

# ACM ICPC TEAM REFERENCE DOCUMENTATION

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## 1. CONFIGURATION FILES AND SCRIPTS

- Arquivos de configuração do emacs e vim.
- Script para calcular o hash de código digitado.
- Template de solução com todos os includes.

## 2. GRAPH ALGORITHMS

- 2.1. **Tarjan's SCC algorithm.**
- 2.2. **Dinic's maximum flow algorithm.**
- 2.3. **Successive shortest paths mincost maxflow algorithm.**
- 2.4. **Gabow's general matching algorithm.**

## 3. MATH

- 3.1. **Fractions.**
- 3.2. **Chinese remainder theorem.**
- 3.3. **Longest increasing subsequence.**
- 3.4. **Simplex (Warsaw University).**
- 3.5. **Romberg's method.**
- 3.6. **Floyd's cycle detection algorithm.**
- 3.7. **Pollard's rho algorithm.**

3.8. **Miller-Rabin's algorithm.**

3.9. **Karatsuba's algorithm.**

3.10. **Polynomials (PUC-Rio).**

#### 4. GEOMETRY

4.1. **Point class.**

4.2. **Intersection primitives.**

4.3. **Polygon primitives.**

4.4. **Miscellaneous primitives.**

4.5. **Smallest enclosing circle.**

4.6. **Convex hull.**

4.7. **Closest pair of points.**

4.8. **Kd-tree.**

4.9. **Range tree.**

#### 5. DATA STRUCTURES

5.1. **Treap.**

5.2. **Heap.**

5.3. **Big numbers (PUC-Rio).**

#### 6. STRING ALGORITHMS

6.1. **Kärkkäinen-Sanders' suffix array algorithm.**

6.2. **Morris-Pratt's algorithm.**

6.3. Aho-Corasick's algorithm (UFPE).

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