

ICPC Dhaka Regional 2025

Team: BUBT_Sunday_Monday_Close

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Generated: December 16, 2025

Contents

1 Data Structures	1
1.1 DFS Tree	1
1.2 LCA DFS	1
1.3 LCA O1	2
1.4 LCA Sparse Table	2
1.5 Merge Sort Tree	2
1.6 Segment Tree 2D	3
1.7 Segment Tree Lazy	4
1.8 Tree Diameter	4
1.9 Trie	5
2 Math	5
2.1 BigMod	5
2.2 BigMod Advanced	5
2.3 Divisors	6
2.4 Divisors Precalc	6
2.5 Legendres Formula	6
2.6 NCR NPR	6
2.7 Number Hashing RNG	6
2.8 Prime Factorization SPF	7
2.9 Prime Factorization SPF Advanced	7
2.10 Prime Factorization Sieve	7
2.11 Sieve Advanced	8
2.12 Sieve of Eratosthenes	8
2.13 Trailing Zeros Factorial	8
3 Graphs	8
3.1 Articulation Points	8
3.2 Bellman Ford	8
3.3 Bipartite BFS	9
3.4 Bipartite DFS	9
3.5 Bridges	10
3.6 Cycle Detection Directed	10
3.7 Cycle Detection Undirected	10
3.8 DSU Union by Rank	11
3.9 DSU Union by Size	11
3.10 Dijkstra PQ	12
3.11 Dijkstra Set	12
3.12 Floyd Warshall	13
3.13 Kruskals Rank	13
3.14 Kruskals Size	14
3.15 Max Flow Dinics	14
3.16 Prims MST	14
3.17 SCC Kosaraju	15

3.18 Topological Sort Kahn	15
4 Strings	16
4.1 Aho Corasick	16
4.2 Aho Corasick H	16
4.3 Aho Corasick H Class	17
4.4 Double Hashing	18
4.5 Double Hashing Class	19
4.6 Double Hashing Pairwise	19
4.7 Double Hashing Segtree	20
4.8 Hashing 2D	21
4.9 KMP	21
4.10 KMP1	22
4.11 String Hashing	22
4.12 Trie LC	22
4.13 Trie Tree	22
5 Utilities	22
5.1 Cumulative Sum 1D	22
5.2 Cumulative Sum 2D	23
5.3 Sublime Build System	23

Data Structures

DFS Tree

DFS tree utilities.

Time Complexity: $O(n)$

Code in C++:

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

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

```

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 in -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,
        -1), G(n, vector<int>()), 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:  $O(N \lg N, \lg N)$ 
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];/// $2^p = 2^0 = 1^{th}$ 
                ↳ parent
            else
                A[i][p] = A[A[i][p-1]][p-1];/// $A[i][p] =$ 
                ↳  $i^{th}$  nodes  $2^p$ 'th parant
        }
    }
}

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> marge(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]=marge(tree[node*2],tree[node*2+1]);
}

int query(int node,int left,int right,int ql,int qr,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(qr<=mid){
        return query(2*node,left,mid,ql,qr,k);
    }
    else if(mid<ql){
        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: $O(n^2)$ 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
    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 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)) * 0xbf58476d1ce4e5b9;
        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 :  $O(n \log \log n)$ 
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] == 0)
        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 1e8 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 = 100000005;
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 = 100000005;
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;
}
```

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;
        }
    }

    return false;
}
```

```
        else if(vis[v] && par != v) {
            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;
}
```

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);
        return 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] << " form "
                    << " <<i-pattern[p].size()+1<< " to " <<i<< "\n"
                    , occr[p]++;
        }
    }
}
};

```

Aho Corasick H

Aho-Corasick variant H.

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;
    }
}

```

```

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;

```

```

//Time Complexity:  $O(n + l + z)$ , where 'n' is the length
of the text, 'l' (sum of all ptrns len) is the length
of keywords, and 'z' is the number of matches.

```

```

const int MX_P = 100; // maximum number of patterns
struct AhoCorasick {
    int nod_no, ptrn_no;
}

```

```

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 initilize by
    ↳ root;
    output.emplace_back(zero);/// each node initilize
    ↳ by 0 set bit
    occr.emplace_back(0);///each pattern occraance
    ↳ initilize 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_lvl1=next[root][ch];///
            ↳ stat_lvl1=state which connect with
            ↳ root
            link[stat_lvl1]=root;///make level 1
            ↳ states failure link with root
            Q.push(stat_lvl1);
        }
    }
    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()){// chacking
                ↳ 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 O(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) { //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;
}

pair<ll, ll> substring_hash(int i, int
    ↪ substr_len, vector<pair<ll, ll>> const &hsh) { //O(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 substring, 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[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) { //
    1-indexed
    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