NAT: Nostalgic Alien Trespassers

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Contents

1 Environment

1.1 Template

```cpp
#include <iostream>
#include <cstdlib>
#include <cstdio>
#include <cmath>
#include <vector>
#include <set>
#include <map>
#include <stack>
#include <queue>
#include <string>
#include <bitset>
#include <algorithm>
#include <cstring>

using namespace std;

#define rep(i, a, b) for(int i = (a); i < int(b); ++i)
#define trav(it, v) for(typeof((v).begin()) it = (v).begin(); it != (v).end(); ++it)

typedef double fl;
typedef long long ll;
typedef pair<int, int> pii;
typedef vector<int> vi;


bool solve(){

  return true;
}

int main(){
  int tc=1; //scanf("%d", &tc);
  rep(i, 0, tc) solve();

  return 0;
}
```

2 Data Structures

2.1 Union Find

```cpp
#include <iostream>
#include <stdio.h>
#include <string.h>
using namespace std;

int find(int * root, int x){
  if (root[x] == x) return x;
  root[x] = find(root, root[x]);
  return root[x];
}

void uni(int * root, int * deep, int x, int y){
  int a = find(root, x);
  int b = find(root, y);
  root[a] = b;
}

bool issame(int * root, int a, int b){
  return(find(root, a) == find(root, b));
}

int main(){
  int n, no; scanf("%d%d", &n, &no);
  int root[n];
  for(int i = 0; i < n; i++){
    root[i] = i;
  }

  for(int i = 0; i < no; i++){
    char op; int a, b;
    scanf("%*[␣\n\t]%c", &op);
    scanf("%d%d", &a, &b);
    if(op == '?'){
      if(issame(root, a, b)) printf("yes\n");
      else         printf("no\n");
    }
    if(op == '=')
      uni(root, deep, a, b);
  }
}
```

2.2 Fenwick Tree

```cpp
#include <iostream>
#include <stdio.h>
#include <vector>

using namespace std;


typedef long long int lli;
typedef vector<lli> vi;


#define last_dig(x) (x & (-x))

void fenwick_create(vi &t, lli n){
  t.assign(n + 1, 0);
}
lli fenwick_read(const vi &t, lli b){
  lli sum = 0;
  while(b > 0){
    sum += t[b];
    b -= last_dig(b);
  }
  return sum;
}

void fenwick_update(vi &t, lli k, lli v){
  while(k <= (lli)t.size()){
    t[k] += v;
    k += last_dig(k);
  }
}

int main(){
  lli N, Q; scanf("%lld%lld", &N, &Q);
  vi ft; fenwick_create(ft, N);

  char op; lli a, b;
  for(lli i = 0; i < Q; i++){
    scanf("%*[␣\n\t]%c", &op);
    switch (op){
      case '+':
      scanf("%lld%lld", &a, &b);
      fenwick_update(ft, a+1, b);
      break;

      case '?':
      scanf("%lld", &a);
      printf("%lld\n", fenwick_read(ft, a));
      break;
    }
  }

  return 0;
}
```

3 Numerical

3.1 General Utils

```cpp
// Externa funktioner:
// OutIt copy(InIt first, InIt last, OutIt x);
// Returv rde: x + N, utiteratorn efter sista elementet.
// void fill(FwdIt first, FwdIt last, const T& x);
// bool next_permutation(BidIt first, BidIt last, Pred pr); // O(n)
// Funktion: Permuterar m ngden till n sta variant enligt lexikal ordning.
// Kommentar: B rja med en sorterad m ngd. Tar ej med dubbletter.
// void nth_element(RanIt fi,RanIt nth, RanIt la [,Pred pr]);
// Funktion: Delar upp elementen s att *nth  r st rre
// eller lika alla element i [first, nth[
// och *nth  r mindre eller lika alla element i ]nth, last[.
// Komplexitet: O(n) i medeltal
// BidIt partition(BidIt first, BidIt last, Pred pr); // O(n)
// Returv rde: first + k, iteratorn f r f rsta elementet i andra intervallet.
// Funktion: Delar upp elementen s att pr()  r sant resp. falskt f r alla
// element i intervallen [0, k[ respektive [k, n[.
// FwdIt stable_partition(FwdIt first, FwdIt last, Pred pr);
// Kommentar: Samma som ovan men bevarar inb rdes ordning.
// void sort(RanIt first, RanIt last [, Pred pr]); // O(n*log(n))
// Kommentar: F r list<> anv nd den interna funktionen l.sort().
// void stable_sort(RanIt first, RanIt last [, Pred pr]);
// Kommentar: Samma som ovan men bevarar inb rdes ordning.
// FwdIt unique(FwdIt first, FwdIt last [, Pred pr]); // O(n)
// Returv rde: first + k, iteratorn efter sista elementet i m ngden.
// Funktion: Delar upp elementen s att inga p varandra f ljande
// element i [0, k)  r lika.
// Elementen i [k, last[  r odefinierade.
// Kommentar: F r list<> anv nd den interna funktionen l.unique().
//
// S kning i sorterade m ngder
```

```
// F ljande funktioner har tidskomplexiteten O(log(n)) med undantaget O(n)
// f r list. De tre sista samt funktion find() finns internt i map
// och set. Returnerar c.end() om inget passande element hittas.
// bool binary_search(FwdIt first, FwdIt last, T& x [, Pred pr]);
// Returv rde: true om x finns, annars false.
// FwdIt lower_bound(FwdIt first, FwdIt last, T & x [, Pred pr]);
// Returv rde: first + k, f rsta positionen som x kan s ttas
// in p   s att sorteringen, dvs. varje element i [0, k[  r mindre  n x.
// FwdIt upper_bound(FwdIt first, FwdIt last, T & x [, Pred pr]);
// Returv rde: first + k, sista positionen som x kan s ttas
// in p   s att sorteringen bibeh lls, dvs. varje element i
// ]k, n[  r st rre  n x.
// pair<It, It> equal_range(It first, It last, T& x [,Pred pr]);
// Returv rde: pair(lower_bound(fi, la, x), upper_bound(fi, la, x))

// Binary search (from Wikipedia)
// The indices are _inclusive_.
int binary_search(T *a, int key, int min, int max) {
 while (min < max) {
  int mid = (min + max) / 2; // midpoint(min, max)

  // assert(mid < max)

  // The condition can be replaced by some other function
  // depending on mid, eg worksFor(mid + 1) to search for
  // the last index "worksFor" returns true for.
  if (a[mid] < key) {
   min = mid + 1;
  } else {
   max = mid;
  }
 }

 // Equality test, can be skipped when looking for a specific value
 if ((max == min) && (a[min] == key))
  return min;
 else
  return NOT_FOUND;
}

// Fenwick tree:
```

3.2 Rational Numbers Class

```
#include <stdio.h>

using namespace std;

class Q{
private:
  long long int p, q;
  long long int gcd(long long int a, long long int b) {
    if (a < 0) a = -a;
    if (b < 0) b = -b;
    if (0 == b) return a;
    else return gcd(b, a % b);
  }
public:
  Q(){}
  Q(long long int a, long long int b){
    p = a; q = b;
    if(q < 0){p = -p; q = -q;}
    if (p == 0) q = 1;
    if (q == 0){
      printf("ERR: den = 0!\n");
      q = 1;
    }
    long long int g = gcd(p, q);
    p /= g; q /= g;
  }

  Q operator + (Q a){
    Q b = * this;
    Q res = Q((a.p * b.q + b.p * a.q), (a.q * b.q));
    return res;
  }

  Q operator - (Q a){
    Q b = * this;
    Q res;
    if(a==b) res = Q(0,0);
    else res = Q((b.p * a.q - a.p * b.q), (a.q * b.q));
    return res;
  }

  Q operator * (Q a){
    Q b = * this;
    Q res = Q(a.p * b.p, a.q * b.q);
    return res;
  }

  Q operator / (Q a){
    Q b = * this;
    Q res = Q(b.p * a.q, b.q * a.p);
    return res;
  }

  bool operator == (Q a){
    Q f = * this;
    Q s = Q(a.p, a.q);
    return (f.p == s.p and f.q == s.q);
  }

  void operator = (Q a){
    this->p = a.p;
    this->q = a.q;
  }

  void print(){
    printf("%lld / %lld\n", p, q);
  }
};

int main(){
  int n; scanf("%d", &n);
  for(int i = 0; i < n; i++){
    int tp, tn;
    scanf("%d%d", &tp, &tn); Q a = Q(tp, tn);

    char t=' '; while (t == ' ') scanf("%c", &t);

    scanf("%d%d", &tp, &tn); Q b = Q(tp, tn);

    switch(t){
      case '+': (a+b).print(); break;
      case '-': (a-b).print(); break;
      case '*': (a*b).print(); break;
      case '/': (a/b).print(); break;
    }
  }

  return 0;
}
```

3.3 Binary Search

```
// Example usage of the bsearch
#include <cstdlib>
#include <cstdio>

int check(const void *key, const void *elem) {
 int k = (int)key;
 int e = (int)elem;
 printf("Comparing %d with %d\n", k, e);

 if (k == e) return 0;
 if (k < e) return -1;
 return 1;
}

int main() {
 int found = (int)bsearch((const void *)10, 0, 100, 1, &check);

 printf("I found: %d\n", found);

 return 0;
}
```

3.4 De Brujin

```

#include <iostream>
#include <vector>
#include <cmath>

using namespace std;
vector<bool> seq;
vector<bool> a;
int n, k;

void db(int t, int p){
  if (t > n){
    if (n % p == 0)
      for (int j = 1; j < p + 1; j++)
        seq.push_back(a[j]);
  }
  else{
    a[t] = a[t - p];
    db(t + 1, p);
    for (int j = a[t - p] + 1; j < 2; j++){
      a[t] = j;
```

```
      db(t + 1, t);
    }
  }
}

int de_bruijn(){
  for(int i = 0; i < n; i++)
    a.push_back(0);
  db(1, 1);

  int sum = 0;
  for(int i = 0; i < n; i++){
    sum += seq[(k+i) % (int)pow((double)2, n)]
      * pow((double)2, n-i-1);
  }
  cout << sum << '\n';
}

int main(){
  int tc;
  cin >> tc;
  for(int we = 0; we < tc; we++){
    cin >> n >> k;
    a.clear(); seq.clear();
    de_bruijn();
  }
}
```

3.5 Prime Generator

```
#include <cstdio>

int prime[664579];
int numprimes;

void calcprimes(int maxn){
  prime[0] = 2; numprimes = 1; prime[numprimes]
      = 46340; // 0xb504*0xb504 = 0x7FFEA810
  for(int n = 3; n < maxn; n += 2) {
    for(int i = 1; prime[i]*prime[i] <= n; ++i)
      {
      if(n % prime[i] == 0) goto not_prime;
    }
    prime[numprimes++] = n; prime[numprimes] =
      46340; // 0xb504*0xb504 = 0x7FFEA810
not_prime:
    ;
  }
}

int main(){
  calcprimes(10000000);
  for(int i = 0; i < 664579; i++) printf("%d\n"
    , prime[i]);
}
```

3.6 Factorisation

```
int factor[1000000];
int numf[1000000];
int numfactors;

void calcfactors(int n){
  numfactors = 0;
  for(int i = 0; n > 1; ++i){
    if(n % prime[i] == 0){
      factor[numfactors] = prime[i];
      numf[numfactors] = 0;
      do {
        numf[numfactors]++;
        n /= prime[i];
      } while(n % prime[i] == 0); numfactors++;
    }
  }
}
```

4 Graphs

4.1 Single Source Shortest Path

Dijkstra's algorithm
Time Complexity $O(E + V \log V)$

```
#include <stdio.h>
#include <queue>
#include <vector>

#define INF 100000000

using namespace std;

typedef pair<int, int> ii;

template<class T>

class comp{
public:
  int operator()(const pair<int, T> & a, const
    pair<int, T> & b){return (a.second > b.
    second);}
};

template<class T>
vector<T> dijkstras(vector<pair<int, T> > G[],
    int n, int e, int s){
  priority_queue<pair<int, T> , vector<pair<int
    , T> >, comp> Q;

  vector<T> c; for(int i = 0; i < n; i++) c.
    push_back(INF); c[s] = 0;
  vector<int> p; for(int i = 0; i < n; i++) p.
    push_back(-1);

 Q.push(pair<int, T>(s, c[s]));
  int u, sz, v; T w;
  while(!Q.empty()){

    u = Q.top().first; Q.pop();
    sz = G[u].size();
    for(int i = 0; i < sz; i++){
      v = G[u][i].first;
      w = G[u][i].second;
      if( c[v] > c[u] + w ){
        c[v] = c[u] + w;
        p[v] = u;
        Q.push(pair<int, T>(v, c[v]));
      }
    }
  }

  //printf("Path to follow: ");
  //for(int i = 0; i < n; i++) printf("%d ", p[
    i]);
  //printf("\n");

  return c;
}

int main(){
  int n, e, q, s;
  scanf("%d%d%d%d", &n, &e, &q, &s);
  while(n!=0 or e!=0 or q!=0 or s!=0){
    vector<ii> G[n];
    for(int i = 0; i < e; i++){
      int f, t, w;
      scanf("%d%d%d", &f, &t, &w);
     G[f].push_back(ii(t, w));
    }
    vector<int> c = dijkstras(G, n, e, s);

    for(int i = 0; i < q; i++) {
      int d; scanf("%d", &d);
      if(c[d] == INF)  printf("Impossible\n");
      else       printf("%d\n", c[d]);
    }
    printf("\n");

    scanf("%d%d%d%d", &n, &e, &q, &s);
  }

  return 0;
}
```

4.2 Single Source Shortest Path Time Table

Single Source Shortest Path Time Table (Dijkstra)
Time Complexity $O(E + V \log V)$

```
#include <stdio.h>
#include <queue>
#include <vector>

#define INF 100000000

using namespace std;

struct A{
  A(int a, int b, int c){t0=a; tn = b; w = c;}
  int t0, tn, w;
};

typedef pair<int, int> ii;
typedef pair<int, A> iA;

class comp{
public:
  int operator()(const ii& a, const ii& b){
    return (a.second > b.second);}
};

vector<int> dijkstras(vector<iA> G[], int n,
    int e, int s){
  priority_queue<ii, vector<ii>, comp> Q;

  vector<int> c; for(int i = 0; i < n; i++) c.
    push_back(INF); c[s] = 0;
  vector<int> p; for(int i = 0; i < n; i++) p.
    push_back(-1);

 Q.push(ii(s, c[s]));
  int u, sz, v, t0, tn, w, wt;
  while(!Q.empty()){

```

```
      u = Q.top().first; Q.pop();
      sz = G[u].size();
      for(int i = 0; i < sz; i++){
        v = G[u][i].first;
        tn = G[u][i].second.tn;
        t0 = G[u][i].second.t0;
        w = G[u][i].second.w;

        wt = t0 - c[u];
        if (wt < 0 and tn == 0) continue;
        while(wt < 0) wt+=tn;

        if( c[v] > c[u] + w + wt){
          c[v] = c[u] + w + wt;
          p[v] = u;
          Q.push(ii(v, c[v]));
        }
      }
    }

    //printf("Path to follow: ");
    //for(int i = 0; i < n; i++) printf("%d ", p[i]);
    //printf("\n");

    return c;
}

int main(){
    int n, e, q, s;
    scanf("%d%d%d%d", &n, &e, &q, &s);
    while(n!=0 or e!=0 or q!=0 or s!=0){
      vector<iA> G[n];
      for(int i = 0; i < e; i++){
        int f, t, t0, tn, w;
        scanf("%d%d%d%d%d", &f, &t, &t0, &tn, &w);
        G[f].push_back(iA(t, A(t0, tn, w)));
      }
      vector<int> c = dijkstras(G, n, e, s);

      for(int i = 0; i < q; i++) {
        int d; scanf("%d", &d);
        if(c[d] == INF)   printf("Impossible\n");
        else        printf("%d\n", c[d]);
      }
      printf("\n");

      scanf("%d%d%d%d", &n, &e, &q, &s);
    }

    return 0;
}
```

4.3 All Pairs Shortest Path

Floyd Warshall's algorithm. Assign nodes which are part of a negative cycle to minus infinity.
Time Complexity $O(V^3)$

```
// All pairs shortest path (Floyd Warshall). Assign nodes which are part of a
// negative cycle to minus infinity.

#include <stdio.h>
#include <iostream>
#include <vector>
#include <algorithm>

#define INF 1000000000
using namespace std;

template<class T>
vector< vector <T> > floyd_warshall(vector< vector<T> > d){
  int n = d.size();
  for(int i = 0; i < n; i++) d[i][i] = 0;

  for (int k = 0; k < n; k++)
   for (int i = 0; i < n; i++)
     for (int j = 0; j < n; j++)
      if (d[i][k] != INF and d[k][j] != INF)
        d[i][j] = min(d[i][j], d[i][k]+d[k][j]);

  for(int i = 0; i < n; i++)
    for(int j = 0; j < n; j++)
      for(int k = 0; d[i][j] != -INF && k < n; k++)
        if(d[i][k] != INF && d[k][j] != INF && d[k][k] < 0)
          d[i][j] = -INF;

  return d;
}

int main(){
  int n, m, q; scanf("%d%d%d", &n, &m, &q);
  while(n!=0 or m!=0 or q!=0){
    vector< vector<int> > d;
    d.resize(n);
    for(int i = 0; i < n; i++)
      for(int j = 0; j < n; j++)
        d[i].push_back(INF);

    for(int i = 0; i < m; i++){
      int f, t, w; scanf("%d%d%d", &f, &t, &w);
      d[f][t] = min(w, d[f][t]);
    }

    d = floyd_warshall(d, n);
    for(int i = 0; i < q; i++){
      int f, t; scanf("%d%d", &f, &t);
      if(d[f][t] == INF)     printf("Impossible\n");
      else if(d[f][t] == -INF)  printf("-Infinity\n");
      else            printf("%d\n", d[f][t]);
    }
    printf("\n");
    scanf("%d%d%d", &n, &m, &q);
  }
  return 0;
}
```

4.4 Minimum Spanning Tree

Time Complexity $O(E + V \log V)$

```
#include <stdio.h>
#include <algorithm>
#include <vector>

using namespace std;

struct AnsEdge{
  int f, t;
  bool operator<(const AnsEdge& oth) const{
    if(f == oth.f)
      return(t < oth.t);
    return(f < oth.f);
  }

  AnsEdge(){};
  AnsEdge(int a, int b){f = a; t = b;};
};
struct Tree{
  int w;
  bool complete;
  std::vector<AnsEdge> e;
  Tree(){
    w = 0;
    complete = true;
  }
};

struct Vertex{
  Vertex *p;
  Vertex *root(){
    if(p->p != p)
      p = p->root();
    return p;
  }
};
struct Edge{
  int f, t, w;

  bool operator<(const Edge& oth) const{
    if (w == oth.w)
      return(t < oth.t);
    return(w < oth.w);
  }
};


Tree kruskal(Vertex * v, Edge * e, int numv, int nume){
  Tree ans;
  int sum = 0;

  for(int i = 0; i < numv; ++i){
    v[i].p = &v[i];
  }

  sort(&e[0], &e[nume]);

  for(int i = 0; i < nume; ++i){
    if(v[e[i].f].root() != v[e[i].t].root()){
      v[e[i].t].root()->p = v[e[i].f].root();
      ans.w += e[i].w;

      if(e[i].t < e[i].f) ans.e.push_back(AnsEdge(e[i].t, e[i].f));
      else        ans.e.push_back(AnsEdge(e[i].f, e[i].t));
    }
  }

  Vertex * p = v[0].root();
  for(int i = 0; i < numv; ++i)
    if(p != v[i].root()){
      ans.complete = false;
      break;
    }

```

```
  sort(ans.e.begin(), ans.e.end());

  return ans;
}

int main(){
  int n, m; scanf("%d%d", &n, &m);
  while(n or m){
    Vertex v[n];
    Edge e[m];

    for(int i = 0; i < m; i++){
      int f, t;
      scanf("%d%d%d", &f, &t, &e[i].w);
      e[i].f = f;
      e[i].t = t;
    }

    Tree ans = mst(v, e, n, m);

    if(ans.complete){
      printf("%d\n", ans.w);
      for(int i = 0; i < ans.e.size(); i++){
        printf("%d %d\n", ans.e[i].f, ans.e[i].t);
      }
    }
    else printf("Impossible\n");

    scanf("%d%d", &n, &m);
  }

  return 0;
}
```

4.5 Maximum Flow

Edmonds Karp's Maximum Flow Algorithm
Input: Adjacency Matrix (res)
Output: Maximum Flow
Time Complexity: $O(VE^2)$

```
int res[MAX_V][MAX_V], mf, f, s, t;
vi p;

void augment(int v, int minEdge) {
  if(v == s){f = minEdge; return;}
  else if(p[v]  != -1){augment(p[v], min(minEdge, res[v][p[v]]));
            res[p[v]][v] -= f; res[v][p[v]] += f; }
}

int solve(){
  mf = 0; // Max Flow

  while(1){
    f = 0;
    vi dist(MAX_V, INF); dist[s] = 0; queue<int> q; q.push(s);
    p.assign(MAX_V, -1);
    while(!q.empty()){
      int u = q.front(); q.pop();
      if(u == t) break;
      for(int v = 0; v < MAX_V; v++)
        if (res[u][v] > 0 && dist[v] == INF)
          dist[v] = dist[u] + 1, q.push(v), p[v] = u;
      }
      augument(t, INF);
      if(f == 0) break;
      mf += f;
  }

  printf("%d\n", mf);
}
```

4.6 Euler Tour

Time Complexity $O(E+V)$

```
#include <cstdlib>
#include <cstdio>
#include <cmath>
#include <list>

typedef vector<int> vi;

using namespace std;

list<int> cyc;

void euler_tour(list<int>::iterator i, int u) {
  for(int j = 0; j < (int)AdjList[u].size(); j++){
    ii v = AdjList[u][j];
    if (v.second){
      v.second = 0;
      for(int k = 0; k < (int)AdjList[u].size(); k++){
        ii uu = AdjList[v.first][k];
        if(uu.first == u && uu.second) {uu.second = 0; break;}
      }
      euler_tour(cyc.insert(i, u), v.first)
    }
  }
}

int main(){
  cyc.clear();
  euler_tour(cyc.begin(), A);
  for(list<int>::iterator it = cyc.begin(); it != cyc.end(); it++;)
    printf("%d\n", *it);
}
```

4.7 Bipartite Matching

```
/* Name: Bipartite DFS
 * Description: Simple bipartite matching.
 * Slower than HopcroftKarp but shorter.
 * Graph g should be a list of neighbours
 * of the left partition.
 * n is the size of the left partition
 * and m is the size of the right partition.
 * Ifyou want to get the matched pairs,
 * \lstinline|match[i]| contains match for
   vertex i on
 * the right side or -1 if it's not matched.
 * Time: \(\mathcal{O}(EV)\)
 * Usage example:
 * \begin{lstlisting}[frame=none, aboveskip
   =-0.6cm, ]
 * Graph left(n);
 * trav(it, edges){
 *  l[it->left].push_back(it->right);
 * }
 * dfs_matching(left, size_left, size_right);
 * \end{lstlisting}
 * Source: KACTL */

typedef vector<vector<int> > Graph;

vector<int> match;
vector<bool> visited;
template<class G>
bool find(int j, G &g) {
 if (match[j] == -1) return true;
 visited[j] = true; int di = match[j];
 trav(e, g[di])
 if (!visited[*e] && find(*e, g)) {
  match[*e] = di;
  match[j] = -1;
  return true;
 }
 return false;
}
int dfs_matching(Graph &g, int n, int m) {
 match.assign(m, -1);
 rep(i,0,n) {
  visited.assign(m, false);
  trav(j,g[i])
  if (find(*j, g)) {
   match[*j] = i;
   break;
  }
 }
 return m - count(match.begin(), match.end(), -1);
}
```

4.8 Strongly Connected Components

```
/* Name: Strongly Connected Components - Double
      DFS
 * Description: Untested SCC algorithm.
      Calculates a new graph where all strongly
      connected components are merged. Does not
      require the graph to be connected.
 * Source: Fredrik Svensson - 2009 */
struct vertex
{
        vector<vertex*> from, to;
        bool visited;
};
vector<vertex> v;
vector<vector<vertex*> > res;

vector<vertex*> sorted;
vector<vertex*>::reverse_iterator visitIt;
vector<vertex*>* curRes;

void dfs(vertex* p)
{
        if(p->visited) return;
        p->visited = true;
        if(curRes) curRes->push_back(p);
        for(vector<vertex*>::iterator it = p->to.begin();
                it != p->to.end(); ++it)
                dfs(*it);
```

```
        *(visitIt++) = p;
}

void run()
{
        sorted.resize(v.size());
        visitIt = sorted.rbegin();
        for(vector<vertex>::it it = v.begin(); it != v.end(); ++it)
                it->visited = false;
        for(vector<vertex>::it it = v.begin(); it != v.end(); ++it)
                dfs(&(*it));
        for(vector<vertex>::it it = v.begin(); it != v.end(); ++it)
        {
                it->visited = false;
                it->from.swap(it->to);
        }
        for(vector<vertex>::iterator it = sorted.begin(); it != sorted.end(); ++it)
                if(!(*it)->visited)
                {
                        curRes = &(*res.insert(res.end()));
                        dfs(&(*it));
                }
}
```

5 String processing

5.1 STL

```
#include <string>

std::size_t found = str.find(str2);
if (found!=std::string::npos)
  std::cout << "first found at: " << found << '\n';

str.replace(str.find(str2),str2.length(),"new word");
```

5.2 String Matching

```
// Knuth Morris Prat : Search for a string in another one
// Alternative STL algorithms : strstr in <ctring> find in <string>
// Time complexity : O(n)

#include <cstdio>
#include <cstring>

#define MAX_N 100010

char T[MAX_N], P[MAX_N];  // T = text, P = pattern
int b[MAX_N], n, m;       // b = back table, n = length of T, m = length of P

void kmpPreprocess() {
  int i = 0, j = -1; b[0] = -1;
  while (i < m){
    while(j >= 0 && P[i] != P[j]) j = b[j];
    i++; j++;
    b[i] = j;
  }
}

void kmpSearch() {
  int i = 0, j = 0;
  while(i < n){
    while(j >= 0 && T[i] != P[j]) j = b[j];
    i++; j++;
    if(j==m){
      printf("P is found at index %d in T\n", i - j);
      j = b[j];
    }
  }
}

int main(){
  strcpy(T, "asdhasdhejasdasdhejasdasd");
  strcpy(P, "hej");

  n = 25; m = 3;

  kmpPreprocess();
  kmpSearch();

  return 0;
}
```

5.3 String Multimatching

6 Geometry

6.1 Points Class

```
#include <cmath>

template<class T>
class Vector{
public:

  T x, y;
  Vector(){};
  Vector(T a, T b){x = a; y = b};

  T abs(){return sqrt(x*x+y*y);}
  Vector operator* (T oth){ return Vector(x*oth, y*oth); }
  Vector operator/ (T oth){ return Vector(x/oth, y/oth); }

  Vector operator+ (Vector oth){ return Vector(x+oth.x, y+oth.y); }
  Vector operator- (Vector oth){ return Vector(x+oth.x, y+oth.y); }
  T operator* (Vector oth){ return x*oth.x + y*oth.y; }
  Vector operator/ (Vector oth){ return Vector(x*oth.y-oth.x*y)}
};
```

6.2 Transformation

```
/* Description: Untested matrix implementation
 * Source: Benjamin Ingberg */
template<typename T>
struct Matrix {
 typedef Matrix<T> const & In;
 typedef Matrix<T> M;

 int r, c; // rows columns
 vector<T> data;
 Matrix(int r_, int c_, T v = T()) : r(r_), c(c_), data(r_*c_, v) { }
 explicit Matrix(Pt3<T> in)
  : r(3), c(1), data(3*1) {
  rep(i, 0, 3)
   data[i] = in[i];
 }
 explicit Matrix(Pt2<T> in)
  : r(2), c(1), data(2*1) {
  rep(i, 0, 2)
   data[i] = in[i];
 }
 // copy constructor, assignment
 // and destructor compiler defined
 T & operator()(int row, int col) {
  return data[col+row*c];
 }
 T const & operator()(int row, int col) const {
  return data[col+row*c];
 }
 // implement as needed
 bool operator==(In rhs) const {
  return data == rhs.data;
 }
 M operator+(In rhs) const {
  assert(rhs.r == r && rhs.c == c);
  Matrix ret(r, c);
  rep(i, 0, c*r)
   ret.data[i] = data[i]*rhs.data[i];
  return ret;
 }
 M operator-(In rhs) const {
  assert(rhs.r == r && rhs.c == c);
  Matrix ret(r, c);
  rep(i, 0, c*r)
   ret.data[i] = data[i]-rhs.data[i];
  return ret;
 }
 M operator*(In rhs) const { // matrix mult
  assert(rhs.r == c);
  Matrix ret(r, rhs.c);
  rep(i, 0, r)
   rep(j, 0, rhs.c)
          rep(k, 0, c)
            ret(i,j) += operator()(i, k)*rhs(k, j);
  return ret;
 }
 M operator*(T rhs) const { // scalar mult
  Matrix ret(*this);
  trav(it, ret.data)
   it = it*rhs;
  return ret;
 }
};

template<typename T> // create identity matrix
Matrix<T> id(int r, int c) {
 Matrix<T> m(r,c);
 rep(i, 0, r)
```

```
  m(i,i) = T(1);
}
```

6.3 Points Class

```
/* Description: Untested homogenous coordinates
 * transformation geometry.
 * Source: Benjamin Ingberg
 * Usage: Requires homogenous coordinates, handles
 * multiple rotations, translations and scaling in a
 * high precision efficient manner (matrix
 * multiplication) with homogenous coordinates.
 * Also keeps reverse transformation available. */
namespace h { // avoid name collisions
 struct Transform {
  enum ActionType {
   Scale, Rotate, TranslateX, TranslateY
  };
  typedef tuple<ActionType, fp> Action;
  typedef Matrix<fp> M;
  typedef vector<Action> History;
  History hist;
  M to, from;
  Transform(History h = History())
   : to(id<fp>(3,3)), from(id<fp>(3,3)) {
   doTransforms(h);
  }
  H transformTo(H in) {
   return H(to*M(in));
  }
  H transformFrom(H in) {
   return H(from*M(in));
  }
  Transform & scale(fp s) {
   doTransform(Scale, s);
  }
  Transform & translate(fp dx, fp dy) {
   doTransform(TranslateX, dx);
   doTransform(TranslateY, dy);
  }
  Transform & rotate(fp phi) {
   doTransform(Rotate, phi);
  }
  void doTransforms(History & h) {
   trav(it, h) {
    doTransform(get<0>(*it), get<1>(*it));
   }
  }
  void doTransform(ActionType t, fp v) {
   hist.push_back(make_tuple(t, v));
   if(t == Scale)
    doScale(v);
   else if(t == TranslateX)
    doTranslate(0,v);
   else if(t == TranslateY)
    doTranslate(1,v);
   else
    doRotate(v);
  }
 private:
  void doScale(fp s) {
   M sm(id<fp>(3,3)), ism(id<fp>(3,3));
   sm(1,1) = sm(0,0) = s;
   ism(1,1) = ism(1,1) = 1/s;
   to = to*sm; from = ism*from;
  }
  void doTranslate(int c, fp dx) {
   M sm(id<fp>(3,3)), ism(id<fp>(3,3));
   sm(c,2) = dx;
   ism(c,2) = -dx;
   to = to*sm; from = ism*from;
  }
  void doRotate(fp phi) {
   M sm(id<fp>(3,3)), ism(id<fp>(3,3));
   sm(0,0) = sm(1,1) = cos(phi);
   ism(0,0) = ism(1,1) = cos(-phi);
   ism(1,0) = sm(0,1) = sin(phi);
   ism(0,1) = sm(1,0) = sin(-phi);
   to = to*sm; from = ism*from;
  }
 };
}
```

6.4 Graham Scan

```
struct point {
 int x, y;
};
int det(const point& p1, const point& p2, const point& p3)
{
 int x1 = p2.x     p1.x;
 int y1 = p2.y     p1.y;
 int x2 = p3.x     p1.x;
 int y2 = p3.y     p1.y;
 return x1*y2     x2*y1;
}

// bool ccw(const point& p1, const point& p2, const point& p3)
// { // Counterclockwise? Compare with determinant...
// return (det(p1, p2, p3) > 0);
// }

struct angle_compare {
 point p; // Leftmost lower point
 angle_compare(const point& p) : p(p) { }
 bool operator()(const point& lhs, const point& rhs) {
  int d = det(p, lhs, rhs);
  if(d == 0) // Furthest first if same direction will keep all
   return (x1*x1+y1*y1 > x2*x2+y2*y2); // points at the line
  return (d > 0); // Counterclockwise?
 }
};

int ConvexHull(const vector<point>& p, int* res)
{ // Returns number of points in the convex polygon
 int best = 0; // Find the first leftmost lower point
 for(int i = 1; i < p.size(); ++i)
  {
   if(p[i].y < p[best].y ||
        (p[i].y == p[best].y && p[i].x < p[best].x))
        best = i;
  }
 sort(p.begin(), p.end(), angle_compare(p[best]));
 for(int i = 0; i < 3; ++i)
  res[i] = i;
 int n = 3;
 for(int i = 3; i < p.size(); ++i)
  {
   // All consecutive points should be counter clockwise
   while(n > 2 && det(res[n-2], res[n-1], i) < 0)
        --n; // Keep if det = 0, i.e. the same line, angle_compare
   res[n++] = i;
  }
 return n;
}
```

6.5 Convex Hull

```
#include <iostream>
#include <cstdio>
#include <vector>
#include <cmath>
#include <algorithm>

using namespace std;

typedef unsigned int nat;

template <class T>
struct Point {
 T x, y;

 Point(T x = T(), T y = T()) : x(x), y(y) {}

 bool operator <(const Point<T> &o) const {
  if (y != o.y) return y < o.y;
  return x < o.x;
 }

 Point<T> operator -(const Point<T> &o) const { return Point<T>(x - o.x, y - o.y); }
 Point<T> operator +(const Point<T> &o) const { return Point<T>(x + o.x, y + o.y); }

 T lenSq() const { return x*x + y*y; }
};

template <class T>
struct sort_less {
 const Point<T> &ref;

 sort_less(const Point<T> &p) : ref(p) {}

 double angle(const Point<T> &p) const {
  Point<T> delta = p - ref;
  return atan2(delta.y, delta.x);
 }

 bool operator() (const Point<T> &a, const Point<T> &b) const {
  double aa = angle(a);
  double ab = angle(b);
  if (aa != ab) return aa < ab;
  return (a - ref).lenSq() < (b - ref).lenSq();
 }
};
```

```cpp

template <class T>
int ccw(const Point<T> &p1, const Point<T> &p2, const Point<T> &p3) {
 return (p2.x - p1.x) * (p3.y - p1.y) - (p2.y - p1.y) * (p3.x - p1.x);
}

template <class T>
vector<Point<T> > convex_hull(vector<Point<T> > input) {
 if (input.size() < 2) return input;
 nat size = input.size();

 vector<Point<T> > output;

 // Find the point with the lowest x and y value.
 int minIndex = 0;
 for (int i = 1; i < size; i++) {
  if (input[i] < input[minIndex]) {
   minIndex = i;
  }
 }

 // This is the "root" point in our traversal.
 Point<T> p = input[minIndex];
 output.push_back(p);
 input.erase(input.begin() + minIndex);

 // Sort the other elements according to the angle with "p"
 sort(input.begin(), input.end(), sort_less<T>(p));

 // Add the first point from "input" to the "output" as a candidate.
 output.push_back(input[0]);

 // Start working our way through the points...
 input.push_back(p);
 size = input.size();
 for (nat i = 1; i < size; i++) {
  while (output.size() >= 2) {
   nat last = output.size() - 1;
   int c = ccw(output[last - 1], output[last], input[i]);

   if (c == 0) {
        // Colinear points! Take away the closest.
        if ((output[last - 1] - output[last]).lenSq() <= (output[last - 1] - input[i]).lenSq()) {
         if (output.size() > 1)
          output.pop_back();
         else
          break;
        } else {
         break;
        }
   } else if (c < 0) {
        if (output.size() > 1)
         output.pop_back();
        else
         break;
   } else {
        break;
   }
  }

  // Do not take the last point twice.
  if (i < size - 1)
   output.push_back(input[i]);
 }

 return output;
}


typedef Point<int> Pt;

bool solve() {
 nat count;
 scanf("%d", &count);

 if (count == 0) return false;

 vector<Pt> points(count);
 for (nat i = 0; i < count; i++) {
  scanf("%d %d", &points[i].x, &points[i].y);
 }

 vector<Pt> result = convex_hull(points);

 printf("%d\n", (int)result.size());
 for (nat i = 0; i < result.size(); i++) {
  printf("%d %d\n", result[i].x, result[i].y);
 }

 return true;
}

int main() {
 while(solve());

 return 0;
}
```

6.6 Line-point distance

```cpp
// Problem 12173 on UVa (accepted there)

#include <cstdio>
#include <vector>
#include <cmath>
#include <iostream>

using namespace std;

typedef unsigned int nat;

template <class T>
class Point {
public:
 T x, y;

 Point() : x(), y() {}
 Point(T x, T y) : x(x), y(y) {}

 Point<T> operator -(const Point &o) const { return Point<T>(x - o.x, y - o.y); }
 Point<T> operator /(T o) const { return Point<T>(x / o, y / o); }
 T operator |(const Point &o) const {
  return x * o.x + y * o.y;
 }
};


template <class T>
class Vector {
public:
 T x, y, z;

 Vector() : x(), y(), z() {}
 Vector(const Point<T> &pt, T z) : x(pt.x), y(pt.y), z(z) {}
 Vector(T x, T y, T z) : x(x), y(y), z(z) {}

 Vector<T> operator -(const Vector &o) const { return Vector<T>(x - o.x, y - o.y, z - o.z); }
 Vector<T> operator /(T o) const { return Vector<T>(x / o, y / o, z / o); }
 T operator |(const Vector &o) const { return x * o.x + y * o.y + z * o.z; }
 Vector<T> operator %(const Vector &o) const {
  return Vector<T>(y*o.z - z*o.y, z*o.x - x*o.z, x*o.y - y*o.x);
 }
};

// distance between two points or vectors.
template <class T>
T dist(const Point<T> &a, const Point<T> &b) {
 Point<T> d = a - b;
 return sqrt(d | d);
}

// Normalize a line
template <class T>
void normLine(Vector<T> &v) {
 T l = sqrt(v.x * v.x + v.y * v.y);
 v = v / l;
}

// Normalize a point
template <class T>
void normPoint(Vector<T> &v) {
 v = v / v.z;
}

template <class T>
T dist(const Point<T> &point, const Point<T> &lineFrom, const Point<T> &lineTo) {
 // Outside first endpoint?
 if (((point - lineFrom) | (lineTo - lineFrom)) < 0) {
  return dist(point, lineFrom);
 }

 // Outside second endpoint?
 if (((point - lineTo) | (lineFrom - lineTo)) < 0) {
  return dist(point, lineTo);
 }

 // Ok, in the middle of the line!

 // Create the homogenous representation of the line...
 Vector<T> line = Vector<T>(lineFrom, 1) % Vector<T>(lineTo, 1);

```

```cpp
 // The signed distance is then the dot product of the line
 // and the point.
 normLine(line);
 T distance = Vector<T>(point, 1) | line;

 // Don't return negative distances...
 return abs(distance);
}

vector<Point<double> > readPoints() {
 nat size = 0;
 scanf("%d", &size);

 vector<Point<double> > result;

 for (nat i = 0; i < size; i++) {
  double x, y;
  scanf("%lf %lf", &x, &y);
  result.push_back(Point<double>(x, y));
 }

 return result;
}

void solve() {
 vector<Point<double> > inner = readPoints();
 vector<Point<double> > outer = readPoints();

 double longest = 1e100;

 for (nat i = 0; i < inner.size(); i++) {
  nat iNext = (i + 1) % inner.size();
  for (nat j = 0; j < outer.size(); j++) {
   nat jNext = (j + 1) % outer.size();

   longest = min(longest, dist(outer[j], inner[i], inner[iNext]));
   longest = min(longest, dist(inner[i], outer[j], outer[jNext]));
  }
 }

 printf("%.8lf\n", longest / 2.0);
}

int main() {

 int tc;
 scanf("%d", &tc);

 while (tc--) solve();

 return 0;
}
```

6.7 Polygon Area

```cpp
/* Calculate the area of an arbitrary polygon
 * <vector> and "geometry.cpp" must be included
 * source: Magnus Selin
 */

template <class T>
int area(vector<Vector<T> > v){
  int area = 0;
  for(int i = 0; i < v.size()-1; i++)
    area += (v[i] % v[i+1]).z;
  area += (v[v.size()-1] % v[0]).z;
  return area;
}
```

7 Misc

7.1 Longest Increasing Subsequence

```cpp
#include <stdio.h>
#include <string.h>
#include <vector>
#include <algorithm>

using namespace std;
int bin_search(int a[], int t[], int l, int r, int k) {
  int m;
  while( r - l > 1 ) {
   m = l + (r - l)/2;
   if( a[t[m]] >= k )
     r = m;
   else
     l = m;
  }
  return r;
}

vector<int> lis(int a[], int n){
  std::vector<int> lis;
  if(n == 0) return lis;
  int c[n]; memset(c, 0, sizeof(c));
  int p[n]; memset(p, 0xFF, sizeof(p));
  int s = 1;

  c[0] = 0;
  p[0] = -1;
  for(int i = 1; i < n; i++){
    if(a[i] < a[c[0]]){
      c[0] = i;
    }
    else if(a[i] > a[c[s-1]]){
      p[i] = c[s-1];
      c[s] = i;
      s++;
    }
    else{
      int pos = bin_search(a, c, -1, s-1, a[i]);
      p[i] = c[pos-1];
      c[pos] = i;
    }
  }


  int d = c[s-1];
  for( int i = 0; i < s; i++ ){
    lis.push_back(d);
    d = p[d];
  }


  reverse(lis.begin(),lis.end());
  return lis;
}
int main(){
  int n;
  while(scanf("%d", &n) == 1){
    int a[n]; for(int i = 0; i < n; i++) scanf("%d", &a[i]);
    vector<int> lseq = lis(a, n);

    printf("%d\n", (int)lseq.size());
    for(int i = 0; i < lseq.size(); i++){
      printf("%d ", lseq[i]);
    }
    printf("\n");

    lseq.clear();
  }
}
```

7.2 Longest Increasing Substring

```cpp
/* Longest common substring. */
int HadenIngberg(string const & s, string const & t){
  int n = s.size(), m = t.size(), best;
  for(int i = 0; i < n-best; ++i) { // Go through s
    int cur = 0;
    int e = min(n-i, m);

  // Can best grow?
    for(int j = 0; j < e && best+j < cur+e; ++j)
      best = max(best,
     cur = (s[i+j] == t[j] ? cur+1 : 0));
  }

  for(int i = 1; i < m-best; ++i) { // Go through t
    int cur = 0;
    int e = min(m-i, n);
  // Can best grow?
    for(int j = 0; j < e && best+j < cur+e; ++j)
   best = max(best,cur=(t[i+j] == s[j]?cur+1:0));
  }
  return best;
}
```