

Team notebook

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1 DS

1.1 lazySegtree

```
#include <bits/stdc++.h>
using namespace std;
#define INF 1e9
const int MAXN = 1e5+5;
int a[MAXN], t[4*MAXN], lazy[4*MAXN];
//funcion para construir el segtree
void build(int v, int tl, int tr){
    memset(lazy, 0, sizeof(lazy));
    if(tl==tr)
        t[v]=a[tl];
    else{
        int tm = (tl+tr)/2;
        build(v*2, tl, tm);
        build(v*2+1, tm+1, tr);
        t[v]=max(t[v*2], t[v*2+1]);
    }
}
```

```
//funcion para propagar el valor a los hijos del nodo.
void push(int v){
    t[v*2]=lazy[v];
    lazy[v*2]=lazy[v];
    t[v*2+1]=lazy[v];
    lazy[v*2+1]=lazy[v];
    lazy[v]=0;
}

//funcion para hacer update de un rango con un valor dado.
void update(int v, int tl, int tr, int l, int r, int val){
    if(l>r)
        return;
    if(l==tl&&tr==r){
        t[v]=val;
        lazy[v]=val;
    }
    else{
        //solo es necesario propagar el valor si existe un valor
        lazy guardado.
        if(lazy[v]!=0)
            push(v);
        int tm=(tl+tr)/2;
        update(v*2, tl, tm, l, min(tm, r), val);
        update(v*2+1, tm+1, tr, max(l, tm+1), r, val);
        t[v]=max(t[v*2], t[v*2+1]);
    }
}

//funcion para realizar range query.
int query(int v, int tl, int tr, int l, int r){
    if(l>r)
        return -INF;
    if(tl==l&&tr==r){
        return t[v];
    }
}
```

```

    }
    if(lazy[v] != 0)
        push(v);
    int tm = (tl+tr)/2;
    return
        max(query(v*2,tl,tm,l,min(r,tm)),query(v*2+1,tm+1,tr,max(tm+1,l),r));
}
int n,m,i,j;
int main(){
    while(scanf("%d%d",&n,&m)==2&&n+m){
        for(int i = 0; i<n; i++){
            a[i]=i;
        }
        build(1,0,n-1);
        printf("%d\n",query(1,0,n-1,0,n-1));
        update(1,0,n-1,n/2,n-1,0);
        printf("%d\n",query(1,0,n-1,0,n-1));
    }
    return 0;
}

```

1.2 simpleSegtree

```

#include <bits/stdc++.h>
using namespace std;
const int MAXN = 1e5+5;
int a[MAXN],t[MAXN];
void build(int v, int tl, int tr){
    if(tl==tr)
        t[v]=a[tl];
    else{
        int tm = (tl+tr)/2;
        build(v*2,tl,tm);
        build(v*2+1,tm+1,tr);
        //depende la operacin a realizar.
        t[v]=t[v*2]+t[v*2+1];
    }
}
int get(int v, int tl, int tr, int l, int r){
    if(l>r)
        //retornar valor neutro de la opracin.
        return 0;
    if(tl==l&&tr==r)

```

```

        return t[v];
    int tm = (tl+tr)/2;
    return get(v*2,tl,tm,l,min(r,tm))+get(v*2,tm+1,tl,max(tm+1,l),r);
}
void update(int v,int tl, int tr, int pos, int new_val){
    if(tl==tr)
        t[v]=new_val;
    else{
        int tm = (tl+tr)/2;
        if(pos<=tm)
            update(v*2,tl,tm,pos,new_val);
        else
            update(v*2+1,tm+1,tr,pos,new_val);
        t[v]=t[v*2]+t[v*2+1];
    }
}
int main(){
    int n=100,val=0,pos=5,i=2,j=3;
    //leer arreglo
    //construir el segtree
    build(1,0,n-1);
    int res = get(1,0,n-1,i,j);
    update(1,0,n-1,pos,val);
    res = get(1,0,n-1,0,10);
    printf("%d\n",res);
}

```

2 Grafos

2.1 kosaraju

```

#include <bits/stdc++.h>
using namespace std;
//choose MAXN according to the problem.
const int MAXN = 100005;
vector<int> g[MAXN],gr[MAXN];
bool vis[MAXN];
stack<int> tp;
int n,m;

```

```
int scc = 0;
void dfs(int x){
    vis[x]=1;
    for(vector<int>::iterator it = g[x].begin(); it!=g[x].end(); ++it){
        int y = *it;
        if(!vis[y])
            dfs(y);
    }
    tp.push(x);
}
void dfs2(int x){
    vis[x]=1;
    for(vector<int>::iterator it = gr[x].begin(); it!=gr[x].end();
        ++it){
        int y = *it;
        if(!vis[y])
            dfs2(y);
    }
}
int main(){
    //read graph.
    //kosaraju
    memset(vis,0,sizeof(vis));
    for(int i = 0; i<n; i++)
        if(!vis[i])
            dfs(i);
    memset(vis,0,sizeof(vis));
    while(!tp.empty()){
        int x = tp.top();
        tp.pop();
        if(!vis[x]){
            scc++;
            dfs2(x);
            //do extra things like graph condensation.
        }
    }
    return 0;
}
```
