

TCR

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Hash script

```
# Last 6 chars of hash should match; var names
↪ matter
gcc -E -P -w -nostdinc file.cpp | tr -d '[:space:]'
↪ | md5sum
```

Test script

```
g++ -g -Wall -fsanitize=address,undefined
↪ -Wfatal-errors -std=c++17 $1.cc || exit
for i in $(ls *.in)
do
    j="$(echo $i/.in/.ans)"
    ./a.out < $i > output
    diff output $j || echo "!!WA on $i!!"
done
```

template.cc

Hash: b33a1b

```
#include <bits/stdc++.h>
using namespace std;

typedef long long ll;
typedef long double ld;
typedef pair<ll, ll> ii;
typedef vector<ll> vi;
typedef vector<vi> vvi;
typedef vector<ii> vii;
typedef vector<vii> vvii;
typedef vector<bool> vb;
typedef vector<vb> vvb;
typedef vector<ld> vd;
typedef vector<vd> vvd;
typedef vector<string> vs;

#define x first
#define y second
#define pb push_back
#define eb emplace_back
#define rep(i,a,b) for(auto i=(a); i<(b); ++i)
#define REP(i,n) rep(i,0,n)
#define all(v) begin(v), end(v)
#define sz(v) ((int) (v).size())
#define rs resize

namespace std { template<class T1, class T2>
struct hash<pair<T1,T2>> { public:
    size_t operator() (const pair<T1,T2> &p) const {
        size_t x = hash<T1>()(p.x), y = hash<T2>()(p.y);
        return x ^ (y + 0x9e3779b9 + (x<<6) + (x>>2));
    }
}; }

void run() {
```

```
signed main() {
    // DON'T MIX "scanf" and "cin"!
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout << fixed << setprecision(20);
    run();
    return 0;
}
```

template.py

```
# reading input:
from sys import *
n,m = [ int(x) for x in
    ↪ stdin.readline().rstrip().split() ]
stdout.write( str(n*m)+"\n" )
# set operations:
from itertools import *
for (x,y) in product(range(3),repeat=2):
    stdout.write( str(3*x+y)+" " )
print()
for L in combinations(range(4),2):
    stdout.write( str(L)+" " )
print()
# fancy lambdas:
from functools import *
y = reduce( lambda x,y: x+y, map( lambda x: x*x,
    ↪ range(4) ), -3 )
print(y)
# formatting:
from math import *
stdout.write( "{0:.2f}\n".format(pi) )
```

0.1. De winnende aanpak.

- Slaap goed & heb een vroeg ritme!
- Drink & eet genoeg voor & tijdens de wedstrijd!
- Houd een lijst bij met info over alle problemen.
- Iedereen moet **ALLE** opgaves goed lezen!
- Analyseer de voorbeeld test cases.
- Houd na 2 uur een pauze en overleg waar iedereen mee bezig is.
- Maak zelf (zware) test cases.
- Gebruik ll.

0.2. Wrong Answer.

- Print de oplossing om te debuggen!
- Kijk naar wellicht makkelijkere problemen.
- Bedenk zelf test cases met **randgevallen**!
- Controleer de **precisie**.
- Controleer op **overflow** (gebruik **OVERALL** ll, ld).
- Kijk naar *overflows in tussenantwoorden bij modulo*.
- Controleer op **typo's**.
- Loop de voorbeeld test case accuraat langs.
- Controleer op off-by-one-errors (in indices of lus-grenzen)?

Basics Hash: 6b2dcb

```
auto comp = [](T i, T j){return i < j;}; //strictly
    ↪ smaller!
sort(v.begin(), v.end(), comp); // Sort vector v.
priority_queue<T, vector<T>, decltype(comp)>
    ↪ q(comp); // Max heap.
set<T, decltype(comp)> s(comp); // Balanced binary
    ↪ search tree.
map<T, S, decltype(comp)> m(comp); // Balanced
    ↪ binary search tree map with key T and value S.
```

```
random_device rd; mt19937 gen(rd());
uniform_int_distribution<ll> uid(1, 9); // Generate
    ↪ integers between 1 and 9 inclusive.
uniform_real_distribution<ld> urd(1.0, 2.0); //
    ↪ Generate real numbers between 1 and 2
    ↪ left-inclusive.
ll x = uid(gen); ld y = urd(gen);
```

Detecting overflow: This GNU builtin checks for over- and underflow. Result is in res if successful: Hash: d5a5b6

```
bool isOverflown =
    ↪ __builtin_[add|mul|sub]_overflow(a, b, &res);
```

1. MATHEMATICS

XOR sum: $\bigoplus_{x=0}^{a-1} x = \{0, a-1, 1, a\}[a \bmod 4]$.
Hash: d7a1d4

```
int sign(ll x) { return (x > 0) - (x < 0); }

ll lcm(ll a, ll b) { return a/gcd(a, b)*b; }
ll mod(ll a, ll b) { return (a % b + b) % b; }
```

```
// ab % m for m <= 4e18 in O(log b)
ll mod_mul(ll a, ll b, ll m) {
    ll r = 0;
    while(b) {
        if (b & 1) r = mod(r+a,m);
        a = mod(a+a,m); b >>= 1;
    }
    return r;
}
```

```
// a^b % m for m <= 2e9 in O(log b)
ll mod_pow(ll a, ll b, ll m) {
    ll r = 1;
    while(b) {
        if (b & 1) r = (r * a) % m; // mod_mul
        a = (a * a) % m; // mod_mul
        b >>= 1;
    }
    return mod(r,m);
}
```

```
// returns x, y such that ax + by = gcd(a, b)
ll egcd(ll a, ll b, ll &x, ll &y) {
    ll xx = y = 0, yy = x = 1;
```

```
if(a < 0) a *= -1, x = -1;
if(b < 0) b *= -1, yy = -1;
while (b) {
    x -= a / b * xx; swap(x, xx);
    y -= a / b * yy; swap(y, yy);
    a %= b; swap(a, b);
}
return a;
}
```

```
// Chinese Remainder Theorem: returns (u, v) s.t.
// x=u (mod v) <=> x=a (mod n) and x=b (mod m)
pair<ll, ll> crt(ll a, ll n, ll b, ll m) {
    ll s, t, d = egcd(n, m, s, t); //n,m<=1e9
    if (mod(a-b, d)) return { 0, -1 };
    return { mod(s*b*m*n + t*a*n*m, n*m)/d, n*m/d };
}
```

```
// phi[i] = #{ 0 < j <= i | gcd(i, j) = 1 } sieve
vi totient(int N) {
    vi phi(N);
    REP(i, N) phi[i] = i;
    rep(i,2,N) if (phi[i] == i)
        for (int j = i; j < N; j+=i) phi[j] -= phi[j]/i;
    return phi;
}
```

```
//Calculate (nCk % m) in O(k)
//Assert gcd(i, m) = 1 for i <= k
ll binom(ll n, ll k, ll m) {
    ll ans = 1, inv, y;
    REP(i, k) {
        ans = mod(ans * (n - i), m);
        egcd(i + 1, m, inv, y);
        ans = mod(ans * inv, m);
    }
    return ans;
}
```

```
// calculate nCk % p (p prime!) O(p log_p(n))
ll lucas(ll n, ll k, ll p) {
    ll ans = 1;
    while (n) {
        ll np = n % p, kp = k % p;
        if (np < kp) return 0;
        ans = mod(ans * binom(np, kp, p), p);
        n /= p; k /= p;
    }
    return ans;
}
```

```
// returns if n is prime for n < 3e24 (>2^64)
// but use mul_mod for n > 2e9.
bool millerRabin(ll n){
    if (n < 2 || n % 2 == 0) return n == 2;
    ll d = n - 1, ad, s = 0, r;
    for (; d % 2 == 0; d /= 2) s++;
    for (int a : { 2, 3, 5, 7, 11, 13,
```

```

17, 19, 23, 29, 31, 37, 41 }) {
    if (n == a) return true;
    if ((ad = mod_pow(a, d, n)) == 1) continue;
    for (r = 0; r < s && ad + 1 != n; r++)
        ad = (ad * ad) % n;
    if (r == s) return false;
}
return true;
}

```

1.1. Primitive Root $O(\sqrt{m})$. Returns a generator of \mathbb{F}_m^* . If m not prime, replace $m - 1$ by totient of m . Hash: 370e04

```

ll primitive_root(ll m) {
    vi div; ll phi = m - 1;
    for (ll i = 2; i*i <= phi; i++)
        if (phi % i == 0) {
            div.pb(i);
            div.pb(phi/i);
        }
    rep(x, 2, m) { //skip if gcd(x, m) != 1
        bool ok = true;
        for (ll d : div) if (mod_pow(x, d, m) == 1)
            { ok = false; break; }
        if (ok) return x;
    }
    return -1;
}

```

1.2. Tonelli-Shanks algorithm. Given prime p and integer $1 \leq n < p$, returns the square root r of n modulo p . There is also another solution given by $-r$ modulo p . Hash: 248c3b

```

ll legendre(ll a, ll p) {
    if (a % p == 0) return 0;
    return p == 2 || mod_pow(a, (p-1)/2, p) == 1 ? 1 :
        -1;
}

ll tonelli_shanks(ll n, ll p) {
    //assert(legendre(n,p) == 1);
    if (p == 2) return 1;
    ll s = 0, q = p-1, z = 2;
    while (~q & 1) s++, q >>= 1;
    if (s == 1) return mod_pow(n, (p+1)/4, p);
    while (legendre(z,p) != -1) z++;
    ll c = mod_pow(z, q, p),
        r = mod_pow(n, (q+1)/2, p),
        t = mod_pow(n, q, p),
        m = s;
    while (t != 1) {
        ll i = 1, ts = (ll)t*t % p;
        while (ts != 1) i++, ts = ((ll)ts * ts) % p;
        ll b = mod_pow(c, 1LL<<(m-i-1), p);
        r = (ll)r * b % p;
        t = (ll)t * b % p * b % p;
        c = (ll)b * b % p;
        m = i;
    }
}

```

```

return r;
}

```

1.3. Numeric Integration. Numeric integration using Simpson's rule (with $O(EPS^4)$ error). Hash: f08ec9

```

ld numint(ld (*f)(ld), ld a, ld b, ld EPS = 1e-6) {
    ld ba = b - a, m=(a+b)/2;
    return abs(ba) < EPS
        ? ba/8*(f(a)+f(b)+f(a+ba/3)*3+f(b-ba/3)*3)
        : numint(f,a,m,EPS) + numint(f,m,b,EPS);
}

```

1.4. Fast Hadamard Transform. Computes XOR-convolutions in $O(k2^k)$ on k bits.

For AND-convolution, use $(x+y, y), (x-y, y)$.

For OR-convolution, use $(x, x+y), (x, -x+y)$.

Note: The array size must be a power of 2. Hash: 60e7b5

```

void fht(vi &A, bool inv, int l, int r) {
    if (l+1 == r) return;
    int k = (r-l)/2;
    if (!inv) fht(A, inv, l, l+k), fht(A, inv, l+k,
        -> r);
    rep(i, l, l+k) {
        ll x = A[i], y = A[i+k];
        if (!inv) A[i] = x-y, A[i+k] = x+y;
        else A[i] = (x+y)/2, A[i+k] = (-x+y)/2;
    }
    if (inv) fht(A, inv, l, l+k), fht(A, inv, l+k, r);
}

vi conv(vi A, vi B) {
    int n = sz(A);
    fht(A, false, 0, n); fht(B, false, 0, n);
    vi res = vi(n); REP(i, n) res[i] = A[i] * B[i];
    fht(res, true, 0, n);
    return res;
}

```

1.5. Tridiagonal Matrix Algorithm. Solves a tridiagonal system of linear equations

$$a_i x_{i-1} + b_i x_i + c_i x_{i+1} = d_i$$

where $a_1 = c_n = 0$. Beware of numerical instability. Hash: c97ec8

```

void solve(int n, vd& a, vd& b, vd& c, vd& d, vd& x)
-> {
    c[0] /= b[0]; d[0] /= b[0];
    rep(i, 1, n-1) c[i] /= b[i] - a[i]*c[i-1];
    rep(i, 1, n) d[i] =
        (d[i] - a[i]*d[i-1]) / (b[i] - a[i]*c[i-1]);
    x[n-1] = d[n-1];
    for (int i = n-1; i--;) x[i] = d[i] - c[i]*x[i+1];
}

```

1.6. Number of Integer Points under Line. Count the number of integer solutions to $Ax + By \leq C, 0 \leq x \leq n, 0 \leq y$. In other words, evaluate the sum $\sum_{x=0}^n \max(0, \lfloor \frac{C-Ax}{B} + 1 \rfloor)$. Be very careful about overflows. Hash: 9111c1

```

ll floor_sum(ll n, ll a, ll b, ll c) {
    if (a < 0) c -= n * a, a *= -1;
    if (c == 0) return 1;
    if (c < 0) return 0;
    n = min(n, c / a);
    if (a % b == 0) return
        -> (n+1)*(c/b+1)-n*(n+1)/2*a/b;
    if (a >= b) return
        -> floor_sum(n, a%b, b, c)-a/b*n*(n+1)/2;
    ll t = (c-a*n+b)/b;
    return floor_sum((c-b*t)/b, b, a, c-b*t)+t*(n+1);
}

```

1.7. Solving linear recurrences. Given some brute-forced sequence $s[0], s[1], \dots, s[2n-1]$, Berlekamp-Massey finds the shortest possible recurrence relation in $O(n^2)$. After that, `lin_rec` finds $s[k]$ in $O(n^2 \log k)$. Hash: abc4ad

```

// Given a sequence s[0], ..., s[2n-1] finds the
// smallest linear recurrence
// of size <= n compatible with s.
vi BerlekampMassey(const vi &s, ll mod) {
    int n = sz(s), L = 0, m = 0;
    vi C(n), B(n), T;
    C[0] = B[0] = 1;
    ll b = 1;
    REP(i, 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) % 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.rs(L+1);
    C.erase(C.begin());
    for (auto &x : C) x = (mod - x) % mod;
    return C;
}

```

```

// Input: A[0,...,n-1], C[0,...,n-1] satisfying
// A[i] = \sum_{j=1}^{n-1} C[j-1] A[i-j],
// Outputs A[k]
ll lin_rec(const vi &A, const vi &C, ll k, ll mod){
    int n = sz(A);
    auto combine = [&](vi a, vi b) {
        vi res(sz(a) + sz(b) - 1, 0);
        REP(i, sz(a)) REP(j, sz(b))
            res[i+j] = (res[i+j] + a[i]*b[j]) % mod;
        for (int i = 2*n; i > n; --i) REP(j, n)

```

```

    res[i-1-j] = (res[i-1-j] + res[i]*C[j]) % mod;
    res.rs(n + 1);
    return res;
};
vi 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, n) res = (res + pol[i + 1] * A[i]) % mod;
return res;
}

```

1.8. Misc.

1.8.1. *Josephus problem*. Last man standing out of n if every k th is killed. Zero-based, and does not kill 0 on first pass. Hash: 42afc7

```

int J(int n, int k) {
    if (n == 1 || k == 1) return n-1;
    if (n < k) return (J(n-1,k)+k)%n;
    int np = n - n/k;
    return k*((J(np,k)+np-n*k*np)%np) / (k-1); }

```

• **Prime numbers:** 1031, 32771, 1048583, 33554467, 998244353, 9982451653, 1073741827, 34359738421, 1099511627791, 35184372088891, 1125899906842679, 36028797018963971, $10^{18} + 7$.

$10^3 + \{-9, -3, 9, 13\}$, $10^6 + \{-17, 3, 33\}$, $10^9 + \{7, 9, 21, 33, 87\}$.

• **Generating functions:** Ordinary (ogf): $A(x) := \sum_{n=0}^{\infty} a_n x^n$.

Calculate product $c_n = \sum_{k=0}^n a_k b_{n-k}$ with FFT.

Exponential (e.g.f.): $A(x) := \sum_{n=0}^{\infty} a_n x^n / n!$,

$c_n = \sum_{k=0}^n \binom{n}{k} a_k b_{n-k} = n! \sum_{k=0}^n \frac{a_k}{k!} \frac{b_{n-k}}{(n-k)!}$ (use FFT).

• **General linear recurrences:** If $a_n = \sum_{k=0}^{n-1} a_k b_{n-k}$, then $A(x) = \frac{a_0}{1-B(x)}$.

• **Inverse polynomial modulo x^l :** Given $A(x)$, find $B(x)$ such that $A(x)B(x) = 1 + x^l Q(x)$ for some $Q(x)$.

Step 1: Start with $B_0(x) = 1/a_0$

Step 2: $B_{k+1}(x) = (-B_k(x)^2 A(x) + 2B_k(x)) \bmod x^{2^{k+1}}$.

• **Fast subset convolution:** Given array a_i of size 2^k calculate $b_i = \sum_{j \& i = j} a_j$. Hash: 33fc1b

```

for (int b = 1; b < (1 << k); b <= 1)
    for (int i = 0; i < (1 << k); i++)
        if (!(i & b)) a[i | b] += a[i];
// inv: if (!(i & b)) a[i | b] -= a[i];

```

• **Primitive Roots:** It only exists when n is $2, 4, p^k, 2p^k$, where p odd prime. If g is a primitive root, all primitive roots are of the form g^k where $k, \phi(p)$ are coprime (hence

there are $\phi(\phi(p))$ primitive roots). Examples:

$998244352 = 2^{23} \cdot 7 \cdot 17 + 1 : 2, 2.013.265.921 = 2^{27} \cdot 3 \cdot 5 + 1 : 31,$
 $10^9 + 7 : 5, 10^9 + 9 : 13, 10^9 + 21 : 2, 10^9 + 33 : 5, 10^9 + 87 : 3,$
 $36028797018963971 : 2, 10^{18} + 7 : 5, (10^9 + 7)^2 : 5$

• Maximum number of divisors:

$\leq N$	10^3	10^6	10^9	10^{12}	10^{18}
m	840	720720	735134400	963761198400	
$\sigma_0(m)$	32	240	1344	6270	103680

For $n = 10^{18}, m = 897612484786617600$.

2. DATASTRUCTURES

2.1. Order tree. Hash: 36a167

```

#include <bits/stdc++.h>
using namespace __gnu_pbds;
template<class TK, class TM> using order_tree =
    tree<TK, TM, less<TK>, rb_tree_tag,
    tree_order_statistics_node_update>;
template<class TK> using order_set =
    order_tree<TK, null_type>;

```

```

order_set<ll> s;
s.insert(5);
s.insert(2);
s.insert(3);
s.find_by_order(2); // 5
s.order_of_key(3); // 1
s.order_of_key(4); // 2

```

2.2. **Segment tree** $\mathcal{O}(\log n)$. All intervals are right closed $[\ell, r]$.

2.2.1. *Lazy segment tree*. Allows for efficient range updates.

Hash: 2f4ce3

```

struct node {
    int l, r, x, lazy;
    node() {}
    node(int _l, int _r) : l(_l), r(_r), x(INT_MAX),
        lazy(0) {}
    node(int _l, int _r, int _x) : node(_l, _r) {x = _x;}
    node(node a, node b) : node(a.l, b.r) {x = min(a.x, b.x);}
    void update(int v) { x = v; }
    void range_update(int v) { lazy = v; }
    void apply() { x += lazy; lazy = 0; }
    void push(node &u) { u.lazy += lazy; }
};

```

```

struct segment_tree {
    int n;
    vector<node> arr;
    segment_tree() {}
    segment_tree(const vi &a) : n(sz(a)), arr(4*n) {
        mk(a, 0, 0, n-1); }
    node mk(const vi &a, int i, int l, int r) {

```

```

    int m = (l+r)/2;
    return arr[i] = l > r ? node(l, r) :
        l == r ? node(l, r, a[l]) :
            node(mk(a, 2*i+1, l, m), mk(a, 2*i+2, m+1, r)); }
    node update(int at, ll v, int i=0) {
        propagate(i);
        int hl = arr[i].l, hr = arr[i].r;
        if (at < hl || hr < at) return arr[i];
        if (hl == at && at == hr) {
            arr[i].update(v); return arr[i]; }
        return arr[i] =
            node(update(at, v, 2*i+1), update(at, v, 2*i+2)); }
    node query(int l, int r, int i=0) {
        propagate(i);
        int hl = arr[i].l, hr = arr[i].r;
        if (r < hl || hr < l) return node(hl, hr);
        if (l <= hl && hr <= r) return arr[i];
        return node(query(l, r, 2*i+1), query(l, r, 2*i+2)); }
    node range_update(int l, int r, ll v, int i=0) {
        propagate(i);
        int hl = arr[i].l, hr = arr[i].r;
        if (r < hl || hr < l) return arr[i];
        if (l <= hl && hr <= r) {
            arr[i].range_update(v);
            propagate(i);
            return arr[i]; }
        return arr[i] = node(range_update(l, r, v, 2*i+1),
            range_update(l, r, v, 2*i+2)); }
    void propagate(int i) {
        if (arr[i].l < arr[i].r) {
            arr[i].push(arr[2*i+1]);
            arr[i].push(arr[2*i+2]); }
        arr[i].apply(); }
};

```

2.2.2. *Persistent segment tree*. Keeps track of older versions of segment tree by id.

Hash: ea3ab2

```

typedef int T;
T combine(T l, T r) { return l + r; }

```

```

struct segment {
    int l, r, lid, rid;
    T val;
    segment(int _l, int _r) : l(_l), r(_r), val(0) {}
};
vector<segment> S;

int build(int l, int r) {

```

```

    if (l > r) return -1;
    int id = sz(S);
    S.pb(segment(l, r));
    if (l != r) {
        int m = (l + r) / 2;
        S[id].lid = build(l, m);
        S[id].rid = build(m + 1, r);
    }
    return id;
}

int update(int idx, T v, int id) { // Make a[idx] = v
    if (id == -1) return -1;
    if (idx < S[id].l || idx > S[id].r) return id;
    int nid = sz(S);
    S.pb(segment(S[id].l, S[id].r));
    if (S[nid].l == S[nid].r)
        S[nid].val = v;
    else {
        int l = S[nid].lid = update(idx, v, S[id].lid);
        int r = S[nid].rid = update(idx, v, S[id].rid);
        S[nid].val = combine(S[l].val, S[r].val);
    }
    return nid;
}

T query(int id, int l, int r) {
    if (r < S[id].l || S[id].r < l) return 0;
    if (l <= S[id].l && S[id].r <= r) return S[id].val;
    return
        combine(query(S[id].lid, l, r), query(S[id].rid, l, r));
}

```

2.3. Binary Indexed Tree $\mathcal{O}(\log n)$. Use one-based indices ($i > 0$)! Stores and updates prefix sums efficiently. Hash: 6d8827

```

struct BIT {
    int n; vi A;
    BIT(int _n) : n(_n), A(_n + 1, 0) {}
    BIT(vi &v) : n(sz(v)), A(1) {
        for (auto x : v) A.pb(x);
        for (int i = 1, j; j = i & - i, i <= n; i += j)
            if (i + j <= n) A[i + j] += A[i];
    }
    void update(int i, ll v) { // a[i] += v
        while (i <= n) A[i] += v, i += i & - i;
    }
    ll query(int i) { // sum_{j <= i} a[j]
        ll v = 0;
        while (i) v += A[i], i -= i & - i;
        return v;
    }
};

struct rangeBIT {
    int n; BIT b1, b2;
    rangeBIT(int _n) : n(_n), b1(_n), b2(_n + 1) {}
    rangeBIT(vi &v) : n(sz(v)), b1(v), b2(sz(v) + 1) {}
    void pupdate(int i, ll v) { b1.update(i, v); }
}

```

```

void rupdate(int i, int j, ll v) { // a[i...j] += v
    b2.update(i, v);
    b2.update(j + 1, -v);
    b1.update(j + 1, v * j);
    b1.update(i, (1 - i) * v);
}

ll query(int i) { return b1.query(i) + b2.query(i) * i; }
};

```

2.4. Disjoint-Set / Union-Find $\mathcal{O}(\alpha(n))$. Hash: 216404

```

struct dsu { vi p; dsu(int n) : p(n, -1) {}
    int find(int i) {
        return p[i] < 0 ? i : p[i] = find(p[i]);
    }
    void unite(int a, int b) {
        if ((a = find(a)) == (b = find(b))) return;
        if (p[a] > p[b]) swap(a, b);
        p[a] += p[b]; p[b] = a;
    }
};

```

2.5. Cartesian tree/Treap. Binary tree derived from a sequence of points. The root is the point with smallest y -coordinate and contains the points with smaller x in its left subtree (and larger x in right subtree). **Can be used as treap (= BST on x)**, by adding random y to each point. Additional information can be updated in augment. Can be made persistent by changing the update instructions in split, merge and erase to creating new nodes (use keyword **new**). Hash: 732435

```

struct node {
    ll x, y, size;
    node *l, *r;
    node(ll _x = 0, ll _y = 0)
        : x(_x), y(_y), size(1), l(NULL), r(NULL) {}
    operator<() const;
};

ll tsize(node* t) { return t ? t->size : 0; }
ll tsum(node* t) { return t ? t->sum : 0; }
void augment(node* t) { // update all information
    t->size = 1 + tsize(t->l) + tsize(t->r);
}

pair<node*, node*> split(node* t, ll x) {
    if (!t) return {NULL, NULL};
    if (t->x < x) {
        pair<node*, node*> res = split(t->r, x);
        t->r = res.x; augment(t);
        return make_pair(t, res.y);
    }
    pair<node*, node*> res = split(t->l, x);
    t->l = res.y; augment(t);
    return make_pair(res.x, t);
}

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); augment(l); return l;
    }
    r->l = merge(l, r->l); augment(r); return r;
}

```

```

node* find(node* t, ll x) {
    while (t) {
        if (x < t->x) t = t->l;
        else if (t->x < x) t = t->r;
        else return t;
    }
    return NULL;
}

node* insert(node* t, ll x, ll y) {
    pair<node*, node*> res = split(t, x);
    return merge(res.x, merge(new node(x, y), res.y));
}

node* erase(node* t, ll x) {
    if (!t) return NULL;
    if (t->x < x) t->r = erase(t->r, x);
    else if (x < t->x) t->l = erase(t->l, x);
    else {node* old = t; t = merge(t->l, t->r); delete old;}
    if (t) augment(t); return t;
}

ll kth(node* t, ll k) {
    if (k < tsize(t->l)) return kth(t->l, k);
    if (k == tsize(t->l)) return t->x;
    return kth(t->r, k - tsize(t->l) - 1);
}

```

Construction based on arrays $\mathcal{O}(n)$. Hash: 6d6756

```

// if points, sort(vii a) and compare .y in walk
vi a, l, r; ll root;
vi walk(vi& a, bool eq) {
    vi stack, res;
    REP(i, sz(a)) {
        ll b = -1;
        while (sz(stack) > 0) {
            if (a[i] > a[stack.back()]) ||
                (eq && a[i] == a[stack.back()]))
                break;
            b = stack.back(); stack.pop_back();
        }
        stack.pb(i); res.pb(b);
    }
    return res;
}

void constructtree() {
    l = walk(a, true);
    reverse(all(l));
    r = walk(a, false);
    reverse(all(r)); reverse(all(l));
    REP(i, sz(r)) if (r[i] != -1)
        r[i] = sz(a) - 1 - r[i];
    root = 0;
    REP(i, sz(a)) if (a[i] < a[root]) root = i;
}

```

2.6. Heap. An implementation of a binary heap. Hash: a583e0

```

// heap stores keys, not values
// Use values in compare function
struct heap {
    vi q, loc;
    bool (*less)(ll, ll);
}

```



```

heap(bool (*_less) (ll, ll)) : less(_less) {}
bool cmp(int i, int j) { return less(q[i],q[j]); }
void swp(int i, int j) {
    swap(q[i], q[j]), swap(loc[q[i]], loc[q[j]]);
}
void swim(int i) {
    for (int p; i; swp(i, p), i = p)
        if (!cmp(i, p=(i-1)/2)) break;
}
void sink(int i) {
    for (int j; (j=2*i+1)<sz(q); swp(j, i), i=j) {
        if (j+1 < sz(q) && cmp(j+1, j)) ++j;
        if (!cmp(j, i)) break;
    }
}
void push(int n) {
    while (n >= sz(loc)) loc.pb(-1);
    loc[n] = sz(q), q.pb(n);
    swim(sz(q) - 1);
}
int top() { return q[0]; }
int pop() {
    int res = top();
    q[0] = q.back(), q.pop_back();
    loc[q[0]]=0, loc[res] = -1;
    sink(0); return res;
}
void heapify() {
    for (int i=sz(q); --i; )
        if (cmp(i, (i-1)/2)) swp(i, (i-1)/2);
}
void update_key(int n) {
    swim(loc[n]), sink(loc[n]);
}
int size() { return sz(q); }
bool empty() { return !size(); }
void clear() { q.clear(), loc.clear(); }
};

```

2.7. **Misof Tree.** A simple tree data structure for inserting, erasing, and querying the n th largest element. Hash: 1d305e

```

struct misof_tree {
    vvi cnt;
    int bits;
    misof_tree(int _bits) : bits(_bits) {
        cnt = vvi(bits, vi(1 << bits, 0));
    }
    void change(int x, int d) {
        for (int i=0; i<bits; cnt[i++][x] += d, x >>= 1);
    }
    void insert(int x) { change(x,1); }
    void erase(int x) { change(x,-1); }
    int nth(int n) {
        int res = 0;
        for (int i = bits-1; i >= 0; i--)
            if (cnt[i][res <= 1] <= n)
                n -= cnt[i][res], res++;
        return res; } };

```

2.8. **k-d Tree.** A k -dimensional tree supporting fast construction, adding points, and nearest neighbor queries. NOTE: Not completely stable, occasionally segfaults. Hash: 955938

```

#define INC(c) ((c) == K - 1 ? 0 : (c) + 1)
const ld EPS = 1e-9;
template <int K> struct kd_tree {
    struct pt {
        double coord[K];
        pt() {}
        pt(double c[K]) { REP(i,K) coord[i] = c[i]; }
        double dist(const pt &other) const {
            double sum = 0.0;
            REP(i,K) sum +=
                pow(coord[i]-other.coord[i],2);
            return sqrt(sum); } };
    struct cmp {
        int c;
        cmp(int _c) : c(_c) {}
        bool operator () (const pt &a, const pt &b) {
            for (int i = 0, cc; i <= K; i++) {
                cc = i == 0 ? c : i - 1;
                if (abs(a.coord[cc] - b.coord[cc]) > EPS)
                    return a.coord[cc] < b.coord[cc];
            }
            return false; } };
    struct bb {
        pt from, to;
        bb(pt _from, pt _to) : from(_from), to(_to) {}
        double dist(const pt &p) {
            double sum = 0.0;
            REP(i,K) {
                if (p.coord[i] < from.coord[i])
                    sum += pow(from.coord[i] - p.coord[i],
                        2.0);
                else if (p.coord[i] > to.coord[i])
                    sum += pow(p.coord[i] - to.coord[i], 2.0);
            }
            return sqrt(sum); }
        bb bound(double l, int c, bool left) {
            pt nf(from.coord), nt(to.coord);
            if (left) nt.coord[c] = min(nt.coord[c], l);
            else nf.coord[c] = max(nf.coord[c], l);
            return bb(nf, nt); } };
    struct node {
        pt p; node *l, *r;
        node(pt _p, node *_l, node *_r)
            : p(_p), l(_l), r(_r) {} };
    node *root;

    kd_tree() : root(NULL) {}
    kd_tree(vector<pt> pts) {
        root = construct(pts, 0, sz(pts) - 1, 0);
    }
    node* construct(vector<pt> &pts, int fr, int to,
        int c) {
        if (fr > to) return NULL;
        int mid = fr + (to-fr) / 2;
        nth_element(pts.begin() + fr, pts.begin() + mid,

```

```

        pts.begin() + to + 1, cmp(c));
        return new node(pts[mid],
            construct(pts, fr, mid - 1, INC(c)),
            construct(pts, mid + 1, to, INC(c))); }
    bool contains(const pt &p) { return
        _con(p, root, 0); }
    bool _con(const pt &p, node *n, int c) {
        if (!n) return false;
        if (cmp(c)(p, n->p)) return _con(p, n->l, INC(c));
        if (cmp(c)(n->p, p)) return _con(p, n->r, INC(c));
        return true; }
    void insert(const pt &p) { _ins(p, root, 0); }
    void _ins(const pt &p, node* &n, int c) {
        if (!n) n = new node(p, NULL, NULL);
        else if (cmp(c)(p, n->p)) _ins(p, n->l, INC(c));
        else if (cmp(c)(n->p, p)) _ins(p, n->r, INC(c));
    }
    void clear() { _clr(root); root = NULL; }
    void _clr(node *n) {
        if (n) _clr(n->l), _clr(n->r), delete n; }
    pt nearest_neighbour(const pt &p, bool same=true)
        _con {
        double mn = INFINITY, cs[K];
        REP(i,K) cs[i] = -INFINITY;
        pt from(cs);
        REP(i,K) cs[i] = INFINITY;
        pt to(cs);
        return _nn(p, root, bb(from, to), mn, 0,
            same).x;
    }
    pair<pt, bool> _nn(const pt &p, node *n, bb b,
        double &mn, int c, bool same) {
        if (!n || b.dist(p) > mn)
            return make_pair(pt(), false);
        bool found = same || p.dist(n->p) > EPS,
            l1 = true, l2 = false;
        pt resp = n->p;
        if (found) mn = min(mn, p.dist(resp));
        node *n1 = n->l, *n2 = n->r;
        REP(i,2) {
            if (i == 1 || cmp(c)(n->p, p))
                swap(n1, n2), swap(l1, l2);
            auto res = _nn(p, n1, b.bound(n->p.coord[c],
                c, l1), mn, INC(c), same);
            if (res.y && (!found || p.dist(res.x) <
                p.dist(resp)))
                resp = res.x, found = true;
        }
        return make_pair(resp, found); } };

```

2.9. **Range Tree.** A 2-dimensional range tree supporting range queries in $O(\log(n))$ time. Hash: fa6718

```

struct rangetree {
    vi xtop, ytop;
    vi l, r; vvi lind, rind;
    ll base;

```

```

rangetree(vii p) {
    sort(all(p));
    for(base = 1; base < sz(p); base *= 2);
    l = r = vi(2 * base - 1);
    lind = rind = vvi(2 * base - 1);
    ytop = build(p, 0, sz(p) - 1, 0);
    for(ii pt : p) xtop.pb(pt.x); }
vi build(vii& p, ll _l, ll _r, ll i) {
    l[i] = _l, r[i] = _r;
    if(_l == _r) { return {p[_l].y}; }
    ll m = (_l + _r) / 2;
    vi left = build(p, _l, m, 2 * i + 1), right
    ↪ = build(p, m + 1, _r, 2 * i + 2);
    ll il = 0, ir = 0; vi res;
    while(il < sz(left) || ir < sz(right)) {
        lind[i].pb(il); rind[i].pb(ir);
        if(il < sz(left) && (ir == sz(right) ||
        ↪ left[il] <= right[ir])) {
            res.pb(left[il]);
            il++; }
        else {
            res.pb(right[ir]);
            ir++; } }
    lind[i].pb(il); rind[i].pb(ir); return res;
    ↪ }
ll nexti(vi& a, ll v) { //first i with a[i] >= v
    ll l = -1, r = sz(a), m;
    while(r - l > 1) {
        m = (l + r) / 2;
        if(a[m] < v) l = m;
        else r = m; }
    return r; }
ll q(ll iy, ll _l, ll _r, ll i) {
    if(l[i] > _r || r[i] < _l) return 0;
    if(l[i] >= _l && r[i] <= _r) return iy;
    return q(lind[i][iy], _l, _r, 2 * i + 1) +
    ↪ q(rind[i][iy], _l, _r, 2 * i + 2); }
//query #points in [xl, xr] x [yl, yr]
ll query(ll xl, ll xr, ll yl, ll yr) {
    ll l = nexti(xtop, xl), r = nexti(xtop, xr +
    ↪ 1) - 1;
    ll yl = nexti(ytop, yl), y2 = nexti(ytop, yr
    ↪ + 1);
    return q(y2, l, r, 0) - q(yl, l, r, 0); }
};

```

2.10. Monotonic Queue. A queue that supports querying for the minimum element. Useful for sliding window algorithms. Hash: 112812

```

struct min_stack {
    stack<int> S, M;
    void push(int x) {
        S.push(x);
        M.push(M.empty() ? x : min(M.top(), x)); }
    int top() { return S.top(); }
    int mn() { return M.top(); }
    void pop() { S.pop(); M.pop(); }
    bool empty() { return S.empty(); } };

```

```

struct min_queue {
    min_stack inp, outp;
    void push(int x) { inp.push(x); }
    void fix() {
        if (outp.empty()) while (!inp.empty())
            outp.push(inp.top(), inp.pop()); }
    int top() { fix(); return outp.top(); }
    int mn() {
        if (inp.empty()) return outp.mn();
        if (outp.empty()) return inp.mn();
        return min(inp.mn(), outp.mn()); }
    void pop() { fix(); outp.pop(); }
    bool empty() { return inp.empty() && outp.empty(); }
    ↪ }
};

```

2.11. Line container à la ‘Convex Hull Trick’ $\mathcal{O}(n \log n)$. Container where you can add lines of the form $y_i(x) = k_i x + m_i$ and query $\max_i y_i(x)$. Hash: 819ac5

```

bool Q;
struct Line {
    mutable ll k, m, p;
    bool operator<(const Line& o) const {
        return Q ? p < o.p : k < o.k;
    }
};
struct LineContainer : multiset<Line> {
    // (for doubles, use inf = 1/.0, div(a,b) = a/b)
    const ll inf = LLONG_MAX;
    ll div(ll a, ll b) { // floored division
        return a / b - ((a ^ b) < 0 && a % b); }
    bool isect(iterator x, iterator y) {
        if (y == end()) { x->p = inf; return false; }
        if (x->k == y->k)
            x->p = x->m > y->m ? inf : -inf;
        else
            x->p = div(y->m - x->m, x->k - y->k);
        return x->p >= y->p;
    }
    void add(ll k, ll m) {
        auto z = insert({k, m, 0}), y = z++, x = y;
        while (isect(y, z)) z = erase(z);
        if (x != begin() && isect(--x, y))
            isect(x, y = erase(y));
        while ((y = x) != begin() && (--x)->p >= y->p)
            isect(x, erase(y));
    }
    ll query(ll x) {
        Q=1; auto l = *lower_bound({0,0,x}); Q=0;
        return l.k * x + l.m;
    }
};

```

2.12. Li-Chao tree. Tree where you can add pseudolines in $\mathcal{O}(\log(n))$ and query the maximum line for values $a_1 < a_2 < \dots < a_n$ in $\mathcal{O}(\log(n))$. 2 pseudolines can intersect at most once. Hash: 5b862b

```

struct line { //Can be any pseudoline
    ll a, b;
    line(): a(0), b(0) {}
    line(ll _a, ll _b): a(_a), b(_b) {}
    bool overtakes(line l) { return a > l.a; }
    ll value(ll i) { return a * i + b; }
};

struct LiChaoTree {
    ll width;
    vector<line> tree; vi v;
    LiChaoTree(vi a) { //any increasing sequence
        for(width = 1; width < sz(a); width *= 2);
        v = vi(2 * width - 1);
        tree = vector<line>(2 * width - 1);
        REP(i, width)
            v[i + width - 1] = a[min(i, sz(a) - 1)];
        for(ll i = width - 2; i >= 0; i--)
            v[i] = v[2 * i + 2];
        for(ll i = 0; i < width - 1; i++)
            v[i] = v[2 * i + 1]; }
    void insert(line& l, ll i = 0) {
        if(i >= 2 * width - 1) return;
        line cur = tree[i];
        if(l.value(v[i]) > cur.value(v[i])) {
            tree[i] = l;
            swap(l, cur); }
        if(l.overtakes(cur)) insert(l, 2 * i + 2);
        else insert(l, 2 * i + 1); }
    ll query(ll i) { //query maximum value at a[i]
        ll k = (i + width - 1);
        ll res = tree[k].value(i);
        while(k > 0) {
            k = (k - 1) / 2;
            res = max(res, tree[k].value(i)); }
        return res; }
};

```

2.13. Sparse Table $\mathcal{O}(\log n)$ per query. Static range queries. Hash: 52bf5d

```

struct sparse_table {
    vvi m;
    sparse_table(vi arr) {
        m.pb(arr);
        for (int k=0; (1<<(+k)) <= sz(arr); ) {
            int w = (1<<k), hw = w/2;
            m.pb(vi(sz(arr) - w + 1));
            for (int i = 0; i+w <= sz(arr); i++) {
                m[k][i] = min(m[k-1][i], m[k-1][i+hw]);
            }
        }
    }
    int query(int l, int r) { // query min in [l,r]
        int k = 31 - __builtin_clz(r-l); // k = 0;
        // while (1<<(k+1) <= r-l+1) k++;
        return min(m[k][l], m[k][r-(1<<k)+1]);
    }
};

```

```
}
};
```

3. GRAPH ALGORITHMS

3.1. Shortest path.

3.1.1. Dijkstra $\mathcal{O}(|E| \log |V|)$.

3.1.2. *Floyd-Warshall* $\mathcal{O}(V^3)$ all pairs. Be careful with negative edges! Note: $|d[i][j]|$ can grow exponentially, and INF + negative < INF. Hash: dc6ed3

```
const ll INF = 1LL << 61;
void floyd_warshall( vvi& d ) {
    ll n = sz(d);
    REP(i,n) REP(j,n) REP(k,n)
        if(d[j][i] < INF && d[i][k] < INF) // neg edges!
            d[j][k] = max(-INF,
                min(d[j][k], d[j][i] + d[i][k]));
}
```

3.1.3. *Bellman Ford* $\mathcal{O}(VE)$. This is only useful if there are edges with weight $w_{ij} < 0$ in the graph.

3.2. Maximum Matching.

Matching: A set of edges without common vertices (*Maximum is the largest such set, maximal is a set which you cannot add more edges to without breaking the property*).

Minimum Vertex Cover: A set of vertices such that each edge in the graph is incident to at least one vertex of the set.

Minimum Edge Cover: A set of edges such that every vertex is incident to at least one edge of the set.

Maximum Independent Set: A set of vertices in a graph such that no two of them are adjacent.

Minimum edge cover \iff Maximum independent set.

König's theorem: In any bipartite graph $G = (L \cup R, E)$, the number of edges in a maximum matching equals the number of vertices in a minimum vertex cover. Let U be the set of unmatched vertices in L , and Z be the set of vertices that are either in U or are connected to U by an alternating path. Then $K = (L \setminus Z) \cup (R \cap Z)$ is the minimum vertex cover.

In any bipartite graph,

$$\text{maxmatch} = \text{MVC} = V - \text{MIS}.$$

See 3.2.2.

3.2.1. Standard bipartite matching $\mathcal{O}(|L| \cdot |R|)$. Hash: 9687e2

```
vb vis; vi L, R; vvi G; // L->{R,...}
void addedge(int a, int b) { G[a].pb(b); }
bool match(int u) {
    for (int v : G[u]) {
        if (vis[v]) continue;
        vis[v] = true;
        if (R[v] == -1 || match(R[v]))
            { R[v] = u, L[u] = v; return true; }
    }
    return false; }
// perfect matching iff ret == n == m
int maxmatch(int n, int m) {
    L.assign(n, -1);
    R.assign(m, -1);
    int ret = 0;
    REP(i, n) vis.assign(m, false), ret += match(i);
    return ret; }
```

3.2.2. Hopcroft-Karp bipartite matching $\mathcal{O}(E\sqrt{V})$. Hash: 2ad7e5

```
struct bigraph {
    int n, m, s; vvi G; vi L, R, d;
    bigraph(int _n, int _m) : n(_n), m(_m), s(0),
        G(n), L(n,-1), R(m,n), d(n+1) {}
    void addedge(int a, int b) { G[a].pb(b); }
    bool bfs() {
        queue<int> q; d[n] = LLONG_MAX;
        REP(v, n)
            if (L[v] < 0) d[v] = 0, q.push(v);
            else d[v] = LLONG_MAX;
        while (!q.empty()) {
            int v = q.front(); q.pop();
            if (d[v] >= d[n]) continue;
            for (int u : G[v]) if (d[R[u]] == LLONG_MAX)
                d[R[u]] = d[v]+1, q.push(R[u]);
        }
        return d[n] != LLONG_MAX;
    }
    bool dfs(int v) {
        if (v == n) return true;
        for (int u : G[v])
            if (d[R[u]] == d[v]+1 && dfs(R[u])) {
                R[u] = v; L[v] = u; return true;
            }
        d[v] = LLONG_MAX; return false;
    }
    int maxmatch() {
        while (bfs()) REP(i,n) s += L[i]<0 && dfs(i);
        return s;
    }
    void dfs2(int v, vb &alt) {
        alt[v] = true;
        for (int u : G[v]) {
            alt[u+n] = true;
            if (R[u] != n && !alt[R[u]]) dfs2(R[u], alt);
        }
    }
}
```

```
}
}

vi minvertexcover() {
    vb alt(n+m, false); vi res;
    maxmatch();
    REP(i, n) if (L[i] < 0) dfs2(i, alt);
    // !alt[i] (i<n) OR alt[i] (i >= n)
    REP(i, n+m) if (alt[i] != (i<n)) res.pb(i);
    return res;
}
};

3.2.3. Blossom matching  $\mathcal{O}(EV^2)$ . Hash: 3ce0fb

vb marked;
vvb emarked;
vi S;
ll n;
vi find_augmenting_path(const vvi &adj, const vi &m) {
    int n = sz(adj), s = 0;
    vi par(n,-1), height(n), root(n,-1), q, a, b;
    marked = vb(n,false);
    emarked = vvb(n,vb(n,false));
    REP(i,n) if (m[i] >= 0) emarked[i][m[i]] = true;
    else root[i] = i, S[s++] = i;
    while (s) {
        int v = S[--s];
        for (ll w:adj[v]) {
            if (emarked[v][w]) continue;
            if (root[w] == -1) {
                int x = S[s++] = m[w];
                par[w]=v, root[w]=root[v],
                height[w]=height[v]+1;
                par[x]=w, root[x]=root[w],
                height[x]=height[w]+1;
            } else if (height[w] % 2 == 0) {
                if (root[v] != root[w]) {
                    while (v != -1) q.pb(v), v = par[v];
                    reverse(all(q));
                    while (w != -1) q.pb(w), w = par[w];
                    return q;
                } else {
                    int c = v;
                    while (c != -1) a.pb(c), c = par[c];
                    c = w;
                    while (c != -1) b.pb(c), c = par[c];
                    while (!a.empty() && !b.empty() && a.back()
                        == b.back())
                        c = a.back(), a.pop_back(),
                        c = b.back(), b.pop_back();
                    marked = vb(n,false);
                    fill(par.begin(), par.end(), 0);
                    for (ll it : a) par[it] = 1; for (ll it : b)
                        par[it] = 1;
                    par[c] = s = 1;
                    REP(i,n) root[par[i]] = par[i] ? 0 : s++ =
                        i;
                }
            }
        }
    }
}
```



```

vvi adj2(s);
REP(i,n) for(ll it : adj[i]) {
    if (par[it] == 0) continue;
    if (par[i] == 0) {
        if (!marked[par[it]]) {
            adj2[par[i]].pb(par[it]);
            adj2[par[it]].pb(par[i]);
            marked[par[it]] = true; }
        } else adj2[par[i]].pb(par[it]); }
vi m2(s, -1);
if (m[c] != -1) m2[m2[par[m[c]]] = 0] =
    par[m[c]];
REP(i,n) if(par[i]!=0 && m[i]!=-1 &&
    par[m[i]]!=0)
    m2[par[i]] = par[m[i]];
vi p = find_augmenting_path(adj2, m2);
int t = 0;
while (t < sz(p) && p[t] t++;
if (t == sz(p)) {
    REP(i,sz(p)) p[i] = root[p[i]];
    return p; }
if (!p[0] || (m[c] != -1 && p[t+1] !=
    par[m[c]]))
    reverse(all(p)), t = sz(p)-t-1;
rep(i,0,t) q.pb(root[p[i]]);
for(ll it : adj[root[p[t-1]]) {
    if (par[it] != (s = 0)) continue;
    a.pb(c), reverse(all(a));
    for(ll jt : b) a.pb(jt);
    while (a[s] != it) s++;
    if ((height[it] & 1) ^ (s < sz(a) -
        sz(b)))
        reverse(all(a)), s = sz(a)-s-1;
    while(a[s]!=c) q.pb(a[s]), s=(s+1) %
        sz(a);
    q.pb(c);
    rep(i,t+1,sz(p)) q.pb(root[p[i]]);
    return q; } } }
emarked[v][w] = emarked[w][v] = true; }
marked[v] = true; } return q; }
vii max_matching(const vvi &adj) {
    n = sz(adj);
    marked = vb(n);
    emarked = vvb(n,vb(n));
    S = vi(n);
    vi m(sz(adj), -1), ap; vii res, es;
    REP(i,sz(adj)) for(ll it:adj[i]) es.pb(i,it);
    random_shuffle(all(es));
    for(ii it: es) if (m[it.x] == -1 && m[it.y] == -1)
        m[it.x] = it.y, m[it.y] = it.x;
    do { ap = find_augmenting_path(adj, m);
        REP(i,sz(ap)) m[m[ap[i^1]] = ap[i]] =
            ap[i^1];
    } while (!ap.empty());
    REP(i,sz(m)) if (i < m[i]) res.pb(i, m[i]);
    return res; }

```

3.2.4. *Stable marriage*. With n men, $m \geq n$ women, n preference lists of women for each men, and for every woman j an preference of men defined by $\text{pref}[][j]$ (lower is better) find for every man a women such that no pair of a men and a woman want to run off together. Hash: a74574

```

// n = aantal mannen, m = aantal vrouwen
// voor een man i, is order[i] de prefere
vi stable(int n, int m, vvi order, vvi pref) {
    queue<int> q;
    REP(i, n) q.push(i);
    vi mas(m,-1), mak(n,-1), p(n,0);
    while (!q.empty()) {
        int k = q.front();
        q.pop();
        int s = order[k][p[k]], k2 = mas[s];
        if (mas[s] == -1) {
            mas[s] = k;
            mak[k] = s;
        } else if (pref[k][s] < pref[k2][s]) {
            mas[s] = k;
            mak[k] = s;
            mak[k2] = -1;
            q.push(k2);
        } else {
            q.push(k);
        }
        p[k]++;
    }
    return mak;
}

```

3.3. Depth first searches.

3.3.1. *Topological Sort* $O(V + E)$. Hash: be0f5e

```

vi topo(vvi &adj) { // requires C++14
    int n=sz(adj); vb vis(n,0); vi ans;
    auto dfs = [&](int v, const auto& f)->void {
        vis[v] = true;
        for (int w : adj[v]) if (!vis[w]) f(w, f);
        ans.pb(v);
    };
    REP(i, n) if (!vis[i]) dfs(i, dfs);
    reverse(all(ans));
    return ans;
}

```

3.4. *Cycle Detection* $O(V + E)$. Hash: 566bb0

```

vvi G;
vb vis, done;
vi p;
ii backedge(ll i) {
    vis[i] = true;
    for(ll j : G[i])
        if(!vis[j]) {
            p[j] = i;
            ii antw = backedge(j);

```

```

        if(antw.x != -1) return antw;
    }
    else if(!done[j]) return {i,j};
    done[i] = true;
    return {-1,-1}; }
//directed
vi findcycledir() {
    ll n = sz(G);
    vis = vb(n,false), done = vb(n,false);
    p = vi(n,-1);
    REP(i,n) if(!vis[i]) {
        ii antw = backedge(i);
        if(antw.x != -1) {
            vi c; ll v = antw.x, w = antw.y;
            c.pb(v);
            while(v != w) c.pb(v = p[v]);
            reverse(all(c));
            return c;
        }
    }
    return {}; }
//undirected
vi findcycleundir(const vvi &G, int v0) {
    vi p(sz(G), -1), s{v0};
    while (!s.empty()) {
        int v = s.back(); s.pop_back();
        for (int w : G[v])
            if (p[w] == -1) s.pb(w), p[w] = v;
            else if (w != p[v]) {
                vi c;
                while (v != w) c.pb(v = p[v]);
                return c;
            }
    }
    return {}; }

```

3.4.1. *Cut Points and Bridges* $O(V + E)$. Vertices/edges that when removed split their connected component in two. Hash: d21429

```

vi low, num;
int curnum;

void dfs(vvi &adj, vi &cp, vii &bs, int u, int p) {
    low[u] = num[u] = curnum++;
    int cnt = 0; bool found = false;
    REP(i, sz(adj[u])) {
        int v = adj[u][i];
        if (num[v] == -1) {
            dfs(adj, cp, bs, v, u);
            low[u] = min(low[u], low[v]);
            cnt++;
            found = found || low[v] >= num[u];
            if (low[v] > num[u]) bs.pb(u, v);
        } else if (p != v) low[u] = min(low[u], num[v]);
    }
}

```

```

    if (found && (p != -1 || cnt > 1)) cp.pb(u);
}

pair<vi,vii> cut_points_and_bridges(vvi &adj) {
    int n = sz(adj);
    vi cp; vii bs;
    num = vi(n, -1); low = vi(n);
    curnum = 0;
    REP(i,n) if (num[i] < 0) dfs(adj, cp, bs, i, -1);
    return make_pair(cp, bs);
}

```

3.4.2. *Strongly Connected Components* $O(V + E)$. Hash: d35c19

```

struct SCC {
    int n, age=0, ncomps=0; vvi adj, comps;
    vi tidix, lnk, cnr, st; vb vis;
    SCC(vvi &_adj) : n(sz(_adj)), adj(_adj),
        tidix(n, 0), lnk(n), cnr(n), vis(n, false) {
        REP(i, n) if (!tidix[i]) dfs(i);
    }

    void dfs(int v) {
        tidix[v] = lnk[v] = ++age;
        vis[v] = true; st.pb(v);
        for (int w : adj[v]) {
            if (!tidix[w])
                dfs(w), lnk[v] = min(lnk[v], lnk[w]);
            else if (vis[w]) lnk[v] = min(lnk[v],
                tidix[w]);
        }
        if (lnk[v] != tidix[v]) return;
        comps.pb(vi());
        int w;
        do {
            vis[w = st.back()] = false; cnr[w] = ncomps;
            comps.back().pb(w);
            st.pop_back();
        } while (w != v);
        ncomps++;
    }
};

```

3.4.3. *2-SAT* $O(V + E)$. Uses SCC. Hash: 693cce

```

struct TwoSat {
    int n; SCC *scc = nullptr; vvi adj;
    TwoSat(int _n) : n(_n), adj(_n*2, vi()) {}
    ~TwoSat() { delete scc; }

    // l => r, i.e. r is true or ~l
    void imply(int l, int r) {
        adj[n+1].pb(n+r); adj[n+(~r)].pb(n+(~l)); }
    void OR(int a, int b) { imply(~a, b); }
    void CONST(int a) { OR(a, a); }
    void IFF(int a, int b) { imply(a,b); imply(b,a); }

    bool solve(vb &sol) {

```

```

        delete scc; scc = new SCC(adj);
        REP(i, n) if (scc->cnr[n+i] == scc->cnr[n+(~i)])
            return false;
        vb seen(n, false);
        sol.assign(n, false);
        for (vi &cc : scc->comps) for (int v : cc) {
            int i = v < n ? n + (~v) : v - n;
            if (!seen[i]) seen[i]=true, sol[i] = v >= n;
        }
        return true;
    }
};

```

3.4.4. *Dominator graph*.

- A node d dominates a node n if every path from the entry node to n must go through d .
- The immediate dominator (idom) of a node n is the unique node that strictly dominates n but does not strictly dominate any other node that strictly dominates n .

Hash: flcfea

```

vvi g, grev, bucket;
vi pos, order, par, sdom, p, best, idom, lnk;
int cnt;

void create(ll n) {
    g = vvi(n), grev = vvi(n), bucket = vvi(n);
    pos = vi(n, -1), order = vi(n), par = vi(n), sdom
        = vi(n);
    p = vi(n), best = vi(n), idom = vi(n), lnk =
        vi(n);
}

void addedge(int a, int b) {
    g[a].pb(b), grev[b].pb(a);
}

void dfs(int v) {
    pos[v] = cnt;
    order[cnt++] = v;
    for (int u : g[v])
        if (pos[u] < 0) par[u] = v, dfs(u);
}

int find_best(int x) {
    if (p[x] == x) return best[x];
    int u = find_best(p[x]);
    if (pos[sdom[u]] < pos[sdom[best[x]]])
        best[x] = u;
    p[x] = p[p[x]];
    return best[x];
}

void dominators(int n, int root) {
    pos = vi(n, -1);
    cnt = 0;
    dfs(root);

```

```

    REP(i, n) p[i] = best[i] = sdom[i] = i;

    for (int it = cnt - 1; it >= 1; it--) {
        int w = order[it];
        for (int u : grev[w]) {
            if (pos[u] == -1) continue;
            int t = find_best(u);
            if (pos[sdom[t]] < pos[sdom[w]])
                sdom[w] = sdom[t];
        }
        bucket[sdom[w]].pb(w);
        idom[w] = sdom[w];
        for (int u : bucket[par[w]])
            lnk[u] = find_best(u);
        bucket[par[w]].clear();
        p[w] = par[w];
    }

    for (int it = 1; it < cnt; it++) {
        int w = order[it];
        idom[w] = idom[lnk[w]];
    }
    REP(i,n) if (pos[i] == -1) idom[i] = -1;
    idom[root] = root;
}

```

3.5. Min Cut / Max Flow.

3.5.1. *Dinic's Algorithm* $O(V^2E)$. Hash: 90ea92

```

struct Edge { int t; ll c, f; };
struct Dinic {
    vi H, P; vvi E;
    vector<Edge> G;
    Dinic(int n) : H(n), P(n), E(n) {}

    void addEdge(int u, int v, ll c) {
        E[u].pb(sz(G)); G.pb({v, c, 0LL});
        E[v].pb(sz(G)); G.pb({u, 0LL, 0LL});
    }

    ll dfs(int t, int v, ll f) {
        if (v == t || !f) return f;
        for (; P[v] < sz(E[v]); P[v]++) {
            int e = E[v][P[v]], w = G[e].t;
            if (H[w] != H[v] + 1) continue;
            ll df = dfs(t, w, min(f, G[e].c - G[e].f));
            if (df > 0) {
                G[e].f += df, G[e ^ 1].f -= df;
                return df;
            }
        }
        return 0;
    }

    void bfs(int s) {
        fill(all(H), 0); H[s] = 1;
        queue<int> q; q.push(s);
        while (!q.empty()) {
            int v = q.front(); q.pop();
            for (int w : E[v])

```

```

    if (G[w].f < G[w].c && !H[G[w].t])
        H[G[w].t] = H[v] + 1, q.push(G[w].t);
}
}
ll maxflow(int s, int t, ll f = 0) {
    while (1) {
        bfs(s);
        if (!H[t]) return f;
        fill(all(P), 0);
        while (ll df = dfs(t, s, LLONG_MAX)) f += df;
    }
}
vb mincut(int s, int t) {
    maxflow(s, t);
    bfs(s);
    vb antw(sz(H));
    REP(i, sz(H)) antw[i] = !H[i];
    return antw;
}
void resetflow() {
    REP(i, sz(G)) G[i].f = 0;
}
};

```

3.5.2. *Min-cost max-flow* $O(n^2m^2)$. Find the cheapest possible way of sending a certain amount of flow through a flow network.

Hash: 7558bd

```

struct edge { ll x, y, f, c, w; };
ll V; vi par, D; vector<edge> g;
vvi e;
void create(ll n) {
    V = n; e = vvi(n);
    par = vi(n), D = vi(n);
}
inline void addEdge(int u, int v, ll c, ll w) {
    e[u].pb(sz(g)); g.pb({u, v, 0, c, w});
    e[v].pb(sz(g)); g.pb({v, u, 0, 0, -w});
}

void spBF(int s) {
    D = vi(V, LLONG_MAX); D[s] = 0;
    for (int ng = sz(g), _ = V; _--; ) {
        bool ok = false;
        for (int i = 0; i < ng; i++)
            if (D[g[i].x] != LLONG_MAX && g[i].f < g[i].c
                && D[g[i].x] + g[i].w < D[g[i].y]) {
                D[g[i].y] = D[g[i].x] + g[i].w;
                par[g[i].y] = i; ok = true;
            }
        if (!ok) break;
    }
}

//Can be omitted if n small enough
void spDijk(int s) {
    vi ed(V, LLONG_MAX); ed[s] = 0;
    set<ii> front{ii(0, s)};

```

```

    while (sz(front) > 0) {
        ll v = front.begin()->y;
        front.erase(front.begin());
        for (ll i : e[v]) if (g[i].f < g[i].c) {
            ll y = g[i].y, now = g[i].w + ed[v] - D[y] +
                <- D[v];
            if (now < ed[y]) {
                front.erase(ii(ed[y], y));
                ed[y] = now;
                front.emplace(ii(now, y));
                par[y] = i;
            }
        }
    }
    REP(i, V)
        if (ed[i] < LLONG_MAX) D[i] += ed[i];
        else D[i] = LLONG_MAX;
}

void minCostMaxFlow(int s, int t, ll &c, ll &f) {
    spBF(s);
    for (c = f = 0; spDijk(s), D[t] < LLONG_MAX; ) {
        ll df = LLONG_MAX, dc = 0;
        for (int v = t, e; e = par[v], v != s; v =
            <- g[e].x) df = min(df, g[e].c - g[e].f);
        for (int v = t, e; e = par[v], v != s; v =
            <- g[e].x) g[e].f += df, g[e^1].f -= df, dc +=
            <- g[e].w;
        f += df; c += dc * df;
    }
}

```

3.5.3. *Gomory-Hu Tree - All Pairs Maximum Flow*. An implementation of the Gomory-Hu Tree. The spanning tree is constructed using Gusfield's algorithm in $O(|V|^2)$ plus $|V|-1$ times the time it takes to calculate the maximum flow. If Dinic's algorithm is used to calculate the max flow, the running time is $O(|V|^3|E|)$. **NOTE: Not sure if it works correctly with disconnected graphs or produces the correct min cut. DOES NOT WORK FOR DIRECTED GRAPHS.**

Hash: b2364a

```

struct GHTree {
    Dinic d; int n;
    vvi tree;
    GHTree(int _n) : n(_n), d(_n) {}
    void addEdge(int u, int v, int c) {
        d.addEdge(u, v, c); d.G.back().c = c;
    }
    ll build(vi& nodes) {
        if (sz(nodes) == 1) return nodes[0];
        d.resetflow(); ll f = d.maxflow(nodes[0],
            <- nodes[1]);
        vb cut = d.mincut(nodes[0], nodes[1]);
        vi n1, n2;
        for (ll i : nodes)
            if (cut[i]) n1.pb(i);

```

```

        else n2.pb(i);
        ll p1 = build(n1), p2 = build(n2);
        tree[p1].eb(p2, f);
        tree[p2].eb(p1, f);
        if (cut[0]) return p1;
        return p2;
    }
    void buildTree() {
        tree = vvi(n);
        vi nodes; REP(i, n) nodes.pb(i);
        build(nodes);
    }
    void dfsedge(int i, int p,
        <- vector<tuple<int, int, ll>>& prev) {
        for (ii e : tree[i])
            if (e.x != p) {
                prev[e.x] = {i, e.x, e.y};
                dfsedge(e.x, i, prev);
            }
    }
    tuple<int, int, ll> findtreecut(int s, int t) {
        vector<tuple<int, int, ll>> prev(n); dfsedge(s,
            <- -1, prev);
        int small = t;
        for (int c = t; c != s; c = get<0>(prev[c]))
            if (get<2>(prev[c]) < get<2>(prev[small]))
                small = c;
        return prev[small];
    }
    ll maxflow(int s, int t) {
        auto e = findtreecut(s, t); return get<2>(e);
    }
    void dfscut(int i, int p, vb& cut) {
        cut[i] = true;
        for (ii e : tree[i])
            if (e.x != p) dfscut(e.x, i, cut);
    }
    vb mincut(int s, int t) {
        auto e = findtreecut(s, t);
        vb cut = vb(n, false); dfscut(get<0>(e),
            <- get<1>(e), cut);
        return cut;
    }
};

```

3.6. *Minimal Spanning Tree* $O(E \log V)$. Hash: 17c710

```

struct edge { int x, y; ll w; };
ll kruskal(int n, vector<edge> edges) {
    dsu D(n);
    sort(all(edges), [] (edge a, edge b) -> bool {
        return a.w < b.w; });
    ll ret = 0;
    for (edge e : edges)
        if (D.find(e.x) != D.find(e.y))
            ret += e.w, D.unite(e.x, e.y);
}

```

```

    return ret;
}

```

3.7. Euler Path $O(V + E)$ hopefully. Finds an Euler Path (or circuit) in a *directed* graph iff one exists. Hash: 2447dd

```

vvi adj;
int n, m;
vi indeg, outdeg, res;
ii start_end() {
    int start = -1, end = -1, any = 0, c = 0;
    REP(i, n) {
        if(outdeg[i] > 0) any = i;
        if(indeg[i] + 1 == outdeg[i]) start = i, c++;
        else if(indeg[i] == outdeg[i] + 1) end = i, c++;
        else if(indeg[i] != outdeg[i]) return ii(-1, -1);
    }
    if ((start == -1) != (end == -1) || (c != 2 && c))
        return ii(-1, -1);
    if (start == -1) start = end = any;
    return ii(start, end); }
void makepath(ll i) {
    while(outdeg[i] > 0)
        ↪ makepath(adj[i][--outdeg[i]]);
    res.pb(i);
}
bool euler_path() {
    ii se = start_end();
    if (se.x == -1) return false;
    makepath(se.x); reverse(all(res));
    return (sz(res) == m + 1);
}

```

Finds an Euler Path (or circuit) in a *undirected* graph: Hash: b1890e

```

vector<multiset<int>> adj;
int n, m;
vi res;
ii start_end() {
    vi odd; int any = 0;
    REP(i, n) {
        if(sz(adj[i]) % 2 == 1) odd.pb(i);
        if(sz(adj[i]) > 0) any = i;
    }
    if(sz(odd) == 2) return ii(odd[0], odd[1]);
    if(sz(odd) == 0) return ii(any, any);
    return ii(-1, -1); }
void makepath(ll i) {
    while(sz(adj[i]) > 0) {
        ll j = *adj[i].begin();
        adj[i].erase(adj[i].find(j));
        adj[j].erase(adj[j].find(i));
        makepath(j); }
    res.pb(i);
}
bool euler_path() {
    ii se = start_end();
    if (se.x == -1) return false;
}

```

```

makepath(se.x); reverse(all(res));
return (sz(res) == m + 1); }

```

3.8. Heavy-Light Decomposition. Hash: ad4690

```

struct HLD {
    vvi adj; int cur_pos = 0;
    vi par, dep, hvy, head, pos;
    segmenttree st;

    HLD(int n, const vvi &A) : adj(all(A)), par(n),
        dep(n), hvy(n, -1), head(n), pos(n), st(n) {
        cur_pos = 0; dfs(0); decomp(0, 0);
    }

    int dfs(int v) { // determine parent/depth/sizes
        int wei = 1, mw = 0;
        for (int c : adj[v]) if (c != par[v]) {
            par[c] = v, dep[c] = dep[v] + 1;
            int w = dfs(c);
            wei += w;
            if (w > mw) mw = w, hvy[v] = c;
        }
        return wei;
    }

    // pos: index in SegmentTree, head: root of path
    void decomp(int v, int h) {
        head[v] = h, pos[v] = cur_pos++;
        if (hvy[v] != -1) decomp(hvy[v], h);
        for (int c : adj[v])
            if (c != par[v] && c != hvy[v]) decomp(c, c);
    }

    void update(int i, ll v) { st.update(pos[i], v); }

    // requires queryST(a, b) = SUM[A[i] | a <= i <= b ].
    ll query(int a, int b) {
        ll res = 0;
        for (; head[a] != head[b]; b = par[head[b]]) {
            if (dep[head[a]] > dep[head[b]]) swap(a, b);
            res += st.query(pos[head[b]], pos[b]);
        }
        if (dep[a] > dep[b]) swap(a, b);
        return res + st.query(pos[a], pos[b]);
    }
};

```

3.9. Centroid Decomposition. Hash: 168da7

```

struct centroid_decomposition {
    int n; vvi adj;
    vvi parent, dist;
    vi sz, sepdepth;
    vvi children, tree;
    int logn, center;
    centroid_decomposition(int _n) : n(_n), adj(n) {
        for(logn = 0; (1 << logn) < n; logn++);
    }
};

```

```

parent = dist = children = tree = vvi(n,
    ↪ vi(logn));
sz = sepdepth = vi(n);
}
void add_edge(int a, int b) {
    adj[a].pb(b); adj[b].pb(a);
}
int dfs(int u, int p) {
    sz[u] = 1;
    for(int v : adj[u])
        if(v != p)
            sz[u] += dfs(v, u);
    return sz[u];
}
void makepaths(int sep, int u, int p, int len) {
    parent[u][sepdepth[sep]] = sep,
    ↪ dist[u][sepdepth[sep]] = len;
    int bad = -1;
    REP(i, sz(adj[u])) {
        if(adj[u][i] == p) bad = i;
        else makepaths(sep, adj[u][i], u, len + 1);
    }
    if(p == sep)
        swap(adj[u][bad], adj[u].back()),
        ↪ adj[u].pop_back();
}
int findcentroid(int u, int sep) {
    for(int v : adj[sep])
        if(sz[v] < sz[sep] && sz[v] > sz[u] / 2)
            return findcentroid(u, v);
    return sep;
}
int separate(int h, int u) {
    dfs(u, -1); int sep = findcentroid(u, u);
    sepdepth[sep] = h, makepaths(sep, sep, -1, 0);
    for(int v : adj[sep]) separate(h + 1, v);
    return sep;
}
void makeDecomp() {
    center = separate(0, 0);
    REP(i, n) children[i].clear(), tree[i].clear();
    REP(i, n) {
        if(sepdepth[i] != 0)
            children[parent[i][sepdepth[i] - 1]].pb(i);
        REP(j, sepdepth[i] + 1)
            tree[parent[i][j]].pb(i); }
}
};

```

3.10. Least Common Ancestors, Binary Jumping. Hash: d680d3

```

ll n, logn;
vi P; vvi BP; vi H;
//n, P, H input, assert p[root] = root
void initLCA() {
    for(logn = 0; (1 << (logn++)) < n; ) ;
    BP = vvi(n, vi(logn));
}

```

```

    REP(i, n) BP[i][0] = P[i];
    rep(j, 1, logn) REP(i, n)
        BP[i][j] = BP[BP[i][j-1]][j-1];
}
int query(int a, int b) {
    if (H[a] > H[b]) swap(a, b);
    int dh = H[b] - H[a], j = 0;
    REP(i, logn) if (dh & (1 << i)) b = BP[b][i];
    while (BP[a][j] != BP[b][j]) j++;
    while (--j >= 0) if (BP[a][j] != BP[b][j])
        a = BP[a][j], b = BP[b][j];
    return a == b ? a : P[a];
}

```

3.11. Miscellaneous.

3.11.1. *Misra-Gries $D+1$ -edge coloring.* Finds a $\max_i \deg(i) + 1$ -edge coloring where there all incident edges have distinct colors. Finding a D -edge coloring is NP-hard. Hash: 1cff2f

```
struct Edge { int to, col, rev; };
```

```

struct MisraGries {
    int N, K=0; vvi F;
    vector<vector<Edge>> G;

    MisraGries(int n) : N(n), G(n) {}
    // add an undirected edge, NO DUPLICATES ALLOWED
    void addEdge(int u, int v) {
        G[u].pb({v, -1, sz(G[v])});
        G[v].pb({u, -1, sz(G[u]) - 1});
    }
}

```

```

void color(int v, int i) {
    vi fan = { i };
    vb used(sz(G[v]));
    used[i] = true;
    for (int j = 0; j < sz(G[v]); j++)
        if (!used[j] && G[v][j].col >= 0 &&
            ↪ F[G[v][fan.back()].to][G[v][j].col] < 0)
            used[j] = true, fan.pb(j), j = -1;
    int c = 0; while (F[v][c] >= 0) c++;
    int d = 0; while (F[G[v][fan.back()].to][d] >=
        ↪ 0) d++;
    int w = v, a = d, k = 0, ccol;
    while (true) {
        swap(F[w][c], F[w][d]);
        if (F[w][c] >= 0) G[w][F[w][c]].col = c;
        if (F[w][d] >= 0) G[w][F[w][d]].col = d;
        if (F[w][a^c^d] < 0) break;
        w = G[w][F[w][a]].to;
    }
    do {
        Edge &e = G[v][fan[k]];
        ccol = F[e.to][d] < 0 ? d :
            ↪ G[v][fan[k+1]].col;
        if (e.col >= 0) F[e.to][e.col] = -1;
        F[e.to][ccol] = e.rev;
    }
}

```

```

    F[v][ccol] = fan[k];
    e.col = G[e.to][e.rev].col = ccol;
    k++;
} while (ccol != d);
}
// finds a K-edge-coloring
void color() {
    REP(v, N) K = max(K, sz(G[v]) + 1);
    F = vvi(N, vi(K, -1));
    REP(v, N) for (int i = sz(G[v]); i--; )
        if (G[v][i].col < 0) color(v, i);
}
};

```

3.11.2. *Minimum Mean Weight Cycle.* Given a strongly connected directed graph, finds the cycle of minimum mean weight. If you have a graph that is not strongly connected, run this on each strongly connected component. $\mathcal{O}(EV)$ runtime. Hash: 9e9183

```

double min_mean_cycle(vector<vector<pair<int,ld>>>
    ↪ adj){
    int n = sz(adj); ld mn = INFINITY;
    vvd arr(n+1, vd(n, mn));
    arr[0][0] = 0;
    rep(k,1,n+1) REP(j,n) for(auto p : adj[j])
        arr[k][p.x] = min(arr[k][p.x],p.y +
            ↪ arr[k-1][j]);
    REP(k,n) {
        ld mx = -INFINITY;
        REP(i,n) mx = max(mx,
            ↪ (arr[n][i]-arr[k][i])/(n-k));
        mn = min(mn, mx); }
    return mn; }

```

3.11.3. *Minimum Arborescence.* Given a weighted directed graph, finds a subset of edges of minimum total weight so that there is a unique path from the root r to each vertex. Returns a vector of size n , where the i th element is the edge for the i th vertex. The answer for the root is undefined!

$\mathcal{O}(V^2 \log V)$ runtime and $\mathcal{O}(E)$ memory: Hash: ea35fc

```

const ll oo = 1e9;
int N, R;
vvi g;
vi pred, label, node, helper;

int get_node(int n) {
    return node[n] == n ? n :
        (node[n] = get_node(node[n]));
}

ll update_node(int n) {
    ll m = oo;
    for (auto ed : g[n]) m = min(m, ed.y);
    REP(j, sz(g[n])) {

```

```

        g[n][j].y -= m;
        if (g[n][j].y == 0)
            pred[n] = g[n][j].x;
    }
    return m;
}

ll cycle(vi &active, int n, int &end) {
    n = get_node(n);
    if (label[n] == 1) return false;
    if (label[n] == 2) { end = n; return 0; }

    active.pb(n);
    label[n] = 2;
    auto res = cycle(active, pred[n], end);
    if (end == n) {
        int F = find(all(active), n)-active.begin();
        vi todo(active.begin() + F, active.end());
        active.rs(F);
        vii newg;
        for (auto i: todo) node[i] = n;
        for (auto i: todo) for(auto &ed : g[i])
            helper[ed.x = get_node(ed.x)] = ed.y;
        for (auto i: todo) for(auto ed : g[i])
            helper[ed.x] = min(ed.y, helper[ed.x]);
        for (auto i: todo) for(auto ed: g[i]) {
            if (helper[ed.x] != oo && ed.x != n) {
                newg.eb(ed.x, helper[ed.x]);
                helper[ed.x] = oo;
            }
        }
        g[n] = newg;
        res += update_node(n);
        label[n] = 0;
        end = -1;
        return cycle(active, n, end) + res;
    }
    if (end == -1) {
        active.pop_back();
        label[n] = 1;
    }
    return res;
}

// Calculates value of minimal arborescence from R,
// assuming it exists.
// adj[i] contains (j, v) with edge i -> j with
// ↪ value v
// pred[i] is parent in arborescence
ll min_arbor(vvi& adj, int r) {
    N = sz(adj); R = r; g = vvi(N);
    REP(i, N) for(ii p : adj[i]) g[p.x].eb(i,p.y);
    pred = label = node = helper = vi(N);
    ll res = 0;
    REP(i, N) {
        node[i] = i;
        if (i != R) res += update_node(i);
    }
}

```



```

}
REP(i, N) label[i] = (i==R);
REP(i, N) {
    if (label[i] == 1 || get_node(i) != i)
        continue;
    vi active;
    int cend = -1;
    res += cycle(active, i, cend);
}
return res;
}

```

3.11.4. *Maximum Density Subgraph*. Given (weighted) undirected graph G . Binary search density. If g is current density, construct flow network: (S, u, m) , $(u, T, m + 2g - d_u)$, $(u, v, 1)$, where m is a large constant (larger than sum of edge weights). Run floating-point max-flow. If minimum cut has empty S -component, then maximum density is smaller than g , otherwise it's larger. Distance between valid densities is at least $1/(n(n-1))$. Edge case when density is 0. This also works for weighted graphs by replacing d_u by the weighted degree, and doing more iterations (if weights are not integers).

3.11.5. *Maximum-Weight Closure*. Given a vertex-weighted directed graph G . Turn the graph into a flow network, adding weight ∞ to each edge. Add vertices S, T . For each vertex v of weight w , add edge (S, v, w) if $w \geq 0$, or edge $(v, T, -w)$ if $w < 0$. Sum of positive weights minus minimum $S - T$ cut is the answer. Vertices reachable from S are in the closure. The maximum-weight closure is the same as the complement of the minimum-weight closure on the graph with edges reversed.

3.11.6. *Maximum Weighted Independent Set in a Bipartite Graph*. This is the same as the minimum weighted vertex cover. Solve this by constructing a flow network with edges $(S, u, w(u))$ for $u \in L$, $(v, T, w(v))$ for $v \in R$ and (u, v, ∞) for $(u, v) \in E$. The minimum S, T -cut is the answer. Vertices adjacent to a cut edge are in the vertex cover.

3.11.7. *Synchronizing word problem*. A DFA has a synchronizing word (an input sequence that moves all states to the same state) iff. each pair of states has a synchronizing word. That can be checked using reverse DFS over pairs of states. Finding the shortest synchronizing word is NP-complete.

4. STRING ALGORITHMS

4.1. **Trie**. Node content derived from position in tree, not in node. E.g. for each node a child per next character and then deriving the string from the path from the root. Hash: c1d464

```

const int SIGMA = 26;

struct trie {
    bool word; trie **adj;

    trie() : word(false), adj(new trie*[SIGMA]) {
        for (int i = 0; i < SIGMA; i++) adj[i] = NULL;
    }

    void addWord(const string &str) {
        trie *cur = this;
        for (char ch : str) {
            int i = ch - 'a';
            if (!cur->adj[i]) cur->adj[i] = new trie();
            cur = cur->adj[i];
        }
        cur->word = true;
    }

    bool isWord(const string &str) {
        trie *cur = this;
        for (char ch : str) {
            int i = ch - 'a';
            if (!cur->adj[i]) return false;
            cur = cur->adj[i];
        }
        return cur->word;
    }
};

```

4.2. **Z-algorithm** $\mathcal{O}(n)$. Hash: c038c2

```

// z[i] = length of longest substring starting from
// s[i] which is also a prefix of s.
vi z_function(const string &s) {
    int n = (int) s.length();
    vi z(n);
    for (int i = 1, k = 0, r = 0; i < n; ++i) {
        if (i <= r) z[i] = min(r - i + 1, (int)z[i - k]);
        while (i + z[i] < n && s[z[i]] == s[i + z[i]])
            ++z[i];
        if (i + z[i] - 1 > r) k = i, r = i + z[i] - 1;
    }
    return z;
}

```

4.3. **Manacher algorithm** $\mathcal{O}(n)$. Returns longest palindrome centered at letter i (index $2 \cdot i$) or between letters i and $i + 1$ (index $2 \cdot i + 1$). Hash: 05f067

```

vi manacher(const string& s) {
    ll n = sz(s); vi res(2 * n - 1);
    ll l = 0, r = 0;
    REP(i, 2 * n - 1) {
        res[i] = 1;
        if (r > i) res[i] = res[r + 1 - i];
        if (i + res[i] >= r) {
            r = i + res[i];

```

```

        l = i - res[i];
        while (l >= 0 && r <= 2 * n - 2 && s[l / 2] == s[r / 2])
            r += 2, l += 2;
        res[i] = r - l; } }
    REP(i, 2 * n - 1) res[i]++;
    return res; }

```

4.4. **Suffix array** $\mathcal{O}(n \log n)$. Lexicographically sorts the cyclic shifts of S where $p[0]$ is the index of the smallest string, etc. Efficient lookup of all indices where a substring occurs. Hash: 2b9060

```

vi sort_cyclic_shifts(const string &s) {
    const int alphabet = 256, n = sz(s);

    vi p(n), c(n), cnt(max(alphabet, n), 0);
    REP(i, n) cnt[s[i]]++;
    partial_sum(all(cnt), cnt.begin());
    REP(i, n) p[--cnt[s[i]]] = i;
    c[p[0]] = 0;
    int cl = 1;
    rep(i, 1, n) {
        if (s[p[i]] != s[p[i-1]]) cl++;
        c[p[i]] = cl - 1;
    }

    vi pn(n), cn(n);
    for (int h = 0, l = 1; l < n; l *= 2, ++h) {
        REP(i, n) {
            pn[i] = p[i] - (1 << h);
            if (pn[i] < 0) pn[i] += n;
        }
        fill(cnt.begin(), cnt.begin() + cl, 0);
        REP(i, n) cnt[c[pn[i]]]++;
        rep(i, 1, cl) cnt[i] += cnt[i-1];
        for (int i = n-1; i >= 0; i--)
            p[--cnt[c[pn[i]]]] = pn[i];
        cn[p[0]] = 0;
        cl = 1;
        rep(i, 1, n) {
            if (c[p[i]] != c[p[i-1]] || c[(p[i]+l)%n] != c[(p[i-1]+l)%n]) cl++;
            cn[p[i]] = cl - 1;
        }
        c.swap(cn);
    }
    return p;
}

```

```

vi suffix_array(string s) {
    s += '\0';
    vi v = sort_cyclic_shifts(s);
    v.erase(v.begin());
    return v;
}

```

4.5. **Levenshtein Distance** $\mathcal{O}(n^2)$. Minimal number of insertions, removals and edits required to transform one string in the other. Hash: 1b7ea8

```
int levDist(const string &w1, const string &w2) {
    int n1 = sz(w1)+1, n2 = sz(w2)+1;
    vvi dp(n1, vi(n2));
    REP(i, n1) dp[i][0] = i; // removal
    REP(j, n2) dp[0][j] = j; // insertion
    rep(i, 1, n1) rep(j, 1, n2)
        dp[i][j] = min(
            1 + min(dp[i-1][j], dp[i][j-1]),
            dp[i-1][j-1] + (w1[i-1] != w2[j-1])
        );
    return dp[sz(w1)][sz(w2)];
}
```

4.6. **Knuth-Morris-Pratt algorithm** $\mathcal{O}(N + M)$. Finds all occurrences of a word in a longer string. Hash: a9684c

```
int kmp(const string &word, const string &text) {
    int n = sz(word);
    vi T(n + 1, 0);
    for (int i = 1, j = 0; i < n; ) {
        if (word[i] == word[j]) T[++i] = ++j; // match
        else if (j > 0) j = T[j]; // fallback
        else i++; // no match, keep zero
    }
    int matches = 0;
    for (int i = 0, j = 0; i < sz(text); ) {
        if (text[i] == word[j]) {
            i++;
            if (++j == n) // match at interval [i - n, i)
                matches++, j = T[j];
        } else if (j > 0) j = T[j];
        else i++;
    }
    return matches;
}
```

4.7. **Aho-Corasick Algorithm** $\mathcal{O}(N + \sum_{i=1}^m |S_i|)$. Dictionary substring matching as automaton. All given P must be unique! Matches all words in a dictionary simultaneously. Hash: ec6c33

```
const int sigma = 26;
const char base = 'a';
vi pnr, ploc, sLink, dLink;
vvi to;
vs P;
void makeNode() {
    pnr.pb(-1); sLink.pb(0);
    dLink.pb(0); to.pb(vi(sigma, 0));
}
void makeTrie(vs& p) {
    // STEP 1: MAKE A TREE
    P = p;
    pnr.clear(), sLink.clear(), dLink.clear();
    to.clear(), ploc.clear();
```

```
makeNode();
for (int i = 0; i < sz(p); i++) {
    int cur = 0;
    for (char c : p[i]) {
        int i = c - base;
        if (to[cur][i] == 0) {
            makeNode();
            to[cur][i] = sz(to) - 1;
        }
        cur = to[cur][i];
    }
    pnr[cur] = i; ploc.pb(cur);
}
// STEP 2: CREATE SUFFIX_LINKS AND DICT_LINKS
queue<int> q; q.push(0);
while (!q.empty()) {
    int cur = q.front(); q.pop();
    for (int c = 0; c < sigma; c++) {
        if (to[cur][c]) {
            int sl = sLink[to[cur][c]] = cur == 0 ? 0 :
                to[sLink[cur]][c];
            // if all strings have equal length, remove
            // this:
            dLink[to[cur][c]] = pnr[sl] >= 0 ? sl :
                dLink[sl];
            q.push(to[cur][c]);
        } else to[cur][c] = to[sLink[cur]][c];
    }
}
void traverse(string& s) {
    for (int cur = 0, i = 0, n = sz(s); i < n; i++) {
        cur = to[cur][s[i] - base];
        for (int hit = pnr[cur] >= 0 ? cur : dLink[cur];
            hit; hit = dLink[hit]) {
            cerr << P[pnr[hit]] << " found at [" << (i + 1)
                << " - P[pnr[hit]].size() << ", " << i << "]"
                << endl;
        }
    }
}
```

4.8. **eerTree**. Constructs an eerTree in $\mathcal{O}(n)$, one character at a time. Allows for fast access to all palindromes contained in a string. They can be used to solve the longest palindromic substring, the k-factorization problem[2] (can a given string be divided into exactly k palindromes), palindromic length of a string[3] (what is the minimum number of palindromes needed to construct the string), and finding and counting all distinct sub-palindromes. Hash: 555dcd

```
const int sigma = 26;
const char base = 'a';
struct state {
    int len, link, to[sigma];
};
struct eertree {
```

```
int last, size, n;
vector<state> nodes;
string s;
eertree() : last(1), size(2), n(0) {
    nodes.pb({-1, -1});
    nodes.pb({0, 0});
}
void extend(char c) {
    s.pb(c); n++; int p = last;
    while (n - nodes[p].len - 2 < 0 || c != s[n -
        nodes[p].len - 2])
        p = nodes[p].link;
    if (!nodes[p].to[c-base]) {
        int q = last = size++;
        nodes.pb({nodes[p].len + 2, 1});
        nodes[p].to[c-base] = q;
        do { p = nodes[p].link;
        } while (p != -1 && (n < nodes[p].len + 2 ||
            c != s[n - nodes[p].len - 2]));
        if (p != -1) nodes[q].link =
            nodes[p].to[c-base];
        else
            last = nodes[p].to[c-base];
    }
}
```

4.9. **Suffix Tree**. Compressed suffix trie with $\leq 2n$ vertices. Works with characters in ASCII range [64, 128). Preprocesses for fast substring queries. Also used to find longest substring that is prefix (return index in loop). Hash: 377ebd

```
const char base = 'A';
const int sigma = 26;
struct suffixtree {
    string a;
    vvi t; vi l, r, p, s; // p: parent, s: suffix link
    int tv, tp, ts, la; // edge p[v] -> v, contains
        a[l[v]..r[v]-1]
    suffixtree(const string& _a) : a(_a) {
        int n = sz(a) * 2; t = vvi(n, vi(sigma, -1));
        t[1] = vi(sigma, 0); r = vi(n, sz(a));
        l = p = s = vi(n); l[0] = l[1] = -1;
        la = tv = tp = r[0] = r[1] = 0; s[0] = 1; ts =
            2;
        for (; la < sz(a); la++) ukkadd(a[la] - base);
    }
    void ukkadd(int c) {
        if (r[tp] <= ts) {
            if (t[tp][c] == -1) {
                t[tp][c] = ts; l[ts] = la; p[ts++] = tp;
                tv = s[tp]; tp = r[tp]; ukkadd(c); return;
            }
            tv = t[tp][c]; tp = l[tp];
        }
        if (tp == -1 || c == a[tp] - base) { tp++; return; }
        l[ts+1] = la; p[ts+1] = ts;
```

```

l[ts]=l[tv]; r[ts]=tp; p[ts]=p[tv];
t[ts][c]=ts+1; t[ts][a[tp]-base]=tv;
l[tv]=tp; p[tv]=ts; t[p[ts]][a[l[ts]]-base]=ts;
tv=s[p[ts]]; tp=l[ts];
while (tp < r[ts])
    tv = t[tv][a[tp]-base], tp += r[tv] - l[tv];
if (tp == r[ts]) s[ts]=tv;
else s[ts]=ts+2;
tp = r[tv] - (tp - r[ts]); ts += 2; ukkadd(c);
}
ll max_substr(const string &S) { // O(|S|)
    int v = 0, it = 0, n = sz(S);
    while (it < n) {
        int c = S[it++] - base;
        if ((v = t[v][c]) < 0) return it - 1;
        for (int i = l[v]; it < n && ++i < r[v]; )
            if (S[it++] != a[i]) return it - 1;
    }
    return n;
}
};

```

4.10. **Suffix Automaton.** Minimum automata that accepts all suffixes of a string with $O(n)$ construction. The automata itself is a DAG therefore suitable for DP, examples are counting unique substrings, occurrences of substrings and suffix. Hash: 9f7b1d

```

typedef vector<char> vc;
struct suffix_automaton {
    vi len, link;
    vi first, topo; //reversed topological ordering
    vector<map<char,int>> next;
    vi prev; vc prevc;
    vvi linkinv;
    int sz, last;
    string s;
    suffix_automaton() : len(1), link(1),
        next(1), first(1), prev(1), prevc(1) {
        sz = 1; last = 0; }
    suffix_automaton(string s) : suffix_automaton() {
        for(char c : s) extend(c);
        maketopo(); makelinkinvs();
    }
    void extend(char c) { s.pb(c);
        int cur = sz++; len.pb(len[last]+1); link.pb(0);
        next.pb(map<char,int>()); first.pb(sz(s));
        prev.pb(last); prevc.pb(c);
        int p = last;
        for(; p != -1 && !next[p].count(c); p = link[p])
            next[p][c] = cur;
        if(p != -1) { int q = next[p][c];
            if(len[p] + 1 == len[q]) { link[cur] = q; }
            else { int clone = sz++;
                len.pb(len[p] + 1); first.pb(first[q]);
                link.pb(link[q]); next.pb(next[q]);
                prev.pb(p); prevc.pb(c);

```

```

        for(; p != -1 && next[p].count(c) &&
            next[p][c] == q;
            p = link[p]){
            next[p][c] = clone; }
        link[q] = link[cur] = clone;
        } } last = cur; }
    void makelinkinvs() {
        linkinv = vvi(sz);
        rep(i,1,sz) linkinv[link[i]].pb(i); }
    void maketopo() {
        topo.clear();
        topo = vi(sz); REP(i,sz) topo[i] = i;
        sort(all(topo), [&](ll a, ll b)
            { return len[a] > len[b]; });
        }
    int locstr(string& other) { //returns location of
        other (or -1)
        int cur = 0;
        for(int i = 0; i < sz(other); ++i) {
            if(cur == -1) return -1;
            cur = next[cur][other[i]]; }
        return cur; }
    string maxstring(int loc) {
        string res;
        while(loc > 0) {
            res.pb(prevc[loc]); loc = previd[loc]; }
        reverse(all(res)); return res;
        }
};

```

DP examples Hash: 7f3fba

```

//cnt[sa.locstr(s)] = #distinct substrings of sa
// with prefix s
vi distinct(suffix_automaton& sa) {
    vi cnt = vi(sa.sz, 1); cnt[0] = 0;
    for(ll i : sa.topo)
        for(auto p : sa.next[i])
            cnt[i] += cnt[p.y];
    return cnt;
}

//cnt[sa.locstr(s)] = #locations of s in sa
vi occur(suffix_automaton& sa) {
    vi cnt = vi(sa.sz, 0);
    for(int cur = 0, i = 0; i < sz(sa.s); i++) {
        cnt[cur = sa.next[cur][sa.s[i]]]++; }
    for(ll i : sa.topo) cnt[sa.link[i]] += cnt[i];
    return cnt;
}

//return endpositions of occurrences of t
// (unsorted!)
vi location(suffix_automaton& sa, string& t) {
    int cur = sa.locstr(t);
    if(cur == -1) return vi();
    vi res, stack(1,cur);
    while(sz(stack) > 0) {
        cur = stack.back(), stack.pop_back();

```

```

        res.pb(sa.first[cur]);
        for(ll n : sa.linkinv[cur]) stack.pb(n); }
    return res; }

//find the longest common substring
string lcs(vs& s) {
    //Make the automaton
    vc extra;
    REP(i,sz(s))
        extra.pb(i + 256); //assert not in s!
    suffix_automaton sa;
    REP(i,sz(s)) {
        for(char c : s[i]) sa.extend(c);
        sa.extend(extra[i]);
    }
    sa.maketopo();
    sa.makelinkinvs();

    //Determine possible locations
    vvb pos; int cur;
    REP(i, sz(s)) {
        pos.pb(vb(sz(s[i]), false));
        vi stack; cur = sa.next[0][extra[i]];
        for(char c : s[i]) {
            cur = sa.next[cur][c]; stack.pb(cur);
        }
        while(sz(stack) > 0) {
            cur = stack.back(); stack.pop_back();
            if(!pos[i][cur]) {
                pos[i][cur] = true;
                for(ll p : sa.linkinv[cur])
                    stack.pb(p);
            }
        }

    //Determine the answer
    for(ll i : sa.topo) {
        bool can = true;
        REP(j, sz(s)) if(!pos[j][i]) {
            can = false;
            break; }
        if(can)
            return sa.maxstring(i); //sa.length[i]
    } return ""; }

```

4.11. **Hashing.** Modulus should be a large prime. Can also use multiple instances with different moduli to minimize chance of collision. Hash: a4f7da

```

struct hasher {
    int b = 311, m; vi h, p;
    hasher(string s, int _m) :
        m(_m), h(sz(s)+1), p(sz(s)+1) {
        p[0] = 1; h[0] = 0;
        REP(i,sz(s)) p[i+1] = ((ll)p[i] * b % m;
        REP(i,sz(s)) h[i+1] = ((ll)h[i] * b + s[i]) % m;
    }
    int hash(int l, int r) {
        return (h[r+1] + m - (ll)h[l]*p[r-l+1] % m) % m;
    }
};

```

```

}
};

```

5. GEOMETRY

Hash: 8169c8

```

const ld EPS = 1e-7, PI = acos(-1.0);
typedef ld NUM; // EITHER ld OR ll
typedef pair<NUM, NUM> pt;
typedef vector<pt> poly;

pt operator+(pt p, pt q) { return {p.x+q.x, p.y+q.y}; }
pt operator-(pt p, pt q) { return {p.x-q.x, p.y-q.y}; }
pt operator*(pt p, NUM n) { return {p.x*n, p.y*n}; }

pt& operator+=(pt &p, pt q) { return p = p+q; }
pt& operator-=(pt &p, pt q) { return p = p-q; }

NUM operator*(pt p, pt q) { return p.x*q.x+p.y*q.y; }
NUM operator^(pt p, pt q) { return p.x*q.y-p.y*q.x; }

// square distance from p to q
NUM dist2(pt p, pt q) {
    return (q - p) * (q - p);
}

// Normal distance from p to q
ld dist(pt p, pt q) { return sqrt(dist2(p, q)); }

// distance from p to line ab
ld distPtLine(pt p, pt a, pt b) {
    p -= a; b -= a;
    return sqrt(ld(p^b) * (p^b) / (b*b));
}

// distance from p to linesegment ab
ld distPtSegment(pt p, pt a, pt b) {
    p -= a; b -= a;
    NUM dot = p*b, len = b*b;
    if (dot <= 0) return sqrt(p*p);
    if (dot >= len) return sqrt((p-b)*(p-b));
    return sqrt(p*p - ld(dot)*dot/len);
}

// projects p onto the line ab
// NUM has to be ld
pt proj(pt p, pt a, pt b) {
    p -= a; b -= a;
    return a + b*((b*p) / (b*b));
}

bool col(pt a, pt b, pt c) {
    return abs((a-b) ^ (a-c)) < EPS;
}

// note: to accept collinear points, change `> 0'
// returns true if r is on the left side of line pq
bool ccw(pt p, pt q, pt r) {

```

```

    return ((q - p) ^ (r - p)) > 0; }

// true => 1 intersection, false => parallel or same
bool linesIntersect(pt a, pt b, pt c, pt d) {
    return abs((a-b) ^ (c-d)) > EPS;
}

// Test if p is on line segment ab
bool segmentHasPoint(pt p, pt a, pt b) {
    pt u = p-a, v = p-b;
    return abs(u^v) < EPS && u*v <= 0;
}

// Check lines intersect!
// NUM has to be ld
pt lineLineIntersection(pt a, pt b, pt c, pt d) {
    ld det = (a-b) ^ (c-d);
    return ((c-d)*(a^b) - (a-b)*(c^d)) * (1.0/det);
}

// Check lines intersect!
// Num has to be ld
bool segmentIntersection(pt a, pt b, pt c, pt d, pt&
    res) {
    res = lineLineIntersection(a, b, c, d);
    return segmentHasPoint(res, a, b) &&
        segmentHasPoint(res, c, d);
}

// Lines can be parallel: segments overlap from
    seg(start, end)
// 0 = no intersect, 1 = 1 lines not parallel (res =
    start), 2 = lines parallel
// Num has to be ld
int segmentIntersection(pt a, pt b, pt c, pt d, pt&
    start, pt& end) {
    pt d1 = b - a, d2 = d - c;
    if(abs(d1 ^ d2) > EPS) return
        segmentIntersection(a, b, c, d, start);
    if(abs((c - a) ^ d1) > EPS) return 0;
    if(d1 * d2 < 0) swap(c, d), d2 = d - c;
    ld s = max(ld(0), (c - a) * d1), e = min(d1 * d1,
        (d - a) * d1);
    s /= (d1 * d1), e /= (d1 * d1);
    if(s > e + EPS) return 0;
    start = a + d1 * s; end = a + d1 * e; return 2;
}

// line segment p-q intersect with line A-B.
// NUM has to be ld!
bool lineIntersectSeg(pt p, pt q, pt a, pt b, pt&
    res) {
    res = lineLineIntersection(p, q, a, b);
    return segmentHasPoint(res, p, q);
}

```

5.1. Convex Hull $\mathcal{O}(n \log n)$. Hash: 706f63

```

// the convex hull consists of: { pts[ret[0]],
    pts[ret[1]], ... pts[ret.back()] } in
    counterclockwise order
vi convexHull(const poly &pts) {
    if (pts.empty()) return vi();
    vi ret, ord;
    int n = sz(pts), st = min_element(all(pts)) -
        pts.begin();
    REP(i, n)
        if (pts[i] != pts[st]) ord.pb(i);
    sort(all(ord), [&pts, &st] (int a, int b) {
        pt p = pts[a] - pts[st], q = pts[b] - pts[st];
        return (p ^ q) != 0 ? (p ^ q) > 0 : p * p > q *
            q;
    });
    ord.pb(st); ret.pb(st);
    for (int i : ord) {
        // use '>=' in ccw to include ALL points on the
        hull-line
        for(int s = sz(ret) - 1; s > 1 && !ccw(pts[ret[s]
            - 1], pts[ret[s]], pts[i]); s--)
            ret.pop_back();
        ret.pb(i);
    }
    ret.pop_back();
    return ret;
}

```

5.2. Closest points $\mathcal{O}(n \log n)$. Hash: 7ab1d9

poly pts;

```

struct byY {
    bool operator()(int a, int b) const { return
        pts[a].y < pts[b].y; }
};

```

```

inline NUM dist(ii p) { pt a = (pts[p.x] -
    pts[p.y]); return a * a; }

```

```

ii minpt(ii p1, ii p2) { return dist(p1) < dist(p2)
    ? p1 : p2; }

```

```

// closest pts (by index) inside pts[l ... r - 1],
    with sorted y values in ys
// check pts is sorted on x!
ii closest(int l, int r, vi &ys) {
    if (r - l == 2) { // don't assume 1 here.
        ys = { l, l + 1 };
        sort(all(ys), byY());
        return ii(l, l + 1);
    } else if (r - l == 3) { // brute-force
        ys = { l, l + 1, l + 2 };
        sort(all(ys), byY());
        return minpt(ii(l, l + 1), minpt(ii(l, l + 2),
            ii(l + 1, l + 2)));
    }
}

```

```

}
int m = (l + r) / 2; vi yl, yr;
ii delta = minpt(closest(l, m, yl), closest(m, r,
    ↪ yr));
NUM ddelta = dist(delta), xm = (pts[m-1].x +
    ↪ pts[m].x) / 2;
merge(all(yl), all(yr), back_inserter(ys), byY());
deque<int> q;
for (int i : ys) if (abs(pts[i].x - xm) <= ddelta)
    ↪ {
        for (int j : q) delta = minpt(delta, ii(i, j));
        q.pb(i);
        if (sz(q) > 8) q.pop_front(); // magic from
            ↪ Introduction to Algorithms.
    }
return delta;
}

```

5.3. Great-Circle Distance. Computes the distance between two points (given as latitude/longitude coordinates) on a sphere of radius r . Hash: d850b6

```

ld gc_distance(ld pLat, ld pLong, ld qLat, ld qLong,
    ↪ ld r) {
    pLat *= PI / 180; pLong *= PI / 180;
    qLat *= PI / 180; qLong *= PI / 180;
    return r * acos(cos(pLat)*cos(qLat)*cos(pLong -
        ↪ qLong) + sin(pLat)*sin(qLat)); }

```

5.4. Delaunay triangulation. Hash: e8b25c

```
int sgn(const ll& a) { return (a > 0) - (a < 0); }
```

```
const pt inf_pt = make_pair(1e18, 1e18);
```

```

struct Quad { // `QuadEdge` originally
    pt O; // origin
    Quad *rot = nullptr, *onext = nullptr;
    bool used = false;
    Quad* rev() const { return rot->rot; }
    Quad* lnext() const {
        return rot->rev()->onext->rot; }
    Quad* oprev() const {
        return rot->onext->rot; }
    pt dest() const { return rev()->O; }
};

```

```

Quad* make_edge(pt from, pt to) {
    Quad* e1 = new Quad, *e2 = new Quad;
    Quad* e3 = new Quad, *e4 = new Quad;
    e1->O = from; e2->O = to;
    e3->O = e4->O = inf_pt;
    e1->rot = e3; e2->rot = e4;
    e3->rot = e2; e4->rot = e1;
    e1->onext = e1; e2->onext = e2;
    e3->onext = e4; e4->onext = e3;
    return e1;
}

```

```

void splice(Quad* a, Quad* b) {
    swap(a->onext->rot->onext, b->onext->rot->onext);
    swap(a->onext, b->onext);
}

```

```

void delete_edge(Quad* e) {
    splice(e, e->oprev());
    splice(e->rev(), e->rev()->oprev());
}

```

```

Quad* connect(Quad* a, Quad* b) {
    Quad* e = make_edge(a->dest(), b->O);
    splice(e, a->lnext());
    splice(e->rev(), b);
    return e;
}

```

```

bool left_of(pt p, Quad* e) {
    return ((e->O - p) ^ (e->dest() - p)) > 0; }
bool right_of(pt p, Quad* e) {
    return ((e->O - p) ^ (e->dest() - p)) < 0; }

```

```

template <class T> T det3(T a1, T a2, T a3,
    T b1, T b2, T b3, T c1, T c2, T c3) {
    return a1*(b2*c3 - c2*b3) - a2*(b1*c3 - c1*b3)
        + a3*(b1*c2 - c1*b2);
}

```

// Calculate directly with __int128, or with angles

```

bool in_circle(pt a, pt b, pt c, pt d) {
    __int128 det = 0;
    det -= det3<__int128>(b.x, b.y, b * b,
        c.x, c.y, c * c, d.x, d.y, d * d);
    det += det3<__int128>(a.x, a.y, a * a,
        c.x, c.y, c * c, d.x, d.y, d * d);
    det -= det3<__int128>(a.x, a.y, a * a,
        b.x, b.y, b * b, d.x, d.y, d * d);
    det += det3<__int128>(a.x, a.y, a * a,
        b.x, b.y, b * b, c.x, c.y, c * c);
    return det > 0;
}

```

```

pair<Quad*, Quad*> build_tr(int l, int r,
    poly& p) {
    if (r - l + 1 == 2) {
        Quad* res = make_edge(p[l], p[r]);
        return make_pair(res, res->rev());
    }
    if (r - l + 1 == 3) {
        Quad *a = make_edge(p[l], p[l+1]);
        Quad *b = make_edge(p[l+1], p[r]);
        splice(a->rev(), b);
        int sg = sgn((p[l+1] - p[l]) ^ (p[r] - p[l]));
        if (sg == 0) return make_pair(a, b->rev());
        Quad* c = connect(b, a);
        if (sg == 1) return make_pair(a, b->rev());
        return make_pair(c->rev(), c);
    }
}

```

```

int mid = (l + r) / 2;
Quad *ldo, *ldi, *rdo, *rdi;
tie(ldo, ldi) = build_tr(l, mid, p);
tie(rdi, rdo) = build_tr(mid + 1, r, p);
while (true) {
    if (left_of(rdi->O, ldi)) {
        ldi = ldi->lnext(); continue; }
    if (right_of(ldi->O, rdi)) {
        rdi = rdi->rev()->onext; continue; }
    break;
}
Quad* B = connect(rdi->rev(), ldi);
auto valid = [&B](Quad* e) {
    return right_of(e->dest(), B); };

if (ldi->O == ldo->O) ldo = B->rev();
if (rdi->O == rdo->O) rdo = B;
while (true) {
    Quad* lc = B->rev()->onext; // left candidate
    if (valid(lc)) {
        while (in_circle(B->dest(), B->O,
            lc->dest(), lc->onext->dest())) {
            Quad* t = lc->onext;
            delete_edge(lc);
            lc = t;
        }
    }
    Quad* rc = B->oprev(); // right candidate
    if (valid(rc)) {
        while (in_circle(B->dest(), B->O,
            rc->dest(), rc->oprev()->dest())) {
            Quad* t = rc->oprev();
            delete_edge(rc);
            rc = t;
        }
    }
    if (!valid(lc) && !valid(rc)) break;
    if (!valid(lc) || (valid(rc) && in_circle(
        lc->dest(), lc->O, rc->O, rc->dest())))
        B = connect(rc, B->rev());
    else B = connect(B->rev(), lc->rev());
}
return make_pair(ldo, rdo);
}

```

```

vector<tuple<pt, pt, pt>> delaunay(poly p) {
    sort(all(p), [](const pt& a, const pt& b) {
        return a.x < b.x ||
            (a.x == b.x && a.y < b.y);
    });
    auto res = build_tr(0, sz(p) - 1, p);
    Quad* e = res.first;
    vector<Quad*> edges = {e};
    while(((e->dest() - e->onext->dest()) ^ (e->O -
        ↪ e->onext->dest())) < 0)
        e = e->onext;
}

```



```

auto add = [&p, &e, &edges]() {
    Quad* cur = e;
    do {
        cur->used = true;
        p.pb(cur->O);
        edges.pb(cur->rev());
        cur = cur->lnext();
    } while (cur != e);
};
add(); p.clear();

int kek = 0;
while (kek < sz(edges))
    if (!(e = edges[kek++]>used) add());
vector<tuple<pt, pt, pt>> ans;
for (int i = 0; i < sz(p); i += 3)
    ans.pb(make_tuple(p[i], p[i + 1], p[i + 2]));
return ans;
}

```

5.5. 3D Primitives. Hash: 84ea9e

```

#define P(p) const point3d &p
#define L(p0, p1) P(p0), P(p1)
#define PL(p0, p1, p2) P(p0), P(p1), P(p2)
struct point3d {
    double x, y, z;
    point3d() : x(0), y(0), z(0) {}
    point3d(double _x, double _y, double _z) : x(_x), y(_y), z(_z) {}
    point3d operator+(P(p)) const {
        return point3d(x + p.x, y + p.y, z + p.z);
    }
    point3d operator-(P(p)) const {
        return point3d(x - p.x, y - p.y, z - p.z);
    }
    point3d operator-() const {
        return point3d(-x, -y, -z);
    }
    point3d operator*(double k) const {
        return point3d(x * k, y * k, z * k);
    }
    point3d operator/(double k) const {
        return point3d(x / k, y / k, z / k);
    }
    double operator%(P(p)) const {
        return x * p.x + y * p.y + z * p.z;
    }
    point3d operator*(P(p)) const {
        return point3d(y * p.z - z * p.y,
                        z * p.x - x * p.z, x * p.y - y * p.x);
    }
    double length() const {
        return sqrt(*this % *this);
    }
    double distTo(P(p)) const {
        return (*this - p).length();
    }
    double distTo(P(A), P(B)) const {
        // A and B must be two different points
        return ((A - B).length() /
                A.distTo(B));
    }
    point3d normalize(double k = 1) const {
        // length() must not return 0
        return (*this) * (k / length());
    }
    point3d getProjection(P(A), P(B)) const {
        point3d v = B - A;

```

```

        return A + v.normalize((v % (*this - A)) /
                                v.length());
    }
    point3d rotate(P(normal)) const {
        //normal must have length 1 and be orthogonal to
        // the vector
        return (*this) * normal;
    }
    point3d rotate(double alpha, P(normal)) const {
        return (*this) * cos(alpha) + rotate(normal) *
            sin(alpha);
    }
    point3d rotatePoint(P(O), P(axe), double alpha)
    {
        const {
            point3d Z = axe.normalize(axe % (*this - O));
            return O + Z + (*this - O - Z).rotate(alpha, O);
        }
    }
    bool isZero() const {
        return abs(x) < EPS && abs(y) < EPS && abs(z) <
            EPS;
    }
    bool isOnLine(L(A, B)) const {
        return ((A - *this) * (B - *this)).isZero();
    }
    bool isInSegment(L(A, B)) const {
        return isOnLine(A, B) && ((A - *this) % (B -
            *this)) < EPS;
    }
    bool isInSegmentStrictly(L(A, B)) const {
        return isOnLine(A, B) && ((A - *this) % (B -
            *this)) < -EPS;
    }
    double getAngle() const {
        return atan2(y, x);
    }
    double getAngle(P(u)) const {
        return atan2((*this * u).length(), *this % u);
    }
    bool isOnPlane(PL(A, B, C)) const {
        return
            abs((A - *this) * (B - *this) % (C - *this)) <
            EPS;
    }
    int line_line_intersect(L(A, B), L(C, D), point3d
    {
        if (abs((B - A) * (C - A) % (D - A)) > EPS) return
            0;
        if ((A - B) * (C - D).length() < EPS)
            return A.isOnLine(C, D) ? 2 : 0;
        point3d normal = ((A - B) * (C - D)).normalize();
        double s1 = (C - A) * (D - A) % normal;
        O = A + ((B - A) / (s1 + ((D - B) * (C - B) %
            normal))) * s1;
        return 1;
    }
    int line_plane_intersect(L(A, B), PL(C, D, E),
    {
        point3d &O {
            double V1 = (C - A) * (D - A) % (E - A);
            double V2 = (D - B) * (C - B) % (E - B);
            if (abs(V1 + V2) < EPS)
                return A.isOnPlane(C, D, E) ? 2 : 0;
            O = A + ((B - A) / (V1 + V2)) * V1;
            return 1;
        }
    }
    bool plane_plane_intersect(P(A), P(nA), P(B), P(nB),
    point3d &P, point3d &Q) {
        point3d n = nA * nB;
        if (n.isZero()) return false;

```

```

point3d v = n * nA;
P = A + (n * nA) * ((B - A) % nB / (v % nB));
Q = P + n;
return true;
}

```

5.6. Polygon Centroid.

$$C_x = \frac{1}{6A} \sum_{i=0}^{n-1} (x_i + x_{i+1})(x_i y_{i+1} - x_{i+1} y_i)$$

$$C_y = \frac{1}{6A} \sum_{i=0}^{n-1} (y_i + y_{i+1})(x_i y_{i+1} - x_{i+1} y_i)$$

$$A = \frac{1}{2} \sum_{i=0}^{n-1} (x_i y_{i+1} - x_{i+1} y_i)$$

5.7. Rectilinear Minimum Spanning Tree. Given a set of n points in the plane, and the aim is to find a minimum spanning tree connecting these n points, assuming the Manhattan distance is used. The function candidates returns at most $4n$ edges that are a superset of the edges in a minimum spanning tree, and then one can use Kruskal's algorithm. Hash: 3e3b82

```

struct RMST {
    struct point {
        int i; ll x, y;
        point() : i(-1) {}
        point(ll _x, ll _y, int _i) : x(_x), y(_y),
            i(_i) {}
        ll d1() { return x + y; }
        ll d2() { return x - y; }
        ll dist(point other) {
            return abs(x - other.x) + abs(y - other.y);
        }
        bool operator < (const point &other) const {
            return y == other.y ? x > other.x : y < other.y;
        }
    };
    vector<point> A, best, tmp;
    int n;
    RMST() : n(0) {}
    void add_point(int x, int y) {
        A.pb(point(x, y, n++));
    }
    void rec(int l, int r) {
        if (l >= r) return;
        int m = (l+r)/2;
        rec(l, m), rec(m+1, r);
        point bst;
        for (int i=l, j=m+1, k=l; i <= m || j <= r; k++) {
            if (j > r || (i <= m && A[i].d1() < A[j].d1())) {
                tmp[k] = A[i++];
                if (bst.i != -1 && (best[tmp[k].i].i == -1
                    || best[tmp[k].i].d2() < bst.d2()))
                    best[tmp[k].i] = bst;
            } else {
                tmp[k] = A[j++];
                if (bst.i == -1 || bst.d2() < tmp[k].d2())
                    bst = tmp[k];
            }
        }
    }
}

```

```

rep(i,1,r+1) A[i] = tmp[i]; }
vector<pair<ll,ii> > candidates() {
vector<pair<ll, ii> > es;
tmp = best = vector<point>(n);
REP(p, 2) {
REP(q, 2) {
sort(all(A));
REP(i, n) best[i].i = -1;
rec(0, n-1);
REP(i, n) {
if(best[A[i].i].i != -1)
es.pb(A[i].dist(best[A[i].i]),
ii(A[i].i, best[A[i].i].i));
swap(A[i].x, A[i].y);
A[i].x *= -1, A[i].y *= -1; } }
REP(i, n) A[i].x *= -1; }
return es; } };

```

5.8. Points and lines (CP3). Hash: a7aab7

```

ld DEG_to_RAD(ld d) { return d*PI/180.0; }
ld RAD_to_DEG(ld r) { return r*180.0/PI; }

```

```

// rotate p by rad RADIANS CCW w.r.t origin (0, 0)
// NUM has to be ld
pt rotate(pt p, ld rad) {
return make_pair(p.x*cos(rad) - p.y*sin(rad),
p.x*sin(rad) + p.y*cos(rad));
}

```

```

// lines are (x,y) s.t. ax + by + c = 0 AND b=0,1.
struct line { ld a, b, c; };

```

```

// gives line through p1, p2
line pointsToLine(pt p1, pt p2) {
if (fabs(p1.x - p2.x) < EPS) // vertical line
return { 1.0, 0.0, -(ld)p1.x };
else {
ld a = -(ld)(p1.y - p2.y) / (p1.x - p2.x);
return {
a,
1.0,
-(ld)(a * p1.x) - p1.y
};
}
}

```

```

// returns the reflection of p on the line through a
// and b
// NUM has to be ld
pt reflectionPoint(pt p, pt a, pt b) {
pt m = proj(p, a, b);
return m * 2 - p; }

```

```

// returns angle aob in rad in [0, 2 PI)
ld angle(pt a, pt o, pt b) {
pt oa = a - o, ob = b - o;
ld antw = atan2(ob.y, ob.x) - atan2(oa.y, oa.x);
if(antw < 0)

```

```

antw += 2 * PI;
return antw;
}

```

5.9. Polygon (CP3). Polygons have $P_0 = P_{n-1}$ here. Hash: 4b9bcb

```

// returns the perimeter: sum of Euclidean distances
// of consecutive line segments (polygon edges)
ld perimeter(const poly &P) {
ld result = 0.0;
REP(i, sz(P)-1)
result += dist(P[i], P[i+1]);
return result; }

```

```

// Returns TWICE the area of a polygon (for
// integers)
NUM polygonTwiceArea(const poly &P) {
NUM area = 0;
REP(i, sz(P) - 1)
area += P[i] ^ P[i + 1];
return abs(area); // area < 0 ==> p ccw
}

```

```

// returns true if we always make the same turn
// throughout the polygon (strict)
bool isConvex(const poly &P) {
int n = sz(P);
if (n <= 3) return false; // point=2; line=3
bool isLeft = ccw(P[0], P[1], P[2]);
REP(i, n-2) if (ccw(P[i], P[i+1],
P[(i+2) == n ? 1 : i+2]) != isLeft ||
col(P[i], P[i+1], P[(i+2) == n ? 1 : i+2]))
return false; // different sign -> concave
return true; } // convex

```

```

bool insidePolygon(const poly &P, pt p, bool strict
// = true) {
int n = 0;
REP(i, sz(P) - 1) {
// if p is on edge of polygon
if (segmentHasPoint(p, P[i], P[i + 1])) return
// !strict;
// or: if(distPtSegmentSq(p, pts[i], pts[i + 1])
// <= EPS) return !strict;

// increment n if segment intersects line from p
n += (max(P[i].y, P[i + 1].y) > p.y &&
min(P[i].y, P[i + 1].y) <= p.y &&
((P[i + 1] - P[i])^(p-P[i])) > 0) == (P[i].y
// <= p.y));
}
return n & 1; // inside if odd number of
// intersections
}

```

// cuts polygon Q along the line formed by a -> b

```

// (note: Q[0] == Q[n-1] is assumed)
// NUM has to be ld
poly cutPolygon(pt a, pt b, const poly &Q) {
poly P;
REP(i, sz(Q)) {
ld left1 = (b - a) ^ (Q[i] - a);
ld left2 = 0;
if (i != sz(Q)-1)
left2 = (b - a) ^ (Q[i+1] - a);
if (left1 > -EPS)
P.pb(Q[i]); // Q[i] is left of ab
if (left1 * left2 < -EPS)
// edge Q[i]--Q[i+1] crosses line ab
P.pb(pt()); lineIntersectSeg(Q[i], Q[i+1],
// a, b, P.back());
}
if (!P.empty() && !P.back() == P.front())
P.pb(P.front()); // make P[0] == P[n-1]
return P; }

```

5.10. Triangle (CP3). Hash: afa849

```

ld perimeter(pt a, pt b, pt c) {
return dist(a, b) + dist(b, c) + dist(c, a); }

```

```

ld area(ld ab, ld bc, ld ca) {
// Heron's formula
ld s = 0.5 * (ab+bc+ca);
return sqrt(s)*sqrt(s-ab)*sqrt(s-bc)*sqrt(s-ca);
}

```

```

ld area(pt a, pt b, pt c) {
return area(dist(a, b), dist(b, c), dist(c, a));
}

```

```

ld rInCircle(ld ab, ld bc, ld ca) {
return area(ab,bc,ca)*2.0 / (ab+bc+ca);
}

```

```

ld rInCircle(pt a, pt b, pt c) {
return rInCircle(dist(a,b),dist(b,c),dist(c,a));
}
// assumption: the required points/lines functions
// have been written.
// Returns if there is an inCircle center
// if it returns TRUE, ctr will be the inCircle
// center and r is the same as rInCircle
bool inCircle(point p1, point p2, point p3, point
// ctr, ld &r) {
r = rInCircle(p1, p2, p3);
if (fabs(r) < EPS) return false;

ld ratio = dist(p1, p2) / dist(p1, p3);
pt q1 = p2 + (p3 - p2) * (ratio / (1 + ratio));

ratio = dist(p2, p1) / dist(p2, p3);
pt q2 = p1 + (p3 - p1) * (ratio / (1 + ratio));

// get their intersection point:

```

```

ctr = lineLineIntersection(p1, q1, p2, q2);
return true;
}

ld rCircumCircle(ld ab, ld bc, ld ca) {
    return ab * bc * ca / (4.0 * area(ab, bc, ca)); }

ld rCircumCircle(pt a, pt b, pt c) {
    return rCircumCircle(
        dist(a,b), dist(b,c), dist(c,a));
}

// assumption: the required points/lines functions
// have been written.
// Returns 1 iff there is a circumCenter center
// if this function returns 1, ctr will be the
// circumCircle center and r = rCircumCircle
bool circumCircle(pt p1, pt p2, pt p3, pt &ctr, ld
    ↪ &r){
    ld a = p2.x - p1.x, b = p2.y - p1.y;
    ld c = p3.x - p1.x, d = p3.y - p1.y;
    ld e = a * (p1.x + p2.x) + b * (p1.y + p2.y);
    ld f = c * (p1.x + p3.x) + d * (p1.y + p3.y);
    ld g = 2.0 * (a * (p3.y - p2.y) - b * (p3.x - p2.x));
    if (fabs(g) < EPS) return false;

    ctr.x = (d*e - b*f) / g;
    ctr.y = (a*f - c*e) / g;
    r = dist(p1, ctr); // r = dist(center, p_i)
    return true;
}

```

```

// returns if pt d is strictly inside the
// circumCircle defined by a,b,c
// for non strict, change < to <=
bool inCircumCircle(pt a, pt b, pt c, pt d) {
    pt va=(d - a), vb=(d - b), vc=(d - c);
    return 0 <
        va.x * vb.y * (vc.x*vc.x + vc.y*vc.y) +
        va.y * (vb.x*vb.x + vb.y*vb.y) * vc.x +
        (va.x*va.x + va.y*va.y) * vb.x * vc.y -
        (va.x*va.x + va.y*va.y) * vb.y * vc.x -
        va.y * vb.x * (vc.x*vc.x + vc.y*vc.y) -
        va.x * (vb.x*vb.x + vb.y*vb.y) * vc.y;
}

```

```

bool canFormTriangle(NUM a, NUM b, NUM c) {
    return a+b > c && a+c > b && b+c > a; }

```

5.11. Circle (CP3). Hash: e07ae5

```

//0 is in circle, 1 on the border and 2 outside the
    ↪ circle
int insideCircle(pt p, pt c, NUM r) {
    NUM d = dist2(p,c), r2 = r * r;
    return d < r2 ? 0 : d == r2 ? 1 : 2; }
    ↪ //inside/border/outside

```

```

//c becomes center of the circle through p1 and p2
    ↪ with radius r
//For other option, reverse p1 and p2
//Requires NUM = ld
bool circle2PtsRad(pt p1, pt p2, NUM r, pt &c) {
    ld d2 = dist2(p1,p2);
    ld det = r * r / d2 - 0.25;
    if (det < 0.0) return false;
    ld h = sqrt(det);
    c.x = (p1.x + p2.x) * 0.5 + (p1.y - p2.y) * h;
    c.y = (p1.y + p2.y) * 0.5 + (p2.x - p1.x) * h;
    return true; }

```

5.12. **Formulas.** Let $a = (a_x, a_y)$ and $b = (b_x, b_y)$ be two-dimensional vectors.

- $a \cdot b = |a||b| \cos \theta$, where θ is the angle between a and b .
- $a \times b = |a||b| \sin \theta$, where θ is the signed angle between a and b .
- $a \times b$ is equal to the area of the parallelogram with two of its sides formed by a and b . Half of that is the area of the triangle formed by a and b .
- **Euler's formula:** $V - E + F = 2$
- Side lengths a, b, c can form a triangle iff. $a + b > c$, $b + c > a$ and $a + c > b$.
- Sum of internal angles of a regular convex n -gon is $(n - 2)\pi$.
- **Law of sines:** $\frac{a}{\sin A} = \frac{b}{\sin B} = \frac{c}{\sin C}$
- **Law of cosines:** $b^2 = a^2 + c^2 - 2ac \cos B$
- Internal tangents of circles $(c_1, r_1), (c_2, r_2)$ intersect at $(c_1 r_2 + c_2 r_1) / (r_1 + r_2)$, external intersect at $(c_1 r_2 - c_2 r_1) / (r_1 + r_2)$.

6. MISCELLANEOUS

6.1. **Fast Fourier Transform** $\mathcal{O}(n \log n)$. Given two polynomials $A(x) = a_0 + a_1x + \dots + a_{n/2}x^{n/2}$ and $B(x) = b_0 + b_1x + \dots + b_{n/2}x^{n/2}$, FFT calculates all coefficients of $C(x) = A(x) \cdot B(x) = c_0 + c_1x + \dots + c_nx^n$, with $c_i = \sum_{j=0}^i a_j b_{i-j}$. Hash: 34d39d

```

typedef complex<ld> cpx;
typedef vector<cpx> vc;
vi rev; vc rt;
void fft(vc& A) {
    REP(i, sz(A)) if (i < rev[i]) swap(A[i],
        ↪ A[rev[i]]);
    for (int k = 1; k < sz(A); k *= 2)
        for (int i = 0; i < sz(A); i += 2*k) REP(j, k) {
            cpx t = rt[j + k] * A[i + j + k];
            A[i + j + k] = A[i + j] - t;
            A[i + j] += t;
        }
}
void multiply(vc& a, vc& b) { // a = a * b
    ll logn = 0; for (; (1 << logn) < sz(a); logn++);
    ll n = (1 << logn); a.rs(n); b.rs(n);

```

```

const ld PI = acos(-1.0);
rev = vi(n); rt = vc(n);
rev[0] = 0; rt[1] = cpx(1, 0);
REP(i, n) rev[i] = (rev[i/2] | (i&1)<<logn)/2;
for (int k = 2; k < n; k *= 2) {
    cpx z(cos(PI/k), sin(PI/k));
    rep(i, k/2, k) rt[2*i]=rt[i], rt[2*i+1]=rt[i]*z;
}
fft(a); fft(b);
REP(i, n) a[i] *= b[i] / (ld)(n);
REP(i, n) rt[i] = 1 / rt[i]; fft(a); }

```

NTT $\mathcal{O}(n \log(n))$. Requires $2^{e_2(mod-1)} \geq n$. Can be calculated exact by taking (multiple) large primes as modulus (and combining them with CRT). Hash: 70a119

```

//include mod_pow
const ll mod = 998244353, g = 2; //g is primitive
    ↪ root of mod

vi rev, rt;
ll inv(ll x) { return mod_pow(x, mod - 2, mod); }
void ntt(vi &A) {
    REP(i, sz(A)) if (i < rev[i]) swap(A[i],
        ↪ A[rev[i]]);
    for (int k = 1; k < sz(A); k *= 2)
        for (int i = 0; i < sz(A); i += 2*k) REP(j, k) {
            ll t = rt[j + k] * A[i + j + k];
            A[i + j + k] = (A[i + j] - t + mod * mod) %
                ↪ mod;
            A[i + j] = (A[i + j] + t) % mod;
        }
}
void multiply(vi &A, vi &B) { //A = A * B
    ll logn; for (logn = 1; (1 << logn) < sz(A);
        ↪ logn++);
    ll n = 1 << logn; rev = rt = vi(n);
    A.rs(n), B.rs(n);
    rev[0] = 0; rt[1] = 1;
    REP(i, n) rev[i] = (rev[i/2] | (i&1)<<logn)/2;
    for (int i = 1; (1 << i) < n; ++i) {
        int k = 1<<i;
        ll z = mod_pow(g, (mod - 1) >> (i + 2), mod);
        rep(i, k/2, k) rt[2*i] = rt[i], rt[2*i+1] =
            ↪ (rt[i] * z) % mod;
    }
    ntt(A); ntt(B);
    REP(i, n) A[i] = ((A[i] * B[i]) % mod) * inv(n)
        ↪ % mod;
    REP(i, n) rt[i] = inv(rt[i]);
    ntt(A); }

```

6.2. **Minimum Assignment (Hungarian Algorithm)** $\mathcal{O}(n^3)$. Hash: 1c5dea

```
//a[i][j] gives value for 1 <= i <= n and 1 <= j <=
↳ m (1-based!)
//pm[j] gives assigned i and pn[i] assigned j
ll minimum_assignment(int n, int m, vvi& a, vi& pm,
↳ vi& pn) {
    vi u(n + 1), v(m + 1), way(m + 1); pm = vi(m + 1);
    for (int i = 1; i <= n; i++) {
        pm[0] = i;
        int j0 = 0;
        vi mv(m + 1, INT_MAX);
        vb used(m + 1, false);
        do {
            used[j0] = true;
            int i0 = pm[j0], delta = INT_MAX, j1;
            for (int j = 1; j <= m; j++)
                if (!used[j]) {
                    int cur = a[i0][j] - u[i0] - v[j];
                    if (cur < mv[j]) mv[j] = cur, way[j] = j0;
                    if (mv[j] < delta) delta = mv[j], j1 = j;
                }
            for (int j = 0; j <= m; j++) {
                if (used[j]) u[pm[j]] += delta, v[j] -=
                    ↳ delta;
                else mv[j] -= delta;
            }
            j0 = j1;
        } while (pm[j0] != 0);
        do {
            int j1 = way[j0]; pm[j0] = pm[j1]; j0 = j1;
        } while (j0);
    }
    pn = vi(n + 1); rep(i, 1, m + 1) pn[pm[i]] = i;
    return -v[0];
}
```

6.3. Partial linear equation solver $\mathcal{O}(N^3)$. Hash: 79998e

```
typedef ld NUM;
const NUM EPS = 1e-5;
bool is0(NUM a) { return -EPS < a && a < EPS; }
// finds x such that Ax = b
// A_ij is M[i][j], b_i is M[i][m]
// 0 is no solution, 1 is unique, 2 is multiple
// peq is index of pivot equation
int solveM(int n, int m, vector<vector<NUM>> &M,
↳ vector<NUM> &val, vi &peq) {
    int pr = 0, pc = 0;
    while (pc < m) {
        //Pick first nonzero element (ld largest
        ↳ stabler)
        int r = pr, c;
        while (r < n && is0(M[r][pc])) r++;
        if (r == n) { pc++; continue; }
        for (c = 0; c <= m; c++)
            swap(M[pr][c], M[r][c]);
        r = pr++; c = pc++;
        NUM div = 1 / M[r][c]; //mult inv if mod
        for (int col = c; col <= m; col++)
```

```
M[r][col] *= div;
REP(row, n) {
    if (row == r) continue;
    // F2: if (M[row].test(c)) M[row] ^= M[r];
    NUM times = -M[row][c];
    for (int col = c; col <= m; col++)
        M[row][col] += times * M[r][col];
}
} // now M is in RREF

for (int r = pr; r < n; r++)
    if (!is0(M[r][m])) return 0;
peq = vi(m, -1);
val = vector<NUM>(m, 0);
for (int col = 0, row = 0; col < m && row < n;
↳ col++)
    if (!is0(M[row][col])) {
        peq[col] = row;
        val[col] = M[row][m];
        row++;
    }
REP(i, m) if (peq[i] == -1) return 2;
return 1; }
```

6.4. Cycle-Finding. Hash: 1f2e7

```
ii find_cycle(int x0, int (*f)(int)) {
    int t = f(x0), h = f(t), mu = 0, lam = 1;
    while (t != h) t = f(t), h = f(f(h));
    h = x0;
    while (t != h) t = f(t), h = f(h), mu++;
    h = f(t);
    while (t != h) h = f(h), lam++;
    return ii(mu, lam); }
```

6.5. Longest Increasing Subsequence. Hash: 1bc3da

```
vi lis(vi arr) {
    vi seq, back(sz(arr)), ans;
    REP(i, sz(arr)) {
        int res = 0, lo = 1, hi = sz(seq);
        while (lo <= hi) {
            int mid = (lo+hi)/2;
            if (arr[seq[mid-1]] < arr[i]) res = mid, lo =
                ↳ mid + 1;
            else hi = mid - 1;
        }
        if (res < sz(seq)) seq[res] = i;
        else seq.pb(i);
        back[i] = res == 0 ? -1 : seq[res-1];
    }
    int at = seq.back();
    while (at != -1) ans.pb(at), at = back[at];
    reverse(all(ans));
    return ans;
}
```

6.6. Dates. Hash: 28e80c

```
int intToDay(int jd) { return jd % 7; }
int dateToInt(int y, int m, int d) {
    return 1461 * (y + 4800 + (m - 14) / 12) / 4 +
        367 * (m - 2 - (m - 14) / 12 * 12) / 12 -
        3 * ((y + 4900 + (m - 14) / 12) / 100) / 4 +
        d - 32075; }
void intToDate(int jd, int &y, int &m, int &d) {
    int x, n, i, j;
    x = jd + 68569;
    n = 4 * x / 146097;
    x -= (146097 * n + 3) / 4;
    i = (4000 * (x + 1)) / 1461001;
    x -= 1461 * i / 4 - 31;
    j = 80 * x / 2447;
    d = x - 2447 * j / 80;
    x = j / 11;
    m = j + 2 - 12 * x;
    y = 100 * (n - 49) + i + x; }
```

6.7. Simplex. Hash: 7dcfea

```
const ld EPS = 1e-9;
struct LPSolver {
    int m, n; vi B, N; 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, m) REP(j, n) D[i][j] = A[i][j];
        REP(i, m) { B[i] = n + i; D[i][n] = -1;
            D[i][n + 1] = b[i]; }
        REP(j, n) N[j] = j, D[m][j] = -c[j];
        N[n] = -1; D[m + 1][n] = 1;
    }
    void Pivot(int r, int s) {
        ld inv = 1.0 / D[r][s];
        REP(i, m+2) if (i != r) REP(j, n+2) if (j != s)
            D[i][j] -= D[r][j] * D[i][s] * inv;
        REP(j, n+2) if (j != s) D[r][j] *= inv;
        REP(i, m+2) if (i != r) D[i][s] *= -inv;
        D[r][s] = inv;
        swap(B[r], N[s]); }
    bool Simplex(int phase) {
        int x = phase == 1 ? m + 1 : m;
        while (true) {
            int s = -1;
            for (int j = 0; j <= n; j++) {
                if (phase == 2 && N[j] == -1) continue;
                if (s == -1 || D[x][j] < D[x][s] ||
                    D[x][j] == D[x][s] && N[j] < N[s]) s = j; }
            if (D[x][s] > -EPS) return true;
            int r = -1;
            REP(i, m) {
                if (D[i][s] < EPS) continue;
                if (r == -1 || D[i][n + 1] / D[i][s] < D[r][n +
                    ↳ 1] /
                    D[r][s] || (D[i][n + 1] / D[i][s]) ==
                    ↳ (D[r][n + 1] /
                    D[r][s]) && B[i] < B[r]) r = i; }
            if (r == -1) return false;
```

```

Pivot(r, s); } }
ld 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(1) || D[m+1][n+1] < -EPS)
      return -numeric_limits<ld>::infinity();
    REP(i, m) if (B[i] == -1) {
      int s = -1;
      for (int j = 0; j <= n; j++)
        if (s == -1 || D[i][j] < D[i][s] ||
            D[i][j] == D[i][s] && N[j] < N[s])
          s = j;
      Pivot(i, s); }
  }
  if (!Simplex(2)) return
    - numeric_limits<ld>::infinity();
  x = vd(n);
  for (int i = 0; i < m; i++) if (B[i] < n)
    x[B[i]] = D[i][n+1];
  return D[m][n+1]; } }
// 2-phase simplex solves linear system:
// maximize c^T x
// subject to Ax <= b, x >= 0
// INPUT: A -- an m x n matrix
// b -- an m-dimensional vector
// c -- an n-dimensional vector
// x -- optimal solution (by reference)
// OUTPUT: c^T x (inf. if unbounded above, nan if
// -> infeasible)
// *** Example ***
// const int m = 4, n = 3;
// ld _A[m][n] = {{6,-1,0}, {-1,-5,0},
// {1,5,1}, {-1,-5,-1}};
// ld _b[m] = {10,-4,5,-5}, _c[n] = {1,-1,0};
// vvd A(m);
// vd b(_b, _b + m), c(_c, _c + n), x;
// REP(i, m) A[i] = vd(_A[i], _A[i] + n);
// LPSolver solver(A, b, c);
// ld value = solver.Solve(x);
// cerr << "VALUE: " << value << endl; // 1.29032
// cerr << "SOLUTION:"; // 1.74194 0.451613 1
// REP(i, sz(x)) cerr << " " << x[i];
// cerr << endl;

```

7. COMBINATORICS

- Catalan numbers (valid bracket seq's of length $2n$):
 $C_0 = 1, C_n = \frac{1}{n+1} \binom{2n}{n} = \sum_{i=0}^{n-1} C_i C_{n-i-1}$.
- Stirling 1th kind ($\# \pi \in \mathfrak{S}_n$ with exactly k cycles):
 $\left[\begin{smallmatrix} n \\ 0 \end{smallmatrix} \right] = \left[\begin{smallmatrix} 0 \\ n \end{smallmatrix} \right] = \delta_{0n}, \left[\begin{smallmatrix} n \\ k \end{smallmatrix} \right] = (n-1) \left[\begin{smallmatrix} n-1 \\ k \end{smallmatrix} \right] + \left[\begin{smallmatrix} n-1 \\ k-1 \end{smallmatrix} \right]$.
- Stirling 2nd kind (k -partitions of $[n]$):
 $\left\{ \begin{smallmatrix} n \\ 1 \end{smallmatrix} \right\} = \left\{ \begin{smallmatrix} n \\ n \end{smallmatrix} \right\} = 1, \left\{ \begin{smallmatrix} n \\ k \end{smallmatrix} \right\} = k \left\{ \begin{smallmatrix} n-1 \\ k \end{smallmatrix} \right\} + \left\{ \begin{smallmatrix} n-1 \\ k-1 \end{smallmatrix} \right\}$.
- Bell numbers (partitions of $[n]$):

- $B_0 = 1, B_n = \sum_{k=0}^{n-1} B_k \binom{n-1}{k} = \sum_{k=0}^n \left\{ \begin{smallmatrix} n \\ k \end{smallmatrix} \right\}$.
- Euler ($\# \pi \in \mathfrak{S}_n$ with exactly k ascents):
 $\left\langle \begin{smallmatrix} n \\ 0 \end{smallmatrix} \right\rangle = \left\langle \begin{smallmatrix} n \\ n-1 \end{smallmatrix} \right\rangle = 1, \left\langle \begin{smallmatrix} n \\ k \end{smallmatrix} \right\rangle = (k+1) \left\langle \begin{smallmatrix} n-1 \\ k \end{smallmatrix} \right\rangle + (n-k) \left\langle \begin{smallmatrix} n-1 \\ k-1 \end{smallmatrix} \right\rangle$.
- Euler 2nd order (nr perms of $1, 1, 2, 2, \dots, n, n$ with exactly k ascents):
 $\left\langle \begin{smallmatrix} n \\ k \end{smallmatrix} \right\rangle = (k+1) \left\langle \begin{smallmatrix} n-1 \\ k \end{smallmatrix} \right\rangle + (2n-k-1) \left\langle \begin{smallmatrix} n-1 \\ k-1 \end{smallmatrix} \right\rangle$.
- Rooted trees: n^{n-1} , unrooted: n^{n-2} .
- Forests of k rooted trees: $\binom{n}{k} k \cdot n^{n-k-1}$.
- $1^2 + \dots + n^2 = \frac{n(n+1)(2n+1)}{6}, 1^3 + \dots + n^3 = \frac{n^2(n+1)^2}{4}$
- $\sum_{i=1}^n \binom{n}{i} F_i = F_{2n}, \sum_i \binom{n-i}{i} = F_{n+1}$
- $\sum_{k=0}^n \binom{n}{k} = \binom{n+1}{n+1}, x^k = \sum_{i=0}^k i! \left\{ \begin{smallmatrix} k \\ i \end{smallmatrix} \right\} \binom{x}{i} = \sum_{i=0}^k \left\langle \begin{smallmatrix} k \\ i \end{smallmatrix} \right\rangle \binom{x+i}{k}$
- $a \equiv b \pmod{x, y} \Leftrightarrow a \equiv b \pmod{\text{lcm}(x, y)}$.
- $ac \equiv bc \pmod{m} \Leftrightarrow a \equiv b \pmod{m/\text{gcd}(c, m)}$.
- $\text{gcd}(n^a - 1, n^b - 1) = \text{gcd}(a, b) - 1$.
- Möbius inversion formula:** If $f(n) = \sum_{d|n} g(d)$, then $g(n) = \sum_{d|n} \mu(d) f(n/d)$. If $f(n) = \sum_{m=1}^n g(\lfloor n/m \rfloor)$, then $g(n) = \sum_{m=1}^n \mu(m) f(\lfloor \frac{n}{m} \rfloor)$.
- Inclusion-Exclusion:** If $g(T) = \sum_{S \subseteq T} f(S)$, then

$$f(T) = \sum_{S \subseteq T} (-1)^{|T \setminus S|} g(T).$$

Corollary: $b_n = \sum_{k=0}^n \binom{n}{k} a_k \Leftrightarrow a_n = \sum_{k=0}^n (-1)^{n-k} \binom{n}{k} b_k$.

- The Twelfold Way:** Putting n balls into k boxes. $p(n, k)$ is # partitions of n in k parts, each > 0 . $p_k(n) = \sum_{i=0}^k p(n, k)$.

Balls	same	distinct	same	distinct
Boxes	same	same	distinct	distinct
-	$p_k(n)$	$\sum_{i=0}^k \left\{ \begin{smallmatrix} n \\ i \end{smallmatrix} \right\}$	$\binom{n+k-1}{k-1}$	k^n
size ≥ 1	$p(n, k)$	$\left\{ \begin{smallmatrix} n \\ k \end{smallmatrix} \right\}$	$\binom{n-1}{k-1}$	$k! \left\{ \begin{smallmatrix} n \\ k \end{smallmatrix} \right\}$
size ≤ 1	$[n \leq k]$	$[n \leq k]$	$\binom{k}{n}$	$n! \binom{k}{n}$

8. FORMULAS

- Legendre symbol:** $\left(\frac{a}{b} \right) = a^{(b-1)/2} \pmod{b}$, b odd prime.
- Heron's formula:** A triangle with side lengths a, b, c has area $\sqrt{s(s-a)(s-b)(s-c)}$ where $s = \frac{a+b+c}{2}$.
- Shoelace formula:** $A = \frac{1}{2} \left| \sum_{i=0}^{n-1} x_i y_{i+1} - x_{i+1} y_i \right|$.
- Pick's theorem:** A polygon on an integer grid strictly containing i lattice points and having b lattice points on the boundary has area $i + \frac{b}{2} - 1$. (Nothing similar in higher dimensions)
- Absorption probabilities** A random walk on $[0, n]$ with probability p to increase and q to decrease, starting at k has at n absorption probability $\frac{(q/p)^{k-1}}{(q/p)^{n-1}}$ if $q \neq p$, and k/n if $q = p$.

- A minimum Steiner tree for n vertices requires at most $n-2$ additional Steiner vertices.
- Lagrange polynomial** through points $(x_0, y_0), \dots, (x_k, y_k)$ is

$$L(x) = \sum_{j=0}^k y_j \prod_{\substack{0 \leq m \leq k \\ m \neq j}} \frac{x - x_m}{x_j - x_m}.$$

- Hook length formula:** If λ is a Young diagram and $h_\lambda(i, j)$ is the hook-length of cell (i, j) , then then the number of Young tableaux $d_\lambda = n! / \prod h_\lambda(i, j)$.
- #primitive pythagorean triples with hypotenuse $< n$ approx $n/(2\pi)$.
- Frobenius Number:** largest number which can't be expressed as a linear combination of numbers a_1, \dots, a_n with non-negative coefficients. $g(a_1, a_2) = a_1 a_2 - a_1 - a_2$, $N(a_1, a_2) = (a_1 - 1)(a_2 - 1)/2$. $g(d \cdot a_1, d \cdot a_2, a_3) = d \cdot g(a_1, a_2, a_3) + a_3(d-1)$. An integer $x > (\max_i a_i)^2$ can be expressed in such a way iff. $x \mid \text{gcd}(a_1, \dots, a_n)$.
- Snell's law:** $v_2 \sin \theta_1 = v_1 \sin \theta_2$ gives the shortest path between two media.
- BEST theorem:** The number of Eulerian cycles in a *directed* graph G is:

$$t_w(G) \prod_{v \in G} (\deg v - 1)!,$$

where $t_w(G)$ is the number of arborescences ("directed spanning" tree) rooted at w : $t_w(G) = \det(q_{ij})_{i,j \neq w}$, with $q_{ij} = [i=j] \text{indeg}(i) - \# \{ (i, j) \in E \}$.

- Burnside's Lemma:** Let a finite group G act on a set X . Denote $X^g = \{x \in X \mid gx = x\}$. For each g in G let X^g denote the set of elements in X that are fixed by g . Then the number of orbits is:

$$|X/G| = \frac{1}{|G|} \sum_{g \in G} |X^g|.$$

- Bézout's identity:** If (x, y) is a solution to $ax+by=d$ (x, y can be found with EGCD), then all solutions are given by

$$(x + k \cdot \text{lcm}(a, b)/a, y - k \cdot \text{lcm}(a, b)/b), \quad k \in \mathbb{Z}$$

9. GAME THEORY

A game can be reduced to Nim if it is a finite impartial game. Nim and its variants include:

- Nim:** Let $X = \bigoplus_{i=1}^n x_i$, then $(x_i)_{i=1}^n$ is a winning position iff $X \neq 0$. Find a move by picking k such that $x_k > x_k \oplus X$.

- **Misère Nim:** Regular Nim, except that the last player to move *loses*. Play regular Nim until there is only one pile of size larger than 1, reduce it to 0 or 1 such that there is an odd number of piles. The second player wins (a_1, \dots, a_n) if 1) there is a pile $a_i > 1$ and $\oplus_{i=1}^n a_i = 0$ or 2) all $a_i \leq 1$ and $\oplus_{i=1}^n a_i = 1$.
- **Staircase Nim:** Stones are moved down a staircase and only removed from the last pile. $(x_i)_{i=1}^n$ is an L -position if $(x_{2i-1})_{i=1}^{n/2}$ is (i.e. only look at odd-numbered piles).
- **Moore's Nim_k:** The player may remove from at most k piles (Nim = Nim₁). Expand the piles in base 2, do a carry-less addition in base $k+1$ (i.e. the number of ones in each column should be divisible by $k+1$).
- **Dim⁺:** The number of removed stones must be a divisor of the pile size. The Sprague-Grundy function is $k+1$ where 2^k is the largest power of 2 dividing the pile size.
- **Aliquot game:** Same as above, except the divisor should be proper (hence 1 is also a terminal state, but watch out for size 0 piles). Now the Sprague-Grundy function is just k .
- **Nim (at most half):** Write $n+1 = 2^m y$ with m maximal, then the Sprague-Grundy function of n is $(y-1)/2$.
- **Lasker's Nim:** Players may alternatively split a pile into two new non-empty piles. $g(4k+1) = 4k+1$, $g(4k+2) = 4k+2$, $g(4k+3) = 4k+4$, $g(4k+4) = 4k+3$ ($k \geq 0$).
- **Hackenbush on trees:** A tree with stalks $(x_i)_{i=1}^n$ may be replaced with a single stalk with length $\bigoplus_{i=1}^n x_i$.

10. SCHEDULING THEORY

Let p_j be the time task j takes on a machine, d_j the deadline, C_j the time it is completed, $L_j = C_j - d_j$ the lateness, $T_j = \max(L_j, 0)$ the tardiness, $U_j = 1$ iff $T_j > 0$ and else 0.

- One machine, minimise L_{\max} : do the tasks in increasing deadline
- One machine, minimise $\sum_j w_j C_j$: do the task increasing in p_j/w_j
- One machine, minimise $\sum_{j=1}^n C_j$ under the condition that all tasks can be done on time:
 - (1) Initialise $k = n$, $\tau = \sum_j p_j$, $J = [n]$
 - (2) Take $i_k \in J$ with $d_{i_k} \geq \tau$ and $p_{i_k} \geq p_\ell$ for $\ell \in J$ with $d_\ell \geq \tau$
 - (3) $\tau := \tau - p_{i_k}$, $k := k - 1$, $J := J - \{i_k\}$. If $k \neq 0$, go to step 2.
 - (4) The optimale schedule is i_1, \dots, i_n .
- One machine, minimise $\sum_j U_j$. Add all tasks in order of increasing deadline; if adding a task makes it contrary with its deadline, remove the processed task with the highest processing time.

- Two machines (all tasks have to be done on both machines, in any order), minimise C_{\max} : a greedy algorithm, when a machine is free it picks a task that hasn't been done yet on either machine and has longest processing time on the other machine.
- Two machines (all tasks have to be done first on machine 1, then machine 2), minimise C_{\max} . There is an optimal schedule with on both machines the same order of tasks. Take $X = \{j : p_{1j} \leq p_{2j}\}$ and Y the complement. Sort X increasing in p_{1j} and Y decreasing in p_{2j} . Then X, Y is an optimal schedule.
- Two machines (all tasks have to be done first on machine 1, then on 2, or vice versa), minimise C_{\max} : let J_{12} be the tasks that have to be done first on machine 1, then on 2 and similar J_{21} . Use the above algorithm to find S_{12}, S_{21} optimal for J_{12}, J_{21} . Then optimal is S_{12}, S_{21} for M1 and S_{21}, S_{12} for M2. (If there are tasks that have to be done on only one machine, do them in the middle.)

11. DEBUGGING TIPS

- Stack overflow? Recursive DFS on tree that is actually a long path?
- Floating-point numbers
 - Getting NaN? Make sure acos etc. are not getting values out of their range (perhaps $1+\text{eps}$).
 - Rounding negative numbers?
 - Outputting in scientific notation?
- Wrong Answer?
 - Read the problem statement again!
 - Are multiple test cases being handled correctly? Try repeating the same test case many times.
 - Integer overflow?
 - Think very carefully about boundaries of all input parameters
 - Try out possible edge cases:
 - * $n = 0, n = -1, n = 1, n = 2^{31} - 1$ or $n = -2^{31}$
 - * List is empty, or contains a single element
 - * n is even, n is odd
 - * Graph is empty, or contains a single vertex
 - * Graph is a multigraph (loops or multiple edges)
 - * Polygon is concave or non-simple
 - Is initial condition wrong for small cases?
 - Are you sure the algorithm is correct?
 - Explain your solution to someone.
 - Are you using any functions that you don't completely understand? Maybe STL functions?

- Maybe you (or someone else) should rewrite the solution?
- Can the input line be empty?

- Run-Time Error?
 - Is it actually Memory Limit Exceeded?

11.1. Dynamic programming optimizations.

- Convex Hull
 - $\text{dp}[i] = \min_{j < i} \{\text{dp}[j] + b[j] \times a[i]\}$
 - $b[j] \geq b[j+1]$
 - optionally $a[i] \leq a[i+1]$
 - $O(n^2)$ to $O(n)$ (see 2.11).
- Divide & Conquer
 - $\text{dp}[i][j] = \min_{k < j} \{\text{dp}[i-1][k] + C[k][j]\}$
 - $A[i][j] \leq A[i][j+1]$
 - sufficient:

$$C[a][c] + C[b][d] \leq C[a][d] + C[b][c], (a \leq b \leq c \leq d) \quad (\text{QI})$$
 - $O(kn^2)$ to $O(kn \log n)$
- Knuth
 - $\text{dp}[i][j] = \min_{i < k < j} \{\text{dp}[i][k] + \text{dp}[k][j] + C[i][j]\}$
 - $A[i][j-1] \leq A[i][j] \leq A[i+1][j]$
 - $O(n^3)$ to $O(n^2)$
 - sufficient: QI and $C[b][c] \leq C[a][d]$, $a \leq b \leq c \leq d$

11.2. Solution Ideas.

- Dynamic Programming
 - Parsing CFGs: CYK Algorithm
 - Drop a parameter, recover from others
 - Swap answer and a parameter
 - When grouping: try splitting in two
 - 2^k trick
- Greedy
- Randomized
- Optimizations
 - Use bitset (/64)
 - Switch order of loops (cache locality)
- Process queries offline
 - Mo's algorithm
- Square-root decomposition
- Precomputation
- Efficient simulation
 - Mo's algorithm
 - Sqrt decomposition
 - Store 2^k jump pointers
 - Simulate in reverse order
- Data structure techniques
 - Sqrt buckets

- Store 2^k jump pointers
- 2^k merging trick
- Counting
 - Inclusion-exclusion principle
 - Generating functions
- Graphs
 - Can we model the problem as a graph?
 - Can we use any properties of the graph?
 - Strongly connected components
 - Cycles (or odd cycles)
 - Bipartite (no odd cycles)
 - * Bipartite matching
 - * Hall's marriage theorem
 - * Stable Marriage
 - Cut vertex/bridge
 - Biconnected components
 - Degrees of vertices (odd/even)
 - Trees
 - * Heavy-light decomposition
 - * Centroid decomposition
 - * Least common ancestor
 - * Centers of the tree
 - Eulerian path/circuit
 - Chinese postman problem
 - Topological sort
 - (Min-Cost) Max Flow
 - Min Cut
 - * Maximum Density Subgraph
 - Huffman Coding
 - Min-Cost Arborescence
 - Steiner Tree
 - Kirchhoff's matrix tree theorem
 - Prüfer sequences
 - Lovász Toggle
 - Look at the DFS tree (which has no cross-edges)
 - Is the graph a DFA or NFA?
 - * Is it the Synchronizing word problem?
- math
 - Is the function multiplicative?
 - Look for a pattern
 - Permutations
 - * Consider the cycles of the permutation
 - Functions
 - * Sum of piecewise-linear functions is a piecewise-linear function
 - * Sum of convex (concave) functions is convex (concave)
 - Modular arithmetic

- * Chinese Remainder Theorem
- * Linear Congruence
- Sieve
- System of linear equations
- Values too big to represent?
 - * Compute using the logarithm
 - * Divide everything by some large value
- Linear programming
 - * Is the dual problem easier to solve?
- Can the problem be modeled as a different combinatorial problem? Does that simplify calculations?
- Logic
 - 2-SAT
 - XOR-SAT (Gauss elimination or Bipartite matching)
- Meet in the middle
- Only work with the smaller half ($\log(n)$)
- Strings
 - Trie (maybe over something weird, like bits)
 - Suffix array
 - Suffix automaton (+DP?)
 - Aho-Corasick
 - `eerTree`
 - Work with $S + S$
- Hashing
- Euler tour, tree to array
- Segment trees
 - Lazy propagation
 - Persistent
 - Implicit
 - Segment tree of X
- Geometry
 - Minkowski sum (of convex sets)
 - Rotating calipers
 - Sweep line (horizontally or vertically?)
 - Sweep angle
 - Convex hull
- Fix a parameter (possibly the answer).
- Are there few distinct values?
- Binary search
- Sliding Window (+ Monotonic Queue)
- Computing a Convolution? Fast Fourier Transform
- Computing a 2D Convolution? FFT on each row, and then on each column
- Exact Cover (+ Algorithm X)
- Cycle-Finding

- What is the smallest set of values that identify the solution? The cycle structure of the permutation? The powers of primes in the factorization?
- Look at the complement problem
 - Minimize something instead of maximizing
- Immediately enforce necessary conditions. (All values greater than 0? Initialize them all to 1)
- Add large constant to negative numbers to make them positive
- Counting/Bucket sort

PRACTICE CONTEST CHECKLIST

- How many operations per second? Compare to local machine.
- What is the stack size?
- How to use `printf/scanf` with long long/long double?
- Are `__int128` and `__float128` available?
- Does MLE give RTE or MLE as a verdict? What about stack overflow?
- What is `RAND_MAX`?
- How does the judge handle extra spaces (or missing newlines) in the output?
- Look at documentation for programming languages.
- Try different programming languages: C++, Java and Python.
- Try the submit script.
- Try local programs: `i?python[23]`, `factor`.
- Try submitting with `assert(false)` and `assert(true)`.
- Omitting `return 0;` still works?
- Look for directory with sample test cases.
- Make sure printing works.