. There is a code above : 2sat.h
<2sat.h>

orm MoserCircle ChickenMcNugget EulerFaceFormula CayleyFormula PickTheorm FastRead FastMod IntervalCover TernarySearch	22
Universitas Indonesia KonigTheorm.h Description: Consider a bipartite graph where the vertices are partitioned into left (L) and right (R) sets. Suppose there is a maximum matching which partitions the edges into those used in the matching (Em) and those not (E0). Let T consist of all unmatched vertices from L, as well as all vertices reachable from those (starting from vertices of T) by going left-to-right along edges from E0 and right-to-left along edges from Em . This essentially means that for each unmatched vertex in L, we add into T all vertices that occur in a path alternating between edges from E0 and Em. minimum vertex cover : vertices in T are added if they are in R and subtracted if they are in L to obtain the minimum vertex cover. There is a code above. <MinimumVertexCover.h>	

MoserCircle.h Description: Determine the number of pieces into which a circle is divided if n points on its circumference are joined by chords with no three internally concurrent. Solution: g(n) = nC4 + nC2 + 1.

ChickenMcNugget.h Description: Chicken McNugget Theorem states that for any two relatively prime positive integers m,n, the greatest integer that cannot be written in the form am+bn for nonnegative integers a,b is mn − m - n.

EulerFaceFormula.h Description: V − E + F = 2 [V: vertices E: edges F: faces]

CayleyFormula.h Description: There are n^{n-2} spanning trees of a complete graph with n la-beled vertices. Spanning Tree of Complete Bipartite Graph is $N^{M-1} * M^{N-1}$.
--

PickTheorm.h Description: Pick's Theorem: A = i + b/2 − 1. A is Area, I is internal points, and B is Border points .
--

10.2 Desperate Optimization

FastRead.h Description: Fast Read for Int/Long long Usage: fastRead_int(x)	8 lines
<pre>inline void fastRead_int(int &x) { register int c = getchar_unlocked(); x = 0; for(;; ((c<48 c>57) && c != '-'); c = getchar_unlocked()) ; for(;; c>47 && c<58 ; c = getchar_unlocked()) { x = (x<<1) + (x<<3) + c - 48; } }</pre>	
FastMod.h Description: Fast MOD Usage: rem(a*b). Dont forget to use manual C++ MOD at the end USE MM as (2^61) / MOD for safety	3 lines
<pre>inline int rem(long long a) { return a-mod*((a>>29)*MM>>32); }</pre>	

ClockTime.h Description: Elapsed time from the beginning of running program Usage: cek_time()	5 lines
<pre>clock_t first_attempt = clock(); inline void cek_time(){ clock_t cur = clock()- first_attempt; cerr<<"TIME : "<<(double) cur/CLOCKS_PER_SEC<<endl; }</pre>	

10.3 Intervals

IntervalContainer.h Description: Add and remove intervals from a set of disjoint intervals. Will merge the added interval with any overlapping intervals in the set when adding. Intervals are [inclusive, exclusive). Time: $\mathcal{O}(\log N)$	23 lines
<pre>set<pii>::iterator addInterval(set<pii>& is, int L, int R) { if (L == R) return is.end(); auto it = is.lower_bound({L, R}), before = it; while (it != is.end() && it->first <= R) { R = max(R, it->second); before = it = is.erase(it); } if (it != is.begin() && (--it)->second >= L) { L = min(L, it->first); R = max(R, it->second); is.erase(it); } return is.insert(before, {L,R}); }</pre>	
<pre>void removeInterval(set<pii>& is, int L, int R) { if (L == R) return; auto it = addInterval(is, L, R); auto r2 = it->second; if (it->first == L) is.erase(it); else (int&)it->second = L; if (R != r2) is.emplace(R, r2); }</pre>	

IntervalCover.h Description: Compute indices of smallest set of intervals covering another interval. Intervals should be [inclusive, exclusive). To support [inclusive, inclusive], change (A) to add R.empty(). Returns empty set on failure (or if G is empty). Time: $\mathcal{O}(N \log N)$	19 lines
<pre>template<class T> vi cover(pair<T, T> G, vector<pair<T, T>> I) { vi S(sz(I)), R; iota(all(S), 0); sort(all(S), [&](int a, int b) { return I[a] < I[b]; }); T cur = G.first; int at = 0; while (cur < G.second) { // (A) pair<T, int> mx = make_pair(cur, -1); while (at < sz(I) && I[S[at]].first <= cur) { mx = max(mx, make_pair(I[S[at]].second, S[at])); at++; } if (mx.second == -1) return {}; cur = mx.first; R.push_back(mx.second); } return R; }</pre>	

10.4 Misc. algorithms

TernarySearch.h Description: Find the smallest i in $[a,b]$ that maximizes $f(i)$, assuming that $f(a) < \dots < f(i) \geq \dots \geq f(b)$. To reverse which of the sides allows non-strict inequalities, change the < marked with (A) to <=, and reverse the loop at (B). To minimize f , change it to >, also at (B). Usage: int ind = ternSearch(0,n-1,[&](int i){return a[i];}); Time: $\mathcal{O}(\log(b-a))$	13 lines
<pre>template<class F> int ternSearch(int a, int b, F f) { assert(a <= b); while (b - a >= 5) { int mid = (a + b) / 2; if (f(mid) < f(mid+1)) // (A) a = mid; else b = mid+1; } rep(i,a+1,b+1) if (f(a) < f(i)) a = i; // (B) return a; }</pre>	

Karatsuba.h Description: Faster-than-naive convolution of two sequences: $c[x] = \sum a[i]b[x-i]$. Uses the identity $(aX + b)(cX + d) = acX^2 + bd + ((a + c)(b + d) - ac - bd)X$. Doesn't handle sequences of very different length well. See also FFT, under the Numerical chapter. Time: $\mathcal{O}(N^{1.6})$

10.5 Dynamic programming

DivideAndConquerDP.h Description: Given $a[i] = \min_{lo(i) \leq k < hi(i)}(f(i,k))$ where the (minimal) optimal k increases with i , computes $a[i]$ for $i = L..R-1$. Time: $\mathcal{O}((N + (hi-lo)) \log N)$	18 lines
<pre>struct DP { // Modify at will: int lo(int ind) { return 0; } int hi(int ind) { return ind; } ll f(int ind, int k) { return dp[ind][k]; } void store(int ind, int k, ll v) { res[ind] = pii(k, v); } void rec(int L, int R, int LO, int HI) { if (L >= R) return; int mid = (L + R) >> 1; pair<ll, int> best(LLONG_MAX, LO); rep(k, max(LO, lo(mid)), min(HI, hi(mid))) best = min(best, make_pair(f(mid, k), k)); store(mid, best.second, best.first); rec(L, mid, LO, best.second+1); rec(mid+1, R, best.second, HI); } void solve(int L, int R) { rec(L, R, INT_MIN, INT_MAX); } };</pre>	

KnuthDP.h Description: When doing DP on intervals: $a[i][j] = \min_{i < k < j}(a[i][k] + a[k][j]) + f(i,j)$, where the (minimal) optimal k increases with both i and j , one can solve intervals in increasing order of length, and search $k = p[i][j]$ for $a[i][j]$ only between $p[i][j-1]$ and $p[i+1][j]$. This is known as Knuth DP. Sufficient criteria for this are if $f(b,c) \leq f(a,d)$ and $f(a,c) + f(b,d) \leq f(a,d) + f(b,c)$ for all $a \leq b \leq c \leq d$. Consider also: LineContainer (ch. Data structures), monotone queues, ternary search. Time: $\mathcal{O}(N^2)$
--

10.6 Debugging tricks

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

10.7 Optimization tricks

10.7.1 Bit hacks

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

10.7.2 Pragmas

- `#pragma GCC optimize ("Ofast")` will make GCC auto-vectorize for loops and optimizes floating points better (assumes associativity and turns off denormals).
- `#pragma GCC target ("avx,avx2")` can double performance of vectorized code, but causes crashes on old machines.
- `#pragma GCC optimize ("trapv")` kills the program on integer overflows (but is really slow).

BumpAllocator.h

Description: When you need to dynamically allocate many objects and don't care about freeing them. "new X" otherwise has an overhead of something like 0.05us + 16 bytes per allocation.

// Either globally or in a single class:

```
static char buf[450 << 20];
void* operator new(size_t s) {
    static size_t i = sizeof buf;
    assert(s < i);
    return (void*)&buf[i -= s];
}
void operator delete(void*) {}
```

SmallPtr.h

Description: A 32-bit pointer that points into BumpAllocator memory.

```
"BumpAllocator.h" 10 lines
template<class T> struct ptr {
    unsigned ind;
    ptr(T* p = 0) : ind(p ? unsigned((char*)p - buf) : 0) {
        assert(ind < sizeof buf);
    }
    T& operator*() const { return *(T*)(buf + ind); }
    T* operator->() const { return &*this; }
    T& operator[](int a) const { return (&*this)[a]; }
    explicit operator bool() const { return ind; }
};
```

BumpAllocatorSTL.h

Description: BumpAllocator for STL containers.

```
Usage: vector<vector<int, small<int>>> ed(N); 14 lines

char buf[450 << 20] alignas(16);
size_t buf_ind = sizeof buf;

template<class T> struct small {
    typedef T value_type;
    small() {}
    template<class U> small(const U&) {}
    T* allocate(size_t n) {
        buf_ind -= n * sizeof(T);
        buf_ind &= 0 - alignof(T);
        return (T*)(buf + buf_ind);
    }
    void deallocate(T*, size_t) {}
};
```

Unrolling.h

```
5 lines
#define F {...; ++i;}
int i = from;
while (i&3 && i < to) F // for alignment, if needed
while (i + 4 <= to) { F F F F }
while (i < to) F
```

SIMD.h

Description: Cheat sheet of SSE/AVX intrinsics, for doing arithmetic on several numbers at once. Can provide a constant factor improvement of about 4, orthogonal to loop unrolling. Operations follow the pattern `"_mm(256)?_name_(si(128|256)|epi(8|16|32|64)|pd|ps)".` Not all are described here; grep for `_mm_` in `/usr/lib/gcc/*/4.9/include/` for more. If AVX is unsupported, try 128-bit operations, "emmintrin.h" and `#define _SSE_` and `_MMX_` before including it. For aligned memory use `_mm_malloc(size, 32)` or `int buf[N] alignas(32)`, but prefer `loadu/storeu`.

```
43 lines
#pragma GCC target ("avx2") // or sse4.1
#include "emmintrin.h"

typedef __m256i mi;
#define L(x) _mm256_loadu_si256((mi*)&(x))
```

```
// High-level/specific methods:
// load(u)?_si256, store(u)?_si256, setzero_si256, _mm_malloc
// blendv_(epi8|ps|pd) (z?y:x), movemask_epi8 (hibits of bytes)
// i32gather_epi32(addr, x, 4): map addr[] over 32-b parts of x
// sad_epu8: sum of absolute differences of u8, outputs 4xi64
// maddubs_epi16: dot product of unsigned i7's, outputs 16xi15
// madd_epi16: dot product of signed i16's, outputs 8xi32
// extractf128_si256(, i) (256->128), cvtsi128_si32 (128->lo32)
// permute2f128_si256(x,x,1) swaps 128-bit lanes
// shuffle_epi32(x, 3*64+2*16+1*4+0) == x for each lane
```

```
// shuffle_epi8(x, y) takes a vector instead of an imm

// Methods that work with most data types (append e.g. _epi32):
// set1, blend (i8?x:y), add, adds (sat.), mullo, sub, and/or,
// andnot, abs, min, max, sign(1,x), cmp(gt|eq), unpack(lo|hi)

int sumi32(mi m) { union {int v[8]; mi m;} u; u.m = m;
    int ret = 0; rep(i,0,8) ret += u.v[i]; return ret; }
mi zero() { return _mm256_setzero_si256(); }
mi one() { return _mm256_set1_epi32(-1); }
bool all_zero(mi m) { return _mm256_testz_si256(m, m); }
bool all_one(mi m) { return _mm256_testc_si256(m, one()); }

ll example_filteredDotProduct(int n, short* a, short* b) {
    int i = 0; ll r = 0;
    mi zero = _mm256_setzero_si256(), acc = zero;
    while (i + 16 <= n) {
        mi va = L(a[i]), vb = L(b[i]); i += 16;
        va = _mm256_and_si256(_mm256_cmpgt_epi16(vb, va), va);
        mi vp = _mm256_madd_epi16(va, vb);
        acc = _mm256_add_epi64(_mm256_unpacklo_epi32(vp, zero),
            _mm256_add_epi64(acc, _mm256_unpackhi_epi32(vp, zero)));
    }
    union {ll v[4]; mi m;} u; u.m = acc; rep(i,0,4) r += u.v[i];
    for (;i<n;++i) if (a[i] < b[i]) r += a[i]*b[i]; // <- equiv
    return r;
}
```


Techniques (A)

techniques.txt 159 lines

Recursion
Divide and conquer
 Finding interesting points in N log N
Algorithm analysis
 Master theorem
 Amortized time complexity
Greedy algorithm
 Scheduling
 Max contiguous subvector sum
 Invariants
 Huffman encoding
Graph theory
 Dynamic graphs (extra book-keeping)
 Breadth first search
 Depth first search
 * Normal trees / DFS trees
 Dijkstra's algorithm
 MST: Prim's algorithm
 Bellman-Ford
 Konig's theorem and vertex cover
 Min-cost max flow
 Lovasz toggle
 Matrix tree theorem
 Maximal matching, general graphs
 Hopcroft-Karp
 Hall's marriage theorem
 Graphical sequences
 Floyd-Warshall
 Euler cycles
 Flow networks
 * Augmenting paths
 * Edmonds-Karp
 Bipartite matching
 Min. path cover
 Topological sorting
 Strongly connected components
 2-SAT
 Cut vertices, cut-edges och biconnected components
 Edge coloring
 * Trees
 Vertex coloring
 * Bipartite graphs (=> trees)
 * 3^n (special case of set cover)
 Diameter and centroid
 K'th shortest path
 Shortest cycle
Dynamic programming
 Knapsack
 Coin change
 Longest common subsequence
 Longest increasing subsequence
 Number of paths in a dag
 Shortest path in a dag
 Dynprog over intervals
 Dynprog over subsets
 Dynprog over probabilities
 Dynprog over trees
 3^n set cover
 Divide and conquer
 Knuth optimization
 Convex hull optimizations
 RMQ (sparse table a.k.a 2^k-jumps)
 Bitonic cycle
 Log partitioning (loop over most restricted)
Combinatorics

techniques

Computation of binomial coefficients
Pigeon-hole principle
Inclusion/exclusion
Catalan number
Pick's theorem
Number theory
 Integer parts
 Divisibility
 Euclidean algorithm
 Modular arithmetic
 * Modular multiplication
 * Modular inverses
 * Modular exponentiation by squaring
 Chinese remainder theorem
 Fermat's little theorem
 Euler's theorem
 Phi function
 Frobenius number
 Quadratic reciprocity
 Pollard-Rho
 Miller-Rabin
 Hensel lifting
 Vieta root jumping
Game theory
 Combinatorial games
 Game trees
 Mini-max
 Nim
 Games on graphs
 Games on graphs with loops
 Grundy numbers
 Bipartite games without repetition
 General games without repetition
 Alpha-beta pruning
Probability theory
Optimization
 Binary search
 Ternary search
 Unimodality and convex functions
 Binary search on derivative
Numerical methods
 Numeric integration
 Newton's method
 Root-finding with binary/ternary search
 Golden section search
Matrices
 Gaussian elimination
 Exponentiation by squaring
Sorting
 Radix sort
Geometry
 Coordinates and vectors
 * Cross product
 * Scalar product
 Convex hull
 Polygon cut
 Closest pair
 Coordinate-compression
 Quadtrees
 KD-trees
 All segment-segment intersection
Sweeping
 Discretization (convert to events and sweep)
 Angle sweeping
 Line sweeping
 Discrete second derivatives
Strings
 Longest common substring
 Palindrome subsequences

Knuth-Morris-Pratt
Tries
Rolling polynomial hashes
Suffix array
Suffix tree
Aho-Corasick
Manacher's algorithm
Letter position lists
Combinatorial search
 Meet in the middle
 Brute-force with pruning
 Best-first (A*)
 Bidirectional search
 Iterative deepening DFS / A*
Data structures
 LCA (2^k-jumps in trees in general)
 Pull/push-technique on trees
 Heavy-light decomposition
 Centroid decomposition
 Lazy propagation
 Self-balancing trees
 Convex hull trick (wcipeg.com/wiki/Convex_hull_trick)
 Monotone queues / monotone stacks / sliding queues
 Sliding queue using 2 stacks
 Persistent segment tree