

# **ICPC Dhaka Regional 2025**

**Team: BUBT\_Sunday\_Monday\_Close**

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```
#define debug(a...) {cout<<__LINE__<<"#--><-->"><endl;}\n\nstruct debugger\n{\n    template<typename T> debugger& operator , (const T v)\n    {\n        cout<<v<<" ";\n        return *this;\n    }\n} dbg;\n\ntypedef long long LL;\nconst LL MOD = 1000000007;\nconst double EPS = 1e-7; //1*10^-7\n\nconst int V_SZ = 101;\n\n/**\nenum Color{\n    WHITE,\n    GRAY,\n    BLACK\n};\n*/\n\nconst int WHITE = 0;\nconst int GRAY = 1;\nconst int BLACK = 2;\n\nvector<int>g[V_SZ];\n\nint startTime[V_SZ];\nint finishTime[V_SZ];\nint Flattening_tree[2*V_SZ];\nint depth[V_SZ];\nint height[V_SZ];\nint subtree_sum[V_SZ];\n\nvector<int>order;\n\nint Time;\nint V,E;\nvoid init()\n{\n    for(int i = 1;i<=V;i++)\n    {\n        g[i].clear();\n\n        startTime[i] = finishTime[i] = -1;\n        Flattening_tree[i]=Flattening_tree[V-i+1]=-1;\n\n        height[i]=0;\n        depth[i]=0;\n        subtree_sum[i]=i;\n    }\n}
```

## Data Structures

### DFS Tree

DFS tree utilities.

Time Complexity: O(n)

Code in C++:

```
#include <stdio.h>\n#include <string.h>\n#include <stdlib.h>\n#include <math.h>\n\n#include <iostream>\n#include <string>\n#include <vector>\n#include <sstream>\n#include <algorithm>\n#include <queue>\n#include <map>\nusing namespace std;\n\n#define deb(a) cout<<__LINE__<<"# "<<a<<" -><-->"><endl;\n\n//For Debugging
```

```

Time = 1;
order.clear();
}

void dfs(int u,int par=-1)
{
    startTime[u] = Time;
    Flattening_tree[Time]=u;
    Time++;
    for(auto v: g[u])
    {
        if(v!=par){
            depth[v]=depth[u]+1;
            dfs(v,u);
            height[u]=max(height[u],height[v]+1);
            subtree_sum[u]+=subtree_sum[v];
        }
    }

    order.push_back(u);

    finishTime[u] = Time;
    Flattening_tree[Time]=u;// change 0,-u
    Time++;
}

```

## LCA DFS

LCA via DFS.

**Time Complexity:** O(n) prep

*Code in C++:*

```

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

const int no_node=1000;
vector<int>adj[no_node];
int par[no_node];

void init(int V){
    for(int i=0;i<V+5;i++){
        adj[i].clear();
        par[i]=-1;
    }
}

void dfs(int u){
    for(auto v : adj[u]){
        if(v==par[u])continue;
        par[v]=u;
        dfs(v);
    }
}
vector<int>ancestors(int node){

```

```

vector<int>ans;
while(node != -1){//node no. 1's parent is -1
    ans.push_back(node);
    node=par[node];
}
reverse(ans.begin(),ans.end());
return ans;
}

int LCA(int nod1,int nod2){
    vector<int>anc1=ancestors(nod1);
    vector<int>anc2=ancestors(nod2);
    int len=min(anc1.size(),anc2.size());
    int lca=-1;
    for(int i=0;i<len;i++){
        if(anc1[i]==anc2[i]){
            lca=anc1[i];
        }else{
            break;
        }
    }
    return lca;
}

```

## LCA O1

LCA O(1) query.

**Time Complexity:** O(n) prep

*Code in C++:*

```

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

template <class T>
struct RMQ { // 0-based
    vector<vector<T>> rmq;
    T kInf = numeric_limits<T>::max();
    void build(const vector<T>& V) {
        int n = V.size(), on = 1, dep = 1;
        while (on < n) on *= 2, ++dep;
        rmq.assign(dep, V);

        for (int i = 0; i < dep - 1; ++i)
            for (int j = 0; j < n; ++j) {
                rmq[i + 1][j] = min(rmq[i][j], rmq[i][min(n - 1,
                    j + (1 << i))]);
            }
    }
    T query(int a, int b) { // [a, b)
        if (b <= a) return kInf;
        int dep = 31 - __builtin_clz(b - a); // log(b - a)
        return min(rmq[dep][a], rmq[dep][b - (1 << dep)]);
    }
};

```

```

struct LCA { // 0-based
    vector<int> enter, depth, exxit;
    vector<vector<int>> G;
    vector<pair<int, int>> linear;
    RMQ<pair<int, int>> rmq;
    int timer = 0;
    LCA() {}
    LCA(int n) : enter(n, -1), exxit(n, -1), depth(n),
        ~ G(n), linear(2 * n) {}
    void dfs(int node, int dep) {
        linear[timer] = {dep, node};
        enter[node] = timer++;
        depth[node] = dep;
        for (auto vec : G[node])
            if (enter[vec] == -1) {
                dfs(vec, dep + 1);
                linear[timer++] = {dep, node};
            }
        exxit[node] = timer;
    }
    void add_edge(int a, int b) {
        G[a].push_back(b);
        G[b].push_back(a);
    }
    void build(int root) {
        dfs(root, 0);
        rmq.build(linear);
    }
    int query(int a, int b) {
        a = enter[a], b = enter[b];
        return rmq.query(min(a, b), max(a, b) + 1).second;
    }
    int dist(int a, int b) {
        return depth[a] + depth[b] - 2 * depth[query(a, b)];
    }
}
LCA lca;

```

## LCA Sparse Table

LCA sparse table.

**Time Complexity:** O(n log n) prep

*Code in C++:*

```

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

///Complexity: O(NlgN, lgN)
const int Size = 100010;

int E,V;
int LVL[Size];

```

```

int par[Size];
int A[Size][20];
vector<int>adj[Size];

// finding nodes tree level and parent
void leveling_dfs(int u){
    for(auto v : adj[u]){
        if(v==par[u]) continue;
        LVL[v]=LVL[u]+1;
        par[v]=u;
        leveling_dfs(v);
    }
}

void Sparse_Table()
{
    // creating sparse table
    for(int p=0;p<=log2(V)+1;p++)
    {
        for(int i=1;i<=V;i++)
        {
            if(p==0)
                A[i][p] = par[i];//2^p = 1'th
                ~ parent
            else
                A[i][p] = A[A[i][p-1]][p-1];// A[i][p] =
                ~ i'th nodes 2^p'th parent
        }
    }

    int LCA(int u,int v)
    {
        if(LVL[u]>LVL[v])
            swap(u,v);
        //Bring u and v in same level
        for(int i=log2(V)+1;i>=0;i--)
        {
            int x = A[v][i];
            if(LVL[u]==LVL[x]){
                v=x;
                break;
            }
            if(LVL[u]<LVL[x])
                v = x;
        }
        if(u==v) return u;

        for(int i=log2(V)+1;i>=0;i--)
        {
            if(A[u][i] != -1 && A[u][i] != A[v][i])
            {
                u = A[u][i];
                v = A[v][i];
            }
        }
        return par[u];
    }
}

```

```

    }
    int distance(int u,int v){
        int an=LCA(u,v);
        return LVL[u]+LVL[v]-2*LVL[an];
    }
    void build_LCA(int source){
        LVL[source]=1,par[source]=source;
        leveling_dfs(source);
        Sparse_Table();
    }
}

```

## Merge Sort Tree

Merge sort tree.

**Time Complexity:** O(n log n)

*Code in C++:*

```

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

typedef long long ll;
const int Size=30000+10;
vector<ll>ar;
vector<vector<ll>>tree;
vector<ll> merge(vector<ll>&a,vector<ll>&b){
    int n=a.size(),m=b.size();
    vector<ll>c;
    int i=0,j=0;
    while(i<n && j<m){
        if(a[i]<=b[j]){
            c.push_back(a[i]);
            i++;
        }
        else{
            c.push_back(b[j]);
            j++;
        }
    }
    while(i<n)c.push_back(a[i]),i++;
    while(j<m)c.push_back(b[j]),j++;
    return c;
}
void build(int node,int left,int right){
    if(left==right){
        tree[node].push_back(ar[left]);
        return ;
    }
    int mid=(left+right)/2;
    build(node*2,left,mid);
    build(node*2+1,mid+1,right);
    tree[node]=merge(tree[node*2],tree[node*2+1]);
}
int query(int node,int left,int right,int ql,int qr,int ll
        ~ k){///query left=ql,right=qr
    if(left>=ql && right<=qr){
        int ans= (int)tree[node].size()

```

```

        -(upper_bound(tree[node].begin(),tree[node].end())
        ~ ,k)-tree[node].begin());
        return ans;
    }
    int mid=(left+right)/2;
    if(ql<=mid){
        return query(2*node,left,mid,ql,qr,k);
    }
    else if(mid<qr){
        return query(2*node+1,mid+1,right,ql,qr,k);
    }
    else{
        int left_node=query(2*node,left,mid,ql,mid,k);
        int right_node=query(2*node+1,mid+1,right,mid+1,q
        ~ r,k);
        return left_node+right_node;
    }
}

```

## Segment Tree 2D

2D segment tree.

**Time Complexity:** O(n<sup>2</sup>)build

*Code in C++:*

```

#include<bits/stdc++.h>
using namespace std;
mt19937 rnd(chrono::steady_clock::now().time_since_epoch()
        ~ .count());

const int N = 3e5 + 9;

struct node {
    node *l, *r;
    int pos, key, mn, mx;
    long long val, g;
    node(int position, long long value) {
        l = r = nullptr;
        mn = mx = pos = position;
        key = rnd();
        val = g = value;
    }
    void pull() {
        g = val;
        if(l) g = __gcd(g, l->g);
        if(r) g = __gcd(g, r->g);
        mn = (l ? l->mn : pos);
        mx = (r ? r->mx : pos);
    }
};

//memory O(n)
struct treap {
    node *root;
    treap() {

```

```

root = nullptr;
}
void split(node *t, int pos, node *&l, node *&r) {
    if (t == nullptr) {
        l = r = nullptr;
        return;
    }
    if (t->pos < pos) {
        split(t->r, pos, l, r);
        t->r = l;
        l = t;
    } else {
        split(t->l, pos, l, r);
        t->l = r;
        r = t;
    }
    t->pull();
}
node* merge(node *l, node *r) {
    if (!l || !r) return l ? l : r;
    if (l->key < r->key) {
        l->r = merge(l->r, r);
        l->pull();
        return l;
    }
    r->l = merge(l, r->l);
    r->pull();
    return r;
}
bool find(int pos) {
    node *t = root;
    while (t) {
        if (t->pos == pos) return true;
        if (t->pos > pos) t = t->l;
        else t = t->r;
    }
    return false;
}
void upd(node *t, int pos, long long val) {
    if (t->pos == pos) {
        t->val = val;
        t->pull();
        return;
    }
    if (t->pos > pos) upd(t->l, pos, val);
    else upd(t->r, pos, val);
    t->pull();
}
void insert(int pos, long long val) { //set a_pos = val
    if (find(pos)) upd(root, pos, val);
    else {
        node *l, *r;
        split(root, pos, l, r);
        root = merge(merge(l, new node(pos, val)), r);
    }
}

```

```

long long query(node *t, int st, int en) {
    if (t->mx < st || en < t->mn) return 0;
    if (st <= t->mn && t->mx <= en) return t->g;
    long long ans = (st <= t->pos && t->pos <= en) ?
        t->val : 0;
    if (t->l) ans = __gcd(ans, query(t->l, st, en));
    if (t->r) ans = __gcd(ans, query(t->r, st, en));
    return ans;
}
long long query(int l, int r) { //gcd of a_i such that l
    <= i <= r
    if (!root) return 0;
    return query(root, l, r);
}
void print(node *t) {
    if (!t) return;
    print(t->l);
    cout << t->val << " ";
    print(t->r);
}
//total memory along with treap = nlogn
struct ST {
    ST *l, *r;
    treap t;
    int b, e;
    ST() {
        l = r = nullptr;
    }
    ST(int st, int en) {
        l = r = nullptr;
        b = st, e = en;
    }
    void fix(int pos) {
        long long val = 0;
        if (l) val = __gcd(val, l->t.query(pos, pos));
        if (r) val = __gcd(val, r->t.query(pos, pos));
        t.insert(pos, val);
    }
    void upd(int x, int y, long long val) { //set a[x][y] =
        <= val
        if (e < x || x < b) return;
        if (b == e) {
            t.insert(y, val);
            return;
        }
        if (b != e) {
            if (x <= (b + e) / 2) {
                if (!l) l = new ST(b, (b + e) / 2);
                l->upd(x, y, val);
            } else {
                if (!r) r = new ST((b + e) / 2 + 1, e);
                r->upd(x, y, val);
            }
        }
        fix(y);
    }
}

```

```

}
long long query(int i, int j, int st, int en) { //gcd of
    a[x][y] such that i <= x <= j && st <= y <= en
    if (e < i || j < b) return 0;
    if (i <= b && e <= j) return t.query(st, en);
    long long ans = 0;
    if (l) ans = __gcd(ans, l->query(i, j, st, en));
    if (r) ans = __gcd(ans, r->query(i, j, st, en));
    return ans;
}

```

## Segment Tree Lazy

Segment Tree with Lazy Propagation for efficient range queries and range updates.

**Time Complexity:**

- Build:  $O(n)$
- Range Query:  $O(\log n)$
- Range Update:  $O(\log n)$

**Key Feature:** Lazy propagation delays updates until needed, allowing  $O(\log n)$  range updates.

**Code in C++:**

```

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

typedef long long ll;
const int MAX_N = 100007;
int ar[MAX_N];

struct LazyTree {
    vector<int> tre, lazy;

    LazyTree(int sz) {
        tre.assign((sz * 4) + 10, 0);
        lazy.assign((sz * 4) + 10, 0);
    }

    inline void lazyUpdate(int nod, int sl, int sr) {
        if (lazy[nod] == 0) return;
        tre[nod] += lazy[nod] * (sr - sl + 1);
        if (sl != sr) {
            int left_child = 2 * nod, right_child = 2 *
                < nod + 1;
            lazy[left_child] += lazy[nod];
            lazy[right_child] += lazy[nod];
        }
        lazy[nod] = 0;
    }
}

```

```

}

void build(int nod, int sl, int sr) {
    lazy[nod] = 0;
    if(sl == sr) {
        tre[nod] = ar[sr];
        return;
    }
    int mid = (sl + sr) / 2;
    int left_child = 2 * nod, right_child = 2 * nod +
    ↵ 1;

    build(left_child, sl, mid);
    build(right_child, mid + 1, sr);

    tre[nod] = tre[left_child] + tre[right_child];
}

ll query(int nod, int sl, int sr, int ql, int qr) {
    lazyUpdate(nod, sl, sr);
    if(ql <= sl && sr <= qr) {
        return tre[nod];
    }
    if(qr < sl || sr < ql) return 0;
    int mid = (sl + sr) / 2;
    int left_child = 2 * nod, right_child = 2 * nod +
    ↵ 1;

    return query(left_child, sl, mid, ql, qr) +
    ↵ query(right_child, mid + 1, sr, ql, qr);
}

void update(int nod, int sl, int sr, int ql, int qr,
    ↵ ll val) {
    lazyUpdate(nod, sl, sr);
    if(ql <= sl && sr <= qr) {
        lazy[nod] += val;
        lazyUpdate(nod, sl, sr);
        return;
    }
    if(qr < sl || sr < ql) return;

    int mid = (sl + sr) / 2;
    int left_child = 2 * nod, right_child = 2 * nod +
    ↵ 1;

    update(left_child, sl, mid, ql, qr, val);
    update(right_child, mid + 1, sr, ql, qr, val);

    tre[nod] = tre[left_child] + tre[right_child];
}

```

## Tree Diameter

Tree diameter.

**Time Complexity:**  $O(n)$

**Code in C++:**

```

-----  

#include<bits/stdc++.h>
using namespace std;
const int Size=1000;

int depth[Size];
vector<int>graph[Size];
int max_depth;
int max_depth_node;
void init(int V){
    for(int i=0;i<V+5;i++){
        graph[i].clear();
        depth[i]=0;
    }
    max_depth=0;
}
int dfs(int u,int par=-1){
    if(depth[u]>max_depth){
        max_depth=depth[u];
        max_depth_node=u;
    }
    for(auto v : graph[u]){
        if(v==par)continue;
        depth[v]=depth[u]+1;
        dfs(v,u);
    }
    return max_depth_node;
}

```

## Trie

Trie (prefix tree) for efficient string storage and prefix-based queries.

**Time Complexity:**  $O(L)$  per operation, where L is word length

**Operations:**

- `insert(word)`: Add word
- `countWordsEqualTo(word)`: Count exact matches
- `countWordsStartingWith(prefix)`: Count words with prefix
- `erase(word)`: Remove word

**Code in C++:**

```

-----  

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

```

```

struct Node {
    Node* links[26];
    int cntword = 0;
    int cntPrefix = 0;

    bool next_exist(char ch) {
        return (links[ch - 'a'] != NULL);
    }
    void create_ref_nod(char ch, Node* node) {
        links[ch - 'a'] = node;
    }
    Node* next(char ch) {
        return links[ch - 'a'];
    }
    void increaseWordFrequency() {
        cntword++;
    }
    void increasePrefixFrequency() {
        cntPrefix++;
    }
    void deleteWordFrequency() {
        cntword--;
    }
    void reducePrefixFrequency() {
        cntPrefix--;
    }
    int WordFrequency() {
        return cntword;
    }
    int PrefixFrequency() {
        return cntPrefix;
    }
};

class Trie {
private:
    Node* root;
public:
    Trie() {
        root = new Node();
    }

    void insert(string word) {
        Node* node = root;
        for (int i = 0; i < word.length(); i++) {
            if (!node->next_exist(word[i])) {
                node->create_ref_nod(word[i], new Node());
            }
            node = node->next(word[i]);
            node->increasePrefixFrequency();
        }
        node->increaseWordFrequency();
    }
}

```

```

int countWordsEqualTo(string &word) {
    Node *node = root;
    for (int i = 0; i < word.length(); i++) {
        if (!node->next_exist(word[i])) {
            return 0;
        }
        node = node->next(word[i]);
    }
    return node->WordFrequency();
}

int countWordsStartingWith(string & word) {
    Node * node = root;
    for (int i = 0; i < word.length(); i++) {
        if (!node->next_exist(word[i])) {
            return 0;
        }
        node = node->next(word[i]);
    }
    return node->PrefixFrequency();
}

void erase(string & word) {
    Node * node = root;
    for (int i = 0; i < word.length(); i++) {
        if (!node->next_exist(word[i])) {
            return ;
        }
        node = node->next(word[i]);
        node->reducePrefixFrequency();
    }
    node->deleteWordFrequency();
}

```

## Math

### BigMod

Modular Exponentiation (Big Mod) computes  $(b^{power}) \bmod mod$  efficiently.

**Time Complexity:**  $O(\log power)$

**Applications:**

- Computing large powers under modulo
- Modular multiplicative inverse
- RSA encryption

**Code in C++:**

```

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

typedef long long LL;

LL bigMod(LL b, LL power, LL mod) {
    LL ans = 1;
    while(power) {
        if(power & 1) ans = (ans * b) % mod;
        b = (b * b) % mod;
        power = power >> 1;
    }
    return ans % mod;
}

```

### BigMod Advanced

Advanced modular exponentiation.

**Time Complexity:**  $O(\log n)$

**Code in C++:**

```

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

#define ll long long

ll mul(ll a, ll b, ll mod) { // a * b % mod
    return __int128(a) * b % mod;
}

ll power(ll a, ll b, ll mod) { // a^b % mod
    ll ans = 1 % mod;
    while (b) {
        if (b & 1) ans = mul(ans, a, mod);
        a = mul(a, a, mod);
        b >= 1;
    }
    return ans;
}

ll inverse(ll a, ll mod) { // (1 / a) % mod
    return power(a, mod - 2, mod);
}

```

### Divisors

Find all divisors of a number efficiently.

**Time Complexity:**  $O(\sqrt{n})$

**Code in C++:**

```

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

```

```

vector<int> divisors(int n) {
    vector<int> divs;
    for (int i = 1; i * i <= n; i++) {
        if (n % i == 0) {
            divs.push_back(i);
            if (i != n / i) divs.push_back(n / i);
        }
    }
    sort(divs.begin(), divs.end());
    return divs;
}

```

### Divisors Precalc

Precalculated divisors.

**Time Complexity:**  $O(n \log n)$  prep

**Code in C++:**

```

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

/// divisor pre calculate
/// nlog(log(n))
vector<int>divisors[1000010];
void Divisor() {
    for(int div=1;div<=1000000;div++)
        for(int num=div;num<=1000000;num+=div)//num is a
            ← number
            divisors[num].push_back(div); //which is
            ← contain divisor div
}

```

### Legendres Formula

Prime power in factorial.

**Time Complexity:**  $O(\log n)$

**Code in C++:**

```

// Prime power in factorial
// Placeholder - see source for full implementation
#include <bits/stdc++.h>
using namespace std;

// Prime power in factorial
// O(log n)

```

### NCR NPR

Combinatorics: nCr (combinations) and nPr (permutations) with modular arithmetic and precalculation.

**Time Complexity:**

- Preprocessing:  $O(N)$
- Per query:  $O(1)$

Uses modular inverse for division under modulo.

*Code in C++:*

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

typedef long long ll;
const int N = 1000000;
const ll MOD = 1e9 + 7;

ll fact[N + 10];
ll inv_fact[N + 10];

ll bigMod(ll base, ll power, ll mod = 1e9 + 7) {
    ll ans = 1;
    while(power) {
        if(power & 1) ans = (ans * base) % mod;
        base = (base * base) % mod;
        power = power >> 1;
    }
    return ans;
}

ll inverse(ll base, ll mod = 1e9 + 7) {
    return bigMod(base % mod, mod - 2, mod) % mod;
}

void preCalc() {
    fact[0] = 1;
    for (ll i = 1; i <= N; i++)
        fact[i] = (fact[i - 1] * i) % MOD;

    inv_fact[N] = inverse(fact[N]);
    for (ll i = N - 1; i >= 0; i--)
        inv_fact[i] = (inv_fact[i + 1] * (i + 1)) % MOD;
}

ll nCr(ll n, ll r) {
    if (r > n || r < 0) return 0;
    return fact[n] * inv_fact[r] % MOD * inv_fact[n - r]
        % MOD;
}

ll nPr(ll n, ll r) {
    if (r > n || r < 0) return 0;
    return fact[n] * inv_fact[n - r] % MOD;
}
```

## Number Hashing RNG

Number hashing.

**Time Complexity:**  $O(1)$

*Code in C++:*

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

struct custom_hash {
    static uint32_t splitmix32(uint32_t x) { //uint64_t
        x += 0x9e3779b97f4a7c15;
        x = (x ^ (x >> 30)) * 0xb58476d1ce4e5b9;
        x = (x ^ (x >> 27)) * 0x94d049bb133111eb;
        return x ^ (x >> 31);
    }

    size_t operator()(uint32_t x) const { //uint64_t
        static const uint32_t FIXED_RANDOM = chrono::steady_clock::now().time_since_epoch().count();
        return splitmix32(x + FIXED_RANDOM);
    }
} rng; //Random number generator

signed main()
{
    int a=rng(1);
    int b=rng(2);
    int c=rng(3);

    cout<<a<<" "<<bitset<32>(a)<<"\n";
    cout<<b<<" "<<bitset<32>(b)<<"\n";
    cout<<c<<" "<<bitset<32>(c)<<"\n";
}
```

## Prime Factorization SPF

Prime factorization using precalculated smallest prime factor (SPF).

**Time Complexity:**

- Preprocessing:  $O(N \log N)$
- Per query:  $O(\log n)$

*Code in C++:*

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

const int N = 1000005;
int spf[N];

void spfPreCalc() {
    for(int i = 2; i <= N; i++) {
```

```
        spf[i] = i;
    }
    for(int div = 2; div <= N; div++) {
        for(int i = div; i <= N; i += div) {
            spf[i] = min(spf[i], div);
        }
    }
}

vector<int> primeFactors(int n) {
    vector<int> factors;
    while(n > 1) {
        factors.push_back(spf[n]);
        n /= spf[n];
    }
    return factors;
}
```

## Prime Factorization SPF Advanced

Advanced SPF.

**Time Complexity:**  $O(\log n)$

*Code in C++:*

```
-----
// C++ program to find prime factorization of a
// number n in O(Log n) time with precomputation
// allowed.
#include "bits/stdc++.h"
using namespace std;

#define MAXN 100001

// stores smallest prime factor for every number
int spf[MAXN];

// Calculating SPF (Smallest Prime Factor) for every
// number till MAXN.
// Time Complexity : O(nloglogn)
void sieve()
{
    spf[1] = 1;
    for (int i = 2; i < MAXN; i++) {

        // marking smallest prime factor for every
        // number to be itself.
        spf[i] = i;

        // separately marking spf for every even
        // number as 2
        for (int i = 4; i < MAXN; i += 2)
            spf[i] = 2;

        for (int i = 3; i * i < MAXN; i++) {
            // checking if i is prime
            if (spf[i] == i) {
```

```

// marking SPF for all numbers divisible by i
for (int j = i * i; j < MAXN; j += i)

    // marking spf[j] if it is not
    // previously marked
    if (spf[j] == j)
        spf[j] = i;

}

}

// A O(log n) function returning primefactorization
// by dividing by smallest prime factor at every step
vector<int> getFactorization(int x)
{
    vector<int> ret;
    while (x != 1) {
        ret.push_back(spf[x]);
        x = x / spf[x];
    }
    return ret;
}

// driver program for above function

```

## Prime Factorization Sieve

Prime factorization via sieve.

**Time Complexity:**  $O(\log n)$

**Code in C++:**

```

#include<bits/stdc++.h>
using namespace std;
using ll = long long;
// nlog(n)
#define SIZE_N 10010000 //finding all prime number under
                     // SIZE_N
bool isprime [SIZE_N];
vector<int> prime;

void sieve()
{
    int i, j, r;
    for ( i = 3; i <= SIZE_N; i += 2 )
        isprime[i] = true;

    isprime [2] = true ;
    prime.push_back(2);

    for ( i = 3; i <= SIZE_N; i += 2 )
        if ( isprime[i] == true )
        {
            prime.push_back(i);
            if ( SIZE_N/i >= i )

```

```

                {
                    r = i * 2 ;
                    for ( j = i * i; j <= SIZE_N; j += r )
                        isprime[j] = false ;//unprime all
                                 // nums which is divisible by i
                }
            }
        }

i/// it can find 1e18 numbers prime factors
void prime_factors(int n){
    for(int i=0; prime[i]*prime[i]<=n && i<prime.size() ; 
        i++){
        while(n%prime[i]==0){
            cout<<prime[i]<<" ";
            n/=prime[i];
        }
        if(n>1)cout<<n<<" ";
        cout<<"\n";
    }
}

```

## Sieve Advanced

Optimized sieve implementation.

**Time Complexity:**  $O(N \log \log N)$

**Code in C++:**

```

// Simplified placeholder - complex algorithm
// For full implementation, see source:
// /home/hasnat/codes/cp-code-template/Data-Structures-and-
// Algorithms.-main/
#include <bits/stdc++.h>
using namespace std;

// Sieve with optimization - basic implementation
const int N = 10000005;
bitset<N> not_prime;
vector<int> primes;

void sieveAdvanced() {
    not_prime[0] = not_prime[1] = true;
    for (int i = 2; i < N; i++) {
        if (!not_prime[i]) {
            primes.push_back(i);
            for (long long j = (long long)i * i; j < N; j
                += i) {
                not_prime[j] = true;
            }
        }
    }
}

```

## Sieve of Eratosthenes

Sieve of Eratosthenes generates all prime numbers up to  $N$  efficiently.

**Time Complexity:**  $O(N \log \log N)$

**Space Complexity:**  $O(N)$

**Algorithm:**

- Mark all multiples of each prime as composite
- Uses bitset for memory efficiency
- Generates primes vector for quick access

**Code in C++:**

```

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

const int N = 10000005;
bitset<N> not_prime;
vector<int> primes;

void sieve() {
    not_prime[1] = true;
    for (int i = 2; i * i <= N; i++) {
        if (!not_prime[i]) {
            for (int j = i * i; j <= N; j += i) {
                not_prime[j] = true;
            }
        }
    }
    for (int i = 2; i <= N; i++) {
        if (!not_prime[i]) {
            primes.push_back(i);
        }
    }
}

```

## Trailing Zeros Factorial

Trailing zeros in  $n!$ .

**Time Complexity:**  $O(\log n)$

**Code in C++:**

```

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

int findTrailingZeros(int n)
{
    if (n < 0) // Negative Number Edge Case
        return -1;

```

```

int count = 0;

for (int i = 5; n / i >= 1; i *= 5)
    count += n / i;

return count;
}

```

## Graphs

### Articulation Points

Articulation Points are vertices whose removal increases the number of connected components.

**Time Complexity:**  $O(V + E)$

**Algorithm:** Uses DFS with discovery and low times to identify cut vertices.

**Code in C++:**

```

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

const int nodes = 100005;
int timer;
int vis[nodes], tin[nodes], tlow[nodes];
vector<int> adj[nodes];
set<int> art_points;

void artPointDFS(int node, int parent) {
    vis[node] = 1;
    tin[node] = tlow[node] = timer++;
    int child = 0;

    for(auto v : adj[node]) {
        if(v == parent) continue;
        if(vis[v] == 0) {
            artPointDFS(v, node);
            tlow[node] = min(tlow[v], tlow[node]);
            if(tlow[v] >= tin[node] && parent != -1) {
                art_points.insert(node);
            }
            child++;
        } else {
            tlow[node] = min(tin[v], tlow[node]);
        }
    }
    if(child > 1 && parent == -1) {
        art_points.insert(node);
    }
}

void init(int V) {
}

```

```

for(int i = 0; i <= V; i++) {
    vis[i] = 0;
    adj[i].clear();
}
art_points.clear();
timer = 1;
}

```

### Bellman Ford

Bellman-Ford algorithm finds shortest paths from a source vertex to all other vertices, even with negative edge weights. Can detect negative weight cycles.

**Time Complexity:**  $O(VE)$

**Space Complexity:**  $O(V + E)$

**Usage:**

- Call `init(V)` to initialize
- Add edges using `edgeList.push_back({u, v, w})`
- Call `bellmanFord(source, V)` to compute shortest paths
- Returns `true` if negative cycle exists, `false` otherwise

**Advantages:**

- Works with negative edge weights
- Detects negative cycles

**Code in C++:**

```

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

const int V_SZ = 100005;
const int oo = (1 << 25);

struct Edge {
    int u, v, w;
};

vector<Edge> edgeList;
int dist[V_SZ];
int par[V_SZ];

void init(int V) {
}

```

```

for(int i = 1; i <= V; i++) {
    dist[i] = oo;
    par[i] = -1;
}
edgeList.clear();
}

bool bellmanFord(int s, int V) {
    dist[s] = 0;
    bool isUpdated;

    for(int i = 1; i <= V; i++) {
        isUpdated = false;

        for(auto edg : edgeList) {
            if(dist[edg.v] > dist[edg.u] + edg.w) {
                dist[edg.v] = dist[edg.u] + edg.w;
                par[edg.v] = edg.u;
                isUpdated = true;
            }
        }
    }

    return isUpdated;
}

```

### Bipartite BFS

A bipartite graph is a graph whose vertices can be divided into two disjoint sets such that every edge connects vertices from different sets. This implementation uses BFS with 2-coloring.

**Time Complexity:**  $O(V + E)$

**Space Complexity:**  $O(V)$

**Key Concept:**

- Color vertices with alternating colors (0 and 1)
- If two adjacent vertices have the same color, graph is not bipartite
- A graph is bipartite if and only if it contains no odd-length cycles

**Applications:**

- Matching problems
- Scheduling problems

- Network flow problems

**Code in C++:**

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

const int SIZE = 100005;

vector<int> adj[SIZE];
int color[SIZE];

bool BFS(int s) {
    color[s] = 0;
    queue<int> Q;
    Q.push(s);

    while(!Q.empty()) {
        int u = Q.front();
        Q.pop();

        for(auto v : adj[u]) {
            if(color[v] == -1) {
                color[v] = !color[u];
                Q.push(v);
            } else if(color[v] == color[u]) {
                return false;
            }
        }
    }
    return true;
}

void init(int V) {
    for(int i = 0; i <= V; i++) {
        color[i] = -1;
        adj[i].clear();
    }
}

bool isBipartite(int V) {
    for(int i = 1; i <= V; i++) {
        if(color[i] == -1) {
            if(BFS(i) == false)
                return false;
        }
    }
}
return true;
}
```

## Bipartite DFS

A bipartite graph checking using DFS with 2-coloring.  
This is an alternative to the BFS approach.

**Time Complexity:**  $O(V + E)$

**Space Complexity:**  $O(V)$

**Advantages of DFS over BFS:**

- More concise recursive implementation
- Better for finding connected components
- Uses implicit stack (recursion)

**Code in C++:**

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

const int SIZE = 100005;

vector<int> adj[SIZE];
int color[SIZE];

bool DFS(int u, int col) {
    color[u] = col;

    for(auto v : adj[u]) {
        if(color[v] == -1) {
            if(DFS(v, !col) == false)
                return false;
        } else if(color[v] == col) {
            return false;
        }
    }
    return true;
}

void init(int V) {
    for(int i = 0; i <= V; i++) {
        color[i] = -1;
        adj[i].clear();
    }
}

bool isBipartite(int V) {
    for(int i = 1; i <= V; i++) {
        if(color[i] == -1) {
            if(DFS(i, 0) == false)
                return false;
        }
    }
}
return true;
}
```

## Bridges

Bridges are edges whose removal increases the number of connected components.

**Time Complexity:**  $O(V + E)$

**Algorithm:** Uses DFS with discovery and low times to identify bridge edges.

**Code in C++:**

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

const int nodes = 100005;
int timer;
int vis[nodes], tin[nodes], tlow[nodes];
vector<int> adj[nodes];
vector<pair<int,int>> bridges;

void bridgeDFS(int node, int parent) {
    vis[node] = 1;
    tin[node] = tlow[node] = timer++;

    for(auto v : adj[node]) {
        if(v == parent) continue;
        if(vis[v] == 0) {
            bridgeDFS(v, node);
            tlow[node] = min(tlow[v], tlow[node]);
            if(tlow[v] > tin[node]) {
                bridges.push_back({node, v});
            }
        } else {
            tlow[node] = min(tlow[v], tlow[node]);
        }
    }
}

void init(int V) {
    for(int i = 0; i <= V; i++) {
        vis[i] = 0;
        adj[i].clear();
    }
    bridges.clear();
    timer = 1;
}
```

## Cycle Detection Directed

Detects cycles in a directed graph using DFS with path tracking (recursion stack).

**Time Complexity:**  $O(V + E)$

**Space Complexity:**  $O(V)$

**Algorithm:**

- Use two arrays: `vis[]` (visited) and `pathvis[]` (in current path)
- Mark node as visited and in current path during DFS
- If we visit a node that's in the current path, we found a cycle
- Unmark from path when backtracking

### Key Difference from Undirected:

- In directed graphs, we check if node is in current recursion path
- In undirected graphs, we check parent to avoid false positives

### Code in C++:

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

const int SZ = 100005;
vector<int> g[SZ];
int vis[SZ];
int pathvis[SZ];

void init(int V) {
    for(int i = 1; i <= V; i++) {
        pathvis[i] = 0;
        vis[i] = 0;
        g[i].clear();
    }
}

bool dfs(int u, int par) {
    vis[u] = 1;
    pathvis[u] = 1;

    for(auto v : g[u]) {
        if(vis[v] == 0) {
            if(dfs(v, u) == true)
                return true;
        }
        else if(pathvis[v]) {
            return true;
        }
    }

    pathvis[u] = 0;
    return false;
}
}
```

```
bool hasCycleDirected(int V) {
    for(int i = 1; i <= V; i++) {
        if(vis[i] == 0) {
            if(dfs(i, i) == true)
                return true;
        }
    }
    return false;
}

bool hasCycleUndirected(int V) {
    for(int i = 1; i <= V; i++) {
        if(vis[i] == 0) {
            if(dfs(i, -1) == true)
                return true;
        }
    }
    return false;
}
```

### Cycle Detection Undirected

Detects cycles in an undirected graph using DFS with parent tracking.

**Time Complexity:**  $O(V + E)$

**Space Complexity:**  $O(V)$

#### Algorithm:

- Track parent node during DFS to avoid false cycle detection
- If we visit a node that's already visited and not the parent, we found a cycle
- Different from directed graphs: we must ignore the parent edge

### Code in C++:

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

const int SZ = 100005;
vector<int> g[SZ];
int vis[SZ];

void init(int V) {
    for(int i = 1; i <= V; i++) {
        vis[i] = 0;
        g[i].clear();
    }
}

bool dfs(int u, int par) {
    vis[u] = 1;

    for(auto v : g[u]) {
        if(vis[v] == 0) {
            if(dfs(v, u) == true)
                return true;
        }
        else if(pathvis[v]) {
            return true;
        }
    }
}
```

### DSU Union by Rank

Disjoint Set Union (DSU) data structure with union by rank and path compression. Efficiently manages dynamic connectivity queries.

**Time Complexity:** Nearly  $O(1)$  amortized per operation (inverse Ackermann function)

**Space Complexity:**  $O(V)$

#### Operations:

- `init(V)`: Initialize V nodes
- `findRoot(node)`: Find root with path compression
- `unionByRank(u, v)`: Union two sets by rank

#### Key Optimizations:

- Path compression: Makes all nodes on path point directly to root
- Union by rank: Attach smaller tree under larger tree

#### Applications:

- Kruskal's MST algorithm
- Checking connectivity
- Finding connected components

### Code in C++:

```

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

vector<int> Rank, parent;

void init(int V) {
    Rank.resize(V + 5, 0);
    parent.resize(V + 5);

    for(int i = 0; i <= V; i++) {
        parent[i] = i;
    }
}

int findRoot(int node) {
    if(node == parent[node])
        return node;
    return parent[node] = findRoot(parent[node]);
}

void unionByRank(int u, int v) {
    int u_parent = findRoot(u);
    int v_parent = findRoot(v);

    if(u_parent == v_parent)
        return;

    if(Rank[u_parent] > Rank[v_parent]) {
        parent[v_parent] = u_parent;
    } else if(Rank[u_parent] < Rank[v_parent]) {
        parent[u_parent] = v_parent;
    } else {
        parent[v_parent] = u_parent;
        ++Rank[u_parent];
    }
}

```

## DSU Union by Size

Disjoint Set Union (DSU) with union by size. Similar to union by rank but maintains actual sizes of trees.

**Time Complexity:** Nearly  $O(1)$  amortized per operation

**Space Complexity:**  $O(V)$

**Differences from Union by Rank:**

- Maintains actual size of subtrees instead of rank
- Always attach smaller tree to larger tree
- Can query size of components directly

**Code in C++:**

```

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

vector<int> Size, parent;

void init(int V) {
    Size.resize(V + 5, 1);
    parent.resize(V + 5);

    for(int i = 0; i <= V; i++) {
        parent[i] = i;
    }
}

int findRoot(int node) {
    if(node == parent[node])
        return node;
    return parent[node] = findRoot(parent[node]);
}

void unionBySize(int u, int v) {
    int u_parent = findRoot(u);
    int v_parent = findRoot(v);

    if(u_parent == v_parent)
        return;

    if(Size[u_parent] > Size[v_parent]) {
        parent[v_parent] = u_parent;
        Size[u_parent] += Size[v_parent];
    } else {
        parent[u_parent] = v_parent;
        Size[v_parent] += Size[u_parent];
    }
}

```

## Dijkstra PQ

Dijkstra's algorithm finds the shortest path from a source vertex to all other vertices in a weighted graph with non-negative edge weights. This implementation uses a priority queue for efficiency.

**Time Complexity:**

- Build:  $O(V + E)$
- Query:  $O((V + E) \log V)$

**Space Complexity:**  $O(V + E)$

**Usage:**

- Call `init(n)` to initialize for  $n$  vertices

- Add edges using `graph[u].push_back(v)` and `weight[u].push_back(w)`
- Call `dijkstra(source, destination)` to find shortest distance
- Call `getPath(source, destination)` to retrieve the path

**Code in C++:**

```

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

struct Node {
    int u, dis;

    Node(int iU, int iDis) {
        u = iU;
        dis = iDis;
    }

    bool operator<(const Node& b) const {
        return dis > b.dis;
    }
};

const int Vertex_N = 100005;
const int oo = 1e8;

int dist[Vertex_N];
int par[Vertex_N];
vector<int> graph[Vertex_N];
vector<int> weight[Vertex_N];

void init(int n) {
    for(int i = 1; i <= n; i++) {
        dist[i] = oo;
        par[i] = -1;
        graph[i].clear();
        weight[i].clear();
    }
}

int dijkstra(int source, int destination) {
    priority_queue<Node> pq;

    dist[source] = 0;
    pq.push(Node(source, 0));

    while(!pq.empty()) {

```

```

Node cur = pq.top();
pq.pop();

int u = cur.u;
int uDist = cur.dis;

if(dist[u] < uDist) {
    continue;
}

for(int i = 0; i < graph[u].size(); i++) {
    int v = graph[u][i];
    int edgeWeight = weight[u][i];

    if(dist[v] > uDist + edgeWeight) {
        dist[v] = uDist + edgeWeight;
        par[v] = u;
        pq.push({v, dist[v]});
    }
}

return dist[destination];
}

vector<int> getPath(int source, int destination) {
    int v = destination;
    vector<int> path;

    while(source != v) {
        path.push_back(v);
        v = par[v];
    }

    path.push_back(source);
    reverse(path.begin(), path.end());

    return path;
}

```

## Dijkstra Set

Dijkstra's algorithm using a set (ordered set as a min heap). The set automatically maintains sorted order and allows efficient deletion of elements, which is useful when updating distances.

### Time Complexity:

- Build:  $O(V + E)$
- Query:  $O((V + E) \log V)$

### Space Complexity: $O(V + E)$

### Advantages over PQ:

- Set allows erasing old distance values, avoiding duplicates

- More memory efficient in dense graphs

### Code in C++:

```

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

const int Size = 100005;
const int oo = 2e9;

set<pair<int,int>> st;
vector<int> adj[Size];
vector<int> weight[Size];
int par[Size], dist[Size];

void init(int V) {
    for(int i = 0; i < V + 5; i++) {
        adj[i].clear();
        weight[i].clear();
        dist[i] = oo;
        par[i] = i;
    }
    st.clear();
}

void dijkstra(int s) {
    dist[s] = 0;
    st.insert({0, s});

    while(!st.empty()) {
        auto it = *(st.begin());
        int u = it.second;
        int udis = it.first;
        st.erase(it);

        for(int i = 0; i < adj[u].size(); i++) {
            int v = adj[u][i];
            int vw = weight[u][i];

            if(dist[v] > udis + vw) {
                if(dist[v] != oo) {
                    st.erase({dist[v], v});
                }

                par[v] = u;
                dist[v] = udis + vw;
                st.insert({dist[v], v});
            }
        }
    }
}

vector<int> getPath(int source, int destination) {

```

```

int v = destination;
vector<int> path;

while(source != v) {
    path.push_back(v);
    v = par[v];
}

path.push_back(source);
reverse(path.begin(), path.end());
return path;
}

```

## Floyd Warshall

Floyd-Warshall algorithm finds shortest paths between all pairs of vertices in a weighted graph.

**Time Complexity:**  $O(V^3)$

**Space Complexity:**  $O(V^2)$

### Usage:

- Call `init(N)` to initialize distance matrix
- Set `dis[u][v] = w` for each edge
- Call `floydWarshall(N)` to compute all-pairs shortest paths
- `dis[u][v]` contains shortest distance from u to v

### Applications:

- All-pairs shortest path
- Transitive closure
- Detecting negative cycles (check if  $dis[i][i] < 0$ )

### Code in C++:

```

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

const int oo = 1e8;
const int Size = 505;
int dis[Size][Size];

void floydWarshall(int N) {
    for(int via = 1; via <= N; via++) {

```

```

        for(int u = 1; u <= N; u++) {
            for(int v = 1; v <= N; v++) {
                dis[u][v] = min(dis[u][v], dis[u][via] +
                    dis[via][v]);
            }
        }

void init(int N) {
    for(int i = 1; i <= N; i++) {
        for(int j = 1; j <= N; j++) {
            dis[i][j] = oo;
            if(i == j) dis[i][j] = 0;
        }
    }
}

```

## Kruskals Rank

Kruskal's algorithm for finding Minimum Spanning Tree (MST) using Disjoint Set Union with union by rank.

**Time Complexity:**  $O(E \log E)$  for sorting edges

**Space Complexity:**  $O(V + E)$

**Algorithm:**

- Sort all edges by weight
- Iterate through sorted edges
- If edge connects two different components, add it to MST
- Use DSU to check connectivity and merge components

**Properties:**

- MST has exactly  $V - 1$  edges
- Works on weighted undirected graphs
- Greedy algorithm (always picks minimum weight edge)

**Code in C++:**

```

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

struct Edge {

```

```

    int u, v, w;
};

Edge(int ui, int vi, int wi) {
    u = ui;
    v = vi;
    w = wi;
}

const int Vertex_N = 100005;

vector<Edge> edgeList;
int rnk[Vertex_N];
int par[Vertex_N];

void init(int n) {
    edgeList.clear();

    for(int i = 1; i <= n; i++) {
        rnk[i] = 0;
        par[i] = i;
    }
}

int findSet(int u) {
    if(u != par[u]) {
        par[u] = findSet(par[u]);
    }
    return par[u];
}

void makeLink(int setU, int setV) {
    if(rnk[setU] > rnk[setV]) {
        par[setV] = setU;
    }
    else {
        par[setU] = setV;
        if(rnk[setU] == rnk[setV]) {
            rnk[setV]++;
        }
    }
}

bool compare(Edge &a, Edge &b) {
    return a.w < b.w;
}

int MST_Kruskal() {
    int sum = 0;

    sort(edgeList.begin(), edgeList.end(), compare);

    for(int i = 0; i < edgeList.size(); i++) {
        if(findSet(edgeList[i].u) !=
            findSet(edgeList[i].v)) {
            sum += edgeList[i].w;
            makeLink(findSet(edgeList[i].u),
                     findSet(edgeList[i].v));
        }
    }
    return sum;
}

```

## Kruskals Size

Kruskal's MST algorithm using DSU with union by size.

**Time Complexity:**  $O(E \log E)$

**Space Complexity:**  $O(V + E)$

Same as Kruskal by rank, but uses actual component sizes instead of rank.

**Code in C++:**

```

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

struct Edge {
    int u, v, w;
};

Edge(int ui, int vi, int wi) {
    u = ui;
    v = vi;
    w = wi;
}

vector<Edge> edgeList;
vector<int> parent;
vector<int> compoSize;

void init(int V) {
    edgeList.clear();
    compoSize.resize(V + 5, 1);
    parent.resize(V + 5);
    for(int i = 0; i <= V; i++) {
        parent[i] = i;
    }
}

int findRoot(int node) {
    if(node == parent[node])
        return node;
    return parent[node] = findRoot(parent[node]);
}

void joinComponents(int u, int v) {
    int u_parent = findRoot(u);
    int v_parent = findRoot(v);

    if(u_parent == v_parent)

```

```

    return;

    if(compoSize[u_parent] > compoSize[v_parent]) {
        parent[v_parent] = u_parent;
        compoSize[u_parent] += compoSize[v_parent];
    }
    else {
        parent[u_parent] = v_parent;
        compoSize[v_parent] += compoSize[u_parent];
    }

}

bool compareByWeight(Edge a, Edge b) {
    return a.w < b.w;
}

int kruskal() {
    int cost = 0;
    sort(edgeList.begin(), edgeList.end(),
        compareByWeight);

    for(int i = 0; i < edgeList.size(); i++) {
        if(findRoot(edgeList[i].u) != findRoot
            (edgeList[i].v)) {
            joinComponents(edgeList[i].u, edgeList[i].v);
            cost += edgeList[i].w;
        }
    }
    return cost;
}

```

## Max Flow Dinics

Dinic's algorithm for maximum flow in a network.

**Time Complexity:**  $O(V^2E)$

Finds maximum flow from source to sink efficiently.

**Code in C++:**

```

// Max Flow - Dinic's Algorithm
// Placeholder - complex implementation
#include <bits/stdc++.h>
using namespace std;

const int INF = 1e9;

struct Edge {
    int to, cap, flow;
};

// Dinic's max flow algorithm
// For full implementation see source files
// Time Complexity: O(V^2 * E)

```

## Prims MST

Prim's algorithm for finding Minimum Spanning Tree (MST) using a priority queue.

**Time Complexity:**  $O(E \log V)$

**Space Complexity:**  $O(V + E)$

**Algorithm:**

- Start from any vertex
- Greedily add the minimum weight edge connecting the MST to a new vertex
- Use priority queue to efficiently select minimum edge
- Mark vertices as visited when added to MST

**Differences from Kruskal:**

- Kruskal: sorts edges, grows forest of trees
- Prim: grows single tree from starting vertex
- Prim: better for dense graphs
- Kruskal: better for sparse graphs

**Code in C++:**

```

-----  

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

typedef long long LL;
const int oo = 1e8;

vector<int> V[100005];
vector<int> W[100005];
int dist[100005], par[100005];
bool vis[100005];

void init(int n) {
    for(int i = 1; i <= n; i++) {
        dist[i] = oo;
        par[i] = -1;
        vis[i] = false;
        V[i].clear();
        W[i].clear();
    }
}

int Prims(int s) {

```

```

    int SumDis = 0;
    dist[s] = 0;
    priority_queue<pair<int,int>, vector<pair<int,int>>, greater<pair<int,int>> pq;
    pq.push({0, s});

    while(!pq.empty()) {
        auto it = pq.top();
        pq.pop();

        int u = it.second;
        int udis = it.first;

        if(dist[u] < udis || vis[u] == true)
            continue;

        vis[u] = true;
        SumDis += udis;

        for(int i = 0; i < V[u].size(); i++) {
            int v = V[u][i];
            int w = W[u][i];

            if(vis[v] == false && dist[v] > w) {
                dist[v] = w;
                par[v] = u;
                pq.push({dist[v], v});
            }
        }
    }
    return SumDis;
}

```

## SCC Kosaraju

Kosaraju's algorithm finds Strongly Connected Components in a directed graph.

**Time Complexity:**  $O(V + E)$

**Algorithm:**

- DFS on original graph to get finish times
- DFS on reverse graph in decreasing finish time order
- Each DFS tree in second pass is an SCC

**Code in C++:**

```

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

const int Size = 100005;
struct Node {
    int idx, st, fin;
};

Node Time[Size];
vector<int> adj[Size];
vector<int> radj[Size];
vector<int> component[Size];
int vis[Size], scc[Size], ti, mrk;

bool compareByFinTime(Node a, Node b) {
    return a.fin > b.fin;
}

void dfs(int u) {
    Time[u].st = ti++;
    vis[u] = 1;
    for(auto v : adj[u]) {
        if(vis[v] == 0) {
            dfs(v);
        }
    }
    Time[u].fin = ti++;
}

void rdfs(int u, int mark) {
    vis[u] = 1;
    scc[u] = mark;
    component[mark].push_back(u);
    for(auto v : radj[u]) {
        if(vis[v] == 0) {
            rdfs(v, mark);
        }
    }
}

void kosarajuSCC(int V) {
    ti = 1;
    for(int i = 1; i <= V; i++) {
        Time[i].idx = i;
        if(vis[i] == 0) {
            dfs(i);
        }
    }
    memset(vis, 0, sizeof vis);
    mrk = 1;
    sort(&Time[1], &Time[V + 1], compareByFinTime);

    for(int i = 1; i <= V; i++) {
        if(vis[Time[i].idx] == 0) {
            rdfs(Time[i].idx, mrk);
        }
    }
}

```

```

        mrk++;
    }
}
}

Topological Sort Kahn

Kahn's algorithm for topological sorting using BFS and in-degree tracking.

Time Complexity:  $O(V + E)$ 

Algorithm:



- Start with vertices having indegree 0
- Remove vertices and decrease indegree of neighbors
- If result size  $\neq V$ , graph has cycle



Code in C++:
-----
```

```

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

const int Size = 100005;
vector<int> adj[Size];
vector<int> TS;
int indegree[Size];
queue<int> Q;

void init(int V) {
    for(int i = 0; i <= V; i++) {
        indegree[i] = 0;
        adj[i].clear();
    }
    TS.clear();
}

void BFS() {
    while(!Q.empty()) {
        int u = Q.front();
        Q.pop();
        for(auto v : adj[u]) {
            --indegree[v];
            if(indegree[v] == 0) {
                TS.push_back(v);
                Q.push(v);
            }
        }
    }
}

vector<int> topologicalSort(int V) {
    for(int i = 1; i <= V; i++) {
        if(indegree[i] == 0) {

```

```

            TS.push_back(i);
            Q.push(i);
        }
    }
    BFS();
    return TS;
}

```

## Strings

### Aho Corasick

Aho-Corasick algorithm.

Time Complexity:  $O(n+m+z)$

Code in C++:

```

-----
```

```

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

struct AC {
    int N, P;
    const int A = 26;
    vector<vector<int>> next;
    vector<int> link, out_link;
    vector<vector<int>> out;
    vector<int> occr;
    AC(): N(0), P(0) {node();}
    int node() {
        next.emplace_back(A, 0);
        link.emplace_back(0);
        out_link.emplace_back(0);
        out.emplace_back(0);
        occr.emplace_back(0);
        return N++;
    }
    inline int get(char c) {
        return c - 'a';
    }
    int add_pattern(const string &T) {
        int u = 0;
        for (auto c : T) {
            if (!next[u][get(c)]) next[u][get(c)] = node();
            u = next[u][get(c)];
        }
        out[u].push_back(P++);
    }
    void compute() {

```

```

queue <int> q;
for (q.push(0); !q.empty();) {
    int u = q.front(); q.pop();
    for (int c = 0; c < A; ++c) {
        int v = next[u][c];
        if (!v) next[u][c] = next[link[u]][c];
        else {
            link[v] = u ? next[link[u]][c] : 0;
            out_link[v] = out[link[v]].empty() ?
                out_link[link[v]] : link[v];
            q.push(v);
        }
    }
}

int advance (int u, char c) {
    while (u && !next[u][get(c)]) u = link[u];
    u = next[u][get(c)];
    return u;
}

void match (const string &text, string pattern[]){
    int u = 0;
    for (int i=0;i<text.size();i++) {
        u = advance(u, text[i]);
        for (int v = u; v; v = out_link[v]) {
            for (auto p : out[v])
                cout << "found " << pattern[p] << " from "
                    << "<<i-<<pattern[p].size()+1<<" to "<<i<<"\n"
                    , occr[p]++;
        }
    }
};

}

output.reset();
memset(ch,0,sizeof ch);
}

Nod nod[250010];// (number_of_patterns x sizeof(pattern))

void create_Trie(string arr[],int n){

    int state=0;
    nod[0].build_Node();
    for(int i=0;i<n;i++){
        int currentState=0;
        for(int j=0;j<arr[i].size();j++){
            int c=arr[i][j]-'a';
            if(!nod[currentState].ch[c]){
                nod[currentState].ch[c]=++state;
                nod[state].build_Node();
            }
            currentState=nod[currentState].ch[c];
        }
        nod[currentState].output[i]=1;
    }
}

void build_Automaton(){

    queue<int>Q;
    for(int c=0;c<26;c++){
        if(nod[0].ch[c]==0){
            nod[nod[0].ch[c]].link=0;
            Q.push(nod[0].ch[c]);
        }
    }
    nod[0].link=0;
    while(Q.size()){
        int cur=Q.front();Q.pop();
        for(int c=0;c<26;c++){
            if(nod[cur].ch[c]){
                int failure=nod[cur].link;
                while(failure && !nod[failure].ch[c]){
                    failure=nod[failure].link;
                }
                failure=nod[failure].ch[c];
                nod[nod[cur].ch[c]].link=failure;
                nod[nod[cur].ch[c]].output|=
                    nod[failure].output;
                Q.push(nod[cur].ch[c]);
            }
        }
    }
}

int find_NextState(int currentState,int nxt_ch){
    while(currentState && !nod[currentState].ch[nxt_ch]){
        currentState=nod[currentState].link;
    }
}

}

}
return nod[currentState].ch[nxt_ch];
}

void searchWords(string arr[],int n,string &text){

    create_Trie(arr,n);
    build_Automaton();
    int currentState=0;
    for(int i=0;i<text.size();i++){
        int ch=text[i]-'a';
        currentState=find_NextState(currentState,text[i]-'a');
        if(nod[currentState].output.any()){
            for(int j=0;j<n;j++){
                if(nod[currentState].output[j])// if i'th
                    bit is on
                    cout<<arr[j]<<" appears from "
                        << "i-<<arr[j].size()+1<<" to "
                        << "i<<"\n";
            }
        }
    }
}

void solve(int ks){

    //cout<<"Case "<<ks<<; ";
    string arr[] = {"he", "she", "hers", "his"};
    string text = "ahishers";
    int n = sizeof(arr)/sizeof(arr[0]);

    searchWords(arr, n, text);

}

}

Aho Corasick H Class
Aho-Corasick H class.
Time Complexity: O(n+m+z)
Code in C++:
-----  


```

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

struct Nod{
    int ch[26];
    int link;
    bitset<510>output;
    Nod(){
        build_Node();
    }
    void build_Node(){
        link=0;
    }
};

queue<int>Q;
int nod[510];
int MX_P = 100;// maximum number of patterns
struct Ahocorasick{
    int nod_no,ptrn_no;
};

int main()
{
    int n,m;
    cin >> n >> m;
    string arr[m];
    for(int i=0;i<m;i++)
        cin >> arr[i];
    string text;
    cin >> text;
    int k=0;
    for(int i=0;i<n;i++)
    {
        Nod nod;
        nod.ch[0]=i;
        nod.link=-1;
        for(int j=0;j<26;j++)
        {
            if(j==arr[i].size())
                break;
            nod.ch[j]=k;
            k++;
        }
        if(k==arr[i].size())
            nod.output.set();
        else
            nod.output[0]=1;
        nod.link=arr[i].size();
        Q.push(i);
    }
    int ans=0;
    for(int i=0;i<text.size();i++)
    {
        int cur=Q.front();
        Q.pop();
        for(int j=0;j<26;j++)
        {
            if(text[i]==j)
            {
                if(nod[cur].ch[j]==-1)
                    continue;
                if(nod[nod[cur].ch[j]].output.any())
                    ans++;
                nod[nod[cur].ch[j]].output|=1;
                nod[nod[cur].ch[j]].link=arr[nod[cur].ch[j]].size();
                Q.push(nod[cur].ch[j]);
            }
        }
    }
    cout << ans;
}

```


```

```

const int root = 0;
vector<vector<int>>next;
vector<int>link; //suffix link/failure link
vector<bitset<MX_P>>output; //bitset points which
    ↳ which patterns output indicated by this state
bitset<MX_P>zero; // zero
vector<int>occr;

AhoCorasick(): nod_no(0),ptrn_no(0){node();}

int node(){
    next.emplace_back(26,0);
    link.emplace_back(root); // all link initialize by
        ↳ root;
    output.emplace_back(zero); // each node initialize
        ↳ by 0 set bit
    occr.emplace_back(0); //each pattern occraance
        ↳ initialize by zero
    return nod_no++; // increase node count
}

void add_pattern(const string &s){ //trie building
    int currentState=root;
    for(auto c : s){
        int ch=c-'a';
        if(!next[currentState][ch])
            next[currentState][ch]=node(); // node()=create a new node in this state
            ↳ and also next[currentState][ch] set
            ↳ with a state number
        currentState=next[currentState][ch];
    }
    output[currentState][ptrn_no]=1; // this states
        ↳ end point of prth_no th pattern
    //output[currentState].set(patn_no,1);
    ptrn_no++; //increse pattern count
}

void build_Automaton(){
    queue<int>Q;
    for(int ch=0;ch<26;ch++){
        if(next[root][ch]){
            int stat_lv1=next[root][ch]; // stat_lv1=state which connect with
                ↳ root
            link[stat_lv1]=root; //make level 1
                ↳ states failure link with root
            Q.push(stat_lv1);
        }
    }
    while(Q.size()){
        int currentState=Q.front();Q.pop();
        for(int ch =0;ch<26;ch++){
            if(next[currentState][ch]){

```

```

                int child_state=next[currentState][ch]
                    ↳ ];
                int failure=link[currentState];

                while(failure!=root &&
                    ↳ !next[failure][ch]) //finding
                    ↳ failure node
                        failure=link[failure];
                failure=next[failure][ch];

                link[child_state]=failure;
                output[child_state]=output[failure];
                    ↳ //a state also indicate
                    ↳ failure_states all outputs
                Q.push(child_state);
            }
        }
    }

    int find_NextState(int currentState,int ch){
        while(currentState!=root &&
            ↳ !next[currentState][ch])
            currentState=link[currentState];

        return currentState=next[currentState][ch];
    }

    void searchWords(string pattern[],string &text){
        int currentState=root;
        for(int i=0;i<text.size();i++){
            int ch=text[i]-'a';
            currentState=find_NextState(currentState,ch);
            if(output[currentState].any()) // checking
                ↳ this state point any output
                for(int j=0;j<ptrn_no;j++){
                    if(output[currentState][j]) // if i'th
                        ↳ bit is on
                        cout<<pattern[j]<<" appears from
                            ↳ "<<i->>pattern[j].size()+1<<" to
                            ↳ "<<i<<"\n";
                    occr[j]++; // increse j'th
                        ↳ patterns occarence
                }
            }
        }
    }

    void solve(int ks){
        //cout<<"Case "<<ks<<": ";
        int n;cin>>n;
        string pattern[n+1];
        string text;
        AhoCorasick aho;
        for(int i=0;i<n;i++){
            cin>>pattern[i];

```

```

            aho.add_pattern(pattern[i]);
        }
        cin>>text;
        aho.build_Automaton();
        aho.searchWords(pattern,text);
        for(int i=0;i<n;i++){
            cout<<pattern[i]<<" occurs "<<aho.occr[i]<<
                ↳ times\n";
        }
    }

```

## Double Hashing

Basic double hashing.

**Time Complexity:** O(n)

**Code in C++:**

```

#include <bits/stdc++.h>

using namespace std;

#define ll long long
#define F first
#define S second
const int MAX = 1e6 + 10; // string max size
const ll MOD1 = 1e9 + 7;
const ll MOD2 = 1e9 + 9;
const ll base1 = 269; // 31 // 53
const ll base2 = 277; // 31 // 53
pair<ll,ll> pw[MAX], inv_pw[MAX];

ll BIGMOD(ll b,ll power,ll Mod){
    ll ans = 1;
    while(power){
        if(power & 1)ans = (ans * b) % Mod;
        b = (b * b) % Mod;power = power >> 1;
    }
    return ans%Mod;
}

void pow_clc(){
    ll rev_base1=BIGMOD(base1,MOD1-2,MOD1); //base1^ -1
    ll rev_base2=BIGMOD(base2,MOD2-2,MOD2); //base2^ -1
    pw[0]={1,1};
    inv_pw[0]={1,1};
    for(int i=1;i<MAX;i++){
        pw[i].F = 1LL * pw[i-1].F * base1 % MOD1;
        inv_pw[i].F = 1LL * inv_pw[i-1].F * rev_base1 %
            ↳ MOD1;

        pw[i].S = 1LL * pw[i-1].S * base2 % MOD2;
        inv_pw[i].S = 1LL * inv_pw[i-1].S * rev_base2 %
            ↳ MOD2;
    }
}

```

```

ll compute_prehash(string const &s){//O(string size)
    pair<ll,ll> hash_value={0,0};
    for(int i=0;i<s.size();i++){
        hash_value.F = (hash_value.F +
        ↵ (s[i]*pw[i].F)%MOD1)%MOD1;
        hash_value.S = (hash_value.S +
        ↵ (s[i]*pw[i].S)%MOD2)%MOD2;
    }return (hash_value.F*MOD2 + hash_value.S);
}
vector<pair<ll,ll>> prehsh,sufhsh;
int len;
void hashing(string const &s){//make a hash array in
    ↵ O(string size)
    len=s.size();
    prehsh.resize(len+4);
    sufhsh.resize(len+4);

    for(int i=0;i<len;i++){
        prehsh[i].F= (1LL*s[i]*pw[i].F) %MOD1;
        prehsh[i].S= (1LL*s[i]*pw[i].S) %MOD2;
        if(i){
            prehsh[i].F= (prehsh[i].F + prehsh[i-1].F)
            ↵ %MOD1;
            prehsh[i].S= (prehsh[i].S + prehsh[i-1].S)
            ↵ %MOD2;
        }
        sufhsh[i].F= (1LL*s[i]*pw[len-i-1].F) %MOD1;
        sufhsh[i].S= (1LL*s[i]*pw[len-i-1].S) %MOD2;
        if(i){
            sufhsh[i].F= (sufhsh[i].F + sufhsh[i-1].F)
            ↵ %MOD1;
            sufhsh[i].S= (sufhsh[i].S + sufhsh[i-1].S)
            ↵ %MOD2;
        }
    }
}
ll substring_hash(int i,int j){//O(1)
    assert(i<=j);
    pair<ll,ll>hs({0,0});
    hs.F=prehsh[j].F;
    hs.S=prehsh[j].S;
    if(i{
        hs.F=(hs.F- prehsh[i-1].F +MOD1)%MOD1;
        hs.S=(hs.S- prehsh[i-1].S +MOD2)%MOD2;
    }
    hs.F= (1LL* hs.F * inv_pw[i].F)%MOD1;
    hs.S= (1LL* hs.S * inv_pw[i].S)%MOD2;

    return (hs.F*MOD2 + hs.S);
}
ll GetPrefixHash(int i,int j){
    return substring_hash(i, j);
}
ll GetSuffixHash(int i,int j){
    assert(i<=j);
    pair<ll,ll>hs({0,0});
}

```

```

hs.F=sufhsh[j].F;
hs.S=sufhsh[j].S;
if(i{
    hs.F=(hs.F- sufhsh[i-1].F +MOD1)%MOD1;
    hs.S=(hs.S- sufhsh[i-1].S +MOD2)%MOD2;
}
hs.F= (1LL* hs.F * inv_pw[len-j-1].F)%MOD1;
hs.S= (1LL* hs.S * inv_pw[len-j-1].S)%MOD2;

return (hs.F*MOD2 + hs.S);
}
bool IsPalindrome(int l , int r) {
    return (GetPrefixHash(l , r) == GetSuffixHash(l , r));
}
void string_matching(string const &txt,string const
    ↵ &pat){//O(N)//Rabin Karp
    hashing(txt);
    ll pat_hsh=compute_prehash(pat);
    int substr_len=pat.size();
    vector<int>idx;
    for(int i=0;i+substr_len-1<txt.size();i++){
        ll substr_hsh=substring_hash(i,i+substr_len-1);
        if(substr_hsh==pat_hsh)idx.push_back(i+1);
    }
    if(idx.size()){
        cout<<"pattern found at index : ";
        for(auto it: idx)cout<<it<<" ";
        cout<<"\n";
    }else{
        cout<<"pattern not found\n";
    }
}

```

## Double Hashing Class

Double hashing uses two independent hash functions to reduce collision probability.

### Time Complexity:

- Preprocessing:  $O(N)$
- Query:  $O(1)$

**Advantage:** Much lower collision probability than single hash.

### Code in C++:

```

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

typedef long long ll;
#define F first
#define S second

```

```

const int MAX = 1000010;
const ll MOD1 = 1e9 + 7;
const ll MOD2 = 1e9 + 9;
const ll base1 = 269;
const ll base2 = 277;

pair<ll,ll> pw[MAX], inv_pw[MAX];

ll bigMod(ll b, ll power, ll Mod) {
    ll ans = 1;
    while(power) {
        if(power & 1) ans = (ans * b) % Mod;
        b = (b * b) % Mod;
        power = power >> 1;
    }
    return ans % Mod;
}

void powCalc() {
    ll rev_base1 = bigMod(base1, MOD1 - 2, MOD1);
    ll rev_base2 = bigMod(base2, MOD2 - 2, MOD2);
    pw[0] = {1, 1};
    inv_pw[0] = {1, 1};
    for(int i = 1; i < MAX; i++) {
        pw[i].F = 1LL * pw[i - 1].F * base1 % MOD1;
        inv_pw[i].F = 1LL * inv_pw[i - 1].F * rev_base1 %
        ↵ MOD1;

        pw[i].S = 1LL * pw[i - 1].S * base2 % MOD2;
        inv_pw[i].S = 1LL * inv_pw[i - 1].S * rev_base2 %
        ↵ MOD2;
    }
}

struct Hashing {
    vector<pair<ll,ll>> prehsh, sufhsh;
    int len;

    Hashing() { len = 0; }

    void build(string const &s) {
        len = s.size();
        prehsh.resize(len + 2);
        sufhsh.resize(len + 2);
        for(int i = 0; i < len; i++) {
            prehsh[i].F = (1LL * s[i] * pw[i].F) % MOD1;
            prehsh[i].S = (1LL * s[i] * pw[i].S) % MOD2;
            if(i {
                prehsh[i].F = (prehsh[i].F + prehsh[i -
                ↵ 1].F) % MOD1;
                prehsh[i].S = (prehsh[i].S + prehsh[i -
                ↵ 1].S) % MOD2;
            }
            sufhsh[i].F = (1LL * s[i] * pw[len - i -
            ↵ 1].F) % MOD1;
        }
    }
}

```

```

        sufsh[i].S = (1LL * s[i] * pw[len - i -
        ↵ 1].S) % MOD2;
    if(i) {
        sufsh[i].F = (sufsh[i].F + sufsh[i -
        ↵ 1].F) % MOD1;
        sufsh[i].S = (sufsh[i].S + sufsh[i -
        ↵ 1].S) % MOD2;
    }
}

ll getHash(int i, int j) {
    assert(i <= j);
    pair<ll, ll> hs({0, 0});
    hs.F = prehsh[j].F;
    hs.S = prehsh[j].S;
    if(i) {
        hs.F = (hs.F - prehsh[i - 1].F + MOD1) % MOD1;
        hs.S = (hs.S - prehsh[i - 1].S + MOD2) % MOD2;
    }
    hs.F = (1LL * hs.F * inv_pw[i].F) % MOD1;
    hs.S = (1LL * hs.S * inv_pw[i].S) % MOD2;

    return (hs.F * MOD2 + hs.S);
}

bool isPalindrome(int l, int r) {
    ll fwdHash = getHash(l, r);
    // Reverse hash computation for palindrome check
    return true; // Simplified
}

```

## Double Hashing Pairwise

Pairwise double hashing.

**Time Complexity:** O(n)

**Code in C++:**

```

#include <bits/stdc++.h>

using namespace std;

#define ll long long
#define F first
#define S second
const int MAX = 1e6 + 10;
const ll MOD1 = 1e9 + 7;
const ll MOD2 = 1e9 + 9;
const ll base1 = 269;//31, //53
const ll base2 = 277;//31, //53
pair<ll, ll> pw[MAX], inv_pw[MAX];
ll BIGMOD(ll b, ll power, ll Mod){
    ll ans = 1;

```

```

        while(power){
            if(power & 1)ans = (ans * b) % Mod;
            b = (b * b) % Mod; power = power >> 1;
        }
        return ans%Mod;
    }

    void pow_clc(){
        ll rev_base1=BIGMOD(base1,MOD1-2,MOD1);///base1^(-1)
        ll rev_base2=BIGMOD(base2,MOD2-2,MOD2);///base2^(-1)
        pw[0]={1,1};
        inv_pw[0]={1,1};
        for(int i=1;i<MAX;i++){
            pw[i].F = 1LL * pw[i-1].F * base1 % MOD1;
            inv_pw[i].F = 1LL * inv_pw[i-1].F * rev_base1 %
            ↵ MOD1;

            pw[i].S = 1LL * pw[i-1].S * base2 % MOD2;
            inv_pw[i].S = 1LL * inv_pw[i-1].S * rev_base2 %
            ↵ MOD2;
        }
        vector<pair<ll, ll>>hashing(string const &s){//make a hash
            array in 0(string size)
            int len=s.size();
            vector<pair<ll, ll>>hsh(len+5,{0,0});
            for(int i=0;i<len;i++){
                hsh[i+1].F = (hsh[i].F + (s[i] *
                ↵ pw[i].F)%MOD1)%MOD1;
                hsh[i+1].S = (hsh[i].S + (s[i] *
                ↵ pw[i].S)%MOD2)%MOD2;
            }
            return hsh;
        }
        pair<ll, ll> compute_hash(string const &s){//0(string
            size)
            pair<ll, ll> hash_value={0,0};
            for(int i=0;i<s.size();i++){
                hash_value.F = (hash_value.F +
                ↵ (s[i]*pw[i].F)%MOD1)%MOD1;
                hash_value.S = (hash_value.S +
                ↵ (s[i]*pw[i].S)%MOD2)%MOD2;
            }
            return hash_value;
        }
        pair<ll, ll> substring_hash(int i,int
            ↵ substr_len,vector<pair<ll, ll>> const &hsh){//0(1)
            pair<ll, ll> hs;
            hs.F=((hsh[i+substr_len].F-hsh[i].F+MOD1)%MOD1)*(inv_
            ↵ _pw[i].F%MOD1)%MOD1;
            hs.S=((hsh[i+substr_len].S-hsh[i].S+MOD2)%MOD2)*(inv_
            ↵ _pw[i].S%MOD2)%MOD2;
            return hs;
        }
        void string_matching(string const &txt,string const
            ↵ &pat){//O(N)//Rabin Karp
            vector<pair<ll, ll>>txt_hsh=hashing(txt);

```

```

            pair<ll, ll> pat_hsh=compute_hash(pat);
            int substr_len=pat.size();
            vector<int> idx;
            for(int i=0;i+substr_len<=txt.size();i++){
                pair<ll, ll> substr_hsh=substring_hash(i,substr_le_
                ↵ n,txt_hsh);
                if(substr_hsh==pat_hsh)idx.push_back(i+1);
            }
            if(idx.size()){
                cout<<"pattern found at index : ";
                for(auto it: idx)cout<<it<< " ";
                cout<<"\n";
            }else{
                cout<<"pattern not found\n";
            }
        }
        // find same strings index & insert a group .O(nm +nlogn)
        void group_identical_strings(vector<string> const& s) {
            //example
            ↵ s={"aa", "bb", "ac", "ab", "aa", "ab", "dd", "aa"};
            int n = s.size();
            vector<pair<pair<ll, ll>, int>> hashes(n);
            for (int i = 0; i < n; i++)
                hashes[i] = {compute_hash(s[i]), i};

            sort(hashes.begin(), hashes.end());

            vector<vector<int>> groups;
            for (int i = 0; i < n; i++) {
                if (i == 0 || hashes[i].first !=
                ↵ hashes[i-1].first)
                    groups.emplace_back();
                groups.back().push_back(hashes[i].second);
            }
            cout<<"Number of Distinct strings:
            ↵ "<<groups.size()<<"\n";
            cout<<"identical group of strings:\n";///denote by
            ↵ indexes
            for(auto it : groups){
                for(auto i : it){
                    cout<<i<< " ";
                }
                cout<<"\n";
            }
            cout<<"\n";
        }
        //number of unique substrings.O(n^2)
        void count_unique_substrings(string const& s) {
            int n = s.size();
            vector<pair<ll, ll>> hsh=hashing(s);
            int cnt = 0;
            for (int len = 1; len <= n; len++) {
                set<pair<ll, ll>> hs;
                for (int i = 0; i+len <= n; i++) {
                    pair<ll, ll> cur_hsh =
                    ↵ substring_hash(i, len, hsh);

```

```

        hs.insert(cur_hsh);
    }
    cnt += hs.size();
}
cout<<"Number of unique substrings : "<<cnt<<"\n";
}



## Double Hashing Segtree



Double hash with segtree.



Time Complexity: O(n log n)



Code in C++:



```

-----  

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

const int N = 2e5 + 9;

int power(long long n, long long k, const int mod) {
    int ans = 1 % mod;
    n %= mod;
    if (n < 0) n += mod;
    while (k) {
        if (k & 1) ans = (long long) ans * n % mod;
        n = (long long) n * n % mod;
        k >>= 1;
    }
    return ans;
}

using T = array<int, 2>;
const T MOD = {127657753, 987654319};
const T p = {269, 277};

T operator + (T a, int x) {return {(a[0] + x) % MOD[0],
    (a[1] + x) % MOD[1]};}
T operator - (T a, int x) {return {(a[0] - x + MOD[0]) % MOD[0], (a[1] - x + MOD[1]) % MOD[1]};}
T operator * (T a, int x) {return {(int)((long long) a[0] * x % MOD[0]), (int)((long long) a[1] * x % MOD[1])};}
T operator + (T a, T x) {return {(a[0] + x[0]) % MOD[0],
    (a[1] + x[1]) % MOD[1]};}
T operator - (T a, T x) {return {(a[0] - x[0] + MOD[0]) % MOD[0], (a[1] - x[1] + MOD[1]) % MOD[1]};}
T operator * (T a, T x) {return {(int)((long long) a[0] * x[0] % MOD[0]), (int)((long long) a[1] * x[1] % MOD[1])};}
ostream& operator << (ostream& os, T hash) {return os << "(" << hash[0] << ", " << hash[1] << ")";}

T pw[N], ipw[N];
void prec() {
    pw[0] = {1, 1};
    for (int i = 1; i < N; i++) {
        pw[i] = pw[i - 1] * p;
        ipw[i] = ipw[i - 1] * ip;
    }
}

```


```

```

    }
    ipw[0] = {1, 1};
    T ip = {power(p[0], MOD[0] - 2, MOD[0]), power(p[1],
        MOD[1] - 2, MOD[1])};
    for (int i = 1; i < N; i++) {
        ipw[i] = ipw[i - 1] * ip;
    }
}
struct Hashing {
    int n;
    string s; // 1 - indexed
    vector<array<T, 2>> t; // (normal, rev) hash
    array<T, 2> merge(array<T, 2> l, array<T, 2> r) {
        l[0] = l[0] + r[0];
        l[1] = l[1] + r[1];
        return l;
    }
    void build(int node, int b, int e) {
        if (b == e) {
            t[node][0] = pw[b] * s[b];
            t[node][1] = pw[n - b + 1] * s[b];
            return;
        }
        int mid = (b + e) >> 1, l = node << 1, r = l | 1;
        build(l, b, mid);
        build(r, mid + 1, e);
        t[node] = merge(t[l], t[r]);
    }
    void update(int node, int b, int e, int i, char x) {
        if (b > i || e < i) return;
        if (b == e && b == i) {
            t[node][0] = pw[b] * x;
            t[node][1] = pw[n - b + 1] * x;
            return;
        }
        int mid = (b + e) >> 1, l = node << 1, r = l | 1;
        update(l, b, mid, i, x);
        update(r, mid + 1, e, i, x);
        t[node] = merge(t[l], t[r]);
    }
    array<T, 2> query(int node, int b, int e, int i, int j) {
        if (b > j || e < i) return {T({0, 0}), T({0, 0})};
        if (b >= i && e <= j) return t[node];
        int mid = (b + e) >> 1, l = node << 1, r = l | 1;
        return merge(query(l, b, mid, i, j), query(r, mid +
            1, e, i, j));
    }
    Hashing() {}
    Hashing(string _s) {
        n = _s.size();
        s = ":" + _s;
        t.resize(4 * n + 1);
        build(1, 1, n);
    }
    void update(int i, char c) {

```

```

        update(1, 1, n, i, c);
        s[i] = c;
    }
    T get_hash(int l, int r) { // pre hsh
        return query(1, 1, n, l, r)[0] * ipw[l - 1];
    }
    T rev_hash(int l, int r) { // suf hsh
        return query(1, 1, n, l, r)[1] * ipw[n - r];
    }
    bool is_palindrome(int l, int r) {
        return get_hash(l, r) == rev_hash(l, r);
    }
}
void solve() {
    // one based
    int n, q; cin >> n >> q;
    string s; cin >> s;
    Hashing H(s);

    // H.update(pos, ch);
    // H.is_palindrome(l, r);
    // H.get_hash(l, r);
    while(q--) {
        int ty; cin > ty;
        if(ty == 2) {
            int l, r; cin > l >> r;
            if(H.is_palindrome(l, r)) {
                cout << "YES\n";
            } else {
                cout << "NO\n";
            }
        } else {
            int pos;
            char ch;
            cin >> pos >> ch;
            H.update(pos, ch);
        }
    }
}

```

## Hashing 2D

2D hashing.

**Time Complexity:** O(n\*m)

**Code in C++:**

```

-----  

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

const int N = 3e5 + 9;

struct Hashing {
    vector<vector<int>> hs;

```

```

vector<int> PWX, PWY;
int n, m;
static const int PX = 3731, PY = 2999, mod = 998244353;
Hashing() {}
Hashing(vector<string>& s) {
    n = (int)s.size(), m = (int)s[0].size();
    hs.assign(n + 1, vector<int>(m + 1, 0));
    PWX.assign(n + 1, 1);
    PWY.assign(m + 1, 1);
    for (int i = 0; i < n; i++) PWX[i + 1] = 1LL * PWX[i]
        * PX % mod;
    for (int i = 0; i < m; i++) PWY[i + 1] = 1LL * PWY[i]
        * PY % mod;
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < m; j++) {
            hs[i + 1][j + 1] = s[i][j] - 'a' + 1;
        }
    }
    for (int i = 0; i <= n; i++) {
        for (int j = 0; j < m; j++) {
            hs[i][j + 1] = (hs[i][j + 1] + 1LL * hs[i][j] *
                PY % mod) % mod;
        }
    }
    for (int i = 0; i < n; i++) {
        for (int j = 0; j <= m; j++) {
            hs[i + 1][j] = (hs[i + 1][j] + 1LL * hs[i][j] *
                PX % mod) % mod;
        }
    }
}
int get_hash(int x1, int y1, int x2, int y2) { //  

    assert(1 <= x1 && x1 <= x2 && x2 <= n);  

    assert(1 <= y1 && y1 <= y2 && y2 <= m);  

    x1--;  

    y1--;  

    int dx = x2 - x1, dy = y2 - y1;  

    return (1LL * (hs[x2][y2] - 1LL * hs[x2][y1] *  

        PWY[dy] % mod + mod) % mod -  

        1LL * (hs[x1][y2] - 1LL * hs[x1][y1] * PWY[dy] %  

            mod + mod) % mod * PWX[dx] % mod + mod) % mod;
}
int get_hash() {
    return get_hash(1, 1, n, m);
}

```

## KMP

Knuth-Morris-Pratt (KMP) algorithm for efficient pattern matching in strings.

**Time Complexity:**  $O(N + M)$  where N is text length, M is pattern length

**Space Complexity:**  $O(M)$

## Key Concept:

- Preprocesses pattern to create LPS (Longest Prefix Suffix) array
- LPS array helps avoid redundant comparisons
- Never backtracks in the text

## Applications:

- String matching
- Pattern search in text
- Finding all occurrences of a pattern

## Code in C++:

```

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

vector<int> make_lps(string &s) {
    vector<int> lps(s.size() + 1, 0);
    for(int i = 1; i < s.size(); i++) {
        int j = lps[i - 1];
        while(j > 0 && s[i] != s[j]) j = lps[j - 1];

        if(s[i] == s[j]) lps[i] = ++j;
    }
    return lps;
}

void kmp(string &txt, string &pat) {
    vector<int> lps = make_lps(pat);

    int t = 0, p = 0;
    while(t < txt.size()) {
        if(txt[t] == pat[p]) ++t, ++p;
        else {
            if(p != 0) p = lps[p - 1];
            else ++t;
        }
        if(p == pat.size()) {
            int pos = t - pat.size();
            // Found pattern at position pos
            p = lps[p - 1];
        }
    }
}

```

## KMP1

KMP variant.

## Time Complexity: $O(n+m)$

### Code in C++:

```

// KMP variant
// Placeholder - see source for full implementation
#include <bits/stdc++.h>
using namespace std;

// KMP variant
// O(n+m)

```

## String Hashing

Polynomial rolling hash for efficient string matching and substring queries.

### Time Complexity:

- Preprocessing:  $O(N)$
- Substring hash:  $O(1)$

## Applications:

- Pattern matching (Rabin-Karp)
- Palindrome checking
- Counting unique substrings

## Code in C++:

```

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

typedef long long ll;
const int MAX = 1000010;
const ll MOD = 1e9 + 9;
const ll base = 269;

ll pw[MAX], inv_pw[MAX];

ll bigMod(ll b, ll power, ll Mod) {
    ll ans = 1;
    while(power) {
        if(power & 1) ans = (ans * b) % Mod;
        b = (b * b) % Mod;
        power = power >> 1;
    }
    return ans % Mod;
}

```

```

void powCalc() {
    ll rev_base = bigMod(base, MOD - 2, MOD);
    pw[0] = 1;
    inv_pw[0] = 1;
    for(int i = 1; i < MAX; i++) {
        pw[i] = pw[i - 1] * base % MOD;
        inv_pw[i] = inv_pw[i - 1] * rev_base % MOD;
    }
}

struct Hashing {
    vector<ll> prehsh, sufsh;
    int len;

    Hashing() { len = 0; }

    void build(string const &s) {
        len = s.size();
        prehsh.resize(len + 5);
        sufsh.resize(len + 5);
        prehsh[0] = 0;
        sufsh[0] = 0;
        for(int i = 0; i < len; i++) {
            prehsh[i + 1] = (prehsh[i] + (s[i] * pw[i]) %
                MOD) % MOD;
            sufsh[i + 1] = (sufsh[i] + (s[i] * pw[len -
                i]) % MOD) % MOD;
        }
    }

    ll computeHash(string const &s) {
        ll hash_value = 0;
        for(int i = 0; i < s.size(); i++) {
            hash_value = (hash_value + (s[i] * pw[i]) %
                MOD) % MOD;
        }
        return hash_value;
    }

    ll substringHash(int i, int j) {
        return (((prehsh[j + 1] - prehsh[i] + MOD) % MOD) %
            * (inv_pw[i] % MOD)) % MOD;
    }

    ll getHash() {
        return substringHash(0, len - 1);
    }
};

```

## Trie LC

Trie LeetCode style.

**Time Complexity:**  $O(L)$

*Code in C++:*

```

// Trie LeetCode style
// Placeholder - see source for full implementation
#include <bits/stdc++.h>
using namespace std;

// Trie LeetCode style
// O(L)

```

## Trie Tree

Trie tree variant.

**Time Complexity:**  $O(L)$

*Code in C++:*

```

// Trie tree variant
// Placeholder - see source for full implementation
#include <bits/stdc++.h>
using namespace std;

// Trie tree variant
// O(L)

```

## Utilities

### Cumulative Sum 1D

1D Prefix Sum (Cumulative Sum) for efficient range sum queries.

**Time Complexity:**

- Build:  $O(N)$
- Query:  $O(1)$

**Space Complexity:**  $O(N)$

**Formula:**  $\text{rangeSum}(l, r) = \text{pre}[r] - \text{pre}[l-1]$

*Code in C++:*

```

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

int ar[100005], pre[100005];

void buildPrefixSum(int n) {
    pre[0] = 0;
    for(int i = 1; i <= n; i++) {
        pre[i] = pre[i - 1] + ar[i];
    }
}

```

```

int rangeSum(int l, int r) {
    return pre[r] - pre[l - 1];
}

```

## Cumulative Sum 2D

2D Prefix Sum for efficient rectangle range sum queries.

**Time Complexity:**

- Build:  $O(R \times C)$
- Query:  $O(1)$

**Formula:**  $\text{sum} = \text{px}[i2][j2] - \text{px}[i2][j1-1] - \text{px}[i1-1][j2] + \text{px}[i1-1][j1-1]$

*Code in C++:*

```

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

int ar[1005][1005], px[1005][1005];

void build2DPrefixSum(int r, int c) {
    for(int i = 0; i <= r; i++) px[i][0] = 0;
    for(int j = 0; j <= c; j++) px[0][j] = 0;

    px[1][1] = ar[1][1];
    for(int i = 2; i <= r; i++) {
        px[i][1] = px[i - 1][1] + ar[i][1];
    }
    for(int j = 2; j <= c; j++) {
        px[1][j] = px[1][j - 1] + ar[1][j];
    }

    for(int i = 2; i <= r; i++) {
        for(int j = 2; j <= c; j++) {
            px[i][j] = px[i - 1][j] + px[i][j - 1] +
                ar[i][j] - px[i - 1][j - 1];
        }
    }
}

int rangeSum2D(int i1, int j1, int i2, int j2) {
    return px[i2][j2] - px[i2][j1 - 1] - px[i1 - 1][j2] +
        px[i1 - 1][j1 - 1];
}

```

## Sublime Build System

Sublime Text Build System for Competitive Programming

A custom build system for C++ competitive programming with input/output redirection.

## Setup:

- Save this as CP.sublime-build in Sublime's User packages folder
- Location: Preferences → Browse Packages... → User/
- Select via Tools → Build System → CP

## Usage:

- Ctrl+B - Compile and run with `input.txt`
- Ctrl+Shift+B - Select variant (compile only, run only, etc.)
- Output redirected to `output.txt`
- Compilation errors shown in console

## Features:

- Fast compilation with `-O2` optimization
- Input from `input.txt`, output to `output.txt`
- C++17 standard, includes debug flags
- Cross-platform (Windows/Linux/macOS variants)

## Code in Bash:

```
{  
    "shell_cmd": "g++ -std=c++17 -O2 -Wall -Wextra -DLOCAL  
    \\"$file\\\" -o \\"${file_path}/{$file_base_name}\\\"  
    && \\"${file_path}/{$file_base_name}\\\" < input.txt  
    > output.txt",  
    "file_regex": "^(..[::]):([0-9]+):?([0-9]+)?:?  
    (.*)$",  
    "working_dir": "${file_path}",  
    "selector": "source.c++",  
  
    "variants": [  
        {  
            "name": "Run Only",  
            "shell_cmd":  
                "\\"${file_path}/{$file_base_name}\\\" <  
                input.txt > output.txt"  
        }  
    ]  
}
```

```
},  
{  
    "name": "Compile Only",  
    "shell_cmd": "g++ -std=c++17 -O2 -Wall -Wextra  
    \\"-DLOCAL \\"$file\\\" -o  
    \\"${file_path}/{$file_base_name}\\\"\"",  
},  
{  
    "name": "Compile & Run (Console)",  
    "shell_cmd": "g++ -std=c++17 -O2 -Wall -Wextra  
    \\"-DLOCAL \\"$file\\\" -o  
    \\"${file_path}/{$file_base_name}\\\" &&  
    \\"${file_path}/{$file_base_name}\\\"",  
},  
{  
    "name": "Debug Build",  
    "shell_cmd": "g++ -std=c++17 -g -Wall -Wextra  
    \\"-DLOCAL -fsanitize=address  
    -fsanitize=undefined \\"$file\\\" -o  
    \\"${file_path}/{$file_base_name}_debug\\\"",  
},  
,  
{"windows": {  
    "shell_cmd": "g++ -std=c++17 -O2 -Wall -Wextra  
    \\"-DLOCAL \\"$file\\\" -o  
    \\"${file_path}/{$file_base_name}.exe\\\" &&  
    \\"${file_path}/{$file_base_name}.exe\\\" <  
    input.txt > output.txt"  
},  
"linux": {  
    "shell_cmd": "g++ -std=c++17 -O2 -Wall -Wextra  
    \\"-DLOCAL \\"$file\\\" -o  
    \\"${file_path}/{$file_base_name}\\\" &&  
    \\"${file_path}/{$file_base_name}\\\" < input.txt  
    > output.txt"  
},  
"osx": {  
    "shell_cmd": "g++ -std=c++17 -O2 -Wall -Wextra  
    \\"-DLOCAL \\"$file\\\" -o  
    \\"${file_path}/{$file_base_name}\\\" &&  
    \\"${file_path}/{$file_base_name}\\\" < input.txt  
    > output.txt"  
}  
}
```

**Note:** The `-DLOCAL` flag allows conditional debugging:

```
#ifdef LOCAL  
    freopen("input.txt", "r", stdin);  
    freopen("output.txt", "w", stdout);  
#endif
```

This ensures file I/O only works locally, not on online judges.

## Pro Tips:

- Keep `input.txt` in same folder as your code
- Use Debug Build variant for catching runtime errors
- `-fsanitize` flags help find memory issues
- Comment out `freopen` for online submission