# Theoretical Guide Lenhadoras de Segtree

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# 1 Misc

#### 1.1 Check for overflow

Returns false if there is no overflow and true if there is overflow. The variable v stores the result of the operation.

```
long long v;
__builtin_add_overflow(a, b, v);
cout << v;
__builtin_sub_overflow(a, b, v);
__builtin_mul_overflow(a, b, v);</pre>
```

# 1.2 Input by file

freopen("input.txt","r",stdin);
freopen("output.txt","w",stdout);

# 2 Geometry

#### 2.1 Distances

#### 2.1.1 Euclidean

$$d(p,q) = \sqrt{(q.x - p.x)^2 + (q.y - p.y)^2}$$

#### 2.1.2 Manhattan

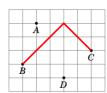
$$|p.x - q.x| + |p.y - q.y|$$

# 2.2 Maximum possible manhattan distance between two points given n points

Given n points, for instance:



Rotate all coordinates  $45^o$  do that (x,y) becomes (x+y,y-x), so, p becomes p' and q becomes q'.



The maximum manhattan distance is obtaining by choosing the two points that maxime:

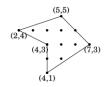
$$max(|p'.x - q'.x|, |p'.y - q'.y|)$$

## 2.3 Boundary points

The number of integer points in the boundary of a polygon is:

$$B = v + b$$

where v is the number of vertices (integer points as well) and b is the number of integer points situated between two vertices, like in the following figure:



b can be calculated for every line connecting two points (including the line between the last and the first point) as follows:

$$boundary\_points(p,q) = \begin{cases} |p.y - q.y| - 1 & p.x = q.x \\ |p.x - q.x| - 1 & p.y = q.y \\ gcd(|p.x - q.x|, |p.y - q.y|) - 1 \end{cases}$$

## 2.4 Pick's Theorem

$$A = a + \frac{b}{2} + 1$$

where A is the area of the polygon, a is the number of integer points inside the polygon and b is the number of integer points in the boundary of the polygon

## 2.5 Triangle Existence Condition

$$a+b \ge c$$

$$a+c \ge b$$

$$b+c \ge a$$

# 2.6 Perimeter

#### 2.6.1 Circle

$$2\pi r$$

## 2.7 Areas

## 2.7.1 Circle

$$\pi r^2$$

#### 2.7.2 Triangle

$$\frac{b*h}{2}$$

#### 2.7.3 Square

$$l^2$$

#### 2.7.4 Rectangle

hr

#### 2.7.5 Rhombus



D is the biggest diagonal and d is the smallest diagonal

$$A = \frac{1}{2} * D * d$$

## 2.8 Volumes

## 2.8.1 Sphere

$$\frac{4}{3}\pi r^3$$

#### 2.8.2 Prism

$$V = bh$$

## 2.8.3 Pyramid

$$\frac{bh}{3}$$

#### 2.8.4 Cone

$$\frac{\pi r^2 h}{3}$$

#### 2.9 Sines Rule

$$\frac{a}{\sin(\alpha)} = \frac{b}{\sin(\beta)} = \frac{c}{\sin(\gamma)}$$

#### 2.10 Cossines Rule

$$a^2 = b^2 + c^2 - 2bccos(\alpha)$$

#### 2.11 Shoelace Formula

$$A = \frac{1}{2} \left| \sum_{i=1}^{n-1} (p_i \times p_{i+1}) = \frac{1}{2} \left| \sum_{i=1}^{n-1} (x_i y_{i+1} - x_{i+1} y_i) \right| \right|$$

Where the points  $p_1, pn, \ldots$  are in adjecent order and the first and last vertex is the same, that is,  $p_1 = pn$ 

# 3 Bitwise

## 3.1 Turn bit on or off

Turn on bit i x  $\mid= (1 << i)$ Turn off bit i x &= (1 << i)

## 3.2 Check if bit is on or off

Check if bit is on x & (1 << i)Check if bit is off !(x & (1 << i))

# 3.3 Number of bits on

\_\_builtin\_popcount(x)

# 3.4 Count leading zeros

\_\_builtin\_clz(z)
\_\_builtin\_clzll(z)

#### 3.5 MSB

32 - \_builtin\_clz(x) 64 - \_\_bultin\_clzl1(x)

# 3.6 Count trailing zeros

\_\_builtin\_ctz(x)
\_\_builtin\_ctzll(x)

## 3.7 LSB

\_\_builtin\_ffs(X)

## 3.8 XOR from 1 to n

$$f(n) = \begin{cases} n & n \equiv 0 \pmod{4} \\ 1 & n \equiv 1 \pmod{4} \\ n+1 & n \equiv 2 \pmod{4} \\ 0 & n \equiv 3 \pmod{4} \end{cases}$$

## 3.9 NOT

A	X
0	1
1	0

## 3.10 AND

A	B	X
0	0	0
0	1	0
1	0	0
1	1	1

## 3.11 OR

A	В	X
0	0	0
0	1	1
1	0	1
1	1	1

## 3.12 NAND

A	B	X
0	0	1
0	1	1
1	0	1
1	1	0

# 3.13 NOR

A	B	X
0	0	1
0	1	0
1	0	0
1	1	0

## 3.14 XOR

A	B	X
0	0	0
0	1	1
1	0	1
1	1	0

## 3.15 XNOR

A	B	X
0	0	1
0	1	0
1	0	0
1	1	1

# 4 Basic Math

# 4.1 Divisibility Criteria

## 4.1.1 2

The last digit is either 0, 2, 4, 6 or 8

#### 4.1.2 3

The sum of the digits is also divisible by 3

#### 4.1.3 4

The last two digits form a number that is divisble by 4

#### 4.1.4 5

The last digit is either 0 or 5

#### 4.1.5 6

It has to be divisible by both 2 and 3

#### 4.1.6 7

The subtraction of the number formed without the last digit and the last digit times 2 is also divisible by 7

#### 4.1.7 8

The last three digits form a number that is divisble by 8

4.2 Logarithm 8 NUMBER THEORY

#### 4.1.8 9

The sum of the digits is also divisible by 9

## 4.2 Logarithm

$$\begin{split} \log_b mn &= \log_b m + \log_b n \qquad \log_b \frac{m}{n} = \log_b m - \log_n n \qquad \log_b n^p = p \log_b n \\ \log_b \sqrt[q]{n} &= \frac{1}{q} \log_b n \qquad \log_b n = \log_a n \log_b a \qquad b^{\log_b k} = k \\ \log_b a &= \frac{\log_c a}{\log_c b} \qquad \log_b a = \frac{1}{\log_a b} \qquad \log_b a \ \log_a c = \log_b c \\ \log_b 1 &= 0 \qquad \log_b b = 1 \end{split}$$

# C++

#### Ordered set and multiset

typedef tree < pair < ll, ll >, null type, less < pair < ll, ll >>, rb tree tag, tree order statistics node update> ordered set; To change to multiset switch equal to less equal.

# Priority Queue

template < class T > using min priority queue = priority queue <T, vector <T>, greater <T>>;

## **Combinatorics**

### Burnside's Lemma

Burnside's lemma can be used to count the number of combinations so that only one representative is counted for each group of symmetric combinations. For example, if we have a necklace with different colored pearls and we want to know how many different combinations we can make.

For example, if we have a necklace colored like this:



This variations are the same if we consider that we can rotate the necklace:









When the number of steps is k, the number of necklaces that remain the same are:

$$m^{\gcd(k,n)}$$

The number of different combinations for m colors and a necklace of size n is

$$\sum_{i=0}^{n-1} \frac{m^{\gcd(i,n)}}{n}$$

So a necklace of length 4 with 3 colors has

$$\frac{3^4 + 3 + 3^2 + 3}{4} = 24$$

# Constants

 $LLINF = 0 \times 3f3f3f3f3f3f3f3fLL$ 

PI = acos(-1)

# Number Theory

$$(a+b) \mod m = (a \mod m + b \mod m) \mod m$$
  
 $(a-b) \mod m = (a \mod m - b \mod m) \mod m$   
 $(a \times b) \mod m = ((a \mod m) \times (b \mod m)) \mod m$   
 $a^b \mod m = (a \mod m)^b \mod m$   
 $a \equiv b \pmod m \iff (b-a)|m$ 

8.1 Number of Divisors

10 PROGRESSIONS

$$\gcd(a_1, a_2, a_3, a_4) = \gcd(a_1, \gcd(a_2, \gcd(a_3, a_4)))$$
$$\operatorname{lcm}(a, b) \times \gcd(a, b) = a \times b$$
$$\operatorname{lcm}(a, b) = \frac{a \times b}{\gcd(a, b)} = \frac{a}{\gcd(a, b)} \times b$$
$$\gcd(a, b) = b?\gcd(b, a\%b) : a$$

#### 8.1 Number of Divisors

The number of divisors of n is about  $\sqrt[3]{n}$ .

$\overline{n}$	6	60	360	5040	55440	720720	4324320	21621600
d(n)	4	12	24	60	120	240	384	576

## 8.2 Number of digits of n! in base b

$$\log_b n! = \log_b (1 \times 2 \times 3 \times ... \times n) = \log_b 1 + \log_b 2 + \log_b 3 + ... + \log_b n$$

## 8.3 Prime counting function - $\pi(x)$

Expected to have  $\frac{x}{\log x}$  primes within [1, x]. The prime counting function is asymptotic to  $\frac{x}{\log x}$ , by the prime number theorem.

X	10	$10^{2}$	$10^{3}$	$10^{4}$	$10^{5}$	$10^{6}$	$10^{7}$	$10^{8}$
$\pi(x)$	4	25	168	1229	9592	78498	664579	$5\ 761\ 455$

## 8.4 Sum of digits of n in base b

$$f(n,b) = \begin{cases} n & n < b \\ f\left(n, \left\lfloor \frac{n}{b} \right\rfloor + (n \mod b) \right) & n \ge b \end{cases}$$

#### 8.5 Fermat's Theorems

Let P be a prime number and a an integer, then:

$$a^p \equiv a \pmod{p}$$
$$a^{p-1} \equiv 1 \pmod{p}$$

**Lemma:** Let p be a prime number and a and b integers, then:

$$(a+b)^p \equiv a^p + b^p \pmod{p}$$

**Lemma:** Let p be a prime number and a an integer. The inverse of a modulo p is  $a^{p-2}$ :

$$a^{-1} \equiv a^{p-2} \pmod{p}$$

## 9 Identities

$$\sum_{i=1}^{n} i = \frac{n(n+1)}{2} \qquad \sum_{i=1}^{n} i^2 = \frac{n(n+1)(2n+1)}{6} \qquad \sum_{i=1}^{n} i^3 = \left(\frac{n(n+1)}{2}\right)^2$$
$$\sum_{i=1}^{n} \frac{1}{i} \approx \log n \qquad \sum_{i=0}^{\infty} \frac{1}{2^i} = 2$$

# 10 Progressions

## 10.1 Arithmetic Progression

#### 10.1.1 General Term

$$a_1 + (n-1)r$$

#### 10.1.2 Sum

$$\frac{(a_1+a_n)n}{2}$$

## 10.1.3 Sum of Second Order Arithmetic Progression

 $a_1$  is the first element of the original progression,  $b_1$  is the first element of the derived progression, n is the number of elements of the original progression and r is the ratio of the derived progression

$$a_1n + \frac{(b_1n(n-1)}{2} + \frac{rn(n-1)(n-2)}{6}$$

- 10.2 Geometric Progression
- 10.2.1 General Term

$$a_1q^{n-1}$$

10.2.2 Sum

$$\frac{a_1(q^n-1)}{q-1}$$

10.2.3 Infinite Sum

$$-1 < q < 1$$

$$\frac{a_1}{1 - q}$$