Team Notebook

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- 1 Data Structure
- 2 Geometry
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- 4 Math
- 4.1 Number Theory

4.1.1 InverseModulo

```
/**
* Description : find x such that ax = 1 mod m
/* case 1 : when(gcd(a,m) = 1) */
/* use extended euclid : find x such that ax + my = 1 *
/* store x, y, and d as global variables */
void extendedEuclid(int a. int b) {
 if (b == 0) \{ x = 1; y = 0; d = a; return; \}
 /* base case */
 extendedEuclid(b, a % b):
 /* similar as the original gcd */
 int x1 = y;
 int y1 = x - (a / b) * y;
 x = x1;
 y = y1;
/* compute the first case inverse modulo*/
int firstInverseModulo(int a, int m){
 /* produces x and y, such that ax + my = 1 */
 extendedEuclid(a, m):
 return (x + m)%m;
/* case 2 : m is prime */
/* a^{(m-1)} = 1 \mod m */
/* a^(m-2) = a^{-1} \mod m */
int power(int a.int b){
 int res = 1:
 while (b > 0){
   if (b\%2 == 1)
     res *= a;
```

```
b /= 2;
a *= a;
}
return res;
}
int secondInverseModulo(int a,int m){
return power(a, m-2);
}
```

4.1.2 PrimeFactor

```
/**
* Description : some function that have relation with prime
    factor
/* find prime factor */
vector<long long> primefactor(long long N){
   vector<long long> factors;
   long long idx = 0:
   long long PF = primes[idx];
   while (PF <= (long long)sqrt(N)){</pre>
      while (N%PF == 0){
         N /= PF;
          factors.push_back(PF);
      PF = primes[++idx];
   if (N != 1) factors.push_back(N);
   return factors:
/* number of divisor */
long long numDiv(long long N){
   long long ans = 1;
   long long idx = 0:
   long long PF = primes[idx];
   while (PF <= (long long)sqrt(N)){</pre>
       long long power = 0;
       while (N\%PF == 0){
           power++:
          N /= PF;
       ans *= (power + 1):
       PF = primes[++idx];
   if (N != 1) ans *= 2:
   return ans;
```

```
/* sum of divisor */
long long sumDiv(long long N){
   long long ans = 1;
   long long idx = 0:
   long long PF = primes[idx];
   while (PF <= (long long)sqrt(N)){</pre>
       long long power = 0;
       while (N\%PF == 0){
           power++:
           N /= PF:
        /* 1 + PF + PF<sup>2</sup> + PF<sup>3</sup> + ... + PF<sup>pow</sup> = (a.r<sup>n</sup> - 1)
        ans *= ((long long)pow((double)PF, power + 1.0) - 1)
            / (PF - 1):
       PF = primes[++idx];
    if (N != 1) ans *= ((long long)pow((double)N, 2.0) - 1) /
          (N - 1);
   return ans:
/* Euler Phi */
long long eulerPhi(long long N){
   long long idx = 0;
   long long PF = primes[idx];
   long long ans = N;
   while (PF <= (long long)sqrt(N)){</pre>
       if (N%PF == 0) ans -= ans / PF;
       while (N%PF == 0) N /= PF;
       PF = primes[++idx];
   if (N != 1) ans -= ans / N:
   return ans:
```

4.1.3 Sieve

```
/**
  * Description :Test Primality up to n in O(nlog(logn))
  */
const int SZ = 1e7;
bitset<SZ> bs;
vector<long long> primes;
void sieve(){
```

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```
bs.set();
bs[0] = false; bs[1] = false;
for (long long i = 2; i <= SZ; i++){
    if (bs[i]){
        primes.push_back(i);
        for (long long j = i * i; j <= SZ; j+=i)
            bs[j] = false;
    }
}</pre>
```

4.1.4 extendedEuclid

```
/**
* Description : find x and y such that ax + by = 1
*/

/* store x, y, and d as global variables */
void extendedEuclid(int a, int b) {
   if (b == 0) { x = 1; y = 0; d = a; return; }
   /* base case */
   extendedEuclid(b, a % b);
   /* similar as the original gcd */
   int x1 = y;
   int y1 = x - (a / b) * y;
   x = x1;
   y = y1;
}
```

5 Setup

5.1 C++Template

```
#pragma GCC optimize ("03")
#pragma GCC target ("sse4")
#include <bits/stdc++.h>
using namespace std;
#define fi first
#define se second
#define pb push_back

typedef long long LL;
typedef vector<int> vi;
typedef pair<int,int> ii;
```

```
const int MOD = 1e9 + 7;
const LL INF = 1e18;
void fastscan(int &number) {
   //variable to indicate sign of input number
   bool negative = false;
   register int c;
   number = 0;
   // extract current character from buffer
   c = getchar();
   if (c=='-')
       // number is negative
       negative = true:
       // extract the next character from the buffer
       c = getchar():
   // Keep on extracting characters if they are integers
   // i.e ASCII Value lies from '0'(48) to '9' (57)
   for (; (c>47 && c<58); c=getchar())</pre>
      number = number *10 + c - 48;
   // if scanned input has a negative sign, negate the
   // value of the input number
   if (negative)
      number *= -1;
int main(){
   //cin / cout user
   //ios base::svnc with stdio(0): cin.tie(0): cout.tie(0)
   return 0;
```

5.2 FastScanner

```
class FastScanner {
    private InputStream stream;
    private byte[] buf = new byte[1024];
    private int curChar;
    private int numChars;
```

```
public FastScanner(InputStream stream) {
   this.stream = stream:
int read() {
   if (numChars == -1)
       throw new InputMismatchException();
   if (curChar >= numChars) {
       curChar = 0:
       try {
          numChars = stream.read(buf):
       } catch (IOException e) {
          throw new InputMismatchException();
       if (numChars <= 0) return -1:
   return buf[curChar++]:
boolean isSpaceChar(int c) {
   return c == || c == \ n || c == \ r || c
        public int nextInt() {
   return Integer.parseInt(next());
public long nextLong() {
   return Long.parseLong(next());
public double nextDouble() {
   return Double.parseDouble(next());
public String next() {
   int c = read();
   while (isSpaceChar(c)) c = read();
   StringBuilder res = new StringBuilder();
       res.appendCodePoint(c);
       c = read():
   } while (!isSpaceChar(c));
   return res.toString();
public String nextLine() {
   int c = read():
   while (isEndline(c))
```

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```
c = read();
StringBuilder res = new StringBuilder();
do {
   res.appendCodePoint(c);
   c = read();
```