



Moscow IPT

# Ctrl-XD

Kostyleb Gleb, Pervutinskiy Roman, Ragulin Vladimir

# Numerical (1)

## 1.1 Newton’s method

To compute  $B = \frac{1}{A}$  modulo  $x^m$ : define  $B_1 = \{inv(A[0])\}$  and  $B_{2n} = B_n(2 - A \cdot B_n)$ .

To compute  $B = \sqrt{A}$  modulo  $x^m$ : define  $B_1 = \{\sqrt{A[0]}\}$  and  $B_{2n} = \frac{B_n}{2} + \frac{A}{2B_n}$ .

To compute  $B = \log(1 + xA)$  modulo  $x^m$ :  $B = \int \frac{(1+xA)'}{1+xA}$ .

If  $T$  is EGF for some objects then  $C = -\log(1 - T) = \sum_{k=1}^{+\infty} \frac{T^k}{k}$  is EGF for cycles of them.

To compute  $B = e^{xA}$  modulo  $x^m$ : define  $B_1 = \{1\}$  and  $B_{2n} = B_n(1 + A - \log B_n)$ .

If  $T$  is EGF for some objects then  $F = e^T = \sum_{k=0}^{\infty} \frac{T^k}{k!}$  is EGF for their unordered combinations.

In general case you have equation  $P(B, x) = 0$ . (f.e.  $\log B - A(x) = 0$ ).

The transition is  $B_{2n-\alpha} = B_n - \frac{P(B, x)}{P'_B(B, x)}$ . (if  $P'_B(B, x)$  is divisible by  $x^\alpha$ ).

## 1.2 Additional modulus for FFT

Modulo	Other form	Roots
998244353	$(119 \ll 23) + 1$	3, 62
167772161	$(5 \ll 25) + 1$	3, 62
469762049	$(7 \ll 26) + 1$	3, 62
1004535809	$(479 \ll 21) + 1$	3, 62
1012924417	$(483 \ll 21) + 1$	62

## FFT

**Description:** Applies the discrete Fourier transform to a sequence of numbers modulo MOD.

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

```
int rev[N], root[N];

void init(int n) {
    static int last_init = -1;
    if (n == last_init) return;
    last_init = n;
    for (int i = 1; i < n; ++i) {
        rev[i] = (rev[i >> 1] >> 1) | (i & 1) * (n >> 1);
```

```
    }
    const int root_n = bincpow(ROOT, (MOD - 1) / n);
    for (int i = 0, cur = 1; i < n / 2; ++i) {
        root[i + n / 2] = cur;
        cur = mul(cur, root_n);
    }
    for (int i = n / 2 - 1; i >= 0; --i) {
        root[i] = root[i << 1];
    }
}

void dft(int* f, int n, bool inverse = false) {
    init(n);
    for (int i = 0; i < n; ++i) {
        if (i < rev[i]) swap(f[i], f[rev[i]]);
    }
    for (int k = 1; k < n; k <= 1)
        for (int i = 0; i < n; i += (k <= 1))
            for (int j = 0; j < k; ++j) {
                int z = mul(f[i + j + k], root[j + k]);
                f[i + j + k] = add(f[i + j], MOD - z);
                f[i + j] = add(f[i + j], z);
            }
    if (inverse) {
        reverse(f + 1, f + n);
        const int inv_n = inv(n);
        for (int i = 0; i < n; ++i) f[i] = mul(f[i], inv_n);
    }
}
```

## Middle product

**Description:** Calculates middle-product of two arrays using Tellegen’s principle.

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

```
vector<int> mult(const vector<int>& a, const vector<int>& b) {
    int n = sz(a), m = sz(b), k = 1;
    while (k < n) k <= 1;
    fill_n(fft1, k, 0), fill_n(fft2, k, 0);
    copy(all(a), fft1), copy(all(b), fft2);
    dft(fft1, k, true), dft(fft2, k);
    for (int i = 0; i < k; ++i) fft1[i] = mul(fft1[i], fft2[i]);
    dft(fft1, k);
    return {fft1, fft1 + n - m + 1};
}
```

## Berlekamp-Massey

**Description:** Returns the polynomial of a recurrent sequence of order  $n$  from the first  $2n$  terms.

**Usage:** `berlekamp_massey({0, 1, 1, 3, 5, 11}) // {1, -1, -2}`

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

---

```
vector<int> berlekamp_massey(vector<int> s) {
    int n = sz(s), L = 0, m = 0;
    vector<int> c(n), b(n), t;
    c[0] = b[0] = 1;
    int eval = 1;
    for (int i = 0; i < n; ++i) {
        m++;
        int delta = 0;
        for (int j = 0; j <= L; ++j) {
            delta = add(delta, mul(c[j], s[i - j]));
        }
        if (delta == 0) continue;
        t = c;
        int coef = mul(delta, inv(eval));
        for (int j = m; j < n; ++j) {
            c[j] = sub(c[j], mul(coef, b[j - m]));
        }
        if (2 * L > i) continue;
        L = i + 1 - L, m = 0, b = t, eval = delta;
    }
    c.resize(L + 1);
    return c;
}
```

## Flows (2)

### Dinitz

**Description:** Finds maximum flow using Dinitz algorithm.

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

---

```
struct Edge {
    int to, cap, flow;
};
vector<Edge> E;
vector<int> gr[N];

int n;
int d[N], ptr[N];
```

```
bool bfs(int v0 = 0, int cc = 1) {
    fill(d, d + n, -1);
    d[v0] = 0;
    vector<int> q{v0};
    for (int st = 0; st < sz(q); ++st) {
        int v = q[st];
        for (int id : gr[v]) {
            auto [to, cp, fl] = E[id];
            if (d[to] != -1 || cp - fl < cc) continue;
            d[to] = d[v] + 1;
            q.emplace_back(to);
        }
    }
    return d[n - 1] != -1;
}

int dfs(int v, int flow, int cc = 1) {
    if (v == n - 1 || !flow) return flow;
    for (; ptr[v] < sz(gr[v]); ++ptr[v]) {
        auto [to, cp, fl] = E[gr[v][ptr[v]]];
        if (d[to] != d[v] + 1 || cp - fl < cc) continue;
        int pushed = dfs(to, min(flow, cp - fl), cc);
        if (pushed) {
            int id = gr[v][ptr[v]];
            E[id].flow += pushed;
            E[id ^ 1].flow -= pushed;
            return pushed;
        }
    }
    return 0;
}

ll dinitz() {
    ll flow = 0;
    for (int c = INF; c > 0; c >>= 1) {
        while (bfs(0, c)) {
            fill(ptr, ptr + n, 0);
            while (int pushed = dfs(0, INF, c))
                flow += pushed;
        }
    }
    return flow;
}
```

## MCMF

**Description:** Finds Minimal Cost Maximal Flow.

---

```

struct Edge {
    ll to, f, c, w;
};

vector<Edge> E;
vector<int> gr[N];

void add_edge(int u, int v, ll c, ll w) {
    gr[u].push_back(sz(E));
    E.emplace_back(v, 0, c, w);
    gr[v].push_back(sz(E));
    E.emplace_back(u, 0, 0, -w);
}

pair<ll, ll> mcmf(int n) {
    vector<ll> dist(n);
    vector<ll> pr(n);
    vector<ll> phi(n);
    auto dijkstra = [&] {
        fill(all(dist), INF);
        dist[0] = 0;
        priority_queue<pair<ll, int>, vector<pair<ll, int>>,
            greater<>> pq;
        pq.emplace(0, 0);
        while (!pq.empty()) {
            auto [d, v] = pq.top();
            pq.pop();
            if (d != dist[v]) continue;
            for (int idx : gr[v]) {
                if (E[idx].c == E[idx].f) continue;
                int to = E[idx].to;
                ll w = E[idx].w + phi[v] - phi[to];
                if (dist[to] > d + w) {
                    dist[to] = d + w;
                    pr[to] = idx;
                    pq.emplace(d + w, to);
                }
            }
        }
    };

    ll total_cost = 0, total_flow = 0;
    while (true) {

```

```

        dijkstra();
        if (dist[n - 1] == INF) break;
        ll min_cap = INF;
        int cur = n - 1;
        while (cur != 0) {
            min_cap = min(min_cap, E[pr[cur]].c - E[pr[cur]].f);
            cur = E[pr[cur] ^ 1].to;
        }
        cur = n - 1;
        while (cur != 0) {
            E[pr[cur]].f += min_cap;
            E[pr[cur] ^ 1].f -= min_cap;
            total_cost += min_cap * E[pr[cur]].w;
            cur = E[pr[cur] ^ 1].to;
        }
        total_flow += min_cap;
        for (int i = 0; i < n; ++i) {
            phi[i] += dist[i];
        }
    }

    return {total_flow, total_cost};
}

```

## Number Theory (3)

### Extended GCD

**Description:** Finds two integers  $x$  and  $y$ , such that  $ax + by = \gcd(a, b)$ .

---

```

ll exgcd(ll a, ll b, ll &x, ll &y) {
    if (!b) return x = 1, y = 0, a;
    ll d = euclid(b, a % b, y, x);
    return y -= a/b * x, d;
}

```

### CRT

**Description:** Chinese Remainder Theorem.  $\text{crt}(a, m, b, n)$  computes  $x$  s.t.  $x \equiv a \pmod m, x \equiv b \pmod n$ .

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

---

```

ll crt(ll a, ll m, ll b, ll n) {
    if (n > m) swap(a, b), swap(m, n);
    ll x, y, g = exgcd(m, n, x, y);
    assert((a - b) % g == 0); // else no solution
    x = (b - a) % n * x % n / g * m + a;
}

```

```
    return x < 0 ? x + m * n / g : x;
}
```

### Miller-Rabin

**Description:** Deterministic Miller-Rabin primality test. Guaranteed to work for numbers up to  $7 \cdot 10^{18}$

**Time:** 7 times the complexity of  $a^b \bmod c$ .

```
bool is_prime(ll n) {
    if (n < 2 || n % 6 % 4 != 1) return (n | 1) == 3;
    ll A[] = {2, 325, 9375, 28178, 450775, 9780504, 1795265022};
    ll s = __builtin_ctzll(n - 1), d = n >> s;
    for (ll a : A) {
        ll p = binpow(a % n, d, n), i = s;
        while (p != 1 && p != n - 1 && a % n && i--)
            p = mul(p, p, n);
        if (p != n - 1 && i != s) return 0;
    }
    return 1;
}
```

### Pollard-Rho

**Description:** Pollard-rho randomized factorization algorithm. Returns prime factors of a number, in arbitrary order.

**Time:**  $\mathcal{O}(n^{1/4})$ , less for numbers with small factors.

```
ll pollard(ll n) {
    auto f = [n](ll x) { return mul(x, x, n) + 1; };
    ll x = 0, y = 0, t = 30, prd = 2, i = 1, q;
    while (t++ % 40 || __gcd(prd, n) == 1) {
        if (x == y) x = ++i, y = f(x);
        if ((q = mul(prd, max(x,y) - min(x,y), n))) prd = q;
        x = f(x), y = f(f(y));
    }
    return __gcd(prd, n);
}
```

```
vector<ll> factor(ll n) {
    if (n == 1) return {};
    if (is_prime(n)) return {n};
    ll x = pollard(n);
    auto l = factor(x), r = factor(n / x);
    l.insert(l.end(), all(r));
    return l;
}
```

### 3.1 Möbius function

$$\mu(n) = \begin{cases} 0, n \text{ is not square free} \\ 1, n \text{ has even number of prime factors} \\ -1, n \text{ has odd number of prime factors} \end{cases}$$

$$\sum_{d|n} \mu(d) = \text{int}(n = 1)$$

Möbius inversion:

$$g(n) = \sum_{d|n} f(d) \iff f(n) = \sum_{d|n} \mu(d)g(n/d) = \sum_{d|n} \mu(n/d)g(d)$$

### 3.2 Sums of powers

$$\sum_{s=1}^n s^k = \sum_{s=1}^k s!S(k,s)C_{n+1}^{s+1}$$

$$\sum_{s=1}^n s^1 = 1 \frac{(n+1)n}{2!}$$

$$\sum_{s=1}^n s^2 = 1 \frac{(n+1)n}{2!} + 2 \frac{(n+1)n(n-1)}{3!} = \frac{n(n+1)(2n+1)}{6}$$

$$\sum_{s=1}^n s^3 = 1 \frac{(n+1)n}{2!} + 6 \frac{(n+1)n(n-1)}{3!} + 6 \frac{(n+1)n(n-1)(n-2)}{4!} = \frac{(n+1)^2n^2}{4}$$

## Combinatorics (4)

### 4.1 Derangements

Number of  $n$ -permutations that none of the elements appears in their original position.

$$D_n = (n-1)(D_{n-1} + D_{n-2}) = nD_{n-1} + (-1)^n \approx \frac{n!}{e}$$

### 4.2 Burnside’s lemma

Given a group  $G$  of symmetries and a set  $\Omega$ , the number of elements of  $\Omega$  up to symmetry equal

$$\frac{1}{|G|} \sum_{g \in G} N(g)$$

where  $N(g)$  is the number of elements fixed by  $g$  ( $g(x) = x$ ).

### 4.3 Stirling numbers (first kind)

Unsigned Stirling numbers of the first kind  $c_{n,k}$  is the number of permutations of  $n$  elements with  $k$  cycles as well as the coefficient on  $x^k$  in the expansion  $x(x+1)(x+2)\dots(x+(n-1))$ .

Signed Stirling numbers of the first kind  $s_{n,k}$  is the coefficient on  $x^k$  in the expansion  $x(x-1)(x-2)\dots(x-(n-1))$ .

$$c_{0,0} = s_{0,0} = 1 \quad c_{k,0} = s_{k,0} = 0 \quad c_{n,k} = s_{n,k} = 0 \text{ for } k > n$$

$$c_{n,k} = c_{n-1,k-1} + (n-1)c_{n-1,k}$$

$$s_{n,k} = s_{n-1,k-1} - (n-1)s_{n-1,k}$$

$$s_{n,k} = (-1)^{n+k}c_{n,k}$$

$$\text{EGF: } \sum_{n=0}^{\infty} \sum_{k=0}^n s_{n,k} \frac{x^n}{n!} y^k = (1+x)^y$$

$$\text{EGF: } \sum_{n=k}^{\infty} s_{n,k} \frac{x^n}{n!} = \frac{(\log(1+x))^k}{k!}$$

### 4.4 Stirling numbers (second kind)

The Stirling numbers of the second kind  $S(n,k)$ , count the number of ways to partition a set of  $n$  labelled objects into  $k$  nonempty unlabelled subsets.

$$S(n,n) = 1 \text{ for } n \geq 0 \quad S(0,n) = S(n,0) = 0 \text{ for } n > 0$$

$$S(n+1,k) = k \cdot S(n,k) + S(n,k-1)$$

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

$$\text{EGF: } \sum_{n=0}^{\infty} \sum_{k=0}^n S(n,k) \frac{x^n}{n!} y^k = e^{y(e^x-1)}$$

$$\text{EGF: } \sum_{n=k}^{\infty} S(n,k) \frac{x^n}{n!} = \frac{(e^x-1)^k}{k!}$$

### 4.5 Bell numbers

Bell number  $B_n$  is the number of partitions of  $n$  labeled elements.

$$B_0 = B_1 = 1$$

$$B_n = \sum_{k=0}^{n-1} C_n^k B_k = \sum_{k=0}^n S(n,k)$$

$$\text{EGF: } \sum_{n=1}^{\infty} \frac{B_n}{n!} x^n = e^{e^x-1}$$

### 4.6 Narayana numbers

Narayana number  $N(n,k)$  is the number of correct bracket sequences with length  $2n$  and exactly  $k$  distinct nestings. Also the number of unlabeled ordered rooted trees with  $n+1$  vertices and  $k$  leaves.

$$N(n,k) = \frac{1}{n} C_n^k C_n^{k-1}$$

### 4.7 Labeled unrooted trees

Every tree on  $n$  vertices has unique sequence of  $n-2$  integers from  $\{1\dots n\}$  associated with the tree.

Vertex with degree  $d$  appears in sequence  $d-1$  times.

On  $n$  vertices:  $n^{n-2}$ .

With degrees  $d_1, d_2, \dots, d_n$ :  $\frac{(n-2)!}{(d_1-1)! \dots (d_n-1)!}$ .

## Strings (5)

### KMP

**Description:** Calculates prefix function and Z-function of the given string.

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

```
vector<int> pi(const string& s) {
    vector<int> p(sz(s));
    for (int i = 1; i < sz(s); ++i) {
        int g = p[i - 1];
        while (g && s[i] != s[g]) g = p[g - 1];
        p[i] = g + (s[i] == s[g]);
    }
}
```

```

    return p;
}

vector<int> zf(const string& s) {
    vector<int> z(sz(s));
    int l = -1, r = -1;
    for (int i = 1; i < sz(s); ++i) {
        z[i] = i >= r ? 0 : min(r - i, z[i - 1]);
        while (i + z[i] < sz(s) && s[i + z[i]] == s[z[i]]) ++z[i];
        if (i + z[i] > r) l = i, r = i + z[i];
    }
    return z;
}

```

## Aho-Corasick

**Description:** Builds Aho-Corasick

**Time:**  $\mathcal{O}(nC)$

---

```

const int C = 26;
struct node {
    int nx[C], first = -1, suff = -1; //, zsuff = -1;
    vector<int> idx;
    node() {
        fill(nx, nx + C, -1);
    }
};
vector<node> t(1);
void add_word(string& s, int id) {
    int v = 0;
    for (char ch : s) {
        int x = ch - 'a';
        if (t[v].nx[x] == -1) {
            t[v].nx[x] = sz(t);
            t.emplace_back();
        }
        v = t[v].nx[x];
    }
    t[v].idx.emplace_back(id);
}
void build_aho() {
    vector<pair<int, int>> q;
    for (int x = 0; x < C; ++x) {
        if (t[0].nx[x] == -1) {
            t[0].nx[x] = 0;
        } else {
            q.emplace_back(0, x);
        }
    }
}

```

```

    }
}
for (int st = 0; st < sz(q); ++st) {
    auto [par, x] = q[st];
    int a = t[par].nx[x];
    if (t[par].suff == -1) {
        t[a].suff = 0;
    } else {
        t[a].suff = t[t[par].suff].nx[x];
        // t[a].zsuff = t[t[a].suff].idx.empty() ? t[t[a].suff].zsuff : t[a].suff;
    }
    for (int y = 0; y < C; ++y) {
        if (t[a].nx[y] == -1) {
            t[a].nx[y] = t[t[a].suff].nx[y];
        } else {
            q.emplace_back(a, y);
        }
    }
}
}
}

```

## Suffix array

**Description:** Calculates suffix array, inverse suffix array and LCP array of the given string.

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

---

```

const int M = 1e5 + 10;
vector<int> sa, pos, lcp;

void suffix_array(string& s) {
    int n = sz(s);
    vector<int> c(n), cur(n);
    sa.resize(n), pos.resize(n), lcp.resize(n);
    for (int i = 0; i < n; ++i) {
        sa[i] = i, c[i] = s[i];
    }
    sort(all(sa), [&](int i, int j) { return c[i] < c[j]; });
    vector<int> cnt(M);
    for (int k = 1; k < n; k <= 1) {
        fill(all(cnt), 0);
        for (int x : c) cnt[x]++;
        for (int i = 1; i < M; ++i) cnt[i] += cnt[i - 1];
        for (int i : sa) {
            int c2 = c[(i - k + n) % n] - 1;
            cur[cnt[c2]++] = (i - k + n) % n;
        }
    }
}

```

```

swap(cur, sa);
int x = -1, y = -1, p = 0;
for (int i : sa) {
    if (c[i] != x || c[(i + k) % n] != y) {
        x = c[i], y = c[(i + k) % n], p++;
    }
    cur[i] = p;
}
swap(cur, c);
}
for (int i = 0; i < n; ++i) pos[sa[i]] = i;
int l = 0;
for (int i = 0; i < n; ++i) {
    if (pos[i] == n - 1) {
        l = 0;
    } else {
        while (s[(i + 1) % n] == s[(sa[pos[i]] + 1) % n])
            ++l;
        lcp[pos[i]] = l;
        l = max(0, l - 1);
    }
}
}
}

```

## Minimal rotation

**Description:** Rotates the given string until it is lexicographically minimal, returns shift.

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

```

int min_rotation(string& s, int len) {
    s += s;
    int i = 0, ans = 0;
    while (i < len) {
        ans = i;
        int j = i + 1, k = i;
        while (j < len * 2 && s[k] <= s[j]) {
            if (s[k] < s[j]) {
                k = i;
            } else {
                k += 1;
            }
            j += 1;
        }
        while (i <= k) {
            i += j - k;
        }
    }
}

```

```

    s = s.substr(ans, len);
    return ans;
}

```

## Miscellaneous (6)

### Integrate

**Description:** Function integration over an interval using Simpson's rule. The error is proportional to  $h^4$ .

```

double integrate(double a, double b, auto&& f, int n = 1000) {
    double h = (b - a) / 2 / n, rs = f(a) + f(b);
    for (int i = 1; i < n * 2; ++i) {
        rs += f(a + i * h) * (i & 1 ? 4 : 2);
    }
    return rs * h / 3;
}

```

### Fractional binary search

**Description:** Finds the smallest fraction  $p/q \in [0, 1]$  s.t.  $f(p/q)$  is true and  $p, q \leq N$ .

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

```

struct frac { ll p, q; };

```

```

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

```



}

