



Notebook - Maratona de Programação

Lenhadoras de Segtree

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1 Graphs

1.1 Lca

```
1 // Description:
2 // Find the lowest common ancestor between two nodes
  in a tree
3
4 // Problem:
5 // https://cses.fi/problemset/task/1135
6
7 // Complexity:
8 // O(log n)
9
10 // How to use:
11 // preprocess();
12 // lca(a, b);
13
14 // Notes
15 // To calculate the distance between two nodes use
  the following formula
16 // level_peso[a] + level_peso[b] - 2*level_peso[lca(a
  , b)]
17
18 const int MAX = 2e5+10;
19 const int BITS = 30;
20
21 vector<pii> adj[MAX];
22 vector<bool> visited(MAX);
23
24 int up[MAX][BITS + 1];
25 int level[MAX];
26 int level_peso[MAX];
27
28 void find_level() {
29     queue<pii> q;
30
31     q.push(mp(1, 0));
32     visited[1] = true;
33
34     while (!q.empty()) {
35         auto [v, depth] = q.front();
36         q.pop();
37         level[v] = depth;
38
39         for (auto [u,d] : adj[v]) {
40             if (!visited[u]) {
41                 visited[u] = true;
42                 up[u][0] = v;
43                 q.push(mp(u, depth + 1));
44             }
45         }
46     }
47 }
48
49 void find_level_peso() {
50     queue<pii> q;
51
52     q.push(mp(1, 0));
53     visited[1] = true;
54
55     while (!q.empty()) {
56         auto [v, depth] = q.front();
57         q.pop();
58         level_peso[v] = depth;
59
60         for (auto [u,d] : adj[v]) {
61             if (!visited[u]) {
62                 visited[u] = true;
63                 up[u][0] = v;
64                 q.push(mp(u, depth + d));
65             }
66         }
67     }
68 }
```

```
66     }
67 }
68 }
69
70 int lca(int a, int b) {
71     // get the nodes to the same level
72     int mn = min(level[a], level[b]);
73
74     for (int j = 0; j <= BITS; j++) {
75         if (a != -1 && ((level[a] - mn) & (1 << j))) a
76         = up[a][j];
77         if (b != -1 && ((level[b] - mn) & (1 << j))) b
78         = up[b][j];
79     }
80
81     // special case
82     if (a == b) return a;
83
84     // binary search
85     for (int j = BITS; j >= 0; j--) {
86         if (up[a][j] != up[b][j]) {
87             a = up[a][j];
88             b = up[b][j];
89         }
90     }
91     return up[a][0];
92 }
93
94 void preprocess() {
95     visited = vector<bool>(MAX, false);
96     find_level();
97     visited = vector<bool>(MAX, false);
98     find_level_peso();
99
100     for (int j = 1; j <= BITS; j++) {
101         for (int i = 1; i <= n; i++) {
102             if (up[i][j - 1] != -1) up[i][j] = up[up[i][j - 1]][j - 1];
103         }
104     }
105 }
```

1.2 Hld Vertex

```
1 // Description:
2 // Make queries and updates between two vertexes on a
  tree
3 // Query path - query path (a, b) inclusive
4 // Update path - update path (a, b) inclusive
5 // Query subtree - query subtree of a
6 // Update subtree - update subtree of a
7 // Update - update vertex or edge
8 // Lca - get lowest common ancestor of a and b
9 // Search - perform a binary search to find the last
  node with a certain property
10 // on the path from a to the root
11
12 // Problem:
13 // https://codeforces.com/gym/101908/problem/L
14
15 // Complexity:
16 // O(log ^2 n) for both query and update
17
18 // How to use:
19 // HLD hld = HLD(n + 1, adj)
20
21 // Notes
22 // Change the root of the tree on the constructor if
  it's different from 1
23 // Use together with Segtree
24
25 typedef long long ftype;
26
```

```

27 struct HLD {
28     vector<int> parent;
29     vector<int> pos;
30     vector<int> head;
31     vector<int> subtree_size;
32     vector<int> level;
33     vector<int> heavy_child;
34     vector<ftype> subtree_weight;
35     vector<ftype> path_weight;
36     vector<vector<int>> adj;
37     vector<int> at;
38     Segtree seg = Segtree(0);
39     int cpos;
40     int n;
41     int root;
42     vector<vector<int>> up;
43
44     HLD() {}
45
46     HLD(int n, vector<vector<int>>& adj, int root = 1)
47     : adj(adj), n(n), root(root) {
48         seg = Segtree(n);
49         cpos = 0;
50         at.resize(n);
51         parent.resize(n);
52         pos.resize(n);
53         head.resize(n);
54         subtree_size.assign(n, 1);
55         level.assign(n, 0);
56         heavy_child.assign(n, -1);
57         parent[root] = -1;
58         dfs(root, -1);
59         decompose(root, -1);
60
61     void dfs(int v, int p) {
62         parent[v] = p;
63         if (p != -1) level[v] = level[p] + 1;
64         for (auto u : adj[v]) {
65             if (u != p) {
66                 dfs(u, v);
67                 subtree_size[v] += subtree_size[u];
68                 if (heavy_child[v] == -1 || subtree_size[u] >
69                     subtree_size[heavy_child[v]]) heavy_child[v] = u;
70             }
71         }
72
73     void decompose(int v, int chead) {
74         // start a new path
75         if (chead == -1) chead = v;
76
77         // consecutive ids in the hld path
78         at[cpos] = v;
79         pos[v] = cpos++;
80         head[v] = chead;
81
82         // if not a leaf
83         if (heavy_child[v] != -1) decompose(heavy_child[v],
84             chead);
85
86         // light child
87         for (auto u : adj[v]){
88             // start new path
89             if (u != parent[v] && u != heavy_child[v])
90                 decompose(u, -1);
91         }
92
93     ftype query_path(int a, int b) {
94         if(pos[a] < pos[b]) swap(a, b);
95         if(head[a] == head[b]) return seg.query(pos[b],
96             pos[a]);
97         return seg.f(seg.query(pos[head[a]], pos[a]),
98             query_path(parent[head[a]], b));
99     }
100
101     // iterative
102     /*ftype query_path(int a, int b) {
103         ftype ans = 0;
104
105         while (head[a] != head[b]) {
106             if (level[head[a]] > level[head[b]]) swap(a, b)
107             ;
108             ans = seg.merge(ans, seg.query(pos[head[b]],
109                 pos[b]));
110             b = parent[head[b]];
111         }
112
113         if (level[a] > level[b]) swap(a, b);
114         ans = seg.merge(ans, seg.query(pos[a], pos[b]));
115         return ans;
116     }*/
117
118     ftype query_subtree(int a) {
119         return seg.query(pos[a], pos[a] + subtree_size[a]
120             - 1);
121     }
122
123     void update_path(int a, int b, int x) {
124         if(pos[a] < pos[b]) swap(a, b);
125
126         if(head[a] == head[b]) return (void)seg.update(
127             pos[b], pos[a], x);
128         seg.update(pos[head[a]], pos[a], x); update_path(
129             parent[head[a]], b, x);
130     }
131
132     void update_subtree(int a, int val) {
133         seg.update(pos[a], pos[a] + subtree_size[a] - 1,
134             val);
135     }
136
137     void update(int a, int val) {
138         seg.update(pos[a], pos[a], val);
139     }
140
141     //edge
142     void update(int a, int b, int val) {
143         if (level[a] > level[b]) swap(a, b);
144         update(b, val);
145     }
146
147     int lca(int a, int b) {
148         if(pos[a] < pos[b]) swap(a, b);
149         return head[a] == head[b] ? b : lca(parent[head[a]
150             ], b);
151     }
152
153     void search(int a) {
154         a = parent[a];
155         if (a == -1) return;
156         if (seg.query(pos[head[a]], pos[head[a]]+
157             subtree_size[head[a]]-1) + pos[a]-pos[head[a]]+1
158             == subtree_size[head[a]]) {
159             seg.update(pos[head[a]], pos[a], 1);
160             return search(parent[head[a]]);
161         }
162         int l = pos[head[a]], r = pos[a]+1;
163         while (l < r) {
164             int m = (l+r)/2;
165             if (seg.query(m, m+subtree_size[at[m]]-1) + pos
166                 [a]-m+1 == subtree_size[at[m]]) {
167                 r = m;

```

```

156     }
157     else l = m+1;
158 }
159 seg.update(l, pos[a], 1);
160 }
161
162 /* k-th ancestor of x
163 int x, k; cin >> x >> k;
164
165 for (int b = 0; b <= BITS; b++) {
166     if (x != -1 && (k & (1 << b))) {
167         x = up[x][b];
168     }
169 }
170
171 cout << x << '\n';
172 */
173 void preprocess() {
174     up.assign(n + 1, vector<int>(31, -1));
175
176     for (int i = 1; i < n; i++) {
177         up[i][0] = parent[i];
178     }
179
180     for (int i = 1; i < n; i++) {
181         for (int j = 1; j <= 30; j++) {
182             if (up[i][j - 1] != -1) up[i][j] = up[up[i][j - 1]][j - 1];
183         }
184     }
185 }
186
187 int getKth(int p, int q, int k){
188     int a = lca(p,q), d;
189
190     if( a == p ){
191         d = level[q] - level[p] + 1;
192         swap(p,q);
193         k = d - k + 1;
194     }
195     else if( a == q );
196     else {
197         if( k > level[p] - level[a] + 1 ) {
198             d = level[p] + level[q] - 2 * level[a] +
199             1;
200             k = d - k + 1;
201             swap(p,q);
202         }
203         else ;
204     }
205     int lg; for( lg = 1; (1 << lg) <= level[p]; ++lg ); lg--;
206     k--;
207     for( int i = lg; i >= 0; i-- ){
208         if( (1 << i) <= k ){
209             p = up[p][i];
210             k -= (1 << i);
211         }
212     }
213     return p;
214 };

```

1.3 Hld Edge

```

1 // Description:
2 // Make queries and updates between two vertexes on a
   tree
3
4 // Problem:
5 // https://www.spoj.com/problems/QTREE/
6
7 // Complexity:

```

```

8 // O(log ^2 n) for both query and update
9
10 // How to use:
11 // HLD hld = HLD(n + 1, adj)
12
13 // Notes
14 // Change the root of the tree on the constructor if
   it's different from 1
15 // Use together with Segtree
16
17 struct HLD {
18     vector<int> parent;
19     vector<int> pos;
20     vector<int> head;
21     vector<int> subtree_size;
22     vector<int> level;
23     vector<int> heavy_child;
24     vector<ftype> subtree_weight;
25     vector<ftype> path_weight;
26     vector<vector<int>> adj;
27     vector<int> at;
28     Segtree seg = Segtree(0);
29     int cpos;
30     int n;
31     int root;
32
33     HLD() {}
34
35     HLD(int n, vector<vector<int>>& adj, int root = 1)
       : adj(adj), n(n), root(root) {
36         seg = Segtree(n);
37         cpos = 0;
38         at.assign(n, 0);
39         parent.assign(n, 0);
40         pos.assign(n, 0);
41         head.assign(n, 0);
42         subtree_size.assign(n, 1);
43         level.assign(n, 0);
44         heavy_child.assign(n, -1);
45         parent[root] = -1;
46         dfs(root, -1);
47         decompose(root, -1);
48     }
49
50     void dfs(int v, int p) {
51         parent[v] = p;
52         if (p != -1) level[v] = level[p] + 1;
53         for (auto u : adj[v]) {
54             if (u != p) {
55                 dfs(u, v);
56                 subtree_size[v] += subtree_size[u];
57                 if (heavy_child[v] == -1 || subtree_size[u] >
                   subtree_size[heavy_child[v]]) heavy_child[v] = u;
58             }
59         }
60     }
61
62     void decompose(int v, int chead) {
63         // start a new path
64         if (chead == -1) chead = v;
65
66         // consecutive ids in the hld path
67         at[cpos] = v;
68         pos[v] = cpos++;
69         head[v] = chead;
70
71         // if not a leaf
72         if (heavy_child[v] != -1) decompose(heavy_child[v],
       chead);
73
74         // light child
75         for (auto u : adj[v]){

```

```

76     // start new path
77     if (u != parent[v] && u != heavy_child[v])
78         decompose(u, -1);
79 }
80
81 ll query_path(int a, int b) {
82     if (a == b) return 0;
83     if(pos[a] < pos[b]) swap(a, b);
84
85     if(head[a] == head[b]) return seg.query(pos[b] +
86     1, pos[a]);
87     return seg.f(seg.query(pos[head[a]], pos[a]),
88     query_path(parent[head[a]], b));
89 }
90
91 ftype query_subtree(int a) {
92     if (subtree_size[a] == 1) return 0;
93     return seg.query(pos[a] + 1, pos[a] +
94     subtree_size[a] - 1);
95 }
96
97 void update_path(int a, int b, int x) {
98     if (a == b) return;
99     if(pos[a] < pos[b]) swap(a, b);
100
101     if(head[a] == head[b]) return (void)seg.update(
102     pos[b] + 1, pos[a], x);
103     seg.update(pos[head[a]], pos[a], x); update_path(
104     parent[head[a]], b, x);
105 }
106
107 void update_subtree(int a, int val) {
108     if (subtree_size[a] == 1) return;
109     seg.update(pos[a] + 1, pos[a] + subtree_size[a] -
110     1, val);
111 }
112
113 // vertex
114 void update(int a, int val) {
115     seg.update(pos[a], pos[a], val);
116 }
117
118 //edge
119 void update(int a, int b, int val) {
120     if (parent[a] == b) swap(a, b);
121     update(b, val);
122 }
123
124 int lca(int a, int b) {
125     if(pos[a] < pos[b]) swap(a, b);
126     return head[a] == head[b] ? b : lca(parent[head[a]],
127     b);
128 }
129 };

```

1.4 Tarjan Bridge

```

1 // Description:
2 // Find a bridge in a connected undirected graph
3 // A bridge is an edge so that if you remove that
4 // edge the graph is no longer connected
5
6 // Problem:
7 // https://cses.fi/problemset/task/2177/
8
9 // Complexity:
10 // O(V + E) where V is the number of vertices and E
11 // is the number of edges
12
13 int n;
14 vector<vector<int>> adj;

```

```

14 vector<bool> visited;
15 vector<int> tin, low;
16 int timer;
17
18 void dfs(int v, int p) {
19     visited[v] = true;
20     tin[v] = low[v] = timer++;
21     for (int to : adj[v]) {
22         if (to == p) continue;
23         if (visited[to]) {
24             low[v] = min(low[v], tin[to]);
25         } else {
26             dfs(to, v);
27             low[v] = min(low[v], low[to]);
28             if (low[to] > tin[v]) {
29                 IS_BRIDGE(v, to);
30             }
31         }
32     }
33 }
34
35 void find_bridges() {
36     timer = 0;
37     visited.assign(n, false);
38     tin.assign(n, -1);
39     low.assign(n, -1);
40     for (int i = 0; i < n; ++i) {
41         if (!visited[i])
42             dfs(i, -1);
43     }
44 }

```

1.5 2sat

```

1 // Description:
2 // Solves expression of the type (a v b) ^ (c v d) ^
3 // (e v f)
4
5 // Problem:
6 // https://cses.fi/problemset/task/1684
7
8 // Complexity:
9 // O(n + m) where n is the number of variables and m
10 // is the number of clauses
11
12 #include <bits/stdc++.h>
13 #define pb push_back
14 #define mp make_pair
15 #define pii pair<int, int>
16 #define ff first
17 #define ss second
18
19 using namespace std;
20
21 struct SAT {
22     int nodes;
23     int curr = 0;
24     int component = 0;
25     vector<vector<int>> adj;
26     vector<vector<int>> rev;
27     vector<vector<int>> condensed;
28     vector<pii> departure;
29     vector<bool> visited;
30     vector<int> scc;
31     vector<int> order;
32
33     // 1 to nodes
34     // nodes + 1 to 2 * nodes
35     SAT(int nodes) : nodes(nodes) {
36         adj.resize(2 * nodes + 1);
37         rev.resize(2 * nodes + 1);
38         visited.resize(2 * nodes + 1);
39         scc.resize(2 * nodes + 1);

```

```

38     }
39
40     void add_imp(int a, int b) {
41         adj[a].pb(b);
42         rev[b].pb(a);
43     }
44
45     int get_not(int a) {
46         if (a > nodes) return a - nodes;
47         return a + nodes;
48     }
49
50     void add_or(int a, int b) {
51         add_imp(get_not(a), b);
52         add_imp(get_not(b), a);
53     }
54
55     void add_nor(int a, int b) {
56         add_or(get_not(a), get_not(b));
57     }
58
59     void add_and(int a, int b) {
60         add_or(get_not(a), b);
61         add_or(a, get_not(b));
62         add_or(a, b);
63     }
64
65     void add_nand(int a, int b) {
66         add_or(get_not(a), b);
67         add_or(a, get_not(b));
68         add_or(get_not(a), get_not(b));
69     }
70
71     void add_xor(int a, int b) {
72         add_or(a, b);
73         add_or(get_not(a), get_not(b));
74     }
75
76     void add_xnor(int a, int b) {
77         add_or(get_not(a), b);
78         add_or(a, get_not(b));
79     }
80
81     void departure_time(int v) {
82         visited[v] = true;
83
84         for (auto u : adj[v]) {
85             if (!visited[u]) departure_time(u);
86         }
87
88         departure.pb(mp(++curr, v));
89     }
90
91     void find_component(int v, int component) {
92         scc[v] = component;
93         visited[v] = true;
94
95         for (auto u : rev[v]) {
96             if (!visited[u]) find_component(u,
97             component);
98         }
99     }
100
101     void topological_order(int v) {
102         visited[v] = true;
103
104         for (auto u : condensed[v]) {
105             if (!visited[u]) topological_order(u);
106         }
107
108         order.pb(v);
109     }

```

```

110     bool is_possible() {
111         component = 0;
112         for (int i = 1; i <= 2 * nodes; i++) {
113             if (!visited[i]) departure_time(i);
114         }
115
116         sort(departure.begin(), departure.end(),
117         greater<pii>());
118
119         visited.assign(2 * nodes + 1, false);
120
121         for (auto [_ , node] : departure) {
122             if (!visited[node]) find_component(node,
123             ++component);
124         }
125
126         for (int i = 1; i <= nodes; i++) {
127             if (scc[i] == scc[i + nodes]) return
128             false;
129         }
130
131         return true;
132     }
133
134     int find_value(int e, vector<int> &ans) {
135         if (e > nodes && ans[e - nodes] != 2) return
136         !ans[e - nodes];
137         if (e <= nodes && ans[e + nodes] != 2) return
138         !ans[e + nodes];
139         return 0;
140     }
141
142     vector<int> find_ans() {
143         condensed.resize(component + 1);
144
145         for (int i = 1; i <= 2 * nodes; i++) {
146             for (auto u : adj[i]) {
147                 if (scc[i] != scc[u]) condensed[scc[i]
148                 ].pb(scc[u]);
149             }
150         }
151
152         visited.assign(component + 1, false);
153
154         for (int i = 1; i <= component; i++) {
155             if (!visited[i]) topological_order(i);
156         }
157
158         reverse(order.begin(), order.end());
159
160         // 0 - false
161         // 1 - true
162         // 2 - no value yet
163         vector<int> ans(2 * nodes + 1, 2);
164
165         vector<vector<int>> belong(component + 1);
166
167         for (int i = 1; i <= 2 * nodes; i++) {
168             belong[scc[i]].pb(i);
169         }
170
171         for (auto p : order) {
172             for (auto e : belong[p]) {
173                 ans[e] = find_value(e, ans);
174             }
175         }
176
177         return ans;
178     }
179 };
180
181 int main() {
182     ios::sync_with_stdio(false);

```

```

177     cin.tie(NULL);
178
179     int n, m; cin >> n >> m;
180
181     SAT sat = SAT(m);
182
183     for (int i = 0; i < n; i++) {
184         char op1, op2; int a, b; cin >> op1 >> a >>
185         op2 >> b;
186         if (op1 == '+' && op2 == '+') sat.add_or(a, b);
187         if (op1 == '-' && op2 == '-') sat.add_or(sat.get_not(a), sat.get_not(b));
188         if (op1 == '+' && op2 == '-') sat.add_or(a, sat.get_not(b));
189         if (op1 == '-' && op2 == '+') sat.add_or(sat.get_not(a), b);
190     }
191
192     if (!sat.is_possible()) cout << "IMPOSSIBLE\n";
193     else {
194         vector<int> ans = sat.find_ans();
195         for (int i = 1; i <= m; i++) {
196             cout << (ans[i] == 1 ? '+' : '-') << ' ';
197         }
198         cout << '\n';
199     }
200     return 0;
201 }

```

1.6 Dijkstra

```

1  const int MAX = 2e5+7;
2  const int INF = 1000000000;
3  vector<vector<pair<int, int>>> adj(MAX);
4
5  void dijkstra(int s, vector<int> & d, vector<int> & p)
6  {
7      int n = adj.size();
8      d.assign(n, INF);
9      p.assign(n, -1);
10
11      d[s] = 0;
12      set<pair<int, int>> q;
13      q.insert({0, s});
14      while (!q.empty()) {
15          int v = q.begin()->second;
16          q.erase(q.begin());
17
18          for (auto edge : adj[v]) {
19              int to = edge.first;
20              int len = edge.second;
21
22              if (d[v] + len < d[to]) {
23                  q.erase({d[to], to});
24                  d[to] = d[v] + len;
25                  p[to] = v;
26                  q.insert({d[to], to});
27              }
28          }
29      }
30
31      vector<int> restore_path(int s, int t) {
32          vector<int> path;
33
34          for (int v = t; v != s; v = p[v])
35              path.push_back(v);
36          path.push_back(s);
37
38          reverse(path.begin(), path.end());
39          return path;

```

```

40     }
41
42     int adj[MAX][MAX];
43     int dist[MAX];
44     int minDistance(int dist[], bool sptSet[], int V) {
45         int min = INT_MAX, min_index;
46
47         for (int v = 0; v < V; v++)
48             if (sptSet[v] == false && dist[v] <= min)
49                 min = dist[v], min_index = v;
50
51         return min_index;
52     }
53
54     void dijkstra(int src, int V) {
55         bool sptSet[V];
56         for (int i = 0; i < V; i++)
57             dist[i] = INT_MAX, sptSet[i] = false;
58
59         dist[src] = 0;
60
61         for (int count = 0; count < V - 1; count++) {
62             int u = minDistance(dist, sptSet, V);
63
64             sptSet[u] = true;
65
66             for (int v = 0; v < V; v++)
67                 if (!sptSet[v] && adj[u][v]
68                     && dist[u] != INT_MAX
69                     && dist[u] + adj[u][v] < dist[v])
70                     dist[v] = dist[u] + adj[u][v];
71         }
72     }
73 }
74 }

```

1.7 Ford Fulkerson Edmonds Karp

```

1 // Description:
2 // Obtains the maximum possible flow rate given a
3 // network. A network is a graph with a single
4 // source vertex and a single sink vertex in which
5 // each edge has a capacity
6
7 // Complexity:
8 //  $O(V * E^2)$  where V is the number of vertex and E
9 // is the number of edges
10
11 int n;
12 vector<vector<int>> capacity;
13 vector<vector<int>> adj;
14
15 int bfs(int s, int t, vector<int> & parent) {
16     fill(parent.begin(), parent.end(), -1);
17     parent[s] = -2;
18     queue<pair<int, int>> q;
19     q.push({s, INF});
20
21     while (!q.empty()) {
22         int cur = q.front().first;
23         int flow = q.front().second;
24         q.pop();
25
26         for (int next : adj[cur]) {
27             if (parent[next] == -1 && capacity[cur][
28                 next]) {
29                 parent[next] = cur;
30                 int new_flow = min(flow, capacity[cur
31                     ][next]);
32                 if (next == t)
33                     return new_flow;
34                 q.push({next, new_flow});
35             }
36         }
37     }
38 }

```



```

30     }
31 }
32
33 return 0;
34 }
35
36 int maxflow(int s, int t) {
37     int flow = 0;
38     vector<int> parent(n);
39     int new_flow;
40
41     while (new_flow = bfs(s, t, parent)) {
42         flow += new_flow;
43         int cur = t;
44         while (cur != s) {
45             int prev = parent[cur];
46             capacity[prev][cur] -= new_flow;
47             capacity[cur][prev] += new_flow;
48             cur = prev;
49         }
50     }
51
52     return flow;
53 }

```

1.8 Bipartite

```

1  const int NONE = 0, BLUE = 1, RED = 2;
2  vector<vector<int>> graph(100005);
3  vector<bool> visited(100005);
4  int color[100005];
5
6  bool bfs(int s = 1){
7
8      queue<int> q;
9      q.push(s);
10     color[s] = BLUE;
11
12     while (not q.empty()){
13         auto u = q.front(); q.pop();
14
15         for (auto v : graph[u]){
16             if (color[v] == NONE){
17                 color[v] = 3 - color[u];
18                 q.push(v);
19             }
20             else if (color[v] == color[u]){
21                 return false;
22             }
23         }
24     }
25
26     return true;
27 }
28
29 bool is_bipartite(int n){
30
31     for (int i = 1; i<=n; i++)
32         if (color[i] == NONE and not bfs(i))
33             return false;
34
35     return true;
36 }

```

1.9 Floyd Warshall

```

1  #include <bits/stdc++.h>
2
3  using namespace std;
4  using ll = long long;
5
6  const int MAX = 507;

```

```

7  const long long INF = 0x3f3f3f3f3f3f3fLL;
8
9  ll dist[MAX][MAX];
10 int n;
11
12 void floyd_warshall() {
13     for (int i = 0; i < n; i++) {
14         for (int j = 0; j < n; j++) {
15             if (i == j) dist[i][j] = 0;
16             else if (!dist[i][j]) dist[i][j] = INF;
17         }
18     }
19
20     for (int k = 0; k < n; k++) {
21         for (int i = 0; i < n; i++) {
22             for (int j = 0; j < n; j++) {
23                 // trata o caso no qual o grafo tem
24                 // arestas com peso negativo
25                 if (dist[i][k] < INF && dist[k][j] <
26                     INF){
27                     dist[i][j] = min(dist[i][j], dist
28                                     [i][k] + dist[k][j]);
29                 }
30             }
31         }
32     }
33 }

```

1.10 Hungarian

```

1  // Description:
2  // A matching algorithm for weighted bipartite graphs
3  // that returns
4  // a perfect match
5
6  // Problem:
7  // https://codeforces.com/gym/103640/problem/H
8
9  // Complexity:
10 // O(V ^ 3) in which V is the number of vertexs
11
12 // Notes:
13 // Indexed at 1
14 // n is the number of items on the right side and m
15 // the number of items
16 // on the left side of the graph
17 // Returns minimum assignment cost and which items
18 // were matched
19
20 pair<int, vector<pii>> hungarian(int n, int m, vector
21 <vector<int>> A) {
22     vector<int> u (n+1), v (m+1), p (m+1), way (m+1);
23     for (int i=1; i<=n; ++i) {
24         p[0] = i;
25         int j0 = 0;
26         vector<int> minv (m+1, INF);
27         vector<char> used (m+1, false);
28         do {
29             used[j0] = true;
30             int i0 = p[j0], delta = INF, j1;
31             for (int j=1; j<=m; ++j)
32                 if (!used[j]) {
33                     int cur = A[i0][j]-u[i0]-v[j];
34                     if (cur < minv[j])
35                         minv[j] = cur, way[j] = j0;
36                     if (minv[j] < delta)
37                         delta = minv[j], j1 = j;
38                 }
39             for (int j=0; j<=m; ++j)
40                 if (used[j])
41                     u[p[j]] += delta, v[j] -= delta;

```

```

40         else
41             minv[j] -= delta;
42         j0 = j1;
43     } while (p[j0] != 0);
44     do {
45         int j1 = way[j0];
46         p[j0] = p[j1];
47         j0 = j1;
48     } while (j0);
49 }
50
51 vector<pair<int, int>> result;
52 for (int i = 1; i <= m; ++i){
53     result.push_back(make_pair(p[i], i));
54 }
55
56 int C = -v[0];
57
58 return mp(C, result);
59 }

```

1.11 Centroid Decomposition

```

1  int n;
2  vector<set<int>> adj;
3  vector<char> ans;
4
5  vector<bool> removed;
6
7  vector<int> subtree_size;
8
9  int dfs(int u, int p = 0) {
10     subtree_size[u] = 1;
11
12     for(int v : adj[u]) {
13         if(v != p && !removed[v]) {
14             subtree_size[u] += dfs(v, u);
15         }
16     }
17
18     return subtree_size[u];
19 }
20
21 int get_centroid(int u, int sz, int p = 0) {
22     for(int v : adj[u]) {
23         if(v != p && !removed[v]) {
24             if(subtree_size[v]*2 > sz) {
25                 return get_centroid(v, sz, u);
26             }
27         }
28     }
29
30     return u;
31 }
32
33 char get_next(char c) {
34     if (c != 'Z') return c + 1;
35     return '$';
36 }
37
38 bool flag = true;
39
40 void solve(int node, char c) {
41     int center = get_centroid(node, dfs(node));
42     ans[center] = c;
43     removed[center] = true;
44
45     for (auto u : adj[center]) {
46         if (!removed[u]) {
47             char next = get_next(c);
48             if (next == '$') {
49                 flag = false;
50                 return;

```

```

51     }
52     solve(u, next);
53 }
54 }
55 }
56
57 int32_t main(){
58     ios::sync_with_stdio(false);
59     cin.tie(NULL);
60
61     cin >> n;
62     adj.resize(n + 1);
63     ans.resize(n + 1);
64     removed.resize(n + 1);
65     subtree_size.resize(n + 1);
66
67     for (int i = 1; i <= n - 1; i++) {
68         int u, v; cin >> u >> v;
69         adj[u].insert(v);
70         adj[v].insert(u);
71     }
72
73     solve(1, 'A');
74
75     if (!flag) cout << "Impossible!\n";
76     else {
77         for (int i = 1; i <= n; i++) {
78             cout << ans[i] << ' ';
79         }
80         cout << '\n';
81     }
82
83     return 0;
84 }

```

1.12 Tree Diameter

```

1  #include<bits/stdc++.h>
2
3  using namespace std;
4
5  const int MAX = 3e5+17;
6
7  vector<int> adj[MAX];
8  bool visited[MAX];
9
10 int max_depth = 0, max_node = 1;
11
12 void dfs (int v, int depth) {
13     visited[v] = true;
14
15     if (depth > max_depth) {
16         max_depth = depth;
17         max_node = v;
18     }
19
20     for (auto u : adj[v]) {
21         if (!visited[u]) dfs(u, depth + 1);
22     }
23 }
24
25 int tree_diameter() {
26     dfs(1, 0);
27     max_depth = 0;
28     for (int i = 0; i < MAX; i++) visited[i] = false;
29     dfs(max_node, 0);
30     return max_depth;
31 }

```

1.13 Kuhn

```

1 // Description

```

```

2 // Matching algorithm for unweighted bipartite graph
3 ::
4 // Problem:
5 // https://codeforces.com/gym/104252/problem/H
6
7 // Complexity:
8 //  $O(V * E)$  in which  $V$  is the number of vertexes and
9 //  $E$  is the number of edges
10
11 // Notes:
12 // Indexed at zero
13
14 int n, k;
15 // adjacency list
16 vector<vector<int>>> g;
17 vector<int> mt;
18 vector<bool> used;
19
20 bool try_kuhn(int v) {
21     if (used[v])
22         return false;
23     used[v] = true;
24     for (int to : g[v]) {
25         if (mt[to] == -1 || try_kuhn(mt[to])) {
26             mt[to] = v;
27             return true;
28         }
29     }
30     return false;
31 }
32
33 int main() {
34     // ... reading the graph g ...
35
36     mt.assign(k, -1);
37     vector<bool> used1(n, false);
38     for (int v = 0; v < n; ++v) {
39         for (int to : g[v]) {
40             if (mt[to] == -1) {
41                 mt[to] = v;
42                 used1[v] = true;
43                 break;
44             }
45         }
46     }
47     for (int v = 0; v < n; ++v) {
48         if (used1[v])
49             continue;
50         used.assign(n, false);
51         try_kuhn(v);
52     }
53     for (int i = 0; i < k; ++i)
54         if (mt[i] != -1)
55             printf("%d %d\n", mt[i] + 1, i + 1);
56 }

```

1.14 Negative Cycle

```

1 // Description
2 // Detects any cycle in which the sum of edge weights
3 // is negative.
4 // Alternatively, we can detect whether there is a
5 // negative cycle
6 // starting from a specific vertex.
7
8 // Problem:
9 // https://cses.fi/problemset/task/1197
10
11 // Complexity:
12 //  $O(n * m)$ 

```

```

12 // Notes
13 // In order to consider only the negative cycles
14 // located on the path from a to b,
15 // Reverse the graph, run a dfs from node b and mark
16 // the visited nodes
17 // Consider only the edges that connect to visited
18 // nodes when running bellman-ford
19 // on the normal graph
20
21 struct Edge {
22     int a, b, cost;
23     Edge(int a, int b, int cost) : a(a), b(b), cost(
24         cost) {}
25 };
26
27 int n, m;
28 vector<Edge> edges;
29 const int INF = 1e9+10;
30
31 void negative_cycle() {
32     // uncomment to find negative cycle starting from a
33     // vertex v
34     // vector<int> d(n + 1, INF);
35     // d[v] = 0;
36     vector<int> d(n + 1, 0);
37     vector<int> p(n + 1, -1);
38     int x;
39     // uncomment to find all negative cycles
40     // // set<int> s;
41     for (int i = 1; i <= n; ++i) {
42         x = -1;
43         for (Edge e : edges) {
44             // if (d[e.a] >= INF) continue;
45             if (d[e.b] > d[e.a] + e.cost) {
46                 // d[e.b] = max(-INF, d[e.a] + e.cost);
47                 d[e.b] = d[e.a] + e.cost;
48                 p[e.b] = e.a;
49                 x = e.b;
50                 // // s.insert(e.b);
51             }
52         }
53     }
54
55     if (x == -1)
56         cout << "NO\n";
57     else {
58         // // int y = all nodes in set s
59         int y = x;
60         for (int i = 1; i <= n; ++i) {
61             y = p[y];
62         }
63
64         vector<int> path;
65         for (int cur = y; cur = p[cur]) {
66             path.push_back(cur);
67             if (cur == y && path.size() > 1) break;
68         }
69         reverse(path.begin(), path.end());
70
71         cout << "YES\n";
72         for (int u : path)
73             cout << u << ' ';
74         cout << '\n';
75     }
76 }

```

1.15 Eulerian Undirected

```

1 // Description:
2 // Hierholzer's Algorithm
3 // An Eulerian path is a path that passes through
4 // every edge exactly once.

```

```

4 // An Eulerian circuit is an Eulerian path that
  // starts and ends on the same node.
5
6 // An Eulerian path exists in an undirected graph if
  // the degree of every node is even (not counting
  // self-edges)
7 // except for possibly exactly two nodes that have
  // and odd degree (start and end nodes).
8 // An Eulerian circuit exists in an undirected graph
  // if the degree of every node is even.
9
10 // The graph has to be connected (except for isolated
  // nodes which are allowed because there
11 // are no edges connected to them).
12
13 // Problem:
14 // https://cses.fi/problemset/task/1691
15
16 // Complexity:
17 //  $O(E * \log(E))$  where E is the number of edges
18
19 // How to use
20 // Check whether the path exists before trying to
  // find it
21 // Find the root - any node that has at least 1
  // outgoing edge
22 // (if the problem requires that you start from a
  // node v, the root will be the node v)
23 // Count the degree;
24 //
25 // for (int i = 0; i < m; i++) {
26 //   int a, b; cin >> a >> b;
27 //   adj[a].pb(b); adj[b].pb(a);
28 //   root = a;
29 //   degree[a]++; degree[b]++;
30 // }
31
32 // Notes
33 // If you want to find a path start and ending nodes
  // v and u
34 // if ((is_eulerian(n, root, start, end) != 1) || (
  //   start != v) || (end != u)) cout << "IMPOSSIBLE\n"
35
36 // It can be speed up to work on  $O(E)$  on average by
  // using unordered_set instead of set
37
38 // It works when there are self loops, but not when
  // there are multiple edges
39 // It the graph has multiple edges, add more notes to
  // simulate the edges
40 // e.g
41 // 1 2
42 // 1 2
43 // 1 2
44 // becomes
45 // 3 4
46 // 4 1
47 // 1 2
48
49 vector<bool> visited;
50 vector<int> degree;
51 vector<vector<int>> adj;
52
53 void dfs(int v) {
54     visited[v] = true;
55     for (auto u : adj[v]) {
56         if (!visited[u]) dfs(u);
57     }
58 }
59
60 int is_eulerian(int n, int root, int& start, int& end
  ) {
61     start = -1, end = -1;
62     if (n == 1) return 2; // only one node
63     visited.assign(n + 1, false);
64     dfs(root);
65
66     for (int i = 1; i <= n; i++) {
67         if (!visited[i] && degree[i] > 0) return 0;
68     }
69
70     for (int i = 1; i <= n; i++) {
71         if (start == -1 && degree[i] % 2 == 1) start = i;
72         else if (end == -1 && degree[i] % 2 == 1) end = i;
73     };
74     else if (degree[i] % 2 == 1) return 0;
75 }
76
77 if (start == -1 && end == -1) {start = root; end =
  root; return 2;} // has eulerian circuit and path
78 if (start != -1 && end != -1) return 1; // has
  eulerian path
79 return 0; // no eulerian path nor circuit
80 }
81
82 vector<int> path;
83 vector<set<int>> mark;
84
85 void dfs_path(int v) {
86     visited[v] = true;
87
88     while (degree[v] != 0) {
89         degree[v]--;
90         int u = adj[v][degree[v]];
91         if (mark[v].find(u) != mark[v].end()) continue;
92         mark[v].insert(u);
93         mark[u].insert(v);
94         int next_edge = adj[v][degree[v]];
95         dfs_path(next_edge);
96     }
97     path.pb(v);
98 }
99
100 void find_path(int n, int start) {
101     path.clear();
102     mark.resize(n + 1);
103     visited.assign(n + 1, false);
104     dfs_path(start);
105 }

```

1.16 Bellman Ford

```

1 // Description:
2 // Finds the shortest path from a vertex v to any
  // other vertex
3
4 // Problem:
5 // https://cses.fi/problemset/task/1673
6
7 // Complexity:
8 //  $O(n * m)$ 
9
10 struct Edge {
11     int a, b, cost;
12     Edge(int a, int b, int cost) : a(a), b(b), cost(
  cost) {}
13 };
14
15 int n, m;
16 vector<Edge> edges;
17 const int INF = 1e9+10;
18
19 void bellman_ford(int v, int t) {
20     vector<int> d(n + 1, INF);
21     d[v] = 0;
22     vector<int> p(n + 1, -1);

```

```

23
24 for (;;) {
25     bool any = false;
26     for (Edge e : edges) {
27         if (d[e.a] >= INF) continue;
28         if (d[e.b] > d[e.a] + e.cost) {
29             d[e.b] = d[e.a] + e.cost;
30             p[e.b] = e.a;
31             any = true;
32         }
33     }
34     if (!any) break;
35 }
36
37 if (d[t] == INF)
38     cout << "No path from " << v << " to " << t << ".
39 ";
40 else {
41     vector<int> path;
42     for (int cur = t; cur != -1; cur = p[cur]) {
43         path.push_back(cur);
44     }
45     reverse(path.begin(), path.end());
46     cout << "Path from " << v << " to " << t << ": ";
47     for (int u : path) {
48         cout << u << ' ';
49     }
50 }
51 }

```

1.17 Blossom

```

1 // Description:
2 // Matching algorithm for general graphs (non-
3 // bipartite)
4
5 // Problem:
6 // https://acm.timus.ru/problem.aspx?space=1&num=1099
7
8 // Complexity:
9 // O(n^3)
10
11 // vector<pii> Blossom(vector<vector<int>>& graph) {
12 vector<int> Blossom(vector<vector<int>>& graph) {
13     int n = graph.size(), timer = -1;
14     vector<int> mate(n, -1), label(n), parent(n),
15         orig(n), aux(n, -1), q;
16     auto lca = [&](int x, int y) {
17         for (timer++; ; swap(x, y)) {
18             if (x == -1) continue;
19             if (aux[x] == timer) return x;
20             aux[x] = timer;
21             x = (mate[x] == -1 ? -1 : orig[parent[mate[x]
22 ]]);
23         }
24     };
25     auto blossom = [&](int v, int w, int a) {
26         while (orig[v] != a) {
27             parent[v] = w; w = mate[v];
28             if (label[w] == 1) label[w] = 0, q.push_back(w);
29         };
30         orig[v] = orig[w] = a; v = parent[w];
31     };
32     auto augment = [&](int v) {
33         while (v != -1) {
34             int pv = parent[v], nv = mate[pv];
35             mate[v] = pv; mate[pv] = v; v = nv;
36         }
37     };
38     auto bfs = [&](int root) {
39         fill(label.begin(), label.end(), -1);

```

```

38     iota(orig.begin(), orig.end(), 0);
39     q.clear();
40     label[root] = 0; q.push_back(root);
41     for (int i = 0; i < (int)q.size(); ++i) {
42         int v = q[i];
43         for (auto x : graph[v]) {
44             if (label[x] == -1) {
45                 label[x] = 1; parent[x] = v;
46                 if (mate[x] == -1)
47                     return augment(x), 1;
48                 label[mate[x]] = 0; q.push_back(mate[x]);
49             } else if (label[x] == 0 && orig[v] != orig[x
50 ]) {
51                 int a = lca(orig[v], orig[x]);
52                 blossom(x, v, a); blossom(v, x, a);
53             }
54         }
55     }
56     return 0;
57 }
58 // Time halves if you start with (any) maximal
59 // matching.
60 for (int i = 0; i < n; i++)
61     if (mate[i] == -1)
62         bfs(i);
63 return mate;
64
65 /*
66 vector<bool> used(n, false);
67 vector<pii> ans;
68 for (int i = 0; i < n; i++) {
69     if (matching[i] == -1 || used[i]) continue;
70     used[i] = true;
71     used[matching[i]] = true;
72     ans.emplace_back(i, matching[i]);
73 }
74 return ans;
75 */

```

1.18 Kruskal

```

1 struct DSU {
2     int n;
3     vector<int> link, sizes;
4
5     DSU(int n) {
6         this->n = n;
7         link.assign(n+1, 0);
8         sizes.assign(n+1, 1);
9
10        for (int i = 0; i <= n; i++)
11            link[i] = i;
12    }
13
14    int find(int x) {
15        while (x != link[x])
16            x = link[x];
17
18        return x;
19    }
20
21    bool same(int a, int b) {
22        return find(a) == find(b);
23    }
24
25    void unite(int a, int b) {
26        a = find(a);
27        b = find(b);
28
29        if (a == b) return;
30
31        if (sizes[a] < sizes[b])

```

```

32         swap(a, b);
33
34         sizes[a] += sizes[b];
35         link[b] = a;
36     }
37 };
38
39 struct Edge {
40     int u, v;
41     long long weight;
42
43     Edge() {}
44
45     Edge(int u, int v, long long weight) : u(u), v(v)
46     , weight(weight) {}
47
48     bool operator<(const Edge& other) const {
49         return weight < other.weight;
50     }
51
52     bool operator>(const Edge& other) const {
53         return weight > other.weight;
54     }
55 };
56
57 vector<Edge> kruskal(vector<Edge> edges, int n) {
58     vector<Edge> result; // arestas da MST
59     long long cost = 0;
60
61     sort(edges.begin(), edges.end());
62
63     DSU dsu(n);
64
65     for (auto e : edges) {
66         if (!dsu.same(e.u, e.v)) {
67             cost += e.weight;
68             result.push_back(e);
69             dsu.unite(e.u, e.v);
70         }
71     }
72
73     return result;
74 }

```

1.19 Small To Large

```

1 // Problem:
2 // https://codeforces.com/contest/600/problem/E
3
4 void process_colors(int curr, int parent) {
5
6     for (int n : adj[curr]) {
7         if (n != parent) {
8             process_colors(n, curr);
9
10            if (colors[curr].size() < colors[n].size
11                ()) {
12                sum_num[curr] = sum_num[n];
13                vmax[curr] = vmax[n];
14                swap(colors[curr], colors[n]);
15            }
16
17            for (auto [item, vzs] : colors[n]) {
18                if (colors[curr][item] + vzs > vmax[curr]
19                    ) {
20                    vmax[curr] = colors[curr][item] +
21                        vzs;
22                    sum_num[curr] = item;
23                }
24                else if (colors[curr][item] + vzs ==
25                    sum_num[curr]) {
26                    sum_num[curr] += item;
27                }
28            }
29        }
30    }
31 }

```

```

24
25         colors[curr][item] += vzs;
26     }
27 }
28 }
29
30 }
31
32
33 int32_t main() {
34
35     int n; cin >> n;
36
37     for (int i = 1; i <= n; i++) {
38         int a; cin >> a;
39         colors[i][a] = 1;
40         vmax[i] = 1;
41         sum_num[i] = a;
42     }
43
44     for (int i = 1; i < n; i++) {
45         int a, b; cin >> a >> b;
46
47         adj[a].push_back(b);
48         adj[b].push_back(a);
49     }
50
51     process_colors(1, 0);
52
53     for (int i = 1; i <= n; i++) {
54         cout << sum_num[i] << (i < n ? " " : "\n");
55     }
56
57     return 0;
58 }
59
60

```

1.20 Prim

```

1 int n;
2 vector<vector<int>>> adj; // adjacency matrix of graph
3 const int INF = 1000000000; // weight INF means there
4     is no edge
5
6 struct Edge {
7     int w = INF, to = -1;
8 };
9
10 void prim() {
11     int total_weight = 0;
12     vector<bool> selected(n, false);
13     vector<Edge> min_e(n);
14     min_e[0].w = 0;
15
16     for (int i=0; i<n; ++i) {
17         int v = -1;
18         for (int j = 0; j < n; ++j) {
19             if (!selected[j] && (v == -1 || min_e[j].
20                 w < min_e[v].w)) {
21                 v = j;
22             }
23
24             if (min_e[v].w == INF) {
25                 cout << "No MST!" << endl;
26                 exit(0);
27             }
28
29             selected[v] = true;
30             total_weight += min_e[v].w;
31             if (min_e[v].to != -1) {
32                 cout << v << " " << min_e[v].to << endl;
33             }
34         }
35     }
36 }

```

```

32     for (int to = 0; to < n; ++to) {
33         if (adj[v][to] < min_e[to].w)
34             min_e[to] = {adj[v][to], v};
35     }
36 }
37
38 cout << total_weight << endl;
39 }

```

1.21 Cycle Path Recovery

```

1  int n;
2  vector<vector<int>> adj;
3  vector<char> color;
4  vector<int> parent;
5  int cycle_start, cycle_end;
6
7  bool dfs(int v) {
8      color[v] = 1;
9      for (int u : adj[v]) {
10         if (color[u] == 0) {
11             parent[u] = v;
12             if (dfs(u))
13                 return true;
14         } else if (color[u] == 1) {
15             cycle_end = v;
16             cycle_start = u;
17             return true;
18         }
19     }
20     color[v] = 2;
21     return false;
22 }
23
24 void find_cycle() {
25     color.assign(n, 0);
26     parent.assign(n, -1);
27     cycle_start = -1;
28
29     for (int v = 0; v < n; v++) {
30         if (color[v] == 0 && dfs(v))
31             break;
32     }
33
34     if (cycle_start == -1) {
35         cout << "Acyclic" << endl;
36     } else {
37         vector<int> cycle;
38         cycle.push_back(cycle_start);
39         for (int v = cycle_end; v != cycle_start; v =
40             parent[v])
41             cycle.push_back(v);
42         cycle.push_back(cycle_start);
43         reverse(cycle.begin(), cycle.end());
44
45         cout << "Cycle found: ";
46         for (int v : cycle)
47             cout << v << " ";
48         cout << endl;
49     }
50 }

```

1.22 Min Cost Max Flow

```

1  // Dinitz Min Cost
2  const int INF = 0x3f3f3f3f3f3f3f3f;
3
4  struct Dinitz {
5      struct Edge {
6          int v, u, cap, flow=0, cost;
7          Edge(int v, int u, int cap, int cost) : v(v), u(u
8              ), cap(cap), cost(cost) {}

```

```

8      };
9
10     int n, s, t;
11     Dinitz(int n, int s, int t) : n(n), s(s), t(t) {
12         adj.resize(n);
13     }
14
15     vector<Edge> edges;
16     vector<vector<int>> adj;
17     void add_edge(int v, int u, int cap, int cost) {
18         edges.emplace_back(v, u, cap, cost);
19         adj[v].push_back(size(edges)-1);
20         edges.emplace_back(u, v, 0, -cost);
21         adj[u].push_back(size(edges)-1);
22     }
23
24     vector<int> dist;
25     bool spfa() {
26         dist.assign(n, INF);
27
28         queue<int> Q;
29         vector<bool> inqueue(n, false);
30
31         dist[s] = 0;
32         Q.push(s);
33         inqueue[s] = true;
34
35         vector<int> cnt(n);
36
37         while (!Q.empty()) {
38             int v = Q.front(); Q.pop();
39             inqueue[v] = false;
40
41             for (auto eid : adj[v]) {
42                 auto const& e = edges[eid];
43                 if (e.cap - e.flow <= 0) continue;
44                 if (dist[e.u] > dist[e.v] + e.cost) {
45                     dist[e.u] = dist[e.v] + e.cost;
46                     if (!inqueue[e.u]) {
47                         Q.push(e.u);
48                         inqueue[e.u] = true;
49                     }
50                 }
51             }
52         }
53
54         return dist[t] != INF;
55     }
56
57     int cost = 0;
58     vector<int> ptr;
59     int dfs(int v, int f) {
60         if (v == t || f == 0) return f;
61         for (auto &cid = ptr[v]; cid < size(adj[v]);) {
62             auto eid = adj[v][cid];
63             auto &e = edges[eid];
64             cid++;
65             if (e.cap - e.flow <= 0) continue;
66             if (dist[e.v] + e.cost != dist[e.u]) continue;
67             int newf = dfs(e.u, min(f, e.cap - e.flow));
68             if (newf == 0) continue;
69             e.flow += newf;
70             edges[eid^1].flow -= newf;
71             cost += e.cost * newf;
72             return newf;
73         }
74         return 0;
75     }
76
77     int total_flow = 0;
78     int flow() {
79         while (spfa()) {
80             ptr.assign(n, 0);

```

```

81     while (int newf = dfs(s, INF))
82         total_flow += newf;
83     }
84     return total_flow;
85 }
86 };
87 //}}}

```

1.23 Eulerian Directed

```

1 // Description:
2 // Hierholzer's Algorithm
3 // An Eulerian path is a path that passes through
4 // every edge exactly once.
5 // An Eulerian circuit is an Eulerian path that
6 // starts and ends on the same node.
7
8 // An Eulerian path exists in an directed graph if
9 // the indegree and outdegree is equal
10 // for every node (not counting self-edges)
11 // except for possibly exactly one node that have
12 // outdegree - indegree = 1
13 // and one node that has indegree - outdegree = 1 (
14 // start and end nodes).
15 // An Eulerian circuit exists in an directed graph if
16 // the indegree and outdegree is equal for every
17 // node.
18
19 // The graph has to be conected (except for isolated
20 // nodes which are allowed because there
21 // are no edges connected to them).
22
23 // Problem:
24 // https://cses.fi/problemset/task/1693
25
26 // Complexity:
27 // O(E) where E is the number of edges
28
29 // How to use
30 // Check whether the path exists before trying to
31 // find it
32 // Find the root - any node that has at least 1
33 // outgoing edge
34 // (if the problem requires that you start from a
35 // node v, the root will be the node v)
36 // Count the degree;
37 //
38 // for (int i = 0; i < m; i++) {
39 //     int a, b; cin >> a >> b;
40 //     adj[a].pb(b);
41 //     root = a;
42 //     outdegree[a]++; indegree[b]++;
43 // }
44
45 // Notes
46 // It works when there are self loops, but not when
47 // there are multiple edges
48
49 vector<bool> visited;
50 vector<int> outdegree, indegree;
51 vector<vector<int>> adj, undir;
52
53 void dfs(int v) {
54     visited[v] = true;
55     for (auto u : undir[v]) {
56         if (!visited[u]) dfs(u);
57     }
58 }
59
60 int is_eulerian(int n, int root, int &start, int& end) {
61     start = -1, end = -1;
62     if (n == 1) return 2; // only one node

```

```

51     visited.assign(n + 1, false);
52     dfs(root);
53
54     for (int i = 1; i <= n; i++) {
55         if (!visited[i] && (i == n || i == 1 || outdegree
56             [i] + indegree[i] > 0)) return 0;
57     }
58
59     // start => node with indegree - outdegree = 1
60     // end => node with outdegree - indegree = 1
61     for (int i = 1; i <= n; i++) {
62         if (start == -1 && indegree[i] - outdegree[i] ==
63             1) start = i;
64         else if (end == -1 && outdegree[i] - indegree[i]
65             == 1) end = i;
66         else if (indegree[i] != outdegree[i]) return 0;
67     }
68
69     if (start == -1 && end == -1) {start = root; end =
70         root; return 2;} // has eulerian circuit and path
71     if (start != -1 && end != -1) {swap(start, end);
72         return 1;} // has eulerian path
73     return 0; // no eulerian path nor circuit
74 }
75
76 vector<int> path;
77
78 void dfs_path(int v) {
79     visited[v] = true;
80
81     while (outdegree[v] != 0) {
82         int u = adj[v][--outdegree[v]];
83         int next_edge = adj[v][outdegree[v]];
84         dfs_path(next_edge);
85     }
86     path.pb(v);
87 }
88
89 void find_path(int n, int start) {
90     path.clear();
91     visited.assign(n + 1, false);
92     dfs_path(start);
93     reverse(path.begin(), path.end());
94 }

```

1.24 Find Cycle

```

1 bitset<MAX> visited;
2 vector<int> path;
3 vector<int> adj[MAX];
4
5 bool dfs(int u, int p){
6
7     if (visited[u]) return false;
8
9     path.pb(u);
10    visited[u] = true;
11
12    for (auto v : adj[u]){
13        if (visited[v] and u != v and p != v){
14            path.pb(v); return true;
15        }
16
17        if (dfs(v, u)) return true;
18    }
19
20    path.pop_back();
21    return false;
22 }
23
24 bool has_cycle(int N){
25
26     visited.reset();

```



```

27     for (int u = 1; u <= N; ++u){
28         path.clear();
29         if (not visited[u] and dfs(u,-1))
30             return true;
31     }
32 }
33
34     return false;
35 }
36 }

```

1.25 Dinic

```

1 // Description:
2 // Obtains the maximum possible flow rate given a
  // network. A network is a graph with a single
  // source vertex and a single sink vertex in which
  // each edge has a capacity
3
4 // Problem:
5 // https://codeforces.com/gym/103708/problem/J
6
7 // Complexity:
8 //  $O(V^2 * E)$  where V is the number of vertex and E
  // is the number of edges
9
10 // Unit network
11 // A unit network is a network in which for any
  // vertex except source and sink either incoming or
  // outgoing edge is unique and has unit capacity (
  // matching problem).
12 // Complexity on unit networks:  $O(E * \sqrt{V})$ 
13
14 // Unity capacity networks
15 // A more generic settings when all edges have unit
  // capacities, but the number of incoming and
  // outgoing edges is unbounded
16 // Complexity on unity capacity networks:  $O(E * \sqrt{E})$ 
17
18 // How to use:
19 // Dinic dinic = Dinic(num_vertex, source, sink);
20 // dinic.add_edge(vertex1, vertex2, capacity);
21 // cout << dinic.max_flow() << '\n';
22
23 #include <bits/stdc++.h>
24
25 #define pb push_back
26 #define mp make_pair
27 #define pii pair<int, int>
28 #define ff first
29 #define ss second
30 #define ll long long
31
32 using namespace std;
33
34 const ll INF = 1e18+10;
35
36 struct Edge {
37     int from;
38     int to;
39     ll capacity;
40     ll flow;
41     Edge* residual;
42
43     Edge() {}
44
45     Edge(int from, int to, ll capacity) : from(from),
46     to(to), capacity(capacity) {
47         flow = 0;
48     }
49
50     ll get_capacity() {

```

```

50         return capacity - flow;
51     }
52
53     ll get_flow() {
54         return flow;
55     }
56
57     void augment(ll bottleneck) {
58         flow += bottleneck;
59         residual->flow -= bottleneck;
60     }
61
62     void reverse(ll bottleneck) {
63         flow -= bottleneck;
64         residual->flow += bottleneck;
65     }
66
67     bool operator<(const Edge& e) const {
68         return true;
69     }
70 };
71
72 struct Dinic {
73     int source;
74     int sink;
75     int nodes;
76     ll flow;
77     vector<vector<Edge*>> adj;
78     vector<int> level;
79     vector<int> next;
80     vector<int> reach;
81     vector<bool> visited;
82     vector<vector<int>> path;
83
84     Dinic(int source, int sink, int nodes) : source(
85     source), sink(sink), nodes(nodes) {
86         adj.resize(nodes + 1);
87     }
88
89     void add_edge(int from, int to, ll capacity) {
90         Edge* e1 = new Edge(from, to, capacity);
91         Edge* e2 = new Edge(to, from, 0);
92         // Edge* e2 = new Edge(to, from, capacity);
93         e1->residual = e2;
94         e2->residual = e1;
95         adj[from].pb(e1);
96         adj[to].pb(e2);
97     }
98
99     bool bfs() {
100         level.assign(nodes + 1, -1);
101         queue<int> q;
102         q.push(source);
103         level[source] = 0;
104
105         while (!q.empty()) {
106             int node = q.front();
107             q.pop();
108
109             for (auto e : adj[node]) {
110                 if (level[e->to] == -1 && e->
111                 get_capacity() > 0) {
112                     level[e->to] = level[e->from] +
113                     1;
114                     q.push(e->to);
115                 }
116             }
117         }
118
119         return level[sink] != -1;
120     }
121
122     ll dfs(int v, ll flow) {

```

```

120         if (v == sink)
121             return flow;
122
123         int sz = adj[v].size();
124         for (int i = next[v]; i < sz; i++) {
125             Edge* e = adj[v][i];
126             if (level[e->to] == level[e->from] + 1 &&
127                 e->get_capacity() > 0) {
128                 ll bottleneck = dfs(e->to, min(flow,
129                     e->get_capacity()));
130                 if (bottleneck > 0) {
131                     e->augment(bottleneck);
132                     return bottleneck;
133                 }
134             }
135             next[v] = i + 1;
136         }
137         return 0;
138     }
139
140     ll max_flow() {
141         flow = 0;
142         while(bfs()) {
143             next.assign(nodes + 1, 0);
144             ll sent = -1;
145             while (sent != 0) {
146                 sent = dfs(source, INF);
147                 flow += sent;
148             }
149         }
150         return flow;
151     }
152
153     void reachable(int v) {
154         visited[v] = true;
155
156         for (auto e : adj[v]) {
157             if (!visited[e->to] && e->get_capacity()
158 > 0) {
159                 reach.pb(e->to);
160                 visited[e->to] = true;
161                 reachable(e->to);
162             }
163         }
164
165     void print_min_cut() {
166         reach.clear();
167         visited.assign(nodes + 1, false);
168         reach.pb(source);
169         reachable(source);
170
171         for (auto v : reach) {
172             for (auto e : adj[v]) {
173                 if (!visited[e->to] && e->
174 get_capacity() == 0) {
175                     cout << e->from << ' ' << e->to
176 << '\n';
177                 }
178             }
179         }
180
181     ll build_path(int v, int id, ll flow) {
182         visited[v] = true;
183         if (v == sink) {
184             return flow;
185         }
186
187         for (auto e : adj[v]) {
188             if (!visited[e->to] && e->get_flow() > 0)
189
190
191
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203
204
205
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```

1.26 Centroid Find

```

1 // Description:
2 // Indexed at zero
3 // Find a centroid, that is a node such that when it
4 // is appointed the root of the tree,
5 // each subtree has at most floor(n/2) nodes.
6 // Problem:
7 // https://cses.fi/problemset/task/2079/
8
9 // Complexity:
10 // O(n)
11
12 // How to use:

```

```

13 // get_subtree_size(0);
14 // cout << get_centroid(0) + 1 << endl;
15
16 int n;
17 vector<int> adj[MAX];
18 int subtree_size[MAX];
19
20 int get_subtree_size(int node, int par = -1) {
21     int &res = subtree_size[node];
22     res = 1;
23     for (int i : adj[node]) {
24         if (i == par) continue;
25         res += get_subtree_size(i, node);
26     }
27     return res;
28 }
29
30 int get_centroid(int node, int par = -1) {
31     for (int i : adj[node]) {
32         if (i == par) continue;
33
34         if (subtree_size[i] * 2 > n) { return
get_centroid(i, node); }
35     }
36     return node;
37 }
38
39 int main() {
40     cin >> n;
41     for (int i = 0; i < n - 1; i++) {
42         int u, v; cin >> u >> v;
43         u--; v--;
44         adj[u].push_back(v);
45         adj[v].push_back(u);
46     }
47
48     get_subtree_size(0);
49     cout << get_centroid(0) + 1 << endl;
50 }

```

2 Geometry

2.1 Closest Pair Points

```

1 // Description
2 // Find the squared distance between the closest two
   points among n points
3 // Also finds which pair of points is closest (could
   be more than one)
4
5 // Problem
6 // https://cses.fi/problemset/task/2194/
7
8 // Complexity
9 // O(n log n)
10
11 ll closest_pair_points(vp &vet){
12     pair<point, point> ans;
13     int n = vet.size();
14     sort(vet.begin(), vet.end());
15     set<point> s;
16
17     ll best_dist = LLONG_MAX;
18     int j=0;
19     for(int i=0;i<n;i++){
20         ll d = ceil(sqrt(best_dist));
21         while(j<n and vet[i].x-vet[j].x >= d){
22             s.erase(point(vet[j].y, vet[j].x));
23             j++;
24         }
25

```

```

26         auto it1 = s.lower_bound({vet[i].y - d, vet[i]
].x});
27         auto it2 = s.upper_bound({vet[i].y + d, vet[i]
].x});
28
29         for(auto it=it1; it!=it2; it++){
30             ll dx = vet[i].x - it->y;
31             ll dy = vet[i].y - it->x;
32
33             if(best_dist > dx*dx + dy*dy){
34                 best_dist = dx*dx + dy*dy;
35                 // closest pair points
36                 ans = mp(vet[i], point(it->y, it->x))
;
37             }
38         }
39
40         s.insert(point(vet[i].y, vet[i].x));
41     }
42
43     // best distance squared
44     return best_dist;
45 }

```

2.2 2d

```

1 #define vp vector<point>
2 #define ld long double
3 const ld EPS = 1e-6;
4 const ld PI = acos(-1);
5
6 // typedef ll cod;
7 // bool eq(cod a, cod b){ return (a==b); }
8 typedef ld cod;
9 bool eq(cod a, cod b){ return abs(a - b) <= EPS; }
10
11 struct point{
12     cod x, y;
13     int id;
14     point(cod x=0, cod y=0): x(x), y(y){}
15
16     point operator+(const point &o) const{ return {x+
o.x, y+o.y}; }
17     point operator-(const point &o) const{ return {x-
o.x, y-o.y}; }
18     point operator*(cod t) const{ return {x*t, y*t};
}
19     point operator/(cod t) const{ return {x/t, y/t};
}
20     cod operator*(const point &o) const{ return x * o
.x + y * o.y; }
21     cod operator^(const point &o) const{ return x * o
.y - y * o.x; }
22     bool operator<(const point &o) const{
23         return (eq(x, o.x) ? y < o.y : x < o.x);
24     }
25     bool operator==(const point &o) const{
26         return eq(x, o.x) and eq(y, o.y);
27     }
28     friend ostream& operator<<(ostream& os, point p) {
29         return os << "(" << p.x << "," << p.y << ")";
30     };
31
32     int ccw(point a, point b, point e){ // -1=dir; 0=
collinear; 1=esq;
33     cod tmp = (b-a) ^ (e-a); // vector from a to b
34     return (tmp > EPS) - (tmp < -EPS);
35 }
36
37 ld norm(point a){ // Modulo
38     return sqrt(a * a);
39 }
40 cod norm2(point a){

```

```

41     return a * a;
42 }
43 bool nulo(point a){
44     return (eq(a.x, 0) and eq(a.y, 0));
45 }
46 point rotccw(point p, ld a){
47     // a = PI*a/180; // graus
48     return point((p.x*cos(a)-p.y*sin(a)), (p.y*cos(a)+p.x*sin(a)));
49 }
50 point rot90cw(point a) { return point(a.y, -a.x); };
51 point rot90ccw(point a) { return point(-a.y, a.x); };
52
53 ld proj(point a, point b){ // a sobre b
54     return a*b/norm(b);
55 }
56 ld angle(point a, point b){ // em radianos
57     ld ang = a*b / norm(a) / norm(b);
58     return acos(max(min(ang, (ld)1), (ld)-1));
59 }
60 ld angle_vec(point v){
61     // return 180/PI*atan2(v.x, v.y); // graus
62     return atan2(v.x, v.y);
63 }
64 ld order_angle(point a, point b){ // from a to b ccw
65     (a in front of b)
66     ld aux = angle(a,b)*180/PI;
67     return ((a^b)<=0 ? aux:360-aux);
68 }
69 bool angle_less(point a1, point b1, point a2, point b2){ // ang(a1,b1) <= ang(a2,b2)
70     point p1((a1*b1), abs((a1^b1)));
71     point p2((a2*b2), abs((a2^b2)));
72     return (p1^p2) <= 0;
73 }
74 ld area(vp &p){ // (points sorted)
75     ld ret = 0;
76     for(int i=2;i<(int)p.size();i++)
77         ret += (p[i]-p[0])^(p[i-1]-p[0]);
78     return abs(ret/2);
79 }
80 ld areaT(point &a, point &b, point &c){
81     return abs((b-a)^(c-a))/2.0;
82 }
83
84 point center(vp &A){
85     point c = point();
86     int len = A.size();
87     for(int i=0;i<len;i++)
88         c=c+A[i];
89     return c/len;
90 }
91
92 point forca_mod(point p, ld m){
93     ld cm = norm(p);
94     if(cm<EPS) return point();
95     return point(p.x*m/cm,p.y*m/cm);
96 }
97
98 ld param(point a, point b, point v){
99     // v = t*(b-a) + a // return t;
100    // assert(line(a, b).inside_seg(v));
101    return ((v-a) * (b-a)) / ((b-a) * (b-a));
102 }
103
104 bool simetric(vp &a){ //ordered
105     int n = a.size();
106     point c = center(a);
107     if(n&1) return false;
108     for(int i=0;i<n/2;i++)
109         if(ccw(a[i], a[i+n/2], c) != 0)
110             return false;
111
112     return true;
113 }
114 point mirror(point m1, point m2, point p){
115     // mirror point p around segment m1m2
116     point seg = m2-m1;
117     ld t0 = ((p-m1)*seg) / (seg*seg);
118     point ort = m1 + seg*t0;
119     point pm = ort-(p-ort);
120     return pm;
121 }
122
123 // Line
124 // Line
125 // Line
126 // Line
127
128 struct line{
129     point p1, p2;
130     cod a, b, c; // ax+by+c = 0;
131     // y-y1 = ((y2-y1)/(x2-x1))(x-x1)
132     line(point p1=0, point p2=0): p1(p1), p2(p2){
133         a = p1.y - p2.y;
134         b = p2.x - p1.x;
135         c = p1 ^ p2;
136     }
137     line(cod a=0, cod b=0, cod c=0): a(a), b(b), c(c)
138     {
139         // Gera os pontos p1 p2 dados os coeficientes
140         // isso aqui eh um lixo mas quebra um galho
141         kkkkkk
142         if(b==0){
143             p1 = point(1, -c/a);
144             p2 = point(0, -c/a);
145         }else{
146             p1 = point(1, (-c-a*1)/b);
147             p2 = point(0, -c/b);
148         }
149     }
150
151     cod eval(point p){
152         return a*p.x+b*p.y+c;
153     }
154     bool inside(point p){
155         return eq(eval(p), 0);
156     }
157     point normal(){
158         return point(a, b);
159     }
160     bool inside_seg(point p){
161         return (
162             ((p1-p) ^ (p2-p)) == 0 and
163             ((p1-p) * (p2-p)) <= 0
164         );
165     }
166 };
167
168 // be careful with precision error
169 vp inter_line(line l1, line l2){
170     ld det = l1.a*l2.b - l1.b*l2.a;
171     if(det==0) return {};
172     ld x = (l1.b*l2.c - l1.c*l2.b)/det;
173     ld y = (l1.c*l2.a - l1.a*l2.c)/det;
174     return {point(x, y)};
175 }
176
177 // segments not collinear
178 vp inter_seg(line l1, line l2){
179     vp ans = inter_line(l1, l2);
180     if(ans.empty() or !l1.inside_seg(ans[0]) or !l2.inside_seg(ans[0]))

```

```

181         return {};
182     return ans;
183 }
184 bool seg_has_inter(line l1, line l2){
185     // if collinear
186     if (l1.inside_seg(l2.p1) || l1.inside_seg(l2.p2)
187         || l2.inside_seg(l1.p1) || l2.inside_seg(l1.p2))
188         return true;
189
190     return ccw(l1.p1, l1.p2, l2.p1) * ccw(l1.p1, l1.
191         p2, l2.p2) < 0 and
192         ccw(l2.p1, l2.p2, l1.p1) * ccw(l2.p1, l2.
193         p2, l1.p2) < 0;
194 }
195 ld dist_seg(point p, point a, point b){ // point -
196     seg
197     if((p-a)*(b-a) < EPS) return norm(p-a);
198     if((p-b)*(a-b) < EPS) return norm(p-b);
199     return abs((p-a)^(b-a)) / norm(b-a);
200 }
201
202 line bisector(point a, point b){
203     point d = (b-a)*2;
204     return line(d.x, d.y, a*a - b*b);
205 }
206
207 line perpendicular(line l, point p){ // passes
208     through p
209     return line(l.b, -l.a, -l.b*p.x + l.a*p.y);
210 }
211
212 ///////////////
213 // Circle //
214 ///////////////
215
216 struct circle{
217     point c; cod r;
218     circle() : c(0, 0), r(0){}
219     circle(const point o) : c(o), r(0){}
220     circle(const point a, const point b){
221         c = (a+b)/2;
222         r = norm(a-c);
223     }
224     circle(const point a, const point b, const point
225     cc){
226         assert(ccw(a, b, cc) != 0);
227         c = inter_line(bisector(a, b), bisector(b, cc
228         ))[0];
229         r = norm(a-c);
230     }
231     bool inside(const point &a) const{
232         return norm(a - c) <= r + EPS;
233     }
234 }
235
236 pair<point, point> tangent_points(circle cr, point p)
237 {
238     ld d1 = norm(p-cr.c), theta = asin(cr.r/d1);
239     point p1 = rotccw(cr.c-p, -theta);
240     point p2 = rotccw(cr.c-p, theta);
241     assert(d1 >= cr.r);
242     p1 = p1 * (sqrt(d1*d1-cr.r*cr.r) / d1) + p;
243     p2 = p2 * (sqrt(d1*d1-cr.r*cr.r) / d1) + p;
244     return {p1, p2};
245 }
246
247 circle incircle(point p1, point p2, point p3){
248     ld m1 = norm(p2-p3);
249     ld m2 = norm(p1-p3);
250     ld m3 = norm(p1-p2);
251     point c = (p1*m1 + p2*m2 + p3*m3)*(1/(m1+m2+m3));
252     ld s = 0.5*(m1+m2+m3);
253     ld r = sqrt(s*(s-m1)*(s-m2)*(s-m3)) / s;
254     return circle(c, r);
255 }
256
257 circle circumcircle(point a, point b, point c) {
258     circle ans;
259     point u = point((b-a).y, -(b-a).x);
260     point v = point((c-a).y, -(c-a).x);
261     point n = (c-b)*0.5;
262     ld t = (u^n)/(v^u);
263     ans.c = ((a+c)*0.5) + (v*t);
264     ans.r = norm(ans.c-a);
265     return ans;
266 }
267
268 vp inter_circle_line(circle C, line L){
269     point ab = L.p2 - L.p1, p = L.p1 + ab * ((C.c-L.
270     p1)*(ab) / (ab*ab));
271     ld s = (L.p2-L.p1)^(C.c-L.p1), h2 = C.r*C.r - s*s
272     / (ab*ab);
273     if (h2 < -EPS) return {};
274     if (eq(h2, 0)) return {p};
275     point h = (ab/norm(ab)) * sqrt(h2);
276     return {p - h, p + h};
277 }
278
279 vp inter_circle(circle C1, circle C2){
280     if(C1.c == C2.c) { assert(C1.r != C2.r); return
281     {};}
282     point vec = C2.c - C1.c;
283     ld d2 = vec*vec, sum = C1.r+C2.r, dif = C1.r-C2.r
284     ;
285     ld p = (d2 + C1.r*C1.r - C2.r*C2.r)/(d2*2), h2 =
286     C1.r*C1.r - p*p*d2;
287     if (sum*sum < d2 or dif*dif > d2) return {};
288     point mid = C1.c + vec*p, per = point(-vec.y, vec
289     .x) * sqrt(max((ld)0, h2) / d2);
290     if(eq(per.x, 0) and eq(per.y, 0)) return {mid};
291     return {mid + per, mid - per};
292 }
293
294 // minimum circle cover O(n) amortizado
295 circle min_circle_cover(vp v){
296     random_shuffle(v.begin(), v.end());
297     circle ans;
298     int n = v.size();
299     for(int i=0;i<n;i++){
300         if(!ans.inside(v[i])){
301             ans = circle(v[i]);
302             for(int j=0;j<i;j++){
303                 if(!ans.inside(v[j])){
304                     ans = circle(v[i], v[j]);
305                     for(int k=0;k<j;k++){
306                         if(!ans.inside(v[k])){
307                             ans = circle(v[i], v[j], v[k]);
308                         }
309                     }
310                 }
311             }
312         }
313     }
314     return ans;
315 }

```

2.3 Inside Polygon

```

1 // Description
2 // Checks if a given point is inside, outside or on
3 // the boundary of a polygon
4
5 // Problem
6 // https://cses.fi/problemset/task/2192/

```

```

6
7 // Complexity
8 // O(n)
9
10 int inside(vp &p, point pp){
11     // 1 - inside / 0 - boundary / -1 - outside
12     int n = p.size();
13     for(int i=0;i<n;i++){
14         int j = (i+1)%n;
15         if(line({p[i], p[j]}).inside_seg(pp))
16             return 0; // boundary
17     }
18     int inter = 0;
19     for(int i=0;i<n;i++){
20         int j = (i+1)%n;
21         if(p[i].x <= pp.x and pp.x < p[j].x and ccw(p
[i], p[j], pp)==1)
22             inter++; // up
23         else if(p[j].x <= pp.x and pp.x < p[i].x and
ccw(p[i], p[j], pp)==-1)
24             inter++; // down
25     }
26
27     if(inter%2==0) return -1; // outside
28     else return 1; // inside
29 }

```

2.4 Shoelace Boundary

```

1 // Description
2 // Shoelace formula finds the area of a polygon
3 // Boundary points return the number of integer
  points on the edges of a polygon
4 // not counting the vertexes
5
6 // Problem
7 // https://codeforces.com/gym/101873/problem/G
8
9 // Complexity
10 // O(n)
11
12 // before dividing by two
13 int shoelace(vector<point> & points) {
14     int n = points.size();
15     vector<point> v(n + 2);
16
17     for (int i = 1; i <= n; i++) {
18         v[i] = points[i - 1];
19     }
20     v[n + 1] = points[0];
21
22     int sum = 0;
23     for (int i = 1; i <= n; i++) {
24         sum += (v[i].x * v[i + 1].y - v[i + 1].x * v[
i].y);
25     }
26
27     sum = abs(sum);
28     return sum;
29 }
30
31 int boundary_points(vector<point> & points) {
32     int n = points.size();
33     vector<point> v(n + 2);
34
35     for (int i = 1; i <= n; i++) {
36         v[i] = points[i - 1];
37     }
38     v[n + 1] = points[0];
39
40     int ans = 0;
41     for (int i = 1; i <= n; i++) {

```

```

42         if (v[i].x == v[i + 1].x) ans += abs(v[i].y -
v[i + 1].y) - 1;
43         else if (v[i].y == v[i + 1].y) ans += abs(v[i
].x - v[i + 1].x) - 1;
44         else ans += gcd(abs(v[i].x - v[i + 1].x), abs
(v[i].y - v[i + 1].y)) - 1;
45     }
46     return points.size() + ans;
47 }

```

3 Misc

3.1 Int128

```

1 __int128 read() {
2     __int128 x = 0, f = 1;
3     char ch = getchar();
4     while (ch < '0' || ch > '9') {
5         if (ch == '-') f = -1;
6         ch = getchar();
7     }
8     while (ch >= '0' && ch <= '9') {
9         x = x * 10 + ch - '0';
10        ch = getchar();
11    }
12    return x * f;
13 }
14 void print(__int128 x) {
15     if (x < 0) {
16         putchar('-');
17         x = -x;
18     }
19     if (x > 9) print(x / 10);
20     putchar(x % 10 + '0');
21 }

```

3.2 Split

```

1 vector<string> split(string txt, char key = ' '){
2     vector<string> ans;
3
4     string palTemp = "";
5     for(int i = 0; i < txt.size(); i++){
6
7         if(txt[i] == key){
8             if(palTemp.size() > 0){
9                 ans.push_back(palTemp);
10                palTemp = "";
11            }
12        } else{
13            palTemp += txt[i];
14        }
15    }
16
17    if(palTemp.size() > 0)
18        ans.push_back(palTemp);
19
20    return ans;
21 }
22 }

```

4 Data Structures

4.1 Psum2d

```

1 // Description:
2 // Queries the sum of a rectangle that goes from grid
  [from_row][from_col] to grid[to_row][to_col]
3
4 // Problem:

```

```

5 // https://cses.fi/problemset/task/1652/
6
7 // Complexity:
8 // O(n) build
9 // O(1) query
10
11 for (int i = 1; i <= n; i++) {
12     for (int j = 1; j <= n; j++) {
13         psum[i][j] = grid[i][j] + psum[i - 1][j] + psum[i
14             ][j - 1] - psum[i - 1][j - 1];
15     }
16 }
17 while (q--) {
18     int from_row, to_row, from_col, to_col;
19     cin >> from_row >> from_col >> to_row >> to_col;
20     cout << psum[to_row][to_col] - psum[from_row - 1][
21         to_col] -
22     psum[to_row][from_col - 1] + psum[from_row - 1][
23         from_col - 1] << '\n';
24 }

```

4.2 Range Query Point Update

```

1 // Description:
2 // Indexed at zero
3 // Query - get sum of elements from range (l, r)
4 // inclusive
5 // Update - update element at position id to a value
6 // val
7 // Problem:
8 // https://codeforces.com/edu/course/2/lesson/4/1/
9 // practice/contest/273169/problem/B
10 // Complexity:
11 // O(log n) for both query and update
12 // How to use:
13 // Segtree seg = Segtree(n);
14 // seg.build(v);
15 // Notes
16 // Change neutral element and f function to perform a
17 // different operation
18 // If you want to change the operations to point
19 // query and range update
20 // Use the same segtree, but perform the following
21 // operations
22 // Query - seg.query(0, id);
23 // Update - seg.update(1, v); seg.update(r + 1, -v);
24
25 typedef long long ftype;
26
27 struct Segtree {
28     vector<ftype> seg;
29     int n;
30     const ftype NEUTRAL = 0;
31
32     Segtree(int n) {
33         int sz = 1;
34         while (sz < n) sz *= 2;
35         this->n = sz;
36
37         seg.assign(2*sz, NEUTRAL);
38     }
39
40     ftype f(ftype a, ftype b) {
41         return a + b;
42     }

```

```

43 ftype query(int pos, int ini, int fim, int p, int
44     q) {
45     if (ini >= p && fim <= q) {
46         return seg[pos];
47     }
48
49     if (q < ini || p > fim) {
50         return NEUTRAL;
51     }
52
53     int e = 2*pos + 1;
54     int d = 2*pos + 2;
55     int m = ini + (fim - ini) / 2;
56
57     return f(query(e, ini, m, p, q), query(d, m +
58         1, fim, p, q));
59 }
60
61 void update(int pos, int ini, int fim, int id,
62     int val) {
63     if (ini > id || fim < id) {
64         return;
65     }
66
67     if (ini == id && fim == id) {
68         seg[pos] = val;
69     }
70
71     return;
72
73     int e = 2*pos + 1;
74     int d = 2*pos + 2;
75     int m = ini + (fim - ini) / 2;
76
77     update(e, ini, m, id, val);
78     update(d, m + 1, fim, id, val);
79
80     seg[pos] = f(seg[e], seg[d]);
81 }
82
83 void build(int pos, int ini, int fim, vector<int>
84     &v) {
85     if (ini == fim) {
86         if (ini < (int)v.size()) {
87             seg[pos] = v[ini];
88         }
89         return;
90     }
91
92     int e = 2*pos + 1;
93     int d = 2*pos + 2;
94     int m = ini + (fim - ini) / 2;
95
96     build(e, ini, m, v);
97     build(d, m + 1, fim, v);
98
99     seg[pos] = f(seg[e], seg[d]);
100 }
101
102 ftype query(int p, int q) {
103     return query(0, 0, n - 1, p, q);
104 }
105
106 void update(int id, int val) {
107     update(0, 0, n - 1, id, val);
108 }
109
110 void build(vector<int> &v) {
111     build(0, 0, n - 1, v);
112 }
113
114 void debug() {
115     for (auto e : seg) {

```



```

112         cout << e << ' ';
113     }
114     cout << '\n';
115 }
116 };

```

4.3 Persistent

```

1 // Description:
2 // Persistent segtree allows for you to save the
   different versions of the segtree between each
   update
3 // Indexed at one
4 // Query - get sum of elements from range (l, r)
   inclusive
5 // Update - update element at position id to a value
   val
6
7 // Problem:
8 // https://cses.fi/problemset/task/1737/
9
10 // Complexity:
11 // O(log n) for both query and update
12
13 // How to use:
14 // vector<int> raiz(MAX); // vector to store the
   roots of each version
15 // Segtree seg = Segtree(INF);
16 // raiz[0] = seg.create(); // null node
17 // curr = 1; // keep track of the last version
18
19 // raiz[k] = seg.update(raiz[k], idx, val); //
   updating version k
20 // seg.query(raiz[k], l, r) // querying version k
21 // raiz[++curr] = raiz[k]; // create a new version
   based on version k
22
23 const int MAX = 2e5+17;
24 const int INF = 1e9+17;
25
26 typedef long long ftype;
27
28 struct Segtree {
29     vector<ftype> seg, d, e;
30     const ftype NEUTRAL = 0;
31     int n;
32
33     Segtree(int n) {
34         this->n = n;
35     }
36
37     ftype f(ftype a, ftype b) {
38         return a + b;
39     }
40
41     ftype create() {
42         seg.push_back(0);
43         e.push_back(0);
44         d.push_back(0);
45         return seg.size() - 1;
46     }
47
48     ftype query(int pos, int ini, int fim, int p, int
49 q) {
50     if (q < ini || p > fim) return NEUTRAL;
51     if (pos == 0) return 0;
52     if (p <= ini && fim <= q) return seg[pos];
53     int m = (ini + fim) >> 1;
54     return f(query(e[pos], ini, m, p, q), query(d
55 [pos], m + 1, fim, p, q));

```

```

56 int update(int pos, int ini, int fim, int id, int
57 val) {
58     int novo = create();
59
60     seg[novo] = seg[pos];
61     e[novo] = e[pos];
62     d[novo] = d[pos];
63
64     if (ini == fim) {
65         seg[novo] = val;
66         return novo;
67     }
68
69     int m = (ini + fim) >> 1;
70
71     if (id <= m) e[novo] = update(e[novo], ini, m
72 , id, val);
73     else d[novo] = update(d[novo], m + 1, fim, id
74 , val);
75
76     seg[novo] = f(seg[e[novo]], seg[d[novo]]);
77
78     return novo;
79 }
80
81 ftype query(int pos, int p, int q) {
82     return query(pos, 1, n, p, q);
83 }
84
85 int update(int pos, int id, int val) {
86     return update(pos, 1, n, id, val);
87 }
88 };

```

4.4 Minimum And Amount

```

1 // Description:
2 // Query - get minimum element in a range (l, r)
   inclusive
3 // and also the number of times it appears in that
   range
4 // Update - update element at position id to a value
   val
5
6 // Problem:
7 // https://codeforces.com/edu/course/2/lesson/4/1/
   practice/contest/273169/problem/C
8
9 // Complexity:
10 // O(log n) for both query and update
11
12 // How to use:
13 // Segtree seg = Segtree(n);
14 // seg.build(v);
15
16 #define pii pair<int, int>
17 #define mp make_pair
18 #define ff first
19 #define ss second
20
21 const int INF = 1e9+17;
22
23 typedef pii ftype;
24
25 struct Segtree {
26     vector<ftype> seg;
27     int n;
28     const ftype NEUTRAL = mp(INF, 0);
29
30     Segtree(int n) {
31         int sz = 1;
32         while (sz < n) sz *= 2;
33         this->n = sz;

```



```

34         seg.assign(2*sz, NEUTRAL);
35     }
36
37     ftype f(ftype a, ftype b) {
38         if (a.ff < b.ff) return a;
39         if (b.ff < a.ff) return b;
40
41         return mp(a.ff, a.ss + b.ss);
42     }
43
44     ftype query(int pos, int ini, int fim, int p, int q) {
45         if (ini >= p && fim <= q) {
46             return seg[pos];
47         }
48
49         if (q < ini || p > fim) {
50             return NEUTRAL;
51         }
52
53         int e = 2*pos + 1;
54         int d = 2*pos + 2;
55         int m = ini + (fim - ini) / 2;
56
57         return f(query(e, ini, m, p, q), query(d, m +
58             1, fim, p, q));
59     }
60
61     void update(int pos, int ini, int fim, int id,
62         int val) {
63         if (ini > id || fim < id) {
64             return;
65         }
66
67         if (ini == id && fim == id) {
68             seg[pos] = mp(val, 1);
69
70             return;
71         }
72
73         int e = 2*pos + 1;
74         int d = 2*pos + 2;
75         int m = ini + (fim - ini) / 2;
76
77         update(e, ini, m, id, val);
78         update(d, m + 1, fim, id, val);
79
80         seg[pos] = f(seg[e], seg[d]);
81     }
82
83     void build(int pos, int ini, int fim, vector<int>
84         &v) {
85         if (ini == fim) {
86             if (ini < (int)v.size()) {
87                 seg[pos] = mp(v[ini], 1);
88             }
89             return;
90         }
91
92         int e = 2*pos + 1;
93         int d = 2*pos + 2;
94         int m = ini + (fim - ini) / 2;
95
96         build(e, ini, m, v);
97         build(d, m + 1, fim, v);
98
99         seg[pos] = f(seg[e], seg[d]);
100     }
101
102     ftype query(int p, int q) {
103         return query(0, 0, n - 1, p, q);
104     }

```

```

103
104     void update(int id, int val) {
105         update(0, 0, n - 1, id, val);
106     }
107
108     void build(vector<int> &v) {
109         build(0, 0, n - 1, v);
110     }
111
112     void debug() {
113         for (auto e : seg) {
114             cout << e.ff << ' ' << e.ss << '\n';
115         }
116         cout << '\n';
117     }
118 };

```

4.5 Lazy Assignment To Segment

```

1  const long long INF = 1e18+10;
2
3  typedef long long ftype;
4
5  struct Segtree {
6      vector<ftype> seg;
7      vector<ftype> lazy;
8      int n;
9      const ftype NEUTRAL = 0;
10     const ftype NEUTRAL_LAZY = -1; // Change to -INF
11     if there are negative numbers
12
13     Segtree(int n) {
14         int sz = 1;
15         // potencia de dois mais proxima
16         while (sz < n) sz *= 2;
17         this->n = sz;
18
19         // numero de nos da seg
20         seg.assign(2*sz, NEUTRAL);
21         lazy.assign(2*sz, NEUTRAL_LAZY);
22     }
23
24     ftype apply_lazy(ftype a, ftype b, int len) {
25         if (b == NEUTRAL_LAZY) return a;
26         if (a == NEUTRAL_LAZY) return b * len;
27         else return b * len;
28     }
29
30     void propagate(int pos, int ini, int fim) {
31         if (ini == fim) {
32             return;
33         }
34
35         int e = 2*pos + 1;
36         int d = 2*pos + 2;
37         int m = ini + (fim - ini) / 2;
38
39         lazy[e] = apply_lazy(lazy[e], lazy[pos], 1);
40         lazy[d] = apply_lazy(lazy[d], lazy[pos], 1);
41
42         seg[e] = apply_lazy(seg[e], lazy[pos], m -
43             ini + 1);
44         seg[d] = apply_lazy(seg[d], lazy[pos], fim -
45             m);
46
47         lazy[pos] = NEUTRAL_LAZY;
48     }
49
50     ftype f(ftype a, ftype b) {
51         return a + b;
52     }

```

```

51 ftype query(int pos, int ini, int fim, int p, int q) {
52     propagate(pos, ini, fim);
53
54     if (ini >= p && fim <= q) {
55         return seg[pos];
56     }
57
58     if (q < ini || p > fim) {
59         return NEUTRAL;
60     }
61
62     int e = 2*pos + 1;
63     int d = 2*pos + 2;
64     int m = ini + (fim - ini) / 2;
65
66     return f(query(e, ini, m, p, q), query(d, m + 1, fim, p, q));
67 }
68
69 void update(int pos, int ini, int fim, int p, int q, int val) {
70     propagate(pos, ini, fim);
71
72     if (ini > q || fim < p) {
73         return;
74     }
75
76     if (ini >= p && fim <= q) {
77         lazy[pos] = apply_lazy(lazy[pos], val, 1);
78         seg[pos] = apply_lazy(seg[pos], val, fim - ini + 1);
79     }
80     return;
81 }
82
83 int e = 2*pos + 1;
84 int d = 2*pos + 2;
85 int m = ini + (fim - ini) / 2;
86
87 update(e, ini, m, p, q, val);
88 update(d, m + 1, fim, p, q, val);
89
90 seg[pos] = f(seg[e], seg[d]);
91 }
92
93 void build(int pos, int ini, int fim, vector<int> &v) {
94     if (ini == fim) {
95         // se a posição existir no array original
96         // seg tamanho potencia de dois
97         if (ini < (int)v.size()) {
98             seg[pos] = v[ini];
99         }
100         return;
101     }
102
103     int e = 2*pos + 1;
104     int d = 2*pos + 2;
105     int m = ini + (fim - ini) / 2;
106
107     build(e, ini, m, v);
108     build(d, m + 1, fim, v);
109
110     seg[pos] = f(seg[e], seg[d]);
111 }
112
113 ftype query(int p, int q) {
114     return query(0, 0, n - 1, p, q);
115 }
116
117 void update(int p, int q, int val) {
118     update(0, 0, n - 1, p, q, val);
119 }
120
121 void build(vector<int> &v) {
122     build(0, 0, n - 1, v);
123 }
124
125 void debug() {
126     for (auto e : seg) {
127         cout << e << ' ';
128     }
129     cout << '\n';
130     for (auto e : lazy) {
131         cout << e << ' ';
132     }
133     cout << '\n';
134     cout << '\n';
135 }
136 };

```

4.6 Segtree2d

```

1 // Description:
2 // Indexed at zero
3 // Given a N x M grid, where i represents the row and
4 // j the column, perform the following operations
5 // update(i, j) - update the value of grid[i][j]
6 // query(i1, j1, i2, j2) - return the sum of values
7 // inside the rectangle
8 // defined by grid[i1][j1] and grid[i2][j2] inclusive
9
10 // Problem:
11 // https://cses.fi/problemset/task/1739/
12
13 // Complexity:
14 // Time complexity:
15 // O(log N * log M) for both query and update
16 // O(N * M) for build
17 // Memory complexity:
18 // 4 * M * N
19
20 // How to use:
21 // Segtree2D seg = Segtree2D(n, m);
22 // vector<vector<int>> v(n, vector<int>(m));
23 // seg.build(v);
24
25 struct Segtree2D {
26     const int MAXN = 1025;
27     const int NEUTRAL = 0;
28     int N, M;
29
30     vector<vector<int>> seg;
31
32     Segtree2D(int N, int M) {
33         this->N = N;
34         this->M = M;
35         seg.assign(4*MAXN, vector<int>(4*MAXN, NEUTRAL));
36     }
37
38     int f(int a, int b) {
39         return max(a, b);
40     }
41
42     void buildY(int noX, int lX, int rX, int noY, int lY, int rY, vector<vector<int>> &v) {
43         if (lY == rY) {
44             if (lX == rX) {
45                 seg[noX][noY] = v[rX][rY];
46             } else {
47                 seg[noX][noY] = f(seg[2*noX+1][noY], seg[2*noX+2][noY]);
48             }
49         }
50     }

```

```

47         }else{
48             int m = (lY+rY)/2;
49
50             buildY(noX, lX, rX, 2*noY+1, lY, m, v);
51             buildY(noX, lX, rX, 2*noY+2, m+1, rY, v);
52
53             seg[noX][noY] = f(seg[noX][2*noY+1], seg[noX][2*noY+2]);
54         }
55     }
56
57     void buildX(int noX, int lX, int rX, vector<
58     vector<int>> &v){
59         if(lX != rX){
60             int m = (lX+rX)/2;
61
62             buildX(2*noX+1, lX, m, v);
63             buildX(2*noX+2, m+1, rX, v);
64         }
65
66         buildY(noX, lX, rX, 0, 0, M - 1, v);
67     }
68
69     void updateY(int noX, int lX, int rX, int noY,
70     int lY, int rY, int y){
71         if(lY == rY){
72             if(lX == rX){
73                 seg[noX][noY] = !seg[noX][noY];
74             }else{
75                 seg[noX][noY] = seg[2*noX+1][noY] +
76                 seg[2*noX+2][noY];
77             }
78         }else{
79             int m = (lY+rY)/2;
80
81             if(y <= m){
82                 updateY(noX, lX, rX, 2*noY+1, lY, m, y);
83             }else if(m < y){
84                 updateY(noX, lX, rX, 2*noY+2, m+1, rY, y);
85             }
86
87             seg[noX][noY] = seg[noX][2*noY+1] + seg[noX][2*noY+2];
88         }
89     }
90
91     void updateX(int noX, int lX, int rX, int x, int y){
92         int m = (lX+rX)/2;
93
94         if(lX != rX){
95             if(x <= m){
96                 updateX(2*noX+1, lX, m, x, y);
97             }else if(m < x){
98                 updateX(2*noX+2, m+1, rX, x, y);
99             }
100         }
101
102         updateY(noX, lX, rX, 0, 0, M - 1, y);
103     }
104
105     int queryY(int noX, int noY, int lY, int rY, int aY, int bY){
106         if(aY <= lY && rY <= bY) return seg[noX][noY];
107     ];
108
109     int m = (lY+rY)/2;
110
111     if(bY <= m) return queryY(noX, 2*noY+1, lY, m, aY, bY);
112     if(m < aY) return queryY(noX, 2*noY+2, m+1, rY, aY, bY);
113
114     return f(queryY(noX, 2*noY+1, lY, m, aY, bY), queryY(noX, 2*noY+2, m+1, rY, aY, bY));
115 }
116
117 int queryX(int noX, int lX, int rX, int aX, int bX, int aY, int bY){
118     if(aX <= lX && rX <= bX) return queryY(noX, 0, 0, M - 1, aY, bY);
119
120     int m = (lX+rX)/2;
121
122     if(bX <= m) return queryX(2*noX+1, lX, m, aX, bX, aY, bY);
123     if(m < aX) return queryX(2*noX+2, m+1, rX, aX, bX, aY, bY);
124
125     return f(queryX(2*noX+1, lX, m, aX, bX, aY, bY), queryX(2*noX+2, m+1, rX, aX, bX, aY, bY));
126 }
127
128 void build(vector<vector<int>> &v) {
129     buildX(0, 0, N - 1, v);
130 }
131
132 int query(int aX, int aY, int bX, int bY) {
133     return queryX(0, 0, N - 1, aX, bX, aY, bY);
134 }
135
136 void update(int x, int y) {
137     updateX(0, 0, N - 1, x, y);
138 }
139
140 };

```

4.7 Dynamic Implicit Sparse

```

1 // Description:
2 // Indexed at one
3
4 // When the indexes of the nodes are too big to be
5 // stored in an array
6 // and the queries need to be answered online so we
7 // can't sort the nodes and compress them
8 // we create nodes only when they are needed so there
9 // 'll be (Q*log(MAX)) nodes
10 // where Q is the number of queries and MAX is the
11 // maximum index a node can assume
12
13 // Query - get sum of elements from range (l, r)
14 // inclusive
15 // Update - update element at position id to a value
16 // val
17
18 // Problem:
19 // https://cses.fi/problemset/task/1648
20
21 // Complexity:
22 // O(log n) for both query and update
23
24 // How to use:
25 // MAX is the maximum index a node can assume
26
27 // Segtree seg = Segtree(MAX);
28
29 typedef long long ftype;
30
31 const int MAX = 1e9+17;
32
33 struct Segtree {
34     vector<ftype> seg, d, e;
35     const ftype NEUTRAL = 0;
36     int n;

```

```

31
32 Segtree(int n) {
33     this->n = n;
34     create();
35     create();
36 }
37
38 ftype f(ftype a, ftype b) {
39     return a + b;
40 }
41
42 ftype create() {
43     seg.push_back(0);
44     e.push_back(0);
45     d.push_back(0);
46     return seg.size() - 1;
47 }
48
49 ftype query(int pos, int ini, int fim, int p, int
50 q) {
51     if (q < ini || p > fim) return NEUTRAL;
52     if (pos == 0) return 0;
53     if (p <= ini && fim <= q) return seg[pos];
54     int m = (ini + fim) >> 1;
55     return f(query(e[pos], ini, m, p, q), query(d
56 [pos], m + 1, fim, p, q));
57 }
58
59 void update(int pos, int ini, int fim, int id,
60 int val) {
61     if (ini > id || fim < id) {
62         return;
63     }
64
65     if (ini == fim) {
66         seg[pos] = val;
67
68         return;
69     }
70
71     int m = (ini + fim) >> 1;
72
73     if (id <= m) {
74         if (e[pos] == 0) e[pos] = create();
75         update(e[pos], ini, m, id, val);
76     } else {
77         if (d[pos] == 0) d[pos] = create();
78         update(d[pos], m + 1, fim, id, val);
79     }
80
81     seg[pos] = f(seg[e[pos]], seg[d[pos]]);
82 }
83
84 ftype query(int p, int q) {
85     return query(1, 1, n, p, q);
86 }
87
88 void update(int id, int val) {
89     update(1, 1, n, id, val);
90 }
91 };

```

4.8 Segment With Maximum Sum

```

1 // Description:
2 // Query - get sum of segment that is maximum among
3 // all segments
4 // E.g
5 // Array: 5 -4 4 3 -5
6 // Maximum segment sum: 8 because 5 + (-4) + 4 + 3 =
7 // 8
8 // Update - update element at position id to a value
9 // val

```

```

7
8 // Problem:
9 // https://codeforces.com/edu/course/2/lesson/4/2/
10 // practice/contest/273278/problem/A
11
12 // Complexity:
13 // O(log n) for both query and update
14
15 // How to use:
16 // Segtree seg = Segtree(n);
17 // seg.build(v);
18
19 // Notes
20 // The maximum segment sum can be a negative number
21 // In that case, taking zero elements is the best
22 // choice
23 // So we need to take the maximum between 0 and the
24 // query
25 // max(0LL, seg.query(0, n).max_seg)
26
27 using ll = long long;
28
29 typedef ll ftype_node;
30
31 struct Node {
32     ftype_node max_seg;
33     ftype_node pref;
34     ftype_node suf;
35     ftype_node sum;
36
37     Node(ftype_node max_seg, ftype_node pref,
38         ftype_node suf, ftype_node sum) : max_seg(max_seg
39 ), pref(pref), suf(suf), sum(sum) {};
40 };
41
42 typedef Node ftype;
43
44 struct Segtree {
45     vector<ftype> seg;
46     int n;
47     const ftype NEUTRAL = Node(0, 0, 0, 0);
48
49     Segtree(int n) {
50         int sz = 1;
51         // potencia de dois mais proxima
52         while (sz < n) sz *= 2;
53         this->n = sz;
54
55         // numero de nos da seg
56         seg.assign(2*sz, NEUTRAL);
57     }
58
59     ftype f(ftype a, ftype b) {
60         ftype_node max_seg = max({a.max_seg, b.
61 max_seg, a.suf + b.pref});
62         ftype_node pref = max(a.pref, a.sum + b.pref)
63 ;
64         ftype_node suf = max(b.suf, b.sum + a.suf);
65         ftype_node sum = a.sum + b.sum;
66
67         return Node(max_seg, pref, suf, sum);
68     }
69
70     ftype query(int pos, int ini, int fim, int p, int
71 q) {
72     if (ini >= p && fim <= q) {
73         return seg[pos];
74     }
75
76     if (q < ini || p > fim) {
77         return NEUTRAL;
78     }
79 }

```

```

72     int e = 2*pos + 1;
73     int d = 2*pos + 2;
74     int m = ini + (fim - ini) / 2;
75
76     return f(query(e, ini, m, p, q), query(d, m +
77 1, fim, p, q));
78 }
79
80 void update(int pos, int ini, int fim, int id,
81 int val) {
82     if (ini > id || fim < id) {
83         return;
84     }
85     if (ini == id && fim == id) {
86         seg[pos] = Node(val, val, val, val);
87     }
88     return;
89 }
90
91 int e = 2*pos + 1;
92 int d = 2*pos + 2;
93 int m = ini + (fim - ini) / 2;
94
95 update(e, ini, m, id, val);
96 update(d, m + 1, fim, id, val);
97
98 seg[pos] = f(seg[e], seg[d]);
99 }
100
101 void build(int pos, int ini, int fim, vector<int>
102 &v) {
103     if (ini == fim) {
104         // se a posição existir no array original
105         // seg tamanho potencia de dois
106         if (ini < (int)v.size()) {
107             seg[pos] = Node(v[ini], v[ini], v[ini]
108 ], v[ini]);
109         }
110         return;
111     }
112     int e = 2*pos + 1;
113     int d = 2*pos + 2;
114     int m = ini + (fim - ini) / 2;
115
116     build(e, ini, m, v);
117     build(d, m + 1, fim, v);
118
119     seg[pos] = f(seg[e], seg[d]);
120 }
121
122 ftype query(int p, int q) {
123     return query(0, 0, n - 1, p, q);
124 }
125
126 void update(int id, int val) {
127     update(0, 0, n - 1, id, val);
128 }
129
130 void build(vector<int> &v) {
131     build(0, 0, n - 1, v);
132 }
133
134 void debug() {
135     for (auto e : seg) {
136         cout << e.max_seg << ' ' << e.pref << ' '
137 << e.suf << ' ' << e.sum << '\n';
138     }
139 }

```

4.9 Lazy Addition To Segment

```

1 // Description:
2 // Query - get sum of elements from range (l, r)
3 // inclusive
4 // Update - add a value val to elements from range (
5 // 1, r) inclusive
6
7 // Problem:
8 // https://codeforces.com/edu/course/2/lesson/5/1/
9 // practice/contest/279634/problem/A
10
11 // Complexity:
12 // O(log n) for both query and update
13
14 // How to use:
15 // Segtree seg = Segtree(n);
16 // seg.build(v);
17
18 // Notes
19 // Change neutral element and f function to perform a
20 // different operation
21
22 const long long INF = 1e18+10;
23
24 typedef long long ftype;
25
26 struct Segtree {
27     vector<ftype> seg;
28     vector<ftype> lazy;
29     int n;
30     const ftype NEUTRAL = 0;
31     const ftype NEUTRAL_LAZY = -1; // change to -INF
32     if there are negative numbers
33
34     Segtree(int n) {
35         int sz = 1;
36         while (sz < n) sz *= 2;
37         this->n = sz;
38
39         seg.assign(2*sz, NEUTRAL);
40         lazy.assign(2*sz, NEUTRAL_LAZY);
41     }
42
43     ftype apply_lazy(ftype a, ftype b, int len) {
44         if (b == NEUTRAL_LAZY) return a;
45         if (a == NEUTRAL_LAZY) return b * len;
46         else return a + b * len;
47     }
48
49     void propagate(int pos, int ini, int fim) {
50         if (ini == fim) {
51             return;
52         }
53
54         int e = 2*pos + 1;
55         int d = 2*pos + 2;
56         int m = ini + (fim - ini) / 2;
57
58         lazy[e] = apply_lazy(lazy[e], lazy[pos], 1);
59         lazy[d] = apply_lazy(lazy[d], lazy[pos], 1);
60
61         seg[e] = apply_lazy(seg[e], lazy[pos], m -
62 ini + 1);
63         seg[d] = apply_lazy(seg[d], lazy[pos], fim -
64 m);
65
66         lazy[pos] = NEUTRAL_LAZY;
67     }
68
69     ftype f(ftype a, ftype b) {
70         return a + b;
71     }
72 }

```

```

65 ftype query(int pos, int ini, int fim, int p, int q) {
66     propagate(pos, ini, fim);
67
68     if (ini >= p && fim <= q) {
69         return seg[pos];
70     }
71
72     if (q < ini || p > fim) {
73         return NEUTRAL;
74     }
75
76     int e = 2*pos + 1;
77     int d = 2*pos + 2;
78     int m = ini + (fim - ini) / 2;
79
80     return f(query(e, ini, m, p, q), query(d, m + 1, fim, p, q));
81 }
82
83 void update(int pos, int ini, int fim, int p, int q, int val) {
84     propagate(pos, ini, fim);
85
86     if (ini > q || fim < p) {
87         return;
88     }
89
90     if (ini >= p && fim <= q) {
91         lazy[pos] = apply_lazy(lazy[pos], val, 1);
92         seg[pos] = apply_lazy(seg[pos], val, fim - ini + 1);
93         return;
94     }
95
96     int e = 2*pos + 1;
97     int d = 2*pos + 2;
98     int m = ini + (fim - ini) / 2;
99
100     update(e, ini, m, p, q, val);
101     update(d, m + 1, fim, p, q, val);
102
103     seg[pos] = f(seg[e], seg[d]);
104 }
105
106 void build(int pos, int ini, int fim, vector<int> &v) {
107     if (ini == fim) {
108         if (ini < (int)v.size()) {
109             seg[pos] = v[ini];
110         }
111         return;
112     }
113
114     int e = 2*pos + 1;
115     int d = 2*pos + 2;
116     int m = ini + (fim - ini) / 2;
117
118     build(e, ini, m, v);
119     build(d, m + 1, fim, v);
120
121     seg[pos] = f(seg[e], seg[d]);
122 }
123
124 ftype query(int p, int q) {
125     return query(0, 0, n - 1, p, q);
126 }
127
128 void update(int p, int q, int val) {
129     update(0, 0, n - 1, p, q, val);
130 }
131
132 }
133
134 void build(vector<int> &v) {
135     build(0, 0, n - 1, v);
136 }
137
138 void debug() {
139     for (auto e : seg) {
140         cout << e << ' ';
141     }
142     cout << '\n';
143     for (auto e : lazy) {
144         cout << e << ' ';
145     }
146     cout << '\n';
147     cout << '\n';
148 }
149
150 }

```

4.10 Lazy Dynamic Implicit Sparse

1 // Description:
2 // Indexed at one
3
4 // When the indexes of the nodes are too big to be
5 // stored in an array
6 // and the queries need to be answered online so we
7 // can't sort the nodes and compress them
8 // we create nodes only when they are needed so there
9 // 'll be (Q*log(MAX)) nodes
10 // where Q is the number of queries and MAX is the
11 // maximum index a node can assume
12 // Query - get sum of elements from range (l, r)
13 // inclusive
14 // Update - update element at position id to a value
15 // val
16
17 // Problem:
18 // https://oj.uz/problem/view/IZh012_apple
19
20 // Complexity:
21 // O(log n) for both query and update
22
23 // How to use:
24 // MAX is the maximum index a node can assume
25 // Create a default null node
26 // Create a node to be the root of the segtree
27
28 // Segtree seg = Segtree(MAX);
29
30 const int MAX = 1e9+10;
31 const long long INF = 1e18+10;
32
33 typedef long long ftype;
34
35 struct Segtree {
36 vector<ftype> seg, d, e, lazy;
37 const ftype NEUTRAL = 0;
38 const ftype NEUTRAL_LAZY = -1; // change to -INF
39 // if the elements can be negative
40 int n;
41
42 Segtree(int n) {
43 this->n = n;
44 create();
45 create();
46 }
47
48 ftype apply_lazy(ftype a, ftype b, int len) {
49 if (b == NEUTRAL_LAZY) return a;
50 else return b * len; // change to a + b * len
51 // to add to an element instead of updating it

```

45     }
46
47 void propagate(int pos, int ini, int fim) {
48     if (seg[pos] == 0) return;
49
50     if (ini == fim) {
51         return;
52     }
53
54     int m = (ini + fim) >> 1;
55
56     if (e[pos] == 0) e[pos] = create();
57     if (d[pos] == 0) d[pos] = create();
58
59     lazy[e[pos]] = apply_lazy(lazy[e[pos]], lazy[
60 pos], 1);
61     lazy[d[pos]] = apply_lazy(lazy[d[pos]], lazy[
62 pos], 1);
63
64     seg[e[pos]] = apply_lazy(seg[e[pos]], lazy[
65 pos], m - ini + 1);
66     seg[d[pos]] = apply_lazy(seg[d[pos]], lazy[
67 pos], fim - m);
68
69     lazy[pos] = NEUTRAL_LAZY;
70 }
71
72 ftype f(ftype a, ftype b) {
73     return a + b;
74 }
75
76 ftype create() {
77     seg.push_back(0);
78     e.push_back(0);
79     d.push_back(0);
80     lazy.push_back(-1);
81     return seg.size() - 1;
82 }
83
84 ftype query(int pos, int ini, int fim, int p, int
85 q) {
86     propagate(pos, ini, fim);
87     if (q < ini || p > fim) return NEUTRAL;
88     if (pos == 0) return 0;
89     if (p <= ini && fim <= q) return seg[pos];
90     int m = (ini + fim) >> 1;
91     return f(query(e[pos], ini, m, p, q), query(d
92 [pos], m + 1, fim, p, q));
93 }
94
95 void update(int pos, int ini, int fim, int p, int
96 q, int val) {
97     propagate(pos, ini, fim);
98     if (ini > q || fim < p) {
99         return;
100     }
101
102     if (ini >= p && fim <= q) {
103         lazy[pos] = apply_lazy(lazy[pos], val, 1)
104 ;
105         seg[pos] = apply_lazy(seg[pos], val, fim
106 - ini + 1);
107
108         return;
109     }
110
111     int m = (ini + fim) >> 1;
112
113     if (e[pos] == 0) e[pos] = create();
114     update(e[pos], ini, m, p, q, val);
115
116     if (d[pos] == 0) d[pos] = create();
117     update(d[pos], m + 1, fim, p, q, val);
118 }
119
120 seg[pos] = f(seg[e[pos]], seg[d[pos]]);
121 }
122
123 ftype query(int p, int q) {
124     return query(1, 1, n, p, q);
125 }
126
127 void update(int p, int q, int val) {
128     update(1, 1, n, p, q, val);
129 }
130 };

```

4.11 Sparse Table

```

1 // Description:
2 // Data structure to query for minimum and maximum
3
4 // Problem:
5 // https://cses.fi/problemset/task/1647/
6
7 // Complexity:
8 // Build  $O(n \log n)$ 
9 // Query  $O(1)$ 
10
11 #include <bits/stdc++.h>
12
13 using namespace std;
14
15 const int MAX = 2e5+17;
16 const int INF = 1e9+17;
17
18 struct SparseTable {
19     int n;
20     vector<int> arr;
21     vector<vector<int>>> st;
22     vector<int> log_2;
23
24     SparseTable(vector<int>& arr, int& n) : arr(arr), n
25 (n) {
26         build();
27     }
28
29     void build() {
30         log_2.resize(MAX + 1);
31
32         log_2[1] = 0;
33         for (int i = 2; i <= MAX; i++) {
34             log_2[i] = log_2[i/2] + 1;
35         }
36
37         int K = log_2[n + 1];
38
39         st.resize(MAX, vector<int>(K + 1));
40
41         for (int i = 0; i < MAX; i++) {
42             for (int j = 0; j < K + 1; j++) {
43                 st[i][j] = INF;
44             }
45         }
46
47         for (int i = 0; i < n; i++) {
48             st[i][0] = arr[i];
49         }
50
51         for (int j = 1; j <= K; j++) {
52             for (int i = 0; i + (1 << j) < MAX; i++) {
53                 st[i][j] = min(st[i][j-1], st[i + (1 <<
54 j) - 1][j - 1]);
55             }
56         }
57     }
58 }

```

```

57 int query(int l, int r) {
58     int j = log2[r - l + 1];
59     return min(st[l][j], st[r - (1 << j) + 1][j]);
60 }
61 };

```

4.12 Sparse Table2d

```

1 // Description
2 // Minimum queries in a 2D grid
3
4 // Problem:
5 // https://codeforces.com/group/YgJmumGtHD/contest
   /103794/problem/D
6
7 // Complexity:
8 // Build  $O(N * M * \log(N) * \log(M))$ 
9 // Query  $O(1)$ 
10 // Memory Complexity:  $O(N * M * \log(N) * \log(M))$ 
11
12 const int MAX = 410;
13
14 struct SparseTable2D {
15     vector<vector<int>> matrix;
16     vector<vector<vector<vector<int>>>> table;
17     int n, m;
18
19     SparseTable2D(vector<vector<int>>& matrix, int n,
20         int m) : matrix(matrix), n(n), m(m) {
21         table.resize(MAX, vector<vector<vector<int>>>(MAX
22             , vector<vector<int>>(log2(MAX) + 1, vector<int>(
23                 log2(MAX) + 1)));
24         build();
25     }
26
27     int f(int a, int b) {
28         return max(a, b);
29     }
30
31     void build() {
32         for (int i = 0; i < n; i++) {
33             for (int j = 0; j < m; j++) {
34                 table[i][j][0][0] = matrix[i][j];
35             }
36         }
37
38         for (int k = 1; k <= (int)(log2(n)); k++) {
39             for (int i = 0; i + (1 << k) - 1 < n; i++) {
40                 for (int j = 0; j + (1 << k) - 1 < m; j++) {
41                     table[i][j][k][0] = f(
42                         table[i][j][k - 1][0],
43                         table[i + (1 << (k - 1))][j][k - 1][0]);
44                 }
45             }
46         }
47
48         for (int k = 1; k <= (int)(log2(m)); k++) {
49             for (int i = 0; i < n; i++) {
50                 for (int j = 0; j + (1 << k) - 1 < m; j++) {
51                     table[i][j][0][k] = f(
52                         table[i][j][0][k - 1],
53                         table[i][j + (1 << (k - 1))][0][k - 1]);
54                 }
55             }
56         }
57
58         for (int k = 1; k <= (int)(log2(n)); k++) {
59             for (int l = 1; l <= (int)(log2(m)); l++) {
60                 for (int i = 0; i + (1 << k) - 1 < n; i++) {
61                     for (int j = 0; j + (1 << l) - 1 < m; j++) {
62                         table[i][j][k][l] = f(
63                             f(

```

```

64                             table[i][j][k - 1][l - 1],
65                             table[i + (1 << (k - 1))][j][k - 1][l
66                                 - 1]
67                             ),
68                             f(
69                                 table[i][j + (1 << (l - 1))][k - 1][l
70                                     - 1],
71                                 table[i + (1 << (k - 1))][j + (1 << (
72                                     l - 1))][k - 1][l - 1])
73                             );
74                         }
75                     }
76                 }
77             }
78         }
79     }
80
81     int query(int x1, int y1, int x2, int y2) {
82         int k = log2(x2 - x1 + 1);
83         int l = log2(y2 - y1 + 1);
84
85         return f(
86             f(
87                 table[x1][y1][k][l],
88                 table[x2 - (1 << k) + 1][y1][k][l]
89             ),
90             f(
91                 table[x1][y2 - (1 << l) + 1][k][l],
92                 table[x2 - (1 << k) + 1][y2 - (1 << l) + 1][k
93                     ][l]
94             )
95         );
96     }
97 };

```

4.13 Ordered Set

```

1 // Description:
2 // insert(k) - add element k to the ordered set
3 // erase(k) - remove element k from the ordered set
4 // erase(it) - remove element it points to from the
   ordered set
5 // order_of_key(k) - returns number of elements
   strictly smaller than k
6 // find_by_order(n) - return an iterator pointing to
   the k-th element in the ordered set (counting
   from zero).
7
8 // Problem:
9 // https://cses.fi/problemset/task/2169/
10
11 // Complexity:
12 //  $O(\log n)$  for all operations
13
14 // How to use:
15 // ordered_set<int> os;
16 // cout << os.order_of_key(1) << '\n';
17 // cout << os.find_by_order(1) << '\n';
18
19 // Notes
20 // The ordered set only contains different elements
21 // By using less_equal<T> instead of less<T> on using
   ordered_set declaration
22 // The ordered_set becomes an ordered_multiset
23 // So the set can contain elements that are equal
24
25 #include <ext/pb_ds/assoc_container.hpp>
26 #include <ext/pb_ds/tree_policy.hpp>
27
28 using namespace __gnu_pbds;
29 template <typename T>
30 using ordered_set = tree<T, null_type, less<T>,
   rb_tree_tag, tree_order_statistics_node_update>;
31

```



```

32 void Erase(ordered_set<int>& a, int x){
33     int r = a.order_of_key(x);
34     auto it = a.find_by_order(r);
35     a.erase(it);
36 }

```

4.14 Priority Queue

```

1 // Description:
2 // Keeps the largest (by default) element at the top
  of the queue
3
4 // Problem:
5 // https://cses.fi/problemset/task/1164/
6
7 // Complexity:
8 // O(log n) for push and pop
9 // O(1) for looking at the element at the top
10
11 // How to use:
12 // priority_queue<int> pq;
13 // pq.push(1);
14 // pq.top();
15 // pq.pop()
16
17 // Notes
18 // To use the priority queue keeping the smallest
  element at the top
19
20 priority_queue<int, vector<int>, greater<int>> pq;

```

4.15 Two Sets

```

1 // Description
2 // The values are divided in two multisets so that
  one of them contain all values that are
3 // smaller than the median and the other one contains
  all values that are greater or equal to the
  median.
4
5 // Problem:
6 // https://atcoder.jp/contests/abc306/tasks/abc306_e
7 // Problem I - Maratona Feminina de çãProgramao da
  Unicamp 2023
8 // https://codeforces.com/group/WYIydkIPyE/contest
  /450037/attachments
9
10 // Complexity:
11 // Add and remove elements - O(log n)
12 // Return sum of biggest or smallest set or return
  the median - O(1)
13
14 using ll = long long;
15
16 struct TwoSets {
17     multiset<int> small;
18     multiset<int> big;
19     ll sums = 0;
20     ll sumb = 0;
21     int n = 0;
22
23     int size_small() {
24         return small.size();
25     }
26
27     int size_big() {
28         return big.size();
29     }
30
31     void balance() {
32         while (size_small() > n / 2) {
33             int v = *small.rbegin();

```

```

34             small.erase(prev(small.end()));
35             big.insert(v);
36             sums -= v;
37             sumb += v;
38         }
39         while (size_big() > n - n / 2) {
40             int v = *big.begin();
41             big.erase(big.begin());
42             small.insert(v);
43             sumb -= v;
44             sums += v;
45         }
46     }
47
48     void add(int x) {
49         n++;
50         small.insert(x);
51         sums += x;
52         while (!small.empty() && *small.rbegin() > *big.
  begin()) {
53             int v = *small.rbegin();
54             small.erase(prev(small.end()));
55             big.insert(v);
56             sums -= v;
57             sumb += v;
58         }
59         balance();
60     }
61
62     bool rem(int x) {
63         n--;
64         auto it1 = small.find(x);
65         auto it2 = big.find(x);
66         bool flag = false;
67         if (it1 != small.end()) {
68             sums -= *it1;
69             small.erase(it1);
70             flag = true;
71         } else if (it2 != big.end()) {
72             sumb -= *it2;
73             big.erase(it2);
74             flag = true;
75         }
76         balance();
77         return flag;
78     }
79
80     ll sum_small() {
81         return sums;
82     }
83
84     ll sum_big() {
85         return sumb;
86     }
87
88     int median() {
89         return *big.begin();
90     }
91 };

```

4.16 Dsu

```

1 #include <bits/stdc++.h>
2
3 using namespace std;
4
5 const int MAX = 1e6+17;
6
7 struct DSU {
8     int n;
9     vector<int> link, sizes;
10
11     DSU(int n) {

```

```

12     this->n = n;
13     link.assign(n+1, 0);
14     sizes.assign(n+1, 1);
15
16     for (int i = 0; i <= n; i++)
17         link[i] = i;
18 }
19
20 int find(int x) {
21     while (x != link[x])
22         x = link[x];
23
24     return x;
25 }
26
27 bool same(int a, int b) {
28     return find(a) == find(b);
29 }
30
31 void unite(int a, int b) {
32     a = find(a);
33     b = find(b);
34
35     if (a == b) return;
36
37     if (sizes[a] < sizes[b])
38         swap(a, b);
39
40     sizes[a] += sizes[b];
41     link[b] = a;
42 }
43
44 int size(int x) {
45     return sizes[x];
46 }
47 };
48
49 int main() {
50     ios::sync_with_stdio(false);
51     cin.tie(NULL);
52
53     int cities, roads; cin >> cities >> roads;
54     vector<int> final_roads;
55     int ans = 0;
56     DSU dsu = DSU(cities);
57     for (int i = 0, a, b; i < roads; i++) {
58         cin >> a >> b;
59         dsu.unite(a, b);
60     }
61
62     for (int i = 2; i <= cities; i++) {
63         if (!dsu.same(1, i)) {
64             ans++;
65             final_roads.push_back(i);
66             dsu.unite(1, i);
67         }
68     }
69
70     cout << ans << '\n';
71     for (auto e : final_roads) {
72         cout << "1 " << e << '\n';
73     }
74
75 }

```

4.17 Mergesort Tree Ordered Set

```

1 // Description:
2 // In each node, the tree keeps a sorted list of
  elements in that range.
3 // It can be used to find how many elements are
  greater than x in a given range.

```

```

4 // It can also be used to find the position of an
  element if the list was sorted.
5 // query(i, j, k) - how many elements greater than k
  are in the range (i, j)
6 // update(i, val) - changes the value of the element
  on index i to val
7
8 // Problem:
9 // https://www.beecrowd.com.br/judge/pt/problems/view
  /3097
10
11 // Complexity:
12 //  $O(n \log^2 n)$  for build
13 //  $O(\log^2 n)$  for query
14
15 #include <ext/pb_ds/assoc_container.hpp>
16 #include <ext/pb_ds/tree_policy.hpp>
17
18 using namespace __gnu_pbds;
19 template <typename T>
20 using ordered_set = tree<T, null_type, less_equal<T>,
  rb_tree_tag, tree_order_statistics_node_update>;
21
22 struct MergeSortTree {
23     vector<ordered_set<int>> tree;
24     vector<int> v;
25     int n;
26
27     MergeSortTree(int n, vector<int>& v) : n(n), v(v) {
28         int sz = 1;
29         while (sz < n) sz *= 2;
30
31         tree.resize(2 * sz);
32
33         build(0, 0, n - 1, v);
34     }
35
36     void Erase(ordered_set<int>& a, int x){
37         int r = a.order_of_key(x);
38         auto it = a.find_by_order(r);
39         a.erase(it);
40     }
41
42     ordered_set<int> merge(ordered_set<int>& a,
43         ordered_set<int>& b) {
44         ordered_set<int> res;
45
46         for (auto e : a) res.insert(e);
47         for (auto e : b) res.insert(e);
48
49         return res;
50     }
51
52     void build(int pos, int ini, int fim, vector<int>&
53         v) {
54         if (ini == fim) {
55             if (ini < (int)v.size()) {
56                 tree[pos].insert(v[ini]);
57             }
58             return;
59         }
60
61         int mid = ini + (fim - ini) / 2;
62
63         build(2 * pos + 1, ini, mid, v);
64         build(2 * pos + 2, mid + 1, fim, v);
65
66         tree[pos] = merge(tree[2 * pos + 1], tree[2 * pos
67             + 2]);
68     }
69
70     // how many elements greater than val in vector v
71     int search(ordered_set<int>& v, int val) {

```

```

69     return (int)v.size() - v.order_of_key(val + 1);
70 }
71
72 // how many elements greater than val in the range
73 // (p, q)
74 int query(int pos, int ini, int fim, int p, int q,
75           int val) {
76     if (fim < p || ini > q) {
77         return 0;
78     }
79
80     if (ini >= p && fim <= q) {
81         return search(tree[pos], val);
82     }
83
84     int mid = ini + (fim - ini) / 2;
85     return query(2 * pos + 1, ini, mid, p, q, val) +
86            query(2 * pos + 2, mid + 1, fim, p, q, val);
87 }
88
89 void update(int pos, int ini, int fim, int id, int
90            val) {
91     if (ini == id && fim == id) {
92         if (!tree[pos].empty()) Erase(tree[pos], v[id]);
93     };
94     tree[pos].insert(val);
95     return;
96 }
97
98 if (fim < id || ini > id) {
99     return;
100 }
101
102 int mid = ini + (fim - ini) / 2;
103 update(2 * pos + 1, ini, mid, id, val);
104 update(2 * pos + 2, mid + 1, fim, id, val);
105
106 if (!tree[pos].empty()) Erase(tree[pos], v[id]);
107 tree[pos].insert(val);
108 }
109
110 int query(int p, int q, int val) {
111     return query(0, 0, n - 1, p, q, val);
112 }
113
114 void update(int id, int val) {
115     update(0, 0, n - 1, id, val);
116     v[id] = val;
117 }
118
119 };

```

4.18 Mergesort Tree Vector

```

1 // Description:
2 // In each node, the tree keeps a sorted list of
3 // elements in that range.
4 // It can be used to find how many elements are
5 // greater than x in a given range.
6 // It can also be used to find the position of an
7 // element if the list was sorted.
8 // query(i, j, k) - how many elements greater than k
9 // are in the range (i, j)
10
11 // Problem:
12 // https://www.spoj.com/problems/KQUERY
13
14 // Complexity:
15 // O(n log n) for build
16 // O(log2 n) for query
17
18 struct MergeSortTree {
19     vector<vector<int>> tree;
20     int n;

```

```

MergeSortTree(int n, vector<int>& v) : n(n) {
    int sz = 1;
    while (sz < n) sz *= 2;

    tree.assign(2 * sz, vector<int>());
    build(0, 0, n - 1, v);
}

vector<int> merge(vector<int>& a, vector<int>& b) {
    vector<int> res((int)a.size() + (int)b.size());
    int it = 0, jt = 0, curr = 0;

    while (it < (int)a.size() && jt < (int)b.size())
    {
        if (a[it] <= b[jt]) {
            res[curr++] = a[it++];
        } else {
            res[curr++] = b[jt++];
        }
    }

    while (it < (int)a.size()) {
        res[curr++] = a[it++];
    }

    while (jt < (int)b.size()) {
        res[curr++] = b[jt++];
    }

    return res;
}

void build(int pos, int ini, int fim, vector<int>&
v) {
    if (ini == fim) {
        if (ini < (int)v.size()) {
            tree[pos].pb(v[ini]);
        }
        return;
    }

    int mid = ini + (fim - ini) / 2;

    build(2 * pos + 1, ini, mid, v);
    build(2 * pos + 2, mid + 1, fim, v);

    tree[pos] = merge(tree[2 * pos + 1], tree[2 * pos
+ 2]);
}

// how many elements greater than val in vector v
int search(vector<int>& v, int val) {
    auto it = upper_bound(v.begin(), v.end(), val);
    if (it == v.end()) return 0;
    return (int)v.size() - (it - v.begin());
}

// how many elements greater than val in the range
// (p, q)
int query(int pos, int ini, int fim, int p, int q,
int val) {
    if (fim < p || ini > q) {
        return 0;
    }

    if (ini >= p && fim <= q) {
        return search(tree[pos], val);
    }

    int mid = ini + (fim - ini) / 2;
    return query(2 * pos + 1, ini, mid, p, q, val) +
           query(2 * pos + 2, mid + 1, fim, p, q, val);
}

```

```

84 }
85
86 int query(int p, int q, int val) {
87     return query(0, 0, n - 1, p, q, val);
88 }
89 };

```

5 Math

5.1 Crt

```

1 ll crt(const vector<pair<ll, ll>> &vet){
2     ll ans = 0, lcm = 1;
3     ll a, b, g, x, y;
4     for(const auto &p : vet) {
5         tie(a, b) = p;
6         tie(g, x, y) = gcd(lcm, b);
7         if((a - ans) % g != 0) return -1; // no
            solution
8         ans = ans + x * ((a - ans) / g) % (b / g) *
            lcm;
9         lcm = lcm * (b / g);
10        ans = (ans % lcm + lcm) % lcm;
11    }
12    return ans;
13 }

```

5.2 Function Root

```

1 const ld EPS1 = 1e-9; // iteration precision error
2 const ld EPS2 = 1e-4; // output precision error
3
4 ld f(ld x) {
5     // exp(-x) == e^(-x)
6     return p * exp(-x) + q * sin(x) + r * cos(x) + s *
            tan(x) + t * x * x + u;
7 }
8
9 ld root(ld a, ld b) {
10    while (b - a >= EPS1) {
11        ld c = (a + b) / 2.0;
12        ld y = f(c);
13
14        if (y < 0) b = c;
15        else a = c;
16    }
17
18    return (a + b) / 2;
19 }
20
21 int main() {
22     ld ans = root(0, 1);
23     if (abs(f(ans)) <= EPS2) cout << fixed <<
            setprecision(4) << ans << '\n';
24     else cout << "No solution\n";
25
26     return 0;
27 }

```

5.3 Prime Factors

```

1 vector<pair<long long, int>> fatora(long long n) {
2     vector<pair<long long, int>> ans;
3     for(long long p = 2; p*p <= n; p++) {
4         if(n % p == 0) {
5             int expoente = 0;
6             while(n % p == 0) {
7                 n /= p;
8                 expoente++;
9             }
10            ans.emplace_back(p, expoente);

```

```

11        }
12    }
13    if(n > 1) ans.emplace_back(n, 1);
14    return ans;
15 }

```

5.4 Subsets

```

1 void subsets(vector<int>& nums){
2     int n = nums.size();
3     int powSize = 1 << n;
4
5     for(int counter = 0; counter < powSize; counter++){
6         for(int j = 0; j < n; j++) {
7             if((counter & (1LL << j)) != 0) {
8                 cout << nums[j] << ' ';
9             }
10            cout << '\n';
11        }
12    }
13 }

```

5.5 To Decimal

```

1 const string digits { "0123456789
            ABCDEFGHIJKLMNOPQRSTUVWXYZ" };
2
3 long long to_decimal(const string& rep, long long
            base) {
4     long long n = 0;
5
6     for (auto c : rep) {
7         // if the number can't be represented in this
            base
8         if (c > digits[base - 1]) return -1;
9         n *= base;
10        n += digits.find(c);
11    }
12
13    return n;
14 }

```

5.6 Multiplicative Inverse

```

1 ll extend_euclid(ll a, ll b, ll &x, ll &y) {
2     if (a == 0)
3     {
4         x = 0; y = 1;
5         return b;
6     }
7     ll x1, y1;
8     ll d = extend_euclid(b%a, a, x1, y1);
9     x = y1 - (b / a) * x1;
10    y = x1;
11    return d;
12 }
13
14 // gcd(a, m) = 1 para existir solucao
15 // ax + my = 1, ou a*x = 1 (mod m)
16 ll inv_gcd(ll a, ll m) { // com gcd
17     ll x, y;
18     extend_euclid(a, m, x, y);
19     return (((x % m) + m) % m);
20 }
21
22 ll inv(ll a, ll phim) { // com phi(m), se m for primo
            entao phi(m) = p-1
23     ll e = phim-1;
24     return fexp(a, e, MOD);
25 }

```

5.7 Set Operations

```
1 // Complexity;
2 // O(n * m) being n and m the sizes of the two sets
3 // 2*(count1+count2)-1 (where countX is the distance
   between firstX and lastX):
4
5 vector<int> res;
6 set_union(s1.begin(), s1.end(), s2.begin(), s2.end(),
   inserter(res, res.begin()));
7 set_intersection(s1.begin(), s1.end(), s2.begin(), s2
   .end(), inserter(res, res.begin()));
8 // present in the first set, but not in the second
9 set_difference(s1.begin(), s1.end(), s2.begin(), s2.
   end(), inserter(res, res.begin()));
10 // present in one of the sets, but not in the other
11 set_symmetric_difference(s1.begin(), s1.end(), s2.
   begin(), s2.end(), inserter(res, res.begin()));
```

5.8 Representation Arbitrary Base

```
1 const string digits { "0123456789
   ABCDEFGHIJKLMNOPQRSTUVWXYZ" };
2
3 string representation(int n, int b) {
4     string rep;
5
6     do {
7         rep.push_back(digits[n % b]);
8         n /= b;
9     } while (n);
10
11     reverse(rep.begin(), rep.end());
12
13     return rep;
14 }
```

5.9 Matrix Exponentiation

```
1 // Description:
2 // Calculate the nth term of a linear recursion
3
4 // Example Fibonacci:
5 // Given a linear recurrence, for example fibonacci
6 // F(n) = n, x <= 1
7 // F(n) = F(n - 1) + F(n - 2), x > 1
8
9 // The recurrence has two terms, so we can build a
   matrix 2 x 1 so that
10 // n + 1 = transition * n
11
12 // (2 x 1) = (2 x 2) * (2 x 1)
13 // F(n)      = a b * F(n - 1)
14 // F(n - 1)   c d   F(n - 2)
15
16 // Another Example:
17 // Given a grid 3 x n, you want to color it using 3
   distinct colors so that
18 // no adjacent place has the same color. In how many
   different ways can you do that?
19 // There are 6 ways for the first column to be
   colored using 3 distinct colors
20 // ans 6 ways using 2 equal colors and 1 distinct one
21
22 // Adding another column, there are:
23 // 3 ways to go from 2 equal to 2 equal
24 // 2 ways to go from 2 equal to 3 distinct
25 // 2 ways to go from 3 distinct to 2 equal
26 // 2 ways to go from 3 distinct to 3 distinct
27
28 // So we star with matrix 6 6 and multiply it by the
   transition 3 2 and get 18 12
```

```
29 //
   6 6
   2 2 12 12
30 // the we can exponentiate this matrix to find the
   nth column
31
32 // Problem:
33 // https://cses.fi/problemset/task/1722/
34
35 // Complexity:
36 // O(log n)
37
38 // How to use:
39 // vector<vector<ll>> v = {{1, 1}, {1, 0}};
40 // Matriz transition = Matriz(v);
41 // cout << fexp(transition, n)[0][1] << '\n';
42
43 using ll = long long;
44
45 const int MOD = 1e9+7;
46
47 struct Matriz{
48     vector<vector<ll>> mat;
49     int rows, columns;
50
51     vector<ll> operator[](int i){
52         return mat[i];
53     }
54
55     Matriz(vector<vector<ll>>& matriz){
56         mat = matriz;
57         rows = mat.size();
58         columns = mat[0].size();
59     }
60
61     Matriz(int row, int column, bool identity=false){
62         rows = row; columns = column;
63         mat.assign(rows, vector<ll>(columns, 0));
64         if(identity) {
65             for(int i = 0; i < min(rows, columns); i
66             ++){
67                 mat[i][i] = 1;
68             }
69         }
70
71     Matriz operator * (Matriz a) {
72         assert(columns == a.rows);
73         vector<vector<ll>> resp(rows, vector<ll>(a.
74         columns, 0));
75
76         for(int i = 0; i < rows; i++){
77             for(int j = 0; j < a.columns; j++){
78                 for(int k = 0; k < a.rows; k++){
79                     resp[i][j] = (resp[i][j] + (mat[i
80                     ][k] * 1LL * a[k][j]) % MOD) % MOD;
81                 }
82             }
83         }
84         return Matriz(resp);
85     }
86
87     Matriz operator + (Matriz a) {
88         assert(rows == a.rows && columns == a.columns
89         );
90         vector<vector<ll>> resp(rows, vector<ll>(
91         columns, 0));
92         for(int i = 0; i < rows; i++){
93             for(int j = 0; j < columns; j++){
94                 resp[i][j] = (resp[i][j] + mat[i][j]
95                 + a[i][j]) % MOD;
96             }
97         }
98         return Matriz(resp);
99     }
```

```

94     }
95 };
96
97 Matriz fexp(Matriz base, ll exponent){
98     Matriz result = Matriz(base.rows, base.rows, 1);
99     while(exponent > 0){
100         if(exponent & 1LL) result = result * base;
101         base = base * base;
102         exponent = exponent >> 1;
103     }
104     return result;
105 }

```

5.10 Fast Exponentiation

```

1 ll fexp(ll b, ll e, ll mod) {
2     ll res = 1;
3     b %= mod;
4     while(e){
5         if(e & 1LL)
6             res = (res * b) % mod;
7         e = e >> 1LL;
8         b = (b * b) % mod;
9     }
10    return res;
11 }

```

5.11 Phi

```

1 // Description:
2 // Euler's totient function.
3 // phi(n) is the amount of numbers in the range (1, n
4 // ) that are coprime with n
5
6 // Complexity:
7 // phi(n) - sqrt(n)
8 // phi of all numbers from 1 to n - O(n log log n)
9
10 // Properties:
11 // phi(p ^ k) = p ^ k - p ^ (k - 1)
12 // phi(p) = p - 1
13 // phi(ab) = phi(a) * phi(b) * d / phi(d) being d =
14 // gcd(a, b)
15
16 int phi(int n) {
17     int result = n;
18     for (int i = 2; i * i <= n; i++) {
19         if (n % i == 0) {
20             while (n % i == 0)
21                 n /= i;
22             result -= result / i;
23         }
24     }
25     if (n > 1)
26         result -= result / n;
27     return result;
28 }
29
30 void phi_1_to_n(int n) {
31     vector<int> phi(n + 1);
32     for (int i = 0; i <= n; i++)
33         phi[i] = i;
34
35     for (int i = 2; i <= n; i++) {
36         if (phi[i] == i) {
37             for (int j = i; j <= n; j += i)
38                 phi[j] -= phi[j] / i;
39         }
40     }
41 }

```

5.12 Binary To Decimal

```

1 int binary_to_decimal(long long n) {
2     int dec = 0, i = 0, rem;
3
4     while (n!=0) {
5         rem = n % 10;
6         n /= 10;
7         dec += rem * pow(2, i);
8         ++i;
9     }
10
11    return dec;
12 }
13
14 long long decimal_to_binary(int n) {
15     long long bin = 0;
16     int rem, i = 1;
17
18     while (n!=0) {
19         rem = n % 2;
20         n /= 2;
21         bin += rem * i;
22         i *= 10;
23     }
24
25    return bin;
26 }

```

5.13 Ceil

```

1 long long division_ceil(long long a, long long b) {
2     return 1 + ((a - 1) / b); // if a != 0
3 }

```

5.14 Horner Algorithm

```

1 // Description:
2 // Evaluates y = f(x)
3
4 // Problem:
5 // https://onlinejudge.org/index.php?option=
6 // com_onlinejudge&Itemid=8&page=show_problem&
7 // problem=439
8
9 // Complexity:
10 // O(n)
11
12 using polynomial = std::vector<int>;
13
14 polynomial p {6, -5, 2}; // p(x) = x^2 - 5x + 6;
15
16 int degree(const polynomial& p) {
17     return p.size() - 1;
18 }
19
20 int evaluate(const polynomial& p, int x) {
21     int y = 0, N = degree(p);
22
23     for (int i = N; i >= 0; --i) {
24         y *= x;
25         y += p[i];
26     }
27
28    return y;
29 }

```

5.15 Pascalsrule Stifel

```

1 // Description:
2 // Calculates a binomial n chooses k based on the
3 // value of a previous binomial.
4
5 // Complexity:
6 // O(n * k)

```

```

6
7 vector<vector<int>> comb(MAX + 1, vector<int>(MAX +
  1, 0));
8
9 for (int n = 0; n <= MAX; n++) {
10     comb[n][0] = 1;
11 }
12
13 for (int n = 1; n <= MAX; n++) {
14     for (int k = 1; k <= n; k++) {
15         comb[n][k] = comb[n - 1][k - 1] + comb[n - 1][k];
16     }
17 }

```

5.16 Mobius

```

1 vector<int> m(MAXN, 0), lp(MAXN, 0);
2 m[1] = 1;
3 for (int i = 2; i < MAXN; ++i) {
4     if (!lp[i]) for (int j = i; j < MAXN; j += i)
5         if (!lp[j]) lp[j] = i;
6     m[i] = [&](int x) {
7         int cnt = 0;
8         while (x > 1) {
9             int k = 0, d = lp[x];
10            while (x % d == 0) {
11                x /= d;
12                ++k;
13                if (k > 1) return 0;
14            }
15            ++cnt;
16        }
17        if (cnt & 1) return -1;
18        return 1;
19    }(i);
20 }

```

5.17 Sieve Of Eratosthenes

```

1 vector<bool> is_prime(MAX, true);
2 vector<int> primes;
3
4 void sieve() {
5     is_prime[0] = is_prime[1] = false;
6     for (int i = 2; i < MAX; i++) {
7         if (is_prime[i]) {
8             primes.push_back(i);
9
10            for (int j = i + i; j < MAX; j += i)
11                is_prime[j] = false;
12        }
13    }
14 }

```

5.18 Divisors

```

1 vector<long long> all_divisors(long long n) {
2     vector<long long> ans;
3     for (long long a = 1; a * a <= n; a++) {
4         if (n % a == 0) {
5             long long b = n / a;
6             ans.push_back(a);
7             if (a != b) ans.push_back(b);
8         }
9     }
10    sort(ans.begin(), ans.end());
11    return ans;
12 }

```

5.19 Linear Diophantine Equation

```

1 // int a, b, c, x1, x2, y1, y2; cin >> a >> b >> c >>
  x1 >> x2 >> y1 >> y2;
2 // int ans = -1;
3 // if (a == 0 && b == 0) {
4 //     if (c != 0) ans = 0;
5 //     else ans = (x2 - x1 + 1) * (y2 - y1 + 1);
6 // }
7 // else if (a == 0) {
8 //     if (c % b == 0 && y1 <= c / b && y2 >= c / b)
9 //         ans = (x2 - x1 + 1);
10 //     else ans = 0;
11 // }
12 // else if (b == 0) {
13 //     if (c % a == 0 && x1 <= c / a && x2 >= c / a)
14 //         ans = (y2 - y1 + 1);
15 //     else ans = 0;
16 // }
17 // Careful when a or b are negative or zero
18 // if (ans == -1) ans = find_all_solutions(a, b, c,
19 //     x1, x2, y1, y2);
20 // cout << ans << '\n';
21 // Problems:
22 // https://www.spoj.com/problems/CEQU/
23 // http://codeforces.com/problemsets/acmsguru/problem
  /999999/106
24
25 // consider trivial case a or b is 0
26 int gcd(int a, int b, int& x, int& y) {
27     if (b == 0) {
28         x = 1;
29         y = 0;
30         return a;
31     }
32     int x1, y1;
33     int d = gcd(b, a % b, x1, y1);
34     x = y1;
35     y = x1 - y1 * (a / b);
36     return d;
37 }
38
39 // x and y are one solution and g is the gcd, all
  passed as reference
40 // minx <= x <= maxx miny <= y <= maxy
41 bool find_any_solution(int a, int b, int c, int &x0,
  int &y0, int &g) {
42     g = gcd(abs(a), abs(b), x0, y0);
43     if (c % g) {
44         return false;
45     }
46
47     x0 *= c / g;
48     y0 *= c / g;
49     if (a < 0) x0 = -x0;
50     if (b < 0) y0 = -y0;
51     return true;
52 }
53
54 void shift_solution(int &x, int &y, int a, int b,
  int cnt) {
55     x += cnt * b;
56     y -= cnt * a;
57 }
58
59 // return number of solutions in the interval
60 int find_all_solutions(int a, int b, int c, int minx,
  int maxx, int miny, int maxy) {
61     int x, y, g;
62     if (!find_any_solution(a, b, c, x, y, g))
63         return 0;
64     a /= g;

```

```

65     b /= g;
66
67     int sign_a = a > 0 ? +1 : -1;
68     int sign_b = b > 0 ? +1 : -1;
69
70     shift_solution(x, y, a, b, (minx - x) / b);
71     if (x < minx)
72         shift_solution(x, y, a, b, sign_b);
73     if (x > maxx)
74         return 0;
75     int lx1 = x;
76
77     shift_solution(x, y, a, b, (maxx - x) / b);
78     if (x > maxx)
79         shift_solution(x, y, a, b, -sign_b);
80     int rx1 = x;
81
82     shift_solution(x, y, a, b, -(miny - y) / a);
83     if (y < miny)
84         shift_solution(x, y, a, b, -sign_a);
85     if (y > maxy)
86         return 0;
87     int lx2 = x;
88
89     shift_solution(x, y, a, b, -(maxy - y) / a);
90     if (y > maxy)
91         shift_solution(x, y, a, b, sign_a);
92     int rx2 = x;
93
94     if (lx2 > rx2)
95         swap(lx2, rx2);
96     int lx = max(lx1, lx2);
97     int rx = min(rx1, rx2);
98
99     if (lx > rx)
100         return 0;
101     return (rx - lx) / abs(b) + 1;
102 }

```

5.20 Check If Bit Is On

```

1 // msb de 0 é undefined
2 #define msb(n) (32 - __builtin_clz(n))
3 // #define msb(n) (64 - __builtin_clzll(n))
4 // popcount
5 #define popcount(x) __builtin_popcountll((unsigned ll)
6 // turn bit off
7
8 bool bit_on(int n, int bit) {
9     if(1 & (n >> bit)) return true;
10    else return false;
11 }

```

6 Template

6.1 Template

```

1 #include <bits/stdc++.h>
2 using namespace std;
3
4 #define int long long
5 #define optimize std::ios::sync_with_stdio(false);
6 #define vi vector<int>
7 #define ll long long
8 #define pb push_back
9 #define mp make_pair
10 #define ff first
11 #define ss second
12 #define pii pair<int, int>

```

```

13 #define MOD 1000000007
14 #define sqr(x) ((x) * (x))
15 #define all(x) (x).begin(), (x).end()
16 #define FOR(i, j, n) for (int i = j; i < n; i++)
17 #define qle(i, n) (i == n ? "\n" : " ")
18 #define endl "\n"
19 const int oo = 1e9;
20 const int MAX = 1e6;
21
22 int32_t main(){ optimize;
23
24     return 0;
25 }

```

6.2 Template Clean

```

1 // Notes:
2 // Compile and execute
3 // g++ teste.cpp -o teste -std=c++17
4 // ./teste < teste.txt
5
6 // Print with precision
7 // cout << fixed << setprecision(12) << value << endl
8
9 // File as input and output
10 // freopen("input.txt", "r", stdin);
11 // freopen("output.txt", "w", stdout);
12
13 #include <bits/stdc++.h>
14 using namespace std;
15
16 #define pb push_back
17 #define mp make_pair
18 #define mt make_tuple
19 #define ff first
20 #define ss second
21 #define ld long double
22 #define ll long long
23 #define int long long
24 #define pii pair<int, int>
25 #define tii tuple<int, int, int>
26
27 int main() {
28     ios::sync_with_stdio(false);
29     cin.tie(NULL);
30
31
32
33     return 0;
34 }

```

7 Algorithms

7.1 Delta-encoding

```

1 #include <bits/stdc++.h>
2 using namespace std;
3
4 int main(){
5     int n, q;
6     cin >> n >> q;
7     int [n];
8     int delta[n+2];
9
10    while(q--){
11        int l, r, x;
12        cin >> l >> r >> x;
13        delta[l] += x;
14        delta[r+1] -= x;
15    }

```



```

16
17     int curr = 0;
18     for(int i=0; i < n; i++){
19         curr += delta[i];
20         v[i] = curr;
21     }
22
23     for(int i=0; i < n; i++){
24         cout << v[i] << ' ';
25     }
26     cout << '\n';
27
28     return 0;
29 }

```

7.2 Subsets

```

1 void subsets(vector<int>& nums){
2     int n = nums.size();
3     int powSize = 1 << n;
4
5     for(int counter = 0; counter < powSize; counter++){
6         for(int j = 0; j < n; j++){
7             if((counter & (1LL << j)) != 0) {
8                 cout << nums[j] << ' ';
9             }
10        }
11        cout << '\n';
12    }
13 }

```

7.3 Ternary Search

```

1 double ternary_search(double l, double r) {
2     double eps = 1e-9;           //set the error
3     while (r - l > eps) {
4         double m1 = l + (r - l) / 3;
5         double m2 = r - (r - l) / 3;
6         double f1 = f(m1);       //evaluates the
7         double f2 = f(m2);       //evaluates the
8         if (f1 < f2)
9             l = m1;
10        else
11            r = m2;
12    }
13    return f(l);                  //return the
14 }                                maximum of f(x) in [l, r]

```

7.4 Biggest K

```

1 // Description: Gets sum of k biggest or k smallest
2 // elements in an array
3 // Problem: https://atcoder.jp/contests/abc306/tasks/
4 // abc306_e
5 // Complexity: O(log n)
6
7 struct SetSum {
8     ll s = 0;
9     multiset<ll> mt;
10    void add(ll x){
11        mt.insert(x);
12        s += x;
13    }
14    int pop(ll x){
15        auto f = mt.find(x);
16        if(f == mt.end()) return 0;

```

```

17        mt.erase(f);
18        s -= x;
19        return 1;
20    }
21 };
22
23 struct BigK {
24     int k;
25     SetSum gt, mt;
26     BigK(int _k){
27         k = _k;
28     }
29     void balancear(){
30         while((int)gt.mt.size() < k && (int)mt.mt.
31         size()){
32             auto p = (prev(mt.mt.end()));
33             gt.add(*p);
34             mt.pop(*p);
35         }
36         while((int)mt.mt.size() && (int)gt.mt.size()
37         &&
38         *(gt.mt.begin()) < *(prev(mt.mt.end())) ){
39             ll u = *(gt.mt.begin());
40             ll v = *(prev(mt.mt.end()));
41             gt.pop(u); mt.pop(v);
42             gt.add(v); mt.add(u);
43         }
44     }
45     void add(ll x){
46         mt.add(x);
47         balancear();
48     }
49     void rem(ll x){
50         //x = -x;
51         if(mt.pop(x) == 0)
52             gt.pop(x);
53         balancear();
54     }
55 };
56
57 int main() {
58     ios::sync_with_stdio(false);
59     cin.tie(NULL);
60
61     int n, k, q; cin >> n >> k >> q;
62
63     BigK big = BigK(k);
64
65     int arr[n] = {};
66
67     while (q--) {
68         int pos, num; cin >> pos >> num;
69         pos--;
70         big.rem(arr[pos]);
71         arr[pos] = num;
72         big.add(arr[pos]);
73
74         cout << big.gt.s << '\n';
75     }
76
77     return 0;
78 }

```

7.5 Binary Search First True

```

1 int first_true(int lo, int hi, function<bool(int)> f)
2 {
3     hi++;
4     while (lo < hi) {
5         int mid = lo + (hi - lo) / 2;
6         if (f(mid)) {
7             hi = mid;
8         } else {

```

```

8     lo = mid + 1;
9 }
10 }
11 return lo;
12 }

```

7.6 Binary Search Last True

```

1 int last_true(int lo, int hi, function<bool(int)> f)
2 {
3     lo--;
4     while (lo < hi) {
5         int mid = lo + (hi - lo + 1) / 2;
6         if (f(mid)) {
7             lo = mid;
8         } else {
9             hi = mid - 1;
10        }
11    }
12    return lo;
13 }

```

7.7 Lis

```

1 int lis(vector<int> const& a) {
2     int n = a.size();
3     vector<int> d(n, 1);
4     for (int i = 0; i < n; i++) {
5         for (int j = 0; j < i; j++) {
6             if (a[j] < a[i])
7                 d[i] = max(d[i], d[j] + 1);
8         }
9     }
10
11     int ans = d[0];
12     for (int i = 1; i < n; i++) {
13         ans = max(ans, d[i]);
14     }
15     return ans;
16 }

```

8 Strings

8.1 Generate All Sequences Length K

```

1 // gera todas as ípossveis êsequencias usando as letras
2 // em set (de comprimento n) e que tenham tamanho k
3 // sequence = ""
4 vector<string> generate_sequences(char set[], string
5     sequence, int n, int k) {
6     if (k == 0){
7         return { sequence };
8     }
9
10    vector<string> ans;
11    for (int i = 0; i < n; i++) {
12        auto aux = generate_sequences(set, sequence +
13            set[i], n, k - 1);
14        ans.insert(ans.end(), aux.begin(), aux.end());
15    }
16    // for (auto e : aux) ans.push_back(e);
17
18    return ans;
19 }

```

8.2 Lcs

```

1 // Description:
2 // Finds the longest common subsequence between two
3 // string

```

```

3
4 // Problem:
5 // https://codeforces.com/gym/103134/problem/B
6
7 // Complexity:
8 // O(mn) where m and n are the length of the strings
9
10 string lcsAlgo(string s1, string s2, int m, int n) {
11     int LCS_table[m + 1][n + 1];
12
13     for (int i = 0; i <= m; i++) {
14         for (int j = 0; j <= n; j++) {
15             if (i == 0 || j == 0)
16                 LCS_table[i][j] = 0;
17             else if (s1[i - 1] == s2[j - 1])
18                 LCS_table[i][j] = LCS_table[i - 1][j - 1] +
19                     1;
20             else
21                 LCS_table[i][j] = max(LCS_table[i - 1][j],
22                     LCS_table[i][j - 1]);
23         }
24     }
25
26     int index = LCS_table[m][n];
27     char lcsAlgo[index + 1];
28     lcsAlgo[index] = '\0';
29
30     int i = m, j = n;
31     while (i > 0 && j > 0) {
32         if (s1[i - 1] == s2[j - 1]) {
33             lcsAlgo[index - 1] = s1[i - 1];
34             i--;
35             j--;
36             index--;
37         }
38         else if (LCS_table[i - 1][j] > LCS_table[i][j -
39             1])
40             i--;
41         else
42             j--;
43     }
44
45     return lcsAlgo;
46 }

```

8.3 Hash

```

1 // Description:
2 // Turns a string into a integer.
3 // If the hash is different then the strings are
4 // different.
5 // If the hash is the same the strings may be
6 // different.
7
8 // Problem:
9 // https://codeforces.com/gym/104518/problem/I
10
11 // Complexity:
12 // O(n) to calculate the hash
13 // O(1) to query
14
15 // Notes:
16 // Primes 1000000007, 1000041323, 100663319,
17 // 201326611, 1000015553, 1000028537
18
19 struct Hash {
20     const ll P = 31;
21     int n; string s;
22     vector<ll> h, hi, p;
23     Hash() {}
24     Hash(string s): s(s), n(s.size()), h(n), hi(n), p
25         (n) {

```

```

22     for (int i=0;i<n;i++) p[i] = (i ? P*p[i-1]:1) 50
    % MOD;
23     for (int i=0;i<n;i++) 51
24         h[i] = (s[i] + (i ? h[i-1]:0) * P) % MOD; 52
25     for (int i=n-1;i>=0;i--) 53
26         hi[i] = (s[i] + (i+1<n ? hi[i+1]:0) * P)
    % MOD;
27 }
28 int query(int l, int r) {
29     ll hash = (h[r] - (l ? h[l-1]*p[r-l+1]:MOD :
0));
30     return hash < 0 ? hash + MOD : hash;
31 }
32 int query_inv(int l, int r) {
33     ll hash = (hi[l] - (r+1 < n ? hi[r+1]*p[r-l
+1] % MOD : 0));
34     return hash < 0 ? hash + MOD : hash;
35 }
36 };

```

8.4 Trie

```

1  const int K = 26;
2
3  struct Vertex {
4      int next[K];
5      bool output = false;
6      int p = -1;
7      char pch;
8      int link = -1;
9      int go[K];
10
11      Vertex(int p=-1, char ch='$') : p(p), pch(ch) {
12          fill(begin(next), end(next), -1);
13          fill(begin(go), end(go), -1);
14      }
15 };
16
17 vector<Vertex> t(1);
18
19 void add_string(string const& s) {
20     int v = 0;
21     for (char ch : s) {
22         int c = ch - 'a';
23         if (t[v].next[c] == -1) {
24             t[v].next[c] = t.size();
25             t.emplace_back(v, ch);
26         }
27         v = t[v].next[c];
28     }
29     t[v].output = true;
30 }
31
32 int go(int v, char ch);
33
34 int get_link(int v) {
35     if (t[v].link == -1) {
36         if (v == 0 || t[v].p == 0)
37             t[v].link = 0;
38         else
39             t[v].link = go(get_link(t[v].p), t[v].pch
);
40     }
41     return t[v].link;
42 }
43
44 int go(int v, char ch) {
45     int c = ch - 'a';
46     if (t[v].go[c] == -1) {
47         if (t[v].next[c] != -1)
48             t[v].go[c] = t[v].next[c];
49         else

```

```

        t[v].go[c] = v == 0 ? 0 : go(get_link(v),
ch);
    }
    return t[v].go[c];
}

```

8.5 Generate All Permutations

```

1 vector<string> generate_permutations(string s) {
2     int n = s.size();
3     vector<string> ans;
4
5     sort(s.begin(), s.end());
6
7     do {
8         ans.push_back(s);
9     } while (next_permutation(s.begin(), s.end()));
10
11     return ans;
12 }

```

8.6 Kmp

```

1 vector<int> prefix_function(string s) {
2     int n = (int)s.length();
3     vector<int> pi(n);
4     for (int i = 1; i < n; i++) {
5         int j = pi[i-1];
6         while (j > 0 && s[i] != s[j])
7             j = pi[j-1];
8         if (s[i] == s[j])
9             j++;
10        pi[i] = j;
11    }
12    return pi;
13 }

```

8.7 Hash2

```

1 // Hashed String {{{
2 class HashedString {
3     static const int M = (1LL << 61) - 1;
4     static const int B;
5     static vector<int> pow;
6
7     int N;
8     vector<int> p_hash;
9
10    __int128 mul(int a, int b) { return (__int128)a * b
; }
11    int mod_mul(int a, int b) { return mul(a, b) % M; }
12
13 public:
14    explicit HashedString(string const& s) {
15        while (size(pow) < size(s) + 1) pow.push_back(
mod_mul(pow.back(), B));
16
17        p_hash.resize(size(s) + 1);
18        p_hash[0] = 0;
19        for (int i = 0; i < size(s); i++)
20            p_hash[i + 1] = (mul(p_hash[i], B) + s[i]) % M;
21    }
22
23    int get_hash(int l, int r) {
24        int raw_val = p_hash[r + 1] - mod_mul(p_hash[l],
pow[r - l + 1]);
25        return (raw_val + M) % M;
26    }
27
28    int prefix(int len) { return get_hash(0, len-1); }
29    int suffix(int len) { return get_hash(N-len, N-1); }
}

```

```

30 int whole() { return get_hash(0, N-1); }
31 int substr(int l, int len) {
32     int r = l+len-1;
33     r = min(r, N-1);
34     return get_hash(l, r);
35 }
36 };
37 vector<int> HashedString::pow{1};
38 mt19937 rng((uint32_t)chrono::steady_clock::now().
39     time_since_epoch().count());
40 const int HashedString::B = uniform_int_distribution<
41     int>(0, M - 1)(rng);
42 //}}}

```

8.8 Suffix Array

```

1 // Description:
2 // Suffix array is an array with the indexes of the
3 // starting letter of every
4 // suffix in an array sorted in lexicographical order
5 // Problem:
6 // https://codeforces.com/edu/course/2/lesson/2/1/
7 // practice/contest/269100/problem/A
8 // Complexity:
9 // O(n log n) with radix sort
10 // O(n log ^ 2 n) with regular sort
11 // Notes:
12 // Relevant Problems
13 // Substring search: Queries to know whether a given
14 // substring is present in a string
15 // Binary search for the first suffix that is greater
16 // or equal
17 // O(log n |p|) where |p| is the total size of the
18 // substrings queried
19 // Substring size: Queries to know how many times a
20 // given substring appears in a string
21 // Binary search both for first and last that is
22 // greater or equal
23 // Number of different substrings:
24 // A given suffix gives sz new substrings being sz
25 // the size of the suffix
26 // We can subtract the lcp (longest common prefix) to
27 // remove substrings
28 // that were already counted.
29 // Longest common substring between two strings:
30 // We can calculate the suffix array and lcp array of
31 // the two strings
32 // concatenated with a character greater than $ and
33 // smaller than A (like '&')
34 // The answer will be the lcp between two consecutive
35 // suffixes that belong to different strings
36 // (index at suffix array <= size of the first array)
37 void radix_sort(vector<pair<pair<int, int>, int>>& a)
38 {
39     int n = a.size();
40     vector<pair<pair<int, int>, int>> ans(n);
41
42     vector<int> count(n);
43
44     for (int i = 0; i < n; i++) {
45         count[a[i].first.second]++;
46     }
47
48     vector<int> p(n);
49
50

```

```

51 p[0] = 0;
52 for (int i = 1; i < n; i++) {
53     p[i] = p[i - 1] + count[i - 1];
54 }
55
56 for (int i = 0; i < n; i++) {
57     ans[p[a[i].first.second]++] = a[i];
58 }
59
60 a = ans;
61
62 count.assign(n, 0);
63
64 for (int i = 0; i < n; i++) {
65     count[a[i].first.first]++;
66 }
67
68 p.assign(n, 0);
69
70 p[0] = 0;
71 for (int i = 1; i < n; i++) {
72     p[i] = p[i - 1] + count[i - 1];
73 }
74
75 for (int i = 0; i < n; i++) {
76     ans[p[a[i].first.first]++] = a[i];
77 }
78
79 a = ans;
80 }
81
82 vector<int> p, c;
83
84 vector<int> suffix_array(string s) {
85     int n = s.size();
86     vector<pair<char, int>> a(n);
87     p.assign(n, 0);
88     c.assign(n, 0);
89
90     for (int i = 0; i < n; i++) {
91         a[i] = mp(s[i], i);
92     }
93
94     sort(a.begin(), a.end());
95
96     for (int i = 0; i < n; i++) {
97         p[i] = a[i].second;
98     }
99
100 c[p[0]] = 0;
101 for (int i = 1; i < n; i++) {
102     if (a[i].first == a[i - 1].first) c[p[i]] = c[p[i]
103         - 1];
104     else c[p[i]] = c[p[i - 1]] + 1;
105 }
106
107 int k = 0;
108 while ((1 << k) < n) {
109     vector<pair<pair<int, int>, int>> a(n);
110     for (int i = 0; i < n; i++) {
111         a[i] = mp(mp(c[i], c[(i + (1 << k)) % n]), i);
112     }
113
114     radix_sort(a);
115
116     for (int i = 0; i < n; i++) {
117         p[i] = a[i].second;
118     }
119
120     c[p[0]] = 0;
121     for (int i = 1; i < n; i++) {
122         if (a[i].first == a[i - 1].first) c[p[i]] = c[p
123             [i - 1]];
124

```

```

115     else c[p[i]] = c[p[i - 1]] + 1;
116 }
117
118 k++;
119 }
120
121 /* for (int i = 0; i < n; i++) {
122     for (int j = p[i]; j < n; j++) {
123         cout << s[j];
124     }
125     cout << '\n';
126 } */
127
128 return p;
129 }
130
131 // the first suffix will always be $ the (n - 1)th
    character in the string
132 vector<int> lcp_array(string s) {
133     int n = s.size();
134     vector<int> ans(n);
135     // minimum lcp
136     int k = 0;
137     for (int i = 0; i < n - 1; i++) {
138         // indice in the suffix array p of suffix
            starting in i
139         int pi = c[i];
140         // start index of the previous suffix in suffix
            array
141         int j = p[pi - 1];
142         while (s[i + k] == s[j + k]) k++;
143         ans[pi] = k;
144         k = max(k - 1, 0);
145     }
146
147     return ans;
148 }

```

8.9 Z-function

```

1 vector<int> z_function(string s) {
2     int n = (int) s.length();
3     vector<int> z(n);
4     for (int i = 1, l = 0, r = 0; i < n; ++i) {
5         if (i <= r)
6             z[i] = min(r - i + 1, z[i - l]);
7         while (i + z[i] < n && s[z[i]] == s[i + z[i]
8         ])
9             ++z[i];
10        if (i + z[i] - 1 > r)
11            l = i, r = i + z[i] - 1;
12    }
13    return z;
14 }

```

9 DP

9.1 Kadane

```

1 // Description:
2 // Finds the maximum (or minimum) sum of some
    subarray of a given array
3
4 // Problem:
5 // https://leetcode.com/problems/maximum-subarray/
    description/
6
7 // Complexity:
8 // O(n)
9
10 // Notes

```

```

11 // To solve the minimum subarray problem, start the
    variable ans with INF and change the max
    operations to min operations
12 // To not count the empty subarray as a subarray,
    start the variable ans with -INF
13 // To get the biggest possible subarray with that sum
    , change if (curr > ans) to if (curr >= ans)
14 // If the empty subarray is the answer, start and end
    will be equal to -1
15
16 int ans = 0, curr = 0;
17 int startidx = 0, start = -1, end = -1;
18
19 for (int i = 0; i < n; i++) {
20     // MAXIMUM SUBARRAY PROBLEM
21     curr = max(curr + v[i], v[i]);
22     ans = max(ans, curr);
23
24     /*
25     RECOVER INDEXES MAXIMUM SUBARRAY PROBLEM
26     if (curr + v[i] < v[i]) {
27         startidx = i;
28         curr = v[i];
29     }
30     else curr += v[i];
31
32     if (curr > ans) {
33         ans = curr;
34         start = startidx;
35         end = i;
36     }
37     */
38
39     // MINIMUM SUBARRAY PROBLEM
40     // curr = min(curr + v[i], v[i]);
41     // ans = min(ans, curr);
42
43     /*
44     // MINIMUM SUBARRAY PROBLEM
45     if (curr + v[i] > v[i]) {
46         startidx = i;
47         curr = v[i];
48     }
49     else curr += v[i];
50
51     if (curr < ans) {
52         ans = curr;
53         start = startidx;
54         end = i;
55     }
56     */
57 }
58
59 // cout << ans << ' ' << start << ' ' << end << '\n';

```

9.2 Edit Distance

```

1 // Description:
2 // Minimum number of operations required to transform
    a string into another
3 // Operations allowed: add character, remove
    character, replace character
4
5 // Parameters:
6 // str1 - string to be transformed into str2
7 // str2 - string that str1 will be transformed into
8 // m - size of str1
9 // n - size of str2
10
11 // Problem:
12 // https://cses.fi/problemset/task/1639
13
14 // Complexity:

```

```

15 // O(m x n)
16
17 // How to use:
18 // memset(dp, -1, sizeof(dp));
19 // string a, b;
20 // edit_distance(a, b, (int)a.size(), (int)b.size());
21
22 // Notes:
23 // Size of dp matriz is m x n
24
25 int dp[MAX][MAX];
26
27 int edit_distance(string &str1, string &str2, int m,
    int n) {
28     if (m == 0) return n;
29     if (n == 0) return m;
30
31     if (dp[m][n] != -1) return dp[m][n];
32
33     if (str1[m - 1] == str2[n - 1]) return dp[m][n] =
        edit_distance(str1, str2, m - 1, n - 1);
34     return dp[m][n] = 1 + min({edit_distance(str1,
        str2, m, n - 1), edit_distance(str1, str2, m - 1,
        n), edit_distance(str1, str2, m - 1, n - 1)});
35 }

```

9.3 Coins

```

1 int tb[1005];
2 int n;
3 vector<int> moedas;
4
5 int dp(int i){
6     if(i >= n)
7         return 0;
8     if(tb[i] != -1)
9         return tb[i];
10
11     tb[i] = max(dp(i+1), dp(i+2) + moedas[i]);
12     return tb[i];
13 }
14
15 int main(){
16     memset(tb, -1, sizeof(tb));
17 }

```

9.4 Minimum Coin Change

```

1 int n;
2 vector<int> valores;
3
4 int tabela[1005];
5
6 int dp(int k){
7     if(k == 0){
8         return 0;
9     }
10    if(tabela[k] != -1)
11        return tabela[k];
12    int melhor = 1e9;
13    for(int i = 0; i < n; i++){
14        if(valores[i] <= k)
15            melhor = min(melhor, 1 + dp(k - valores[i]));
16    }
17    return tabela[k] = melhor;
18 }

```

9.5 Substr Palindrome

```

1 // êvoc deve informar se a substring de S formada
    pelos elementos entre os índices i e j
2 // é um palindromo ou não.

```

```

3
4 char s[MAX];
5 int calculado[MAX][MAX]; // iniciado com false, ou 0
6 int tabela[MAX][MAX];
7
8 int is_palin(int i, int j){
9     if(calculado[i][j]){
10         return tabela[i][j];
11     }
12     if(i == j) return true;
13     if(i + 1 == j) return s[i] == s[j];
14
15     int ans = false;
16     if(s[i] == s[j]){
17         if(is_palin(i+1, j-1)){
18             ans = true;
19         }
20     }
21     calculado[i][j] = true;
22     tabela[i][j] = ans;
23     return ans;
24 }

```

9.6 Digits

```

1 // achar a quantidade de numeros menores que R que
    possuem no maximo 3 digitos nao nulos
2 // a ideia eh utilizar da ordem lexicografica para
    checar isso pois se temos por exemplo
3 // o numero 8500, a gente sabe que se pegarmos o
    numero 7... qualquer digito depois do 7
4 // sera necessariamente menor q 8500
5
6 string r;
7 int tab[20][2][5];
8
9 // i - digito de R
10 // menor - ja pegou um numero menor que um digito de
    R
11 // qt - quantidade de digitos nao nulos
12 int dp(int i, bool menor, int qt){
13     if(qt > 3) return 0;
14     if(i >= r.size()) return 1;
15     if(tab[i][menor][qt] != -1) return tab[i][menor][
        qt];
16
17     int dr = r[i] - '0';
18     int res = 0;
19
20     for(int d = 0; d <= 9; d++) {
21         int dnn = qt + (d > 0);
22         if(menor == true) {
23             res += dp(i+1, true, dnn);
24         }
25         else if(d < dr) {
26             res += dp(i+1, true, dnn);
27         }
28         else if(d == dr) {
29             res += dp(i+1, false, dnn);
30         }
31     }
32
33     return tab[i][menor][qt] = res;
34 }

```

9.7 Knapsack With Index

```

1 void knapsack(int W, int wt[], int val[], int n) {
2     int i, w;
3     int K[n + 1][W + 1];
4
5     for (i = 0; i <= n; i++) {

```

```

6         for (w = 0; w <= W; w++) {
7             if (i == 0 || w == 0)
8                 K[i][w] = 0;
9             else if (wt[i - 1] <= w)
10                 K[i][w] = max(val[i - 1] +
11                               K[i - 1][w - wt[i - 1]], K[i -
12 1][w]);
13             else
14                 K[i][w] = K[i - 1][w];
15         }
16     }
17     int res = K[n][W];
18     cout<< res << endl;
19
20     w = W;
21     for (i = n; i > 0 && res > 0; i--) {
22         if (res == K[i - 1][w])
23             continue;
24         else {
25             cout<<" "<<wt[i - 1] ;
26             res = res - val[i - 1];
27             w = w - wt[i - 1];
28         }
29     }
30 }
31
32 int main()
33 {

```

```

34     int val[] = { 60, 100, 120 };
35     int wt[] = { 10, 20, 30 };
36     int W = 50;
37     int n = sizeof(val) / sizeof(val[0]);
38
39     knapsack(W, wt, val, n);
40
41     return 0;
42 }

```

9.8 Knapsack

```

1 int val[MAXN], peso[MAXN], dp[MAXN][MAXS];
2
3 int knapsack(int n, int m){ // n Objetos | Peso max
4     for(int i=0;i<=n;i++){
5         for(int j=0;j<=m;j++){
6             if(i==0 or j==0)
7                 dp[i][j] = 0;
8             else if(peso[i-1]<=j)
9                 dp[i][j] = max(val[i-1]+dp[i-1][j-
10 peso[i-1]], dp[i-1][j]);
11             else
12                 dp[i][j] = dp[i-1][j];
13         }
14     }
15     return dp[n][m];
16 }

```