

Hack Pack

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Contents

Approaches

Binary and ternary search

Bits

Formatting strings

Miscellaneous

Dijkstra's algorithm

Floyd's Cycle Finding Algorithm

Floyd-Warshall's algorithm

Graphs

Held-Karp algorithm

Max flow and Dinic's

Minimum spanning trees

Permutations and combinations

Subset sum

Fenwick tree

DisjointSet

Miscellaneous

Base conversion

Euler's totient function

Fast exponentiation

Fibonacci sequence

GCD, LCM, and EEA

Matrices

Miscellaneous

Sieves

Approaches

Brute force

Greedy

Dynamic programming

Feasibility

1 second: ≤ 100 million operations; 5 seconds: \leq billion; 30 seconds: ≤ 10 billion.

Approximate size-to-runtime relationships:

- $n = 1,000,000$: $O(n \log(n))$
- $n = 10,000$: $O(n^2)$

Secondly, you will get stack overflow if your stack is too large. It varies competition to competition, but you should aim for less than 5000 method calls.

Thirdly, your memory (eg. size of your array) should not exceed 50 million.

Permutations: You should only do permutations if $n < 13$.

Graphs

Dense graph: $E \approx V^2$

Sparse graph: $E \approx V$

General matching works on sparse graphs, $V \leq 500$.

Bipartite matching works on sparse graphs, $V \leq 5000$.

Floyd-Warshall works on sparse and dense graphs, $V \leq 500$.

Dijkstras works on sparse and dense graphs, $V \leq 5000$.

Toposort works on sparse graphs, $V \leq 100,000$.

Dynamic programming

You can find the max amount of memory you'll use by multiplying the bounds of each component of your state. (eg. For the knapsack problem, this is number of items * the weight limit). If it exceeds 50 million, you can try to save space by removing one item from your state. (eg. You can iterate over the same 1D array in the knapsack problem, instead of using an array that has a row for every item.)

2^n memory

Bitmask DP uses 2^n memory. For these and other, similar problems, $n \leq 25$ (usually). If n is greater than that, try cutting the problem in half, and approaching the "center" of the problem from both ends.

(For bitmask DP, the array is declared with size 2^n , so that 2^{n-1} can fit into the array.)

Ways to speed up a program

Use a FastScanner and a PrintWriter.

Add all output to a StringBuilder and print it all at once, at the end of the program.

Instead of sorting an ArrayList of custom objects, you can sort by a unique attribute (eg. a String), and hold the rest of the data in a HashMap. (Or use a TreeMap.)

Binary and ternary search

Binary search

Runtime: $O(\log(n))$

A binary search will search through an increasing or decreasing function or sorted array for a desired value.

```

1  int lo = 0, hi = arr.length-1, ans = -1;
2  while (lo <= hi) {
3      int mid = lo + (hi - lo)/2;
4      if (arr[mid] == key) { ans = mid; break; }
5      else if (arr[mid] > key) hi = mid - 1;
6      else lo = mid + 1;
7  }
```

If the array contains multiple occurrences of the value, this will find the first one. To find the last occurrence, change line #6 to be `lo = mid + 1`.

```

1  int lo = 0, hi = arr.length-1, firstOccurrence = -1;
2  while (lo <= hi) {
3      int mid = (lo + hi) >> 1;
4      if (arr[mid] == key) {
5          firstOccurrence = mid;
6          hi = mid - 1;
7      } else if (arr[mid] > key) hi = mid - 1;
8      else lo = mid + 1;
9  }
```

Binary search for the last true value. The answer is at `lo-1`. To search for the first true, negate the if-statement, and the answer will be at `lo`.

```

1  int lo = 0, hi;
2  while (lo <= hi) {
3      int mid = (lo + hi) >> 1;
4      if (!isValid(mid)) hi = mid - 1;
5      else lo = mid + 1;
6  }
```

You can also search with `compareTo()`:

```

1  int lo = 0, hi = arr.length-1, ans = -1;
2  while (lo <= hi) {
3      int mid = lo + (hi - lo)/2;
4      int cmp = arr[mid].compareTo(key);
5      if (cmp == 0) return mid;
6      else if (cmp > 0) hi = mid - 1;
7      else lo = mid + 1;
8  }
```

You can also do a binary search on floating point numbers. Basically, you go for repetition, instead of checking if `lo` exceeds `hi`. This is most often used when binary searching a function. The number of repetitions you need varies depending on the problem, but 100 is often enough. Make sure to stay within the time limit.

```

1  double lo = 0, hi = Math.PI, ans = -1;
2  for (int i = 0; i < 100; i++) {
```

```

3     double mid = lo + (hi - lo)/2.0;
4     double val = formula(mid);
5     if (equals(val, key)) { ans = mid; break; }
6     else if (val > key) hi = mid;
7     else lo = mid;
8 }

```

Alternatively (answer at lo):

```

1 double lo = 0, hi = Math.PI;
2 for (int i = 0; i < 100; i++) {
3     double mid = lo + (hi - lo)/2.0;
4     double ans = formula(mid);
5     if (ans > key) hi = mid;
6     else lo = mid;
7 }

```

Ternary search

A ternary search will find the lowest or highest value in a parabolic function. Like when using a binary search on floating points numbers, we go for repetition. Answer is at low.

```

1 double low = 0, high = Math.PI;
2 for (int i = 0; i < 100; i++) {
3     double lowThird = ((2 * low) + high) / 3;
4     double highThird = (low + (2 * high)) / 3;
5     if (calc(lowThird) > calc(highThird)) low = lowThird;
6     else high = highThird;
7 }

```

Ternary search on integers:

```

1 while(lo < hi) {
2     int mid = (lo + hi) >> 1;
3     if(calc(mid) > calc(mid+1)) {
4         hi = mid;
5     }
6     else {
7         lo = mid+1;
8     }
9 }

```

Bits

NOT: Because Java uses two's complement, $\sim n$ returns $\text{abs}(n) - 1$

Left shift: left shift of x by y is equivalent to multiplying x by 2^y

Right shift: right shift of x by y is equivalent to dividing x by 2^y

Modding by a power of two: If $y = 2^n$, then $x \% y$ is equivalent to $x \& (y - 1)$

Check if n is a power of two: $n \neq 0 \ \&\& \ (n \& (n - 1)) == 0$

Alternatively: `Integer.bitCount(n) == 1`

Check if x and y have opposite signs: $(x \wedge y) < 0$

Determine powers of 2: `Integer.highestOneBit(n)` returns a number with a single one bit in the same position as the highest one bit in n . For example, `Integer.highestOneBit(10) == 8` and `Integer.highestOneBit(16) == 16`.

`Integer.numberOfTrailingZeros(Integer.highestOneBit(n))` will return the position of that one bit. This is also equivalent to $\text{floor}(\log_2(n))$

Lowest one bit (there's also an Integer method): $n \& (-n)$

Undoing XOR: if $c = a \wedge b$, then $a = c \wedge b$ and $b = c \wedge a$

Toggle bitmasks: If you have a bitmask and you want to toggle the n^{th} bit, `mask ^= 1 << n;`

Perfect square check:

```

1  static boolean isPerfectSquare(long n) {
2      if (0xC840C04048404040L << n >= 0) return false;
3      int q = Long.numberOfTrailingZeros(n);
4      if ((q & 1) != 0) return false;
5      n >>= q;
6      if ((n & (7|Long.MIN_VALUE)) != 1) return n == 0;
7      long t = (long) Math.sqrt(n);
8      return t*t==n;
9  }
```

Formatting strings

All of this is contained in the `Formatter` Javadoc. There are also more flags, more conversion characters, and specific details.

Format specifiers follow this format:

```
%[argument index][flags][width][.precision]conversion-character
```

Flags

- : Padding occurs to the right of the output instead of the left (width must be specified)
- 0 : Numeric values are zero-padded (width must be specified)
- , : Numeric values include commas

Width

The minimum number of characters to be written to the output. Includes commas and decimal points if the output is numeric. (Note: if the width exceeds the length of the argument, and the '0' flag is not used, spaces will be used to pad.)

Precision

For general argument types, the precision is the maximum number of characters to be written to the output. The precision is applied before the width; thus the output will be truncated to precision characters even if the width is greater than the precision. If the precision is not specified, then there is no explicit limit on the number of characters.

For the floating-point conversions 'e', 'E', and 'f' the precision is the number of digits after the decimal separator (the default is 6 if not specified). If the conversion is 'g' or 'G', then the precision is the total number of digits in the resulting magnitude after rounding. If the conversion is 'a' or 'A', then the precision must not be specified.

For character, integral, and date/time argument, the precision is not applicable. If a precision is provided, an exception will be thrown.

Misc

You can use `printf("%.0f", num)` to round to the nearest integer.

A newline is written as `%n` or `\n`. A percent sign is written as `%%` or `\%`.

Pad a String with characters other than space: `String.format("%10s", str).replace(' ', '*');`

String of n repetitions of a given character or String (currently n asterisks): `String.format("%" + n + "s", "").replace(' ', '*');`

Pad base conversions: `String.format("%" + len + "s", Integer.toString(n, r)).replace(' ', '0');`

If you want to print an entire decimal, regardless of its length (ie. print 1.2, 4.578, and 0.13456), convert it to a String before printing.

Uses `HALF_UP` rounding by default, and uses leading zeroes.

Formatting decimals with `DecimalFormat`

Check the `DecimalFormat` Javadoc. Uses `HALF_EVEN` rounding by default.

Miscellaneous

Anonymous classes

Anonymous classes are classes that are declared inline. For example, this is a `PriorityQueue` with a `Comparator` that was declared inline.

```
1 PriorityQueue<Integer> pq = new PriorityQueue<Integer>(new Comparator<Integer>() {
2     public int compare(Integer one, Integer two) {
3         return two - one;
4     }
5 });
```

You can also use lambdas with anonymous classes.

```
1 PriorityQueue<Integer> pq = new PriorityQueue<>((a, b) -> b - a);
```

Converting 2D coordinates to 1D coordinates

If you have `x` and `y` and `cols`, then you can set `newCoord = y * cols + x`; . From that, you can then work backwards: `x = newCoord % cols`; and `y = newCoord / cols`;

This can also be extended to 3 dimensions: `newCoord = z * rows * cols + y * cols + x`;

Frame problems

A frame problem is one where you have to find the consecutive section with the largest value or largest length, while remaining within a constraint (usually a maximum value that the section can be). Also known as a two pointer problem.

To solve one of these problems, you need a `startIndex` and `endIndex`. Set them all to zero, and use this for-loop: `for (; endIndex < numValues; endIndex++)`

Within the for-loop, you check if the constraint is still true. If it isn't, you increment `startIndex` until the constraint is true again.

Hashcodes

When writing custom classes, you may need to create a `hashCode()` method for your class. Eclipse can help you do this: while your cursor is inside the class you want to create the method for, press `Alt+S`, then click "Generate `hashCode()` and `equals()`".

Infinity

For a lot of problems, you may wish to define `INFINITY`. A good value for that is `(Integer.MAX_VALUE / 2) - 5`. This value is sufficiently large that any actual values will not be larger, while still being small enough to not overflow if it is added to itself.

Input and output

Input

A Scanner that reads from a file: `new Scanner(new File(String filename));`

A BufferedReader that reads from Standard In: `new BufferedReader(new InputStreamReader(System.in));`

A BufferedReader that reads from a file: `new BufferedReader(new FileReader(String fileName));`

Output

A faster way to print to Standard Out: `new PrintWriter(new BufferedWriter(new OutputStreamWriter(System.out)));`

To a file: `new PrintWriter(new BufferedWriter(new FileWriter(String fileName)));`

Note: you NEED to call either `out.flush()` or `out.close()` (which in turn calls `out.flush()`) when you're done printing. If you don't, the print statements will not work.

Notes

Reads until end of file (Scanner): `while (scan.hasNext()) {}`

Reads until end of file (BufferedReader): `String input; while ((input = br.readLine()) != null) {}`

Inputting lines in clockwise order

If you want to input lines in order, so each one is at a 90-degree angle to the previous, do it like so:

```

1  long[] dx = {1, 0, -1, 0};
2  long[] dy = {0, 1, 0, -1};
3
4  String[] distances = br.readLine().split(" ");
5  Line2D.Double[] paths = new Line2D.Double[distances.length];
6
7  long currX = 0;
8  long currY = 0;
9  for (int j = 0; j < distances.length; j++) {
10     long prevX = currX;
11     long prevY = currY;
12     currX += dx[j%4] * Long.parseLong(distances[j]);
13     currY += dy[j%4] * Long.parseLong(distances[j]);
14     paths[j] = new Line2D.Double(prevX, prevY, currX, currY);
15 }
```

Knight's Shortest Path

To find the shortest path a knight can take from (x_1, y_1) to (x_2, y_2) on an infinite chessboard:

```

1  int dx = Math.abs(x1 - x2), dy = Math.abs(y1 - y2);
2  if (dx < dy) { int t = dx; dx = dy; dy = t; }
3  if (dx == 1 && dy == 0) return 3;
4  if (dx == 2 && dy == 2) return 4;
```



```

5  double delta = dx - dy, divisor = (dy > delta ? 3 : 4);
6  return (int)(delta - 2 * Math.floor((delta - dy) / divisor));

```

If the chessboard is not infinite, you will need to check if the knight is moving from a corner of the board to the square that is one square away diagonally (the formula produces 2, but the answer is 4).

If `numRows == 4`, then when `dy == 3 && (x == 0 || x == numCols-1)`, the formula produces 3 instead of 5 (this applies if `numCols == 4` or both are 4).

If `numRows == 3`, then when `dx == 2 && y == 1`, the formula produces 2 instead of 4 (this applies if `numCols == 3`, but doesn't if both are 3; you start getting impossible cases).

Max Contiguous Subsequent Sum (MCSS)

This problem asks you to find the maximum sum of some contiguous sequence of numbers, whose length is non-zero. If all the numbers are negative, then the answer is zero.

If you just want the answer, use this version:

```

1  int max = Integer.MIN_VALUE, sum = 0;
2  for (int i = 0; i < arr.length; i++) {
3      sum += arr[i];
4      max = Math.max(max, sum);
5      if (sum < 0) sum = 0;
6  }

```

If you also want the start and end indexes of the subsequence, use this version:

```

1  int max = Integer.MIN_VALUE, sum = 0, start = 0, end = 0, i = 0;
2  for (int j = 0; j < arr.length; j++) {
3      sum += arr[j];
4      if (sum > max) {
5          max = sum;
6          start = i;
7          end = j;
8      } else if (sum < 0) {
9          i = j + 1;
10         sum = 0;
11     }
12 }

```

Magic squares

To solve a 3x3 magic square, add up all the known numbers and divide by two. This is your target number. Then, for every blank square, subtract the sum of the non-blank squares in that row/column/diagonal from the target number to get your answer.

Pigeonhole principle

The pigeonhole principle states that if k objects are placed into n boxes, then at least one box must hold at least $\lceil \frac{n}{k} \rceil$ objects.

Prime factorization

For prime factorization, first create the prime sieve. Then for each prime number, repeated divide num by that prime until it is no longer divisible by the current prime.

Pythagorean triple

A Pythagorean Triple is 3 numbers, a, b, c, such that $a^2 + b^2 = c^2$. For all Pythagorean Triples, there exist positive integers x and y, with $x > y$, such that:

$$a = x^2 - y^2 \quad \Bigg| \quad b = 2xy \quad \Bigg| \quad c = x^2 + y^2$$

Range sums

To quickly compute the sum of the values of an array over a range, you can use a running sum array. For each index, the value in the array at the index will be the sum of all the values before that index plus the value in the original array at that index. Using 1-based indexes for the running sum array is better, so that you don't need a special case for when a = 0.

```

1  int[] arr = new int[length];
2  int[] runSum = new int[length+1];
3  for (int i = 0; i < length; i++) {
4      arr[i] = scan.nextInt();
5      runSum[i+1] = runSum[i] + arr[i];
6  }
```

Then, to find the sum of the values on the range [a, b]:

```

1  int ans = runSum[b] - runSum[a-1];
```

If you want to do this for 2D arrays, use this code to create the running sum array:

```

1  int[][] arr = new int[height][width];
2  runSum = new int[height+1][width+1];
3  for (int y = 0; y < height; y++) {
4      for (int x = 0; x < width; x++) {
5          arr[y][x] = scan.nextInt();
6          runSum[y+1][x+1] = runSum[y+1][x] + arr[y][x];
7      }
8  }
9  // Add the columns.
10 for (int x = 0; x < width; x++) {
11     for (int y = 0; y < height; y++) {
12         runSum[y+1][x+1] += runSum[y][x+1];
13     }
14 }
```

Then, to find the sum of the values in the rectangle, where the top left corner is (lowX, lowY) and the bottom right corner is (highX, highY):

```

1  int ans = runSum[highY][highX] - runSum[lowY-1][highX] -
2      runSum[highY][lowX-1] + runSum[lowY-1][lowX-1];
```

Specific dx and dy arrays

Starting above the current space and going clockwise, including diagonals.

```
1 int[] dx = { 0,  1,  1,  1,  0, -1, -1, -1};
2 int[] dy = {-1, -1,  0,  1,  1,  1,  0, -1};
```

The movements for a knight in chess, following this clockwise pattern:

```
1 /*
2  |8| |1|
3 7| | |2
4  | |5| |
5 6| | |3
6  |5| |4|
7 */
8 int[] dx = {+1, +2, +2, +1, -1, -2, -2, -1};
9 int[] dy = {-2, -1, +1, +2, +2, +1, -1, -2};
```

Solve a problem with time intervals

If you're given a series of overlapping times (ie. start and end times), and have to find something (eg. location of the most overlaps), make a Time class, with an isStart boolean, a time int, and one or more values for that time interval, depending on the problem. Implement Comparable and sort it according to time, with starts coming before ends in the event of a tie.

Fill an ArrayList with the Time objects, sort it, and run through it.

Stack trick

If you're getting stack overflow:

- Extend Runnable
- Move everything from main() to run()
- In main(), the only thing should be new Thread(null, new ClassName(), "", stackSize).start();

Tower of Hanoi

The minimum number of moves required to solve a Tower of Hanoi with n disks is $2^n - 1$.

To move n disks from peg A to peg C:

- Move $n-1$ discs from A to B. This leaves disc n alone on peg A.
- Move disk n from A to C
- Move $n-1$ discs from B to C so they sit on disc n .

To print out the moves of the 3 disk variant:

```
1 static void solve(int n, String A, String B, String C) {
2     if (n == 1) {
3         println(A + " -> " + pole3Name);
4     } else {
```

```

5         solve(n - 1, A, C, B);
6         println(A + " -> " + C);
7         solve(n - 1, B, A, C);
8     }
9 }

```

Trailing zeroes of a factorial

Finds the number of trailing zeroes of $n!$.

```

1 long findTrailingZeros(long n){
2     long count = 0;
3     for (int i = 5; n/i >= 1; i *= 5) count += n/i;
4     return count;
5 }

```

Useful classes

ArrayDeque: stacks and queues

BitSet: useful for problems with large bitmasks

Formatter: the JavaDoc lists printf syntax

Line2D: see if lines intersect

LocalDate, LocalTime, LocalDateTime: time problems

MathContext and RoundingMode

Pattern: the JavaDoc lists regex syntax

Rectangle2D

Dijkstra's algorithm

Runtime: $O(E + V \log(V))$

Dijkstras algorithm finds the shortest path from a single index to every other index. This algorithm will fail if any of the edges have a negative weight.

```

1  int sourceIndex = scan.nextInt();
2  vertexes[sourceIndex].distanceFromSource = 0;
3  PriorityQueue<Vertex> pq = new PriorityQueue<Vertex>();
4  pq.add(vertexes[sourceIndex]);
5
6  while (!pq.isEmpty()) {
7      Vertex curr = pq.poll();
8
9      // If there's a single known destination index, you can use a break
10     // statement here.
11
12     curr.visited = true;
13     for (int i : curr.neighbors) {
14         if (vertexes[i].visited) continue;
15
16         int newDistance = curr.distanceFromSource + distances[curr.index][i];
17
18         if(newDistance < vertexes[i].distanceFromSource){
19             pq.remove(vertexes[i]);
20             vertexes[i].distanceFromSource = newDistance;
21             pq.add(vertexes[i]);
22             vertexes[i].prev = curr.index;
23         }
24     }
25 }
```

Floyd's Cycle Finding Algorithm

Note: this finds cycles in a sequence of iterated function values, not in graphs.

Runtime: $O(\mu + \lambda)$

Let μ be the smallest index i where x_i is part of the cycle. Let λ be the length of the cycle. $foo(x_i)$ returns the x_{i+1} element.

Step 1

Both tortoise and hare start at the first element, x_0 . tortoise advances by 1 every iteration and hare advances by 2. When tortoise and hare equal each other, a cycle of $k*\lambda$ length has been found.

```

1  int tortoise = foo(x0);
2  int hare = foo(foo(x0));
3  while (tortoise != hare) {
4      tortoise = foo(tortoise);
5      hare = foo(foo(hare));
6  }
```

Step 2

We reset hare to x_0 and advance both pointers by 1 every iteration. When they equal the same value, we've found μ .

```

1  int mu = 0;
2  hare = x0;
3  while (tortoise != hare) {
4      tortoise = foo(tortoise);
5      hare = foo(hare);
6      mu++;
7  }
```

Step 3

We then set hare to tortoise and advance it by 1 each iteration. When hare equals tortoise, we've found the length of the cycle.

```

1  int lambda = 1;
2  hare = foo(tortoise);
3  while (tortoise != hare) {
4      hare = foo(hare);
5      lambda++;
6  }
```

Floyd-Warshall's algorithm

Runtime: $O(V^3)$

This algorithm finds the shortest path between all indexes of a weighted or unweighted graph. Negative edge weights are allowed, but negative cycles are not (ie. the sum of the weights of the edges of the cycle is negative).

The path array is only used if you need to find the actual path from i to j . Once the algorithm has been run, the value at (i, j) is the index of the last vertex reached before j when travelling on the shortest path from i to j . For example, if the path from i to j is $[i \rightarrow 5 \rightarrow 3 \rightarrow 2 \rightarrow j]$, the value at (i, j) will be 2. You construct the array with the previous vertex for each edge (ie. i) and use -1 to indicate no edge.

```

1  int[][] path = new int[n][n];
2  for (int i = 0; i < n; i++)
3      for (int j = 0; j < n; j++) {
4          if (adj[i][j] == INFINITY) path[i][j] = -1;
5          else path[i][j] = i;
6      }
```

The algorithm:

```

1  for (int k = 0; k < n; k++)
2      for (int i = 0; i < n; i++)
3          for (int j = 0; j < n; j++)
4              if (adj[i][j] > adj[i][k] + adj[k][j]){
5                  adj[i][j] = adj[i][k] + adj[k][j];
6                  path[i][j] = path[k][j];
7              }
```

To find the actual path from index i to index j using the path array, you need to work backwards. You can add them to an ArrayList, and then print it out backwards.

```

1  ArrayList<Integer> indexes = new ArrayList<Integer>();
2  indexes.add(end);
3  // Loop through each previous vertex until you get back to start.
4  while (path[start][end] != start) {
5      indexes.add(path[start][end]);
6      end = path[start][end];
7  }
8  indexes.add(start);
```

Graphs

General graph algorithms.

BFS and DFS

Two-coloring

Runtime: $O(n)$

Works in Bipartite graphs.

```

1  outerLoop : for (int i = 0; i < numVertexes; i++) {
2      if (vertexes[i].color != NONE) continue;
3
4      ArrayDeque<Vertex> queue = new ArrayDeque<>();
5      queue.add(vertexes[i]);
6      vertexes[i].color = RED;
7      while (!queue.isEmpty()) {
8          Vertex curr = queue.poll();
9          int otherColor = otherColor(curr.color);
10
11         for (Vertex neighbor : curr.neighbors) {
12             if (curr.color == neighbor.color) {
13                 // We're trying to color two neighbors the same color.
14                 isPossible = false;
15                 break outerLoop;
16             }
17
18             if (neighbor.color == NONE) {
19                 // If it's uncolored, color it and add it to the queue.
20                 neighbor.color = otherColor;
21                 queue.add(neighbor);
22             }
23         }
24     }
25 }
```


Held-Karp algorithm

Also called the Bellman-Held-Karp algorithm. Uses dynamic programming to solve the Travelling Salesman problem.

Call `TSP(0, 1)`. memo has size `[numCities][1 << numCities]`.

```

1  static int numCities;
2  static int[][] dist, memo;
3  static int TSP(int pos, int bitmask) {
4      The round trip has been completed.
5      if (bitmask == (1 << numCities) - 1)
6          return dist[pos][0];
7
8      if (memo[pos][bitmask] != -1) return memo[pos][bitmask];
9
10     int answer = Integer.MAX_VALUE;
11     for (int i = 0; i <= numCities; i++) {
12         int pow = (1 << i);
13         if ((bitmask & pow) == 0) {
14             answer = Math.min(answer, dist[pos][i] + TSP(i, bitmask | pow));
15         }
16     }
17
18     memo[pos][bitmask] = answer;
19     return answer;
20 }
```

If you want to reconstruct the path, add another array, `path`, of the same size as `memo`. At the end of the method, add `path[pos][bitmask] = best`, where `best` is the city that results in the lowest answer.

```

1  int idx = 0, mask = 1;
2  while (mask != (1 << numCities) - 1) {
3      System.out.println(idx);
4      idx = path[idx][mask];
5      mask |= 1 << idx;
6  }
```

Max flow and Dinic's

Max flow is...

Dinic's

Runtime: $O(V^2E)$

In graphs where every edge has a capacity of 1, the runtime is $O(\min\{V^{2/3}, E^{1/2}\} E)$

In graphs where "each vertex, except for source and sink, either has a single entering edge of capacity one, or a single outgoing edge of capacity one, and all other capacities are arbitrary integers", the runtime is $O(\sqrt{V} E)$. This includes graphs arising from bipartite matching problems.

```

1  static int numVertexes, source, sink;
2  static Vertex[] vertexes;
3  static int[] dist;
4  static boolean[] blocked;
5  static ArrayDeque<Integer> queue;
6  static void createGraph(int n) {
7      // You can remove or change these two lines if you want source and sink to
8      // be different vertexes.
9      source = n++;
10     sink = n++;
11     numVertexes = n;
12     vertexes = new Vertex[n];
13     for (int i = 0; i < n; i++) vertexes[i] = new Vertex(i);
14     dist = new int[n];
15     blocked = new boolean[n];
16     queue = new ArrayDeque<>();
17 }
18 static void addEdge(int v1, int v2, int cap) {
19     Edge e = new Edge(v1, v2, cap);
20     vertexes[v1].edges.add(e);
21     vertexes[v2].edges.add(e.rev);
22 }
23 // Only necessary if you are running Dinic's on the same graph multiple times.
24 static void clear() {
25     for (Vertex v : vertexes)
26         for (Edge e : v.edges) e.flow = 0;
27 }
28 static int dinics() {
29     clear();
30     int flow = 0;
31     while (bfs()) {
32         Arrays.fill(blocked, false);
33         flow += dfs(source, Integer.MAX_VALUE);
34     }
35     return flow;
36 }
37 static boolean bfs() {
38     Arrays.fill(dist, -1);
39     dist[source] = 0;
40     queue.clear();
41     queue.add(source);

```

```

42     while (!queue.isEmpty()) {
43         int curr = queue.poll();
44         for (Edge e : vertexes[curr].edges) {
45             int v = e.to;
46             if (dist[v] == -1 && e.flow < e.cap) {
47                 dist[v] = dist[curr] + 1;
48                 queue.add(v);
49             }
50         }
51     }
52     // Returns whether we made it to the source from the sink.
53     return (dist[sink] > 0);
54 }
55 static int dfs(int curr, int min) {
56     // The min parameter refers to the minimum residual capacity encountered
57     // further up our call stack.
58     if (curr == sink) return min;
59
60     int flow = 0;
61     for (Edge e : vertexes[curr].edges) {
62         int v = e.to;
63         // Check to make sure the path is not blocked and that this is a valid
64         // path according to our level graph.
65         if (!blocked[v] && dist[v] == dist[curr] + 1 && e.cap > e.flow) {
66             // Assign as much flow as we can still fit along this path.
67             int push = dfs(v, Math.min(min - flow, e.cap - e.flow));
68             flow += push;
69             e.flow += push;
70             e.rev.flow -= push;
71         }
72         // We can stop if we can't push any more flow.
73         if (flow == min) return flow;
74     }
75     /*
76     If what we pushed, that is, what was available further down the path, is
77     not equal to what was available up our call stack, that means we filled up
78     a bottleneck along this path, so we can just mark it as blocked. This
79     means speed-ups in the event that we go down this path again if we end up
80     backtracking and trying a different route.
81     */
82     blocked[curr] = (flow != min);
83     return flow;
84 }
85 static void removeEdge(int v1, int v2) {
86     Edge e;
87     for (int i = 0; i < vertexes[v1].edges.size(); i++) {
88         e = vertexes[v1].edges.get(i);
89         if (e.to == v2 && e.cap != 0) vertexes[v1].edges.remove(i--);
90     }
91     for (int i = 0; i < vertexes[v2].edges.size(); i++) {
92         e = vertexes[v2].edges.get(i);
93         if (e.to == v1 && e.cap == 0) vertexes[v2].edges.remove(i--);
94     }
95 }

```

Minimum spanning trees

Kruskal's algorithm takes the shortest Edge that hasn't been used yet and connects the two vertexes if they aren't already indirectly connected. Prim's algorithm only considers the edges connected to vertexes already in the MST.

If the graph is not connected, then the correct algorithm to use depends on what you want: Kruskal's will make a MST for each component and tell you the weight of all of them combined, while both Kruskal's and Prim's can tell you if a single MST doesn't exist, and allow you to go from there.

Kruskal's

Runtime: $O(E \log(E))$, or equivalently $O(E \log(V))$

Sorting the Edges is also $O(E \log(E))$

If edgeCount does not equal numNodes-1 at the end, then the graph is not connected.

```

1  DisjointSet djset = new DisjointSet(numNodes);
2  int edgeCount = 0, mstWeight = 0;
3  Arrays.sort(edges);
4
5  for (int i = 0; i < edges.size() && edgeCount < numNodes - 1; i++) {
6      if (djset.union(edges[i].vertex1, edges[i].vertex2)) {
7          edgeCount++;
8          mstWeight += edges.get(i).cost;
9      }
10 }
```

Prim's

Runtime: $O(E \log(E))$

(This algorithm uses two Edge objects to represent a single undirected edge, one for each vertex in the edge (ie. $v_1 \rightarrow v_2$ and $v_2 \rightarrow v_1$).)

```

1  PriorityQueue<Edge> pq = new PriorityQueue<Edge>();
2  used[0] = true; // Start with an arbitrary vertex.
3  pq.addAll(vertexes[0].edges);
4  // If a single MST is not guaranteed to exist, vertexCount is required to
5  // determine if there is a single MST.
6  int mstWeight = 0, vertexCount = 1;
7
8  while (!pq.isEmpty()) {
9      Edge current = pq.poll();
10     if (used[current.vertex2]) continue;
11
12     mstWeight += current.cost;
13     used[current.vertex2] = true;
14     vertexCount++;
15     pq.addAll(vertexes[current.vertex2].edges);
16 }
```

Runtime: $O(V^2)$

This version is useful on dense graphs ($E \approx V^2$), because it is actually faster than the above version (no $\log()$ factor). Also, unlike other adj arrays, `adj[i][i]` is NOT set to 0 (rather, it is INFINITY).

```

1  int mstWeight = 0, vertexCount = 0;
2  boolean[] used = new boolean[numVertexes];
3  int[] dist = new int[numVertexes];
4  Arrays.fill(dist, INFINITY);
5  dist[0] = 0; // Start with an arbitrary vertex.
6  for (int i = 0; i < numVertexes; i++) {
7      // Find the edge with the smallest weight and who's vertexes aren't
8      // already used.
9      int curr = 0;
10     for (int j = 1; j < numVertexes; j++)
11         if (!used[j] && dist[j] < dist[curr]) curr = j;
12
13     if (dist[curr] == INFINITY) break; // We're done.
14
15     for (int j = 0; j < numVertexes; j++)
16         if (!used[j]) dist[j] = Math.min(dist[j], adj[curr][j]);
17
18     vertexCount++;
19     mstWeight += dist[curr];
20     dist[curr] = INFINITY;
21     used[curr] = true;
22 }
```

Permutations and combinations

Combinations: to only process combinations with n items, check if `Integer.bitCount(subset) == n`.

Permutations

Note: assumes items can only be chosen once.

Generates all the permutations of length `len` in lexicographical order (assuming data is sorted lexicographically). `data` is the input array and `perms` and `used` are empty arrays of the same size.

```

1  static int[] data, perms;
2  static boolean[] used;
3  static void perms(int position, int len) {
4      if (position >= len) {
5          // Process the permutation (it's stored in the perms array).
6      } else {
7          for (int i = 0; i < data.length; i++) {
8              if (!used[i]) {
9                  used[i] = true;
10                 perms[position] = data[i];
11                 perms(position+1, len);
12                 used[i] = false;
13             }
14         }
15     }
16 }
```

You can pre-process permutations by adding conditions to line #8. For example, if you want all the permutations of a string where first character of the original string isn't at an even index:

```

1  if (used[j] == false && (j != 0 || position % 2 != 0)) {}
```

Finding the lexicographically k^{th} permutation

Runtime: $O(n^2)$, where n is the number of elements

`data` contains the input in lexicographically sorted order. k is 0 indexed.

```

1  static int[] findKthPerm(int[] data, int n, int k) {
2      int[] indices = new int[n];
3
4      // Find the factoradic representation of k.
5      int divisor = 1;
6      for (int place = 1; place <= n; place++) {
7          if (k / divisor == 0) break;
8          indices[n - place] = (k / divisor) % place;
9          divisor *= place;
10     }
11
12     // Use it to build the permutation.
13     for (int i = 0; i < n; i++) {
14         int index = indices[i] + i;
```

```

15         if(index != i) {
16             int temp = data[index];
17             for (int j = index; j > i; j--) data[j] = data[j-1];
18             data[i] = temp;
19         }
20     }
21
22     return data;
23 }

```

Lexicographically next permutation

Runtime: $O(n \log(n))$, where n is the number of elements

Assumes that the data will compare correctly, ie. $\text{data}[i] < \text{data}[i+1]$. If this is not the case, you'll need a `indexOf(n)`, which returns the index of n in `data`.

To find the next permutation, we compute first, the right-most element whose right element is larger than itself, and second, the smallest element to the right of first that is larger than first. We then swap the elements at first and second and sort the elements to the right of first.

```

1  static int[] getNextPerm(int[] data, int[] currPerm) {
2      int[] nextPerm = Arrays.copyOf(currPerm, data.length);
3
4      int firstIdx = -1, secondIdx = -1;
5      for (int i = 0; i < data.length - 1; i++) {
6          if (currPerm[i] < currPerm[i+1]) firstIdx = i;
7          if (currPerm[i+1] > currPerm[firstIdx]) secondIdx = i + 1;
8      }
9      swap(nextPerm, firstIdx, secondIdx);
10     Arrays.sort(nextPerm, firstIdx+1, secondIdx+1);
11
12     return nextPerm;
13 }

```

Subset sum

Runtime: $O(sn)$, where s is the sum we want to find in the set of n numbers

Note: `nums` is 1-indexed in these code snippets. Also, this algorithm is a special case of the 0/1 knapsack, where `weight = value`.

Positive numbers only

```

1  boolean[][] memo = new boolean[numNums+1][target+1];
2  // If the sum is 0, then we know we can make that sum.
3  for(int i = 0; i <= numNums; i++) memo[i][0] = true;
4  for (int n = 1; n <= numNums; n++) {
5      for (int t = 1; t <= target; t++) {
6          memo[n][t] = memo[n-1][t];
7          if (t >= nums[n]) memo[n][t] |= memo[n-1][t - nums[n]];
8      }
9  }
```

If you need to know which numbers were used, change lines 6-7 to:

```

1  if (memo[n-1][t]) {
2      memo[n][t] = true;
3      continue;
4  }
5  boolean take = false;
6  if (t >= nums[n]) take = memo[n-1][t - nums[n]];
7  if (take) isUsed[n][t] = true;
8  memo[n][t] = take;
```

And then you can retrieve which ones were used with this:

```

1  boolean[] willUse = new boolean[numNums+1];
2  for (int n = numNums, t = target; n > 0; n--) {
3      if (isUsed[n][t]) {
4          t -= nums[n];
5          willUse[n] = true;
6      }
7  }
```

Positive numbers and negative numbers

Invert all the negative numbers and add them to target, then run the algorithm like normal. For example, $\{-3, -2, 1, 4 = ? 10\}$ becomes $\{1, 2, 3, 4 = ? 15\}$.

Alternatively, you can sum all the negative numbers and sum all the positive, and run the algorithm on $[\text{negativeSum}, \text{positiveSum}]$ instead of $[0, \text{target}]$, with an offset of `negativeSum`.

Counting subsets

Modifying this to count how many ways you can make target is very easy. Change `memo` to an `int` array, line #3 to `memo[i][0] = 1;`, and line #8 to `+=`.

Fenwick tree

DisjointSet

Used by Kruskal's:

```

1  class DisjointSet {
2      int[] parents, ranks;
3
4      public DisjointSet(int numNodes) {
5          this.parents = new int[numNodes];
6          this.ranks = new int[numNodes];
7          for (int i = 0; i < numNodes; i++) parents[i] = i;
8      }
9
10     int findRoot(int index) {
11         if (parents[index] != index)
12             parents[index] = findRoot(parents[index]);
13         return parents[index];
14     }
15
16     // Union by rank. Returns false if the union did not occur.
17     boolean union(int index1, int index2) {
18         int root1 = findRoot(index1);
19         int root2 = findRoot(index2);
20         if (root1 == root2) return false;
21
22         /*
23         We put the tree with the lower rank directly under the root of the
24         other tree. If they have the same rank, we arbitrarily decide to place
25         the first under the second.
26         */
27         if (ranks[root1] <= ranks[root2]) parents[root1] = root2;
28         else parents[root2] = root1;
29         /*
30         This is the only thing that differs from the case where the first
31         tree's rank is less than the rank of the second tree.
32         */
33         if (ranks[root1] == ranks[root2]) ranks[root2]++;
34
35         return true;
36     }
37 }
```

Miscellaneous

Built-in data structures

Maps

A class that implements the Map interface allows you to map Keys to Values. Each Key can map to at most one Value (no duplicate Keys), but duplicate Values are possible. If you wish to use a custom class as Keys, then the class needs to implement `equals()` and `hashCode()`.

A `TreeMap` sorts the Keys according to their natural ordering or a provided `Comparator`. Operations are mostly $O(\log(n))$.

A `LinkedHashMap` orders the Keys according to the order in which they were inserted. "Note that insertion order is not affected if a key is re-inserted into the map. (A key `k` is reinserted into a map `m` if `m.put(k, v)` is invoked when `m.containsKey(k)` would return true immediately prior to the invocation.)" Operations are mostly $O(1)$ (slightly slower than `HashMap`, except for iteration, which is $O(n)$).

A `HashMap` orders the Keys randomly. Operations are mostly $O(1)$ (worst case $O(\log(n))$), though iteration is $O(n+capacity)$.

Iterates over the values in the map, where K and V are the types of the Keys and Values in the map:

```
1 for (Entry<K, V> i : map.entrySet()) {
2     System.out.println(i.getKey() + " " + i.getValue());
3 }
```

Sets

`TreeSet` and `LinkedHashSet` have the same ordering as `TreeMap` and `LinkedHashMap`.

To iterate over the elements of a Set, you can use the `Iterator` returned by `set.iterator()` or with a for-each loop.

Edge (Dinic's)

```
1 class Edge {
2     int from, to, cap, flow;
3     Edge rev;
4     public Edge(int from, int to, int cap) {
5         this(from, to, cap, null);
6         // Change 0 to cap for undirected edges.
7         this.rev = new Edge(to, from, 0, this);
8     }
9     private Edge(int from, int to, int cap, Edge rev) {
10        this.from = from;
11        this.to = to;
12        this.cap = cap;
13        this.rev = rev;
14    }
15 }
```

Base conversion

To base 10

`Integer.parseInt(String str, int radix)` will convert a `String` from a given radix to base 10, where $\text{radix} \leq 36$.

Manual base conversion is useful if the radix is higher than 36 or the base is non-standard. For example, you have to convert to base 7, but all the odd digits aren't allowed.

```

1  static String baseString = "02468ACE";
2  static int convertToBaseTen(String input, int radix) {
3      int sum = 0, pow = 1;
4      for (int i = input.length() - 1; i >= 0; i--, pow *= radix) {
5          sum += pow * baseString.indexOf(input.charAt(i));
6      }
7      return sum;
8  }
```

From base 10

`Integer.toString(int num, int radix)` will convert a number from base 10 to a given radix, where $\text{radix} \leq 36$.

Manual base conversion:

```

1  static String baseString = "02468ACE";
2  static String convertFromBaseTen(int input, int radix) {
3      StringBuilder output = new StringBuilder();
4      while (input > 0) {
5          int index = input % radix;
6          output.insert(0, baseString.charAt(index));
7          input /= radix;
8      }
9      return output.toString();
10 }
```

Floating point

To base 10: Do the whole number part like normal. For the fractional part, use inverse powers of radix (eg. $\frac{1}{\text{radix}}$, $\frac{1}{\text{radix}^2}$, etc.).

From base 10: Do the whole number part like normal. For the fractional part:

1. Remove the whole number part
2. Multiply input by radix
3. Add the whole number part of input to the output
4. Repeat until the fractional part is zero

Euler's totient function

$\phi(n)$, or $\varphi(n)$, counts the positive integers less than or equal to an integer n that are coprime to n .

Properties/formulas:

- $\phi(n) = n \prod_{p \mid n} \left(1 - \frac{1}{p}\right)$, where p is the distinct prime factors of n
- $n^e \pmod{m} = n^{e \pmod{\phi(m)}} \pmod{m}$
- $\phi(nm) = \phi(n)\phi(m)\frac{d}{\phi(d)}$, where $d = \gcd(n, m)$

Special cases:

- If $\gcd(n, m) = 1$, then $\phi(nm) = \phi(n)\phi(m)$
- $\phi(2m) = \begin{cases} 2\phi(m) & \text{if } m \text{ is even} \\ \phi(m) & \text{if } m \text{ is odd} \end{cases}$
- $\phi(n^m) = n^{m-1}\phi(n)$
- If p is prime, $\phi(p) = p - 1$
- If n is even, $\phi(2n) = 2\phi(n)$
- Euler's theorem: if a and n are coprime, $a^{\phi(n)} \equiv 1 \pmod{n}$
 - The special case where n is prime is Fermat's Little Theorem:
$$a^p \equiv a \pmod{p}$$
- If p is prime and $k \geq 1$, then $\phi(p^k) = p^k - p^{k-1} = p^{k-1}(p - 1) = p^k \left(1 - \frac{1}{p}\right)$
- If $n = \prod p^k$ (ie. the prime factorization of n), then $\phi(n) = \prod \phi(p^k)$
- Divisor sum: $\sum_{d \mid n} \phi(d) = n$
- $a \mid b \implies \phi(a) \mid \phi(b)$
- $n \mid \phi(a^n - 1)$, for $a, n > 1$
- $\phi(\text{lcm}(n, m))\phi(\gcd(n, m)) = \phi(n)\phi(m)$
- $\phi(n)$ is even for $n \geq 3$. Moreover, if n has r distinct odd prime factors, $2^r \mid \phi(n)$.
- For any $a > 1$ and $n > 6$ such that 4 doesn't divide n , there exists an $l \geq 2n$ such that $l \mid \phi(a^n - 1)$
- $\frac{\phi(n)}{n} = \frac{\phi(\text{rad}(n))}{\text{rad}(n)}$, where $\text{rad}(n)$ is the radical of n
 - $\text{rad}(n) = \prod_{p \mid n} p$, where p is the distinct prime factors of n
- Menon's identity: $\sum_{1 \leq k < n} \gcd(k - 1, n) = \phi(n)d(n)$, where $d(n)$ is the number of divisors of n and $\gcd(k, n) = 1$

There's a sieve in the Sieves document, but if you want to directly calculate $\phi(n)$:

```
1 int result = n;
2 for (int i = 2; i <= n; i++) if (isPrime(i)) result -= result / i;
```

Alternatively (and faster):

```
1  int result = n;
2  for (int i = 2; i * i <= n; i++)
3      if (n % i == 0) {
4          result -= result / i;
5          while (n % i == 0) n /= i;
6      }
```

Fast exponentiation

*Runtime: $O(\log(n))$ * operation*

Since the multiplication of numbers is $O(1)$, fast expo of numbers is $O(\log(n))$

Since matrix multiplication is $O(n^3)$, fast expo of matrices is $O(n^3 \log(n))$

NOTE: if n isn't guaranteed to be positive, you need to rewrite the method to be double

`fastExpo(double x, int n)` and then add `if (n < 0) return fastExpo(1.0/x, -n);` to the beginning of the method.

x^n can be rewritten as $(x^2)^{\frac{n}{2}}$ if n is even, and as $x(x^2)^{\frac{n-1}{2}}$ if n is odd. Therefore, we can use this method to quickly calculate exponents:

```

1 static int fastExpo(int x, int n) {
2     if (n == 0) return 1;
3     else if (n == 1) return x;
4     else if ((n & 1) == 0) return fastExpo(x * x, n / 2);
5     else return x * fastExpo(x * x, (n - 1) / 2);
6 }
```

This is an iterative version that's a little faster:

```

1 int fastExpo(int x, int n) {
2     int result = 1;
3     while (n > 0) {
4         if ((n & 1) != 0) {
5             result *= x;
6         }
7         n >>= 1;
8         x *= x;
9     }
10    return result;
11 }
```

If we want to calculate $x^n \bmod m$, add `x %= m;` after line 2, change line 5 to `result = (result * x) % m;` and change line 8 to `x = (x * x) % m;`.

Fibonacci sequence

$F = \{0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610\}$

If $5x^2 + 4$ or $5x^2 - 4$ is a perfect square, then x is part of the Fibonacci sequence.

You can use matrices to calculate the Fibonacci sequence. This matrix representation gives the following closed expression for the Fibonacci numbers:

$$\begin{bmatrix} F_{n+1} & F_n \\ F_n & F_{n-1} \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}^n \quad \mid \quad \begin{bmatrix} F_n \\ F_{n-1} \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix} \begin{bmatrix} F_{n-1} \\ F_{n-2} \end{bmatrix}$$

```

1  static long fiboMatrix(long n) {
2      long[][] fibo = {{1, 1}, {1, 0}};
3      // result is initially the 2x2 identity matrix.
4      long[][] result = {{1, 0}, {0, 1}};
5      while (n > 0) {
6          if ((n & 1) == 1) {
7              result = multiply(result, fibo);
8          }
9          n >>= 1;
10         fibo = multiply(fibo, fibo);
11     }
12     return result[1][0];
13 }
```

Generalization

If $F_0 = a$ and $F_1 = b$, then:

$$\begin{bmatrix} F_n \\ F_{n-1} \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}^{n-1} \begin{bmatrix} b \\ a \end{bmatrix}$$

If $a = b = 1$, then the Fibonacci sequence will be "shifted" to the left by one. For example, 8 is the 6th Fibonacci number, but would be the 5th in the generalized Fibonacci sequence.

(If $a = 0$ and $b = 1$, then it will be the normal sequence.)

GCD, LCM, and EEA

Greatest Common Divisor

Finds the greatest common divisor:

```

1 static int gcd(int a, int b) {
2     if (a < b) return gcd(b, a);
3     return ( b == 0 ? a : gcd(b, a%b) );
4 }

```

Alternatively:

```

1 static int gcd(int a, int b) {
2     if (a < b) return gcd(b, a);
3     while (b != 0) {
4         int temp = b;
5         b = a % b;
6         a = temp;
7     }
8     return a;
9 }

```

Least Common Multiple

$$LCM(a,b) = \frac{ab}{GCD(a,b)}$$

Extended Euclidean Algorithm

Bezout's identity: $ax + by = d$, where a and b are non-zero integers, d is their GCD, and x and y are Bezout's coefficients.

```

1 static void extendedEuclideanAlgorithm(int a, int b) {
2     if (a < b) extendedEuclideanAlgorithm(b, a);
3     int s = 0, t = 1, r = b;
4     int oldS = 1, oldT = 0, oldR = a;
5     while (r != 0) {
6         int quotient = oldR / r;
7         int temp = r;
8         r = oldR - (quotient * temp);
9         oldR = temp;
10        temp = s;
11        s = oldS - (quotient * temp);
12        oldS = temp;
13        temp = t;
14        t = oldT - (quotient * temp);
15        oldT = temp;
16    }
17    print("Bezout coefficients: " + oldS + ", " + oldT);
18    print("GCD: " + oldR);
19    print("Quotients by the GCD: " + t + ", " + s);
20 }

```

The "quotients by the GCD" are a and b divided by the GCD. They may have an incorrect sign. Similarly, if either a or b is zero and the other is negative, the greatest common divisor that is output is negative, and all the signs of the output must be changed.

Misc

Problem: Given the equation $ax + by = c$ and the values of a , b , and c , determine if there exists a solution for x and y .

Solution: x and y exist if c is divisible by the GCD of a and b , because it means that a , b , and c are multiples of the same number.

Problem: Given the equation $ax - by = 0$, find x and y .

Solution: $x = b / \text{GCD}$ and $y = a / \text{GCD}$. The GCD is the largest common factor they share, so $A * (B/\text{gcd}) = B * (A/\text{gcd})$.

Matrices

Formatting: a $n \times m$ matrix is a matrix with n rows and m columns.

Terminology:

Square matrix: a $n \times n$ matrix

A matrix *mod* m is just a matrix in which every number has been *modded* by m . When doing this with matrix multiplication, add `sum %= m;` after line #6.

The identity matrix is a $n \times n$ matrix where the elements on the main diagonal (top-left to bottom-right) are ones and the rest are zeroes. It is similar to the number 1 in numerical mathematics.

Addition and subtraction

Add/subtract each number to its pair in the second matrix. (Note: the matrices must be the same size.)

$$\begin{bmatrix} 2 & 6 & 12 \\ 7 & -4 & 10 \end{bmatrix} + \begin{bmatrix} 15 & -44 & -3 \\ 8 & 0 & 9 \end{bmatrix} = \begin{bmatrix} 17 & -38 & 9 \\ 15 & -4 & 19 \end{bmatrix}$$

Scalar multiplication

Multiply every number in the matrix by the scale factor.

$$2 * \begin{bmatrix} 4 & 0 \\ 1 & -9 \end{bmatrix} = \begin{bmatrix} 8 & 0 \\ 2 & -18 \end{bmatrix}$$

Multiplication (dot product)

To get the number in row i and column j of the resulting matrix, we multiply each number in row i of the first matrix by each number in column j of the second and add the products.

If $C = AB$, for an $n \times m$ matrix A and an $m \times p$ matrix B , then C is an $n \times p$ matrix. Note that the number of columns in matrix A and the number of rows in matrix B must be the same.

To find $A \cdot B$:

```

1  int[][] result = new int[a.length][b[0].length];
2  for (int i = 0; i < result.length; i++) {
3      for (int j = 0; j < result[0].length; j++) {
4          int sum = 0;
5          for (int k = 0; k < b.length; k++) {
6              sum += a[i][k] * b[k][j];
7          }
8          result[i][j] = sum;
9      }
10 }
```

Exponentiation

Matrix exponentiation is essentially the same as numerical exponentiation, and can be used with fast-expo techniques. Note that raising a matrix to the zeroth power returns the identity matrix and that the matrix must be square.

```
1  int[][] expo(int[][] matrix, int n) {
2      // identity() returns an identity matrix of the given size
3      int[][] result = identity(matrix.length);
4      while (n > 0) {
5          if ((n & 1) != 0) {
6              result = multiply(result, matrix);
7          }
8          n >>= 1;
9          matrix = multiply(matrix, matrix);
10     }
11     return result;
12 }
```

Miscellaneous

Bell numbers

The number of partitions a set of n elements has. (Partition of a set: grouping of the set's elements into non-empty subsets, in such a way that every element is included in one and only one of the subsets.)

$B = \{1, 1, 2, 5, 15, 52, 203, 877, 4140, 21147, 115975, 678570, 4213597, 27644437, 190899322, 1382958545\}$

The Bell numbers can be calculated with the Bell triangle (similar to Pascal's triangle), where B_n is the first number in the n^{th} row.

```

1  int[][] bell = new int[n+1][];
2  bell[0] = new int[]{1};
3  for (int i = 1; i <= n; i++) {
4      bell[i] = new int[i+1];
5      bell[i][0] = bell[i-1][bell[i-1].length - 1];
6      for (int j = 1; j <= i; j++) bell[i][j] = bell[i][j-1] + bell[i-1][j-1];
7  }
```

Catalan numbers

The only Catalan numbers C_n that are odd are those for which $n = 2^k - 1$. All others are even.

The only prime Catalan numbers are $C_2 = 2$ and $C_3 = 5$.

$C = \{1, 1, 2, 5, 14, 42, 132, 429, 1430, 4862, 16796, 58786, 208012, 742900, 2674440, 9694845, 35357670\}$

$$C_n = \frac{1}{n+1} \binom{2n}{n} = \binom{2n}{n} - \binom{2n}{n+1} = \frac{(2n)!}{(n+1)!n!} = \prod_{k=2}^n \frac{n+k}{k} = \frac{1}{n+1} \sum_{i=0}^n \binom{n}{i}^2 = \int_0^4 x^n \frac{1}{2\pi} \sqrt{\frac{4-x}{x}} dx$$

$$C_0 = 1 \quad \Bigg| \quad C_{n+1} = \sum_{i=0}^n C_i C_{n-i} = \frac{2(2n+1)}{n+2} C_n$$

Checking equality in doubles

It can be hard to check equality in doubles due to floating point errors. This method will check for equality if floating point errors are possible:

```

1  static double EPSILON = 1E-9;
2  static boolean equals(double one, double two) {
3      // Absolute equality.
4      if (Math.abs(one - two) < EPSILON) return true;
5      // Relative equality.
6      if (Math.abs(one - two) < EPSILON * Math.max(Math.abs(one),
7          Math.abs(two))) return true;
8      return false;
9  }
```

10^{-9} is generally a good value for EPSILON. Also, most problems involving doubles will tell you how much error two values can have and still be considered equal.

Coupon collector's problem

Suppose there is an urn with n different coupons. What is the probability that more than t sample trials are needed to collect all n coupons? Or, given n coupons, how many coupons do you expect you need to draw with replacement before having drawn each coupon at least once?

Alternatively, how many times do you expect to need to roll an n -sided die in order to have every number come up at least once?

The answer: $n * H_n$, where n is the number of coupons and H_n is the n^{th} Harmonic number.

$$H_n = 1 + \frac{1}{2} + \frac{1}{3} + \dots + \frac{1}{n} = \sum_{k=1}^n \frac{1}{k}$$

Digital root formula

The digital root of a non-negative n is the result of repeatedly summing the digits of n . Eg. the digital root of 65,536 is 7 because $dr(65536) = 6 + 5 + 5 + 3 + 6 = 25$ and $dr(25) = 2 + 5 = 7$.

$dr(n) = 1 + ((n - 1) \bmod 9)$. To generalize to another base b , change 9 to $b - 1$.

Evaluating polynomials at a point

Given an array of the coefficients of a polynomial you can find the value of the polynomial evaluated at x (ie. $f(x)$). This works by the remainder theorem.

```

1  int value = coefficients[0];
2  for (int j = 1; j <= polynomialDegree; ++j) {
3      value *= x;
4      value += coefficients[j];
5  }
```

Note that the array of coefficients should be in descending order. If $P(x) = 3x^2 - 2x + 1$, then the array should equal $\{3, -2, 1\}$.

Finding the average of two values

Obviously, you can do it like this: `int c = (a + b) >> 1;`

However, that can lead to overflows. This will not: `int c = a + ((b - a) >> 1);`

Alternatively: `((x ^ y) >> 1) + (x & y)`

Log properties

$$\log_b(x) = \frac{\log_y(x)}{\log_y(b)}, \text{ where } y \text{ is any base}$$

Pascal's triangle

```

      1
     1 1
    1 2 1
   1 3 3 1
  1 4 6 4 1
 1 5 10 10 5 1

```

Pascal's triangle is a triangular array of the binomial coefficients, that is $(x + y)^n$. The rows (designated by n) and columns (designated by k) are 0-indexed. So 6 is at row 4, column 2. This is also known as n choose k or $\binom{n}{k}$.

```

1  int[][] pascals = new int[n+1][];
2  pascals[0] = new int[] {1};
3  for (int i = 1; i <= n; i++) {
4      pascals[i] = new int[i+1];
5      pascals[i][0] = 1;
6      pascals[i][i] = 1;
7      for (int j = 1; j <= i - 1; j++)
8          pascals[i][j] = pascals[i-1][j-1] + pascals[i-1][j];
9  }

```

Given the n^{th} row of Pascal's triangle (in coefficients) and values of a and b (from the expression $(ax + by)^{\text{pow}}$), this will give you the coefficients of the expanded binomial expression.

```

1  for (int x = pow, y = 0; y <= pow; x--, y++) {
2      coefficients[y] *= Math.pow(a, x) * Math.pow(b, y);
3  }

```

Primality

This is a longer isPrime method, but one that is faster than the naïve version.

```

1  static boolean isPrime(int n) {
2      if (n <= 1) return false;
3      else if (n < 4) return true;
4      else if (n % 2 == 0) return false;
5      else if (n < 9) return true;
6      else if (n % 3 == 0) return false;
7      else {
8          // Only numbers of the form 6k - 1 and 6k + 1 can be prime (though
9          // they are not guaranteed to be prime).
10         for(int i = 6; i*i <= n; i += 6) {
11             if (n % (i-1) == 0) return false;
12             if (n % (i+1) == 0) return false;
13         }
14         return true;
15     }
16 }

```

Stirling numbers (second kind)

The number of ways to partition a set of n distinguishable objects into k non-empty subsets (denoted $S(n, k)$ or $\left\{ \begin{smallmatrix} n \\ k \end{smallmatrix} \right\}$).

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

n / k	0	1	2	3	4	5	6	7	8	9	10
0	1										
1	0	1									
2	0	1	1								
3	0	1	3	1							
4	0	1	7	6	1						
5	0	1	15	25	10	1					
6	0	1	31	90	65	15	1				
7	0	1	63	301	350	140	21	1			
8	0	1	127	966	1701	1050	266	28	1		
9	0	1	255	3025	7770	6951	2946	462	36	1	
10	0	1	511	9330	34105	42525	22827	5880	750	45	1

The sum over the values for k of the Stirling numbers of the second kind, gives us $B_n = \sum_{k=0}^n \left\{ \begin{smallmatrix} n \\ k \end{smallmatrix} \right\}$, ie. the n^{th} Bell number.

Stirling's approximation

$$\ln(n!) \approx n \ln(n) - n \quad \Bigg| \quad n! \approx \sqrt{2\pi n} \left(\frac{n}{e} \right)^n$$

Sieves

Sieve of Eratosthenes

Runtime: $O(n \log(\log(n)))$

The Sieve of Eratosthenes computes primes by marking off multiples of all the primes before the current prime. The limit of how large a number you can check with this is based on how large an array you can make. However, you can double the max number by using a Sieve that only checks odd numbers. If you need a really large sieve, use a BitSet.

```

1  boolean[] isComposite = new boolean[n+1];
2  isComposite[0] = isComposite[1] = true;
3  for (int i = 2; i*i <= n; i++) {
4      if (!isComposite[i])
5          for (int j = i*i; j <= n; j += i)
6              isComposite[j] = true;
7  }
8  return isComposite;

```

You can count the number of prime factors a number has by changing lines 5-7 to:

```

1  if (numPrimeFactors[i] == 0)
2      for (int j = i*2; j <= upperBound; j += i)
3          numPrimeFactors[j]++;

```

(A number i is prime if $\text{numPrimeFactors}[i]$ is 0.)

Totient sieve

This can also be used as a prime sieve, because p is prime if $\text{phi}[p] == p-1$.

```

1  int[] phi = new int[n+1];
2  for (int i = 0; i <= n; i++) phi[i] = i;
3  for (int i = 2; i <= n; i++)
4      // If you don't have a prime sieve, 'if(phi[i] == i)' also works.
5      if (!isComposite[i])
6          for (int j = i; j <= n; j += i)
7              phi[j] -= phi[j] / i;

```

Mod inverse sieve

The modular inverse of $i \bmod m$.

```

1  int[] modInverse = new int[n+1];
2  modInverse[1] = 1;
3  for (int i = 2; i <= n; i++)
4      modInverse[i] = ( -(m/i) * modInverse[m % i] ) % m + m;

```