



Notebook - Maratona de Programação

Lenhadoras de Segtree

Contents

1 Math	2	3 Template	7
1.1 Ceil	2	3.1 Template	7
1.2 To Decimal	2	3.2 Template Clean	7
1.3 Subsets	2	4 Strings	8
1.4 Matrix Exponentiation	2	4.1 Kmp	8
1.5 Crt	3	4.2 Generate All Permutations	8
1.6 Binary To Decimal	3	4.3 Generate All Sequences Length K	8
1.7 Fast Exponentiation	3	4.4 Lcs	8
1.8 Linear Diophantine Equation	3	4.5 Trie	8
1.9 Function Root	4	4.6 Z-function	9
1.10 Sieve Of Eratosthenes	4	5 Misc	9
1.11 Horner Algorithm	4	5.1 Split	9
1.12 Multiplicative Inverse	4	5.2 Int128	9
1.13 Representation Arbitrary Base	5	6 Graphs	9
1.14 Set Operations	5	6.1 Centroid Find	9
1.15 Divisors	5	6.2 Bipartite	10
1.16 Check If Bit Is On	5	6.3 Prim	10
1.17 Prime Factors	5	6.4 Ford Fulkerson Edmonds Karp	10
2 DP	5	6.5 Hld Edge	11
2.1 Knapsack With Index	5	6.6 Floyd Warshall	12
2.2 Substr Palindrome	6	6.7 Lca	12
2.3 Edit Distance	6	6.8 Bellman Ford	13
2.4 Knapsack	6	6.9 Dinic	13
2.5 Digits	6	6.10 2sat	15
2.6 Coins	6	6.11 Find Cycle	16
2.7 Minimum Coin Change	7	6.12 Cycle Path Recovery	16
2.8 Kadane	7	6.13 Centroid Decomposition	17
		6.14 Tarjan Bridge	17
		6.15 Hld Vertex	18
		6.16 Small To Large	19

6.17	Tree Diameter	19
6.18	Dijkstra	19
6.19	Kruskall	20
7	Geometry	21
7.1	2d	21
8	Algorithms	23
8.1	Lis	23
8.2	Delta-encoding	23
8.3	Subsets	23
8.4	Binary Search Last True	23
8.5	Ternary Search	23
8.6	Binary Search First True	24
8.7	Biggest K	24
9	Data Structures	24
9.1	Ordered Set	24
9.2	Priority Queue	25
9.3	Dsu	25
9.4	Two Sets	25
9.5	Dynamic Implicit Sparse	26
9.6	Segtree2d	27
9.7	Minimum And Amount	28
9.8	Lazy Addition To Segment	29
9.9	Segment With Maximum Sum	30
9.10	Range Query Point Update	31
9.11	Lazy Assignment To Segment	32
9.12	Lazy Dynamic Implicit Sparse	33
9.13	Persistent	34

1 Math

1.1 Ceil

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

1.2 To Decimal

```
1 const string digits { "0123456789
2     ABCDEFGHIJKLMNOPQRSTUVWXYZ" };
3
4 long long to_decimal(const string& rep, long long
5     base) {
6     long long n = 0;
7
8     for (auto c : rep) {
9         // if the number can't be represented in this
10        base
11        if (c > digits[base - 1]) return -1;
12        n *= base;
13        n += digits.find(c);
14    }
15
16    return n;
17 }
```

1.3 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 }
```

1.4 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
10 // matrix 2 x 1 so that
11 // n + 1 = transition * n
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
18 // distinct colors so that
19 // no adjacent place has the same color. In how many
20 // different ways can you do that?
21 // There are 6 ways for the first column to be
22 // colored using 3 distinct colors
23 // 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 start with matrix 6 6 and multiply it by the
29 // transition 3 2 and get 18 12
30 //
31 //          2 2          6 6
32 //          12 12
33 // the we can exponentiate this matrix to find the
34 // nth column
35
36 // Problem:
37 // https://cses.fi/problemset/task/1722/
38
39 // Complexity:
40 // O(log n)
41
42 // How to use:
43 // vector<vector<ll>> v = {{1, 1}, {1, 0}};
44 // Matriz transition = Matriz(v);
45 // cout << fexp(transition, n)[0][1] << '\n';
46
47 using ll = long long;
48
49 const int MOD = 1e9+7;
50
51 struct Matriz{
52     vector<vector<ll>> mat;
53     int rows, columns;
54
55     vector<ll> operator[](int i){
56         return mat[i];
57     }
58
59     Matriz(vector<vector<ll>>& matriz){
60         mat = matriz;
61         rows = mat.size();
62         columns = mat[0].size();
63     }
64
65     Matriz(int row, int column, bool identity=false){
66         rows = row; columns = column;
67         mat.assign(rows, vector<ll>(columns, 0));
68         if(identity) {
69             for(int i = 0; i < min(rows, columns); i
70             ++){
71                 mat[i][i] = 1;
72             }
73         }
74     }
75
76     Matriz operator * (Matriz a) {
77         assert(columns == a.rows);
78         vector<vector<ll>> resp(rows, vector<ll>(a.
79         columns, 0));
80
81         for(int i = 0; i < rows; i++){
82             for(int j = 0; j < a.columns; j++){
83                 for(int k = 0; k < a.rows; k++){
84                     resp[i][j] = (resp[i][j] + (mat[i
85                     ][k] * 1LL * a[k][j]) % MOD) % MOD;
86                 }
87             }
88         }
89         return Matriz(resp);
90     }
91
92     Matriz operator + (Matriz a) {
93         assert(rows == a.rows && columns == a.columns
94         );
```

```

87     vector<vector<ll>> resp(rows, vector<ll>(
columns,0));
88     for(int i = 0; i < rows; i++){
89         for(int j = 0; j < columns; j++){
90             resp[i][j] = (resp[i][j] + mat[i][j]
+ a[i][j]) % MOD;
91         }
92     }
93     return Matriz(resp);
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 }

```

1.5 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 }

```

1.6 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 }

```

1.7 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 }

```

1.8 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)
ans = (x2 - x1 + 1);
9 //     else ans = 0;
10 // }
11 // else if (b == 0) {
12 //     if (c % a == 0 && x1 <= c / a && x2 >= c / a)
ans = (y2 - y1 + 1);
13 //     else ans = 0;
14 // }
15
16 // Careful when a or b are negative or zero
17
18 // if (ans == -1) ans = find_all_solutions(a, b, c,
x1, x2, y1, y2);
19 // cout << ans << '\n';
20
21 // Problems:
22 // https://www.spoj.com/problems/CEQU/
23 // http://codeforces.com/problemsets/acmsguru/problem
/99999/106
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,
55     int cnt) {
56     x += cnt * b;
57     y -= cnt * a;
58 }
59 // return number of solutions in the interval
60 int find_all_solutions(int a, int b, int c, int minx,
61     int maxx, int miny, int maxy) {
62     int x, y, g;
63     if (!find_any_solution(a, b, c, x, y, g))
64         return 0;
65     a /= g;
66     b /= g;
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 }

```

1.9 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 *
7     tan(x) + t * x * x + u;
8 }
9
10 ld root(ld a, ld b) {
11     while (b - a >= EPS1) {
12         ld c = (a + b) / 2.0;
13         ld y = f(c);
14
15         if (y < 0) b = c;
16         else a = c;
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 <<
24         setprecision(4) << ans << '\n';
25     else cout << "No solution\n";
26
27     return 0;
28 }

```

1.10 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 }

```

1.11 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 // Complexity:
9 // O(n)
10 using polynomial = std::vector<int>;
11
12 polynomial p {6, -5, 2}; // p(x) = x^2 - 5x + 6;
13
14 int degree(const polynomial& p) {
15     return p.size() - 1;
16 }
17
18 int evaluate(const polynomial& p, int x) {
19     int y = 0, N = degree(p);
20
21     for (int i = N; i >= 0; --i) {
22         y *= x;
23         y += p[i];
24     }
25
26     return y;
27 }

```

1.12 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
23     entao phi(m) = p-1
24     ll e = phim-1;
25     return fexp(a, e, MOD);
26 }

```

1.13 Representation Arbitrary Base

```

1 const string digits { "0123456789
2     ABCDEFGHIJKLMNOPQRSTUVWXYZ" };
3
4 string representation(int n, int b) {
5     string rep;
6
7     do {
8         rep.push_back(digits[n % b]);
9         n /= b;
10    } while (n);
11
12    reverse(rep.begin(), rep.end());
13
14    return rep;
15 }

```

1.14 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
4 // between firstX and lastX):
5
6 vector<int> res;
7 set_union(s1.begin(), s1.end(), s2.begin(), s2.end(),
8     inserter(res, res.begin()));
9 set_intersection(s1.begin(), s1.end(), s2.begin(), s2
10     .end(), inserter(res, res.begin()));
11 // present in the first set, but not in the second
12 set_difference(s1.begin(), s1.end(), s2.begin(), s2
13     .end(), inserter(res, res.begin()));
14 // present in one of the sets, but not in the other
15 set_symmetric_difference(s1.begin(), s1.end(), s2
16     .begin(), s2.end(), inserter(res, res.begin()));

```

1.15 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 }

```

1.16 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 // turn bit off
6
7 bool bit_on(int n, int bit) {
8     if(1 & (n >> bit)) return true;
9     else return false;
10 }

```

1.17 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 }

```

2 DP

2.1 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
18    int res = K[n][W];
19    cout<< res << endl;
20
21    w = W;
22    for (i = n; i > 0 && res > 0; i--) {
23        if (res == K[i - 1][w])
24            continue;
25        else {
26            cout<<" "<<wt[i - 1] ;
27            res = res - val[i - 1];
28            w = w - wt[i - 1];
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     knapsack(W, wt, val, n);
39
40
41     return 0;
42 }

```

2.2 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 }

```

2.3 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 }

```

2.4 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 || 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-
  peso[i-1]], dp[i-1][j]);
10            else
11                dp[i][j] = dp[i-1][j];
12        }
13    }
14    return dp[n][m];
15 }

```

2.5 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 }

```

2.6 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 }

```

2.7 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 }

```

2.8 Kadane

```

1 // achar uma subsequencia continua no array que a
2 // soma seja a maior possivel
3 // nesse caso vc precisa multiplicar exatamente 1
4 // elemento da subsequencia
5 // e achar a maior soma com isso
6
7 int n, x, arr[MAX], tab[MAX][2]; // tab[maior
8 // resposta no intervalo][foi multiplicado ou ão]
9
10 int dp(int i, bool mult) {
11     if (i == n-1) {
12         if (!mult) return arr[n-1]*x;
13         return arr[n-1];
14     }
15     if (tab[i][mult] != -1) return tab[i][mult];
16
17     int res;
18
19     if (mult) {
20         res = max(arr[i], arr[i] + dp(i+1, 1));
21     }
22     else {
23         res = max({
24             arr[i]*x,
25             arr[i]*x + dp(i+1, 1),
26             arr[i] + dp(i+1, 0)
27         });
28     }
29
30     return tab[i][mult] = res;
31 }
32
33 int main() {
34     memset(tab, -1, sizeof(tab));
35 }

```

```

34 int ans = -oo;
35 for (int i = 0; i < n; i++) {
36     ans = max(ans, dp(i, 0));
37 }
38
39 return 0;
40 }
41
42
43
44 int ans = a[0], ans_l = 0, ans_r = 0;
45 int sum = 0, minus_pos = -1;
46
47 for (int r = 0; r < n; ++r) {
48     sum += a[r];
49     if (sum > ans) {
50         ans = sum;
51         ans_l = minus_pos + 1;
52         ans_r = r;
53     }
54     if (sum < 0) {
55         sum = 0;
56         minus_pos = r;
57     }
58 }

```

3 Template

3.1 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 cin.tie(NULL);
7
8 #define vi vector<int>
9 #define ll long long
10 #define pb push_back
11 #define mp make_pair
12 #define ff first
13 #define ss second
14 #define pii pair<int, int>
15 #define MOD 1000000007
16 #define sqr(x) ((x) * (x))
17 #define all(x) (x).begin(), (x).end()
18 #define FOR(i, j, n) for (int i = j; i < n; i++)
19 #define qle(i, n) (i == n ? "\n" : " ")
20 #define endl "\n"
21 const int oo = 1e9;
22 const int MAX = 1e6;
23
24 int32_t main(){ optimize;
25
26     return 0;
27 }

```

3.2 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 int main() {
17     ios::sync_with_stdio(false);
18     cin.tie(NULL);
19
20
21
22     return 0;
23 }

```

4 Strings

4.1 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 }

```

4.2 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 }

```

4.3 Generate All Sequences Length K

```

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

```

4.4 Lcs

```

1 // Description:
2 // Finds the longest common subsequence between two
   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 - 1])
39             i--;
40         else
41             j--;
42     }
43     return lcsAlgo;
44 }

```

4.5 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     }
42     return t[v].link;
43 }
44
45 int go(int v, char ch) {
46     int c = ch - 'a';
47     if (t[v].go[c] == -1) {
48         if (t[v].next[c] != -1)
49             t[v].go[c] = t[v].next[c];
50         else
51             t[v].go[c] = v == 0 ? 0 : go(get_link(v),
52     ch);
53     }
54     return t[v].go[c];
55 }

```

4.6 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 }

```

5 Misc

5.1 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
18     if(palTemp.size() > 0)
19         ans.push_back(palTemp);
20
21     return ans;
22 }

```

5.2 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
15 void print(__int128 x) {
16     if (x < 0) {
17         putchar('-');
18         x = -x;
19     }
20     if (x > 9) print(x / 10);
21     putchar(x % 10 + '0');
22 }

```

6 Graphs

6.1 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
35     get_centroid(i, node); }
36     }
37 }

```

```

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 }

```

6.2 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 }

```

6.3 Prim

```

1  int n;
2  vector<vector<int>> adj; // adjacency matrix of graph
3  const int INF = 1000000000; // weight INF means there
   is no edge
4
5  struct Edge {
6      int w = INF, to = -1;
7  };
8
9  void prim() {
10     int total_weight = 0;
11     vector<bool> selected(n, false);
12     vector<Edge> min_e(n);
13     min_e[0].w = 0;

```

```

14
15     for (int i=0; i<n; ++i) {
16         int v = -1;
17         for (int j = 0; j < n; ++j) {
18             if (!selected[j] && (v == -1 || min_e[j].
19                 w < min_e[v].w))
20                 v = j;
21
22         if (min_e[v].w == INF) {
23             cout << "No MST!" << endl;
24             exit(0);
25         }
26
27         selected[v] = true;
28         total_weight += min_e[v].w;
29         if (min_e[v].to != -1)
30             cout << v << " " << min_e[v].to << endl;
31
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 }

```

6.4 Ford Fulkerson Edmonds Karp

```

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  // Complexity:
5  //  $O(V * E^2)$  where V is the number of vertex and E
   is the number of edges
6
7  int n;
8  vector<vector<int>> capacity;
9  vector<vector<int>> adj;
10
11 int bfs(int s, int t, vector<int>& parent) {
12     fill(parent.begin(), parent.end(), -1);
13     parent[s] = -2;
14     queue<pair<int, int>> q;
15     q.push({s, INF});
16
17     while (!q.empty()) {
18         int cur = q.front().first;
19         int flow = q.front().second;
20         q.pop();
21
22         for (int next : adj[cur]) {
23             if (parent[next] == -1 && capacity[cur][
24                 next]) {
25                 parent[next] = cur;
26                 int new_flow = min(flow, capacity[cur
27                     ][next]);
28                 if (next == t)
29                     return new_flow;
30                 q.push({next, new_flow});
31             }
32         }
33     }
34     return 0;
35 }
36
37 int maxflow(int s, int t) {
38     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 }

```

6.5 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])
               decompose(u, -1);
78         }
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] +
                                                    1, pos[a]);
86         return seg.f(seg.query(pos[head[a]], pos[a]),
                       query_path(parent[head[a]], b));
87     }
88
89     ftype query_subtree(int a) {
90         if (subtree_size[a] == 1) return 0;
91         return seg.query(pos[a] + 1, pos[a] +
                           subtree_size[a] - 1);
92     }
93
94     void update_path(int a, int b, int x) {
95         if (a == b) return;
96         if (pos[a] < pos[b]) swap(a, b);
97
98         if (head[a] == head[b]) return (void)seg.update(
                                                    pos[b] + 1, pos[a], x);
99         seg.update(pos[head[a]], pos[a], x); update_path(
           parent[head[a]], b, x);
100     }
101
102     void update_subtree(int a, int val) {
103         if (subtree_size[a] == 1) return;
104         seg.update(pos[a] + 1, pos[a] + subtree_size[a] -
                     1, val);
105     }
106
107     // vertex
108     void update(int a, int val) {
109         seg.update(pos[a], pos[a], val);
110     }
111
112     // edge
113     void update(int a, int b, int val) {
114         if (parent[a] == b) swap(a, b);

```

```

115     update(b, val);
116 }
117
118 int lca(int a, int b) {
119     if(pos[a] < pos[b]) swap(a, b);
120     return head[a] == head[b] ? b : lca(parent[head[a]], b);
121 }
122 };

```

6.6 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 }

```

6.7 Lca

```

1 // Description:
2 // Find the lowest common ancestor between two nodes
3 // in a tree
4
5 // Problem:
6 // https://cses.fi/problemset/task/1135
7
8 // Complexity:
9 // O(log n)
10
11 // How to use:
12 // preprocess();
13 // lca(a, b);
14
15 // Notes
16 // To calculate the distance between two nodes use
17 // the following formula
18 // level_peso[a] + level_peso[b] - 2*level_peso[lca(a
19 // , b)]
20
21 const int MAX = 2e5+10;
22 const int BITS = 30;
23
24 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 }
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() {

```

```

93 visited = vector<bool>(MAX, false);
94 find_level();
95 visited = vector<bool>(MAX, false);
96 find_level_peso();
97
98 for (int j = 1; j <= BITS; j++) {
99     for (int i = 1; i <= n; i++) {
100         if (up[i][j - 1] != -1) up[i][j] = up[up[i][j - 1]][j - 1];
101     }
102 }
103 }

```

6.8 Bellman Ford

```

1 struct edge
2 {
3     int a, b, cost;
4 };
5
6 int n, m, v;
7 vector<edge> e;
8 const int INF = 1000000000;
9
10 void solve()
11 {
12     vector<int> d (n, INF);
13     d[v] = 0;
14     for (int i=0; i<n-1; ++i)
15         for (int j=0; j<m; ++j)
16             if (d[e[j].a] < INF)
17                 d[e[j].b] = min (d[e[j].b], d[e[j].a]
18 + e[j].cost);
19 }

```

6.9 Dinic

```

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 // Problem:
8 // https://codeforces.com/gym/103708/problem/J
9
10 // Complexity:
11 //  $O(V^2 * E)$  where  $V$  is the number of vertex and  $E$ 
12 // is the number of edges
13
14 // Unit network
15 // A unit network is a network in which for any
16 // vertex except source and sink either incoming or
17 // outgoing edge is unique and has unit capacity (
18 // matching problem).
19 // Complexity on unit networks:  $O(E * \sqrt{V})$ 
20
21 // Unity capacity networks
22 // A more generic settings when all edges have unit
23 // capacities, but the number of incoming and
24 // outgoing edges is unbounded
25 // Complexity on unity capacity networks:  $O(E * \sqrt{E})$ 
26
27 // How to use:
28 // Dinic dinic = Dinic(num_vertex, source, sink);
29 // dinic.add_edge(vertex1, vertex2, capacity);
30 // cout << dinic.max_flow() << '\n';
31
32 #include <bits/stdc++.h>
33
34 #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() {
51         return capacity - flow;
52     }
53
54     ll get_flow() {
55         return flow;
56     }
57
58     void augment(ll bottleneck) {
59         flow += bottleneck;
60         residual->flow -= bottleneck;
61     }
62
63     void reverse(ll bottleneck) {
64         flow -= bottleneck;
65         residual->flow += bottleneck;
66     }
67
68     bool operator<(const Edge& e) const {
69         return true;
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     }

```

```

97 bool bfs() {
98     level.assign(nodes + 1, -1);
99     queue<int> q;
100     q.push(source);
101     level[source] = 0;
102
103     while (!q.empty()) {
104         int node = q.front();
105         q.pop();
106
107         for (auto e : adj[node]) {
108             if (level[e->to] == -1 && e->
109 get_capacity() > 0) {
110                 level[e->to] = level[e->from] +
111 1;
112                 q.push(e->to);
113             }
114         }
115     }
116     return level[sink] != -1;
117 }
118
119 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             next[v] = i + 1;
135         }
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
166 void print_min_cut() {
167     reach.clear();
168     visited.assign(nodes + 1, false);
169     reach.pb(source);
170     reachable(source);
171
172     for (auto v : reach) {
173         for (auto e : adj[v]) {
174             if (!visited[e->to] && e->
175 get_capacity() == 0) {
176                 cout << e->from << ' ' << e->to
177 << '\n';
178             }
179         }
180     }
181
182 ll build_path(int v, int id, ll flow) {
183     visited[v] = true;
184     if (v == sink) {
185         return flow;
186     }
187
188     for (auto e : adj[v]) {
189         if (!visited[e->to] && e->get_flow() > 0)
190 {
191             visited[e->to] = true;
192             ll bottleneck = build_path(e->to, id,
193 min(flow, e->get_flow()));
194             if (bottleneck > 0) {
195                 path[id].pb(e->to);
196                 e->reverse(bottleneck);
197                 return bottleneck;
198             }
199         }
200     }
201     return 0;
202 }
203
204 void print_flow_path() {
205     path.clear();
206     ll sent = -1;
207     int id = -1;
208     while (sent != 0) {
209         visited.assign(nodes + 1, false);
210         path.pb(vector<int>{});
211         sent = build_path(source, ++id, INF);
212         path[id].pb(source);
213     }
214     path.pop_back();
215
216     for (int i = 0; i < id; i++) {
217         cout << path[i].size() << '\n';
218         reverse(path[i].begin(), path[i].end());
219         for (auto e : path[i]) {
220             cout << e << ' ';
221         }
222         cout << '\n';
223     }
224 }
225
226 int main() {
227     ios::sync_with_stdio(false);
228     cin.tie(NULL);
229
230     int n, m; cin >> n >> m;
231
232     Dinic dinic = Dinic(1, n, n);
233
234     for (int i = 1; i <= m; i++) {
235         int v, u; cin >> v >> u;

```

```

234         dinic.add_edge(v, u, 1);
235     }
236
237     cout << dinic.max_flow() << '\n';
238     // dinic.print_min_cut();
239     // dinic.print_flow_path();
240
241     return 0;
242 }

```

6.10 2sat

```

1 // Description:
2 // Solves expression of the type (a v b) ^ (c v d) ^
  (e v f)
3
4 // Problem:
5 // https://cses.fi/problemset/task/1684
6
7 // Complexity:
8 // O(n + m) where n is the number of variables and m
  is the number of clauses
9
10 #include <bits/stdc++.h>
11 #define pb push_back
12 #define mp make_pair
13 #define pii pair<int, int>
14 #define ff first
15 #define ss second
16
17 using namespace std;
18
19 struct SAT {
20     int nodes;
21     int curr = 0;
22     int component = 0;
23     vector<vector<int>> adj;
24     vector<vector<int>> rev;
25     vector<vector<int>> condensed;
26     vector<pii> departure;
27     vector<bool> visited;
28     vector<int> scc;
29     vector<int> order;
30
31     // 1 to nodes
32     // nodes + 1 to 2 * nodes
33     SAT(int nodes) : nodes(nodes) {
34         adj.resize(2 * nodes + 1);
35         rev.resize(2 * nodes + 1);
36         visited.resize(2 * nodes + 1);
37         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
111     bool is_possible() {
112         component = 0;
113         for (int i = 1; i <= 2 * nodes; i++) {
114             if (!visited[i]) departure_time(i);
115         }
116
117         sort(departure.begin(), departure.end(),
118 greater<pii>());
119
120         visited.assign(2 * nodes + 1, false);
121
122         for (auto [_, node] : departure) {
123             if (!visited[node]) find_component(node,
124 ++component);
125         }
126
127         for (int i = 1; i <= nodes; i++) {
128             if (scc[i] == scc[i + nodes]) return
false;
129         }
130
131         return true;

```



```

129     }
130
131     int find_value(int e, vector<int> &ans) {
132         if (e > nodes && ans[e - nodes] != 2) return
!ans[e - nodes];
133         if (e <= nodes && ans[e + nodes] != 2) return
!ans[e + nodes];
134         return 0;
135     }
136
137     vector<int> find_ans() {
138         condensed.resize(component + 1);
139
140         for (int i = 1; i <= 2 * nodes; i++) {
141             for (auto u : adj[i]) {
142                 if (scc[i] != scc[u]) condensed[scc[i]
]].pb(scc[u]);
143             }
144         }
145
146         visited.assign(component + 1, false);
147
148         for (int i = 1; i <= component; i++) {
149             if (!visited[i]) topological_order(i);
150         }
151
152         reverse(order.begin(), order.end());
153
154         // 0 - false
155         // 1 - true
156         // 2 - no value yet
157         vector<int> ans(2 * nodes + 1, 2);
158
159         vector<vector<int>> belong(component + 1);
160
161         for (int i = 1; i <= 2 * nodes; i++) {
162             belong[scc[i]].pb(i);
163         }
164
165         for (auto p : order) {
166             for (auto e : belong[p]) {
167                 ans[e] = find_value(e, ans);
168             }
169         }
170
171         return ans;
172     }
173 };
174
175 int main() {
176     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 >>
op2 >> b;
185         if (op1 == '+' && op2 == '+') sat.add_or(a, b
);
186         if (op1 == '-' && op2 == '-') sat.add_or(sat.
get_not(a), sat.get_not(b));
187         if (op1 == '+' && op2 == '-') sat.add_or(a,
sat.get_not(b));
188         if (op1 == '-' && op2 == '+') sat.add_or(sat.
get_not(a), b);
189     }
190
191     if (!sat.is_possible()) cout << "IMPOSSIBLE\n";
192     else {
193         vector<int> ans = sat.find_ans();

```

```

194         for (int i = 1; i <= m; i++) {
195             cout << (ans[i] == 1 ? '+' : '-') << ' ';
196         }
197         cout << '\n';
198     }
199
200     return 0;
201 }

```

6.11 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
28     for (int u = 1; u <= N; ++u){
29         path.clear();
30         if (not visited[u] and dfs(u,-1))
31             return true;
32     }
33
34     return false;
35 }
36 }

```

6.12 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 }

```

6.13 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 }

```

6.14 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;
15
16 vector<bool> visited;
17 vector<int> tin, low;
18 int timer;
19
20 void dfs(int v, int p) {
21     visited[v] = true;
22     tin[v] = low[v] = timer++;
23     for (int to : adj[v]) {
24         if (to == p) continue;
25         if (visited[to]) {
26             low[v] = min(low[v], tin[to]);
27         } else {
28             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 }

```

6.15 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 struct HLD {
26     vector<int> parent;
27     vector<int> pos;
28     vector<int> head;
29     vector<int> subtree_size;
30     vector<int> level;
31     vector<int> heavy_child;
32     vector<ftype> subtree_weight;
33     vector<ftype> path_weight;
34     vector<vector<int>> adj;
35     vector<int> at;
36     Segtree seg = Segtree(0);
37     int cpos;
38     int n;
39     int root;
40
41     HLD() {}
42
43     HLD(int n, vector<vector<int>>& adj, int root = 1)
       : adj(adj), n(n), root(root) {
44         seg = Segtree(n);
45         cpos = 0;
46         at.resize(n);
47         parent.resize(n);
48         pos.resize(n);

```

```

49         head.resize(n);
50         subtree_size.assign(n, 1);
51         level.assign(n, 0);
52         heavy_child.assign(n, -1);
53         parent[root] = -1;
54         dfs(root, -1);
55         decompose(root, -1);
56     }
57
58     void dfs(int v, int p) {
59         parent[v] = p;
60         if (p != -1) level[v] = level[p] + 1;
61         for (auto u : adj[v]) {
62             if (u != p) {
63                 dfs(u, v);
64                 subtree_size[v] += subtree_size[u];
65                 if (heavy_child[v] == -1 || subtree_size[u] >
                     subtree_size[heavy_child[v]]) heavy_child[v] = u
66             }
67         }
68     }
69
70     void decompose(int v, int chead) {
71         // start a new path
72         if (chead == -1) chead = v;
73
74         // consecutive ids in the hld path
75         at[cpos] = v;
76         pos[v] = cpos++;
77         head[v] = chead;
78
79         // if not a leaf
80         if (heavy_child[v] != -1) decompose(heavy_child[v], chead);
81
82         // light child
83         for (auto u : adj[v]){
84             // start new path
85             if (u != parent[v] && u != heavy_child[v])
86                 decompose(u, -1);
87         }
88
89     ll query_path(int a, int b) {
90         if(pos[a] < pos[b]) swap(a, b);
91
92         if(head[a] == head[b]) return seg.query(pos[b], pos[a]);
93         return seg.f(seg.query(pos[head[a]], pos[a]), query_path(parent[head[a]], b));
94     }
95
96     ftype query_subtree(int a) {
97         return seg.query(pos[a], pos[a] + subtree_size[a] - 1);
98     }
99
100     void update_path(int a, int b, int x) {
101         if(pos[a] < pos[b]) swap(a, b);
102
103         if(head[a] == head[b]) return (void)seg.update(pos[b], pos[a], x);
104         seg.update(pos[head[a]], pos[a], x); update_path(parent[head[a]], b, x);
105     }
106
107     void update_subtree(int a, int val) {
108         seg.update(pos[a], pos[a] + subtree_size[a] - 1, val);
109     }
110
111     void update(int a, int val) {

```

```

112     seg.update(pos[a], pos[a], val);
113 }
114 //edge
115 void update(int a, int b, int val) {
116     if (level[a] > level[b]) swap(a, b);
117     update(b, val);
118 }
119
120 int lca(int a, int b) {
121     if(pos[a] < pos[b]) swap(a, b);
122     return head[a] == head[b] ? b : lca(parent[head[a]], b);
123 }
124
125 void search(int a) {
126     a = parent[a];
127     if (a == -1) return;
128     if (seg.query(pos[head[a]], pos[head[a]] +
129 subtree_size[head[a]] - 1) + pos[a] - pos[head[a]] + 1
130 == subtree_size[head[a]]) {
131         seg.update(pos[head[a]], pos[a], 1);
132         return search(parent[head[a]]);
133     }
134     int l = pos[head[a]], r = pos[a] + 1;
135     while (l < r) {
136         int m = (l + r) / 2;
137         if (seg.query(m, m + subtree_size[at[m]] - 1) + pos[a] - m + 1 == subtree_size[at[m]]) {
138             r = m;
139         }
140         else l = m + 1;
141     }
142     seg.update(l, pos[a], 1);
143 }
144 };

```

6.16 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                 sum_num[curr] = sum_num[n];
12                 vmax[curr] = vmax[n];
13                 swap(colors[curr], colors[n]);
14             }
15
16             for (auto [item, vzs] : colors[n]) {
17                 if (colors[curr][item] + vzs > vmax[curr]) {
18                     vmax[curr] = colors[curr][item] + vzs;
19                 }
20                 sum_num[curr] = item;
21             }
22             else if (colors[curr][item] + vzs == vmax[curr]) {
23                 sum_num[curr] += item;
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

```

6.17 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 }

```

6.18 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 }

```

```

6     int n = adj.size();
7     d.assign(n, INF);
8     p.assign(n, -1);
9
10    d[s] = 0;
11    set<pair<int, int>> q;
12    q.insert({0, s});
13    while (!q.empty()) {
14        int v = q.begin()->second;
15        q.erase(q.begin());
16
17        for (auto edge : adj[v]) {
18            int to = edge.first;
19            int len = edge.second;
20
21            if (d[v] + len < d[to]) {
22                q.erase({d[to], to});
23                d[to] = d[v] + len;
24                p[to] = v;
25                q.insert({d[to], to});
26            }
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
56     bool sptSet[V];
57     for (int i = 0; i < V; i++)
58         dist[i] = INT_MAX, sptSet[i] = false;
59
60     dist[src] = 0;
61
62     for (int count = 0; count < V - 1; count++) {
63         int u = minDistance(dist, sptSet, V);
64
65         sptSet[u] = true;
66
67         for (int v = 0; v < V; v++)
68             if (!sptSet[v] && adj[u][v]
69                 && dist[u] != INT_MAX
70                 && dist[u] + adj[u][v] < dist[v])
71                 dist[v] = dist[u] + adj[u][v];
72     }
73 }
74 }

```

6.19 Kruskall

```

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), weight(weight) {}
46
47     bool operator<(const Edge& other) const {
48         return weight < other.weight;
49     }
50
51     bool operator>(const Edge& other) const {
52         return weight > other.weight;
53     }
54 };
55
56 vector<Edge> kruskal(vector<Edge> edges, int n) {
57     vector<Edge> result; // arestas da MST
58     long long cost = 0;
59
60     sort(edges.begin(), edges.end());
61
62     DSU dsu(n);
63
64     for (auto e : edges) {
65         if (!dsu.same(e.u, e.v)) {
66             cost += e.weight;
67             result.push_back(e);
68             dsu.unite(e.u, e.v);
69         }
70     }
71
72     return result;
73 }

```

7 Geometry

7.1 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+
17     o.x, y+o.y}; }
18     point operator-(const point &o) const{ return {x-
19     o.x, y-o.y}; }
20     point operator*(cod t) const{ return {x*t, y*t};
21     }
22     point operator/(cod t) const{ return {x/t, y/t};
23     }
24     cod operator*(const point &o) const{ return x * o
25     .x + y * o.y; }
26     cod operator^(const point &o) const{ return x * o
27     .y - y * o.x; }
28     bool operator<(const point &o) const{
29         return (eq(x, o.x) ? y < o.y : x < o.x);
30     }
31     bool operator==(const point &o) const{
32         return eq(x, o.x) and eq(y, o.y);
33     }
34     friend ostream& operator<<(ostream& os, point p) {
35         return os << "(" << p.x << "," << p.y << ")"; }
36 };
37
38 int ccw(point a, point b, point e){ // -1=dir; 0=
39     collinear; 1=esq;
40     cod tmp = (b-a) ^ (e-a); // vector from a to b
41     return (tmp > EPS) - (tmp < -EPS);
42 }
43
44 ld norm(point a){ // Modulo
45     return sqrt(a * a);
46 }
47
48 cod norm2(point a){
49     return a * a;
50 }
51
52 bool nulo(point a){
53     return (eq(a.x, 0) and eq(a.y, 0));
54 }
55
56 point rotccw(point p, ld a){
57     // a = PI*a/180; // graus
58     return point((p.x*cos(a)-p.y*sin(a)), (p.y*cos(a)
59     +p.x*sin(a)));
60 }
61
62 point rot90cw(point a) { return point(a.y, -a.x); };
63 point rot90ccw(point a) { return point(-a.y, a.x); };
64
65 ld proj(point a, point b){ // a sobre b
66     return a*b/norm(b);
67 }
68
69 ld angle(point a, point b){ // em radianos
70     ld ang = a*b / norm(a) / norm(b);
71     return acos(max(min(ang, (ld)1), (ld)-1));
72 }
73
74 ld angle_vec(point v){
75
76     // return 180/PI*atan2(v.x, v.y); // graus
77     return atan2(v.x, v.y);
78 }
79
80 ld order_angle(point a, point b){ // from a to b ccw
81     (a in front of b)
82     ld aux = angle(a,b)*180/PI;
83     return ((a^b)<=0 ? aux:360-aux);
84 }
85
86 bool angle_less(point a1, point b1, point a2, point
87     b2){ // ang(a1,b1) <= ang(a2,b2)
88     point p1((a1*b1), abs((a1^b1)));
89     point p2((a2*b2), abs((a2^b2)));
90     return (p1^p2) <= 0;
91 }
92
93 ld area(vp &p){ // (points sorted)
94     ld ret = 0;
95     for(int i=2;i<(int)p.size();i++)
96         ret += (p[i]-p[0])^(p[i-1]-p[0]);
97     return abs(ret/2);
98 }
99
100 ld areaT(point &a, point &b, point &c){
101     return abs((b-a)^(c-a))/2.0;
102 }
103
104 point center(vp &A){
105     point c = point();
106     int len = A.size();
107     for(int i=0;i<len;i++)
108         c=c+A[i];
109     return c/len;
110 }
111
112 point forca_mod(point p, ld m){
113     ld cm = norm(p);
114     if(cm<EPS) return point();
115     return point(p.x*m/cm,p.y*m/cm);
116 }
117
118 ld param(point a, point b, point v){
119     // v = t*(b-a) + a // return t;
120     // assert(line(a, b).inside_seg(v));
121     return ((v-a) * (b-a)) / ((b-a) * (b-a));
122 }
123
124 bool simetric(vp &a){ //ordered
125     int n = a.size();
126     point c = center(a);
127     if(n&1) return false;
128     for(int i=0;i<n/2;i++)
129         if(ccw(a[i], a[i+n/2], c) != 0)
130             return false;
131     return true;
132 }
133
134 point mirror(point m1, point m2, point p){
135     // mirror point p around segment m1m2
136     point seg = m2-m1;
137     ld t0 = ((p-m1)*seg) / (seg*seg);
138     point ort = m1 + seg*t0;
139     point pm = ort-(p-ort);
140     return pm;
141 }
142
143 ///////////////
144 // Line //
145 ///////////////
146
147 struct line{
148     point p1, p2;
149     cod a, b, c; // ax+by+c = 0;
150     // y-y1 = ((y2-y1)/(x2-x1))(x-x1)
151 }
```

```

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     // Gera os pontos p1 p2 dados os coeficientes
139     // isso aqui eh um lixo mas quebra um galho
140     kkkkkk
141     if(b==0){
142         p1 = point(1, -c/a);
143         p2 = point(0, -c/a);
144     }else{
145         p1 = point(1, (-c-a*1)/b);
146         p2 = point(0, -c/b);
147     }
148 }
149 cod eval(point p){
150     return a*p.x+b*p.y+c;
151 }
152 bool inside(point p){
153     return eq(eval(p), 0);
154 }
155 point normal(){
156     return point(a, b);
157 }
158 bool inside_seg(point p){
159     return (
160         ((p1-p) ^ (p2-p)) == 0 and
161         ((p1-p) * (p2-p)) <= 0
162     );
163 }
164 }
165 };
166 // be careful with precision error
167 vp inter_line(line l1, line l2){
168     ld det = l1.a*l2.b - l1.b*l2.a;
169     if(det==0) return {};
170     ld x = (l1.b*l2.c - l1.c*l2.b)/det;
171     ld y = (l1.c*l2.a - l1.a*l2.c)/det;
172     return {point(x, y)};
173 }
174 // segments not collinear
175 vp inter_seg(line l1, line l2){
176     vp ans = inter_line(l1, l2);
177     if(ans.empty() or !l1.inside_seg(ans[0]) or !l2.inside_seg(ans[0]))
178         return {};
179     return ans;
180 }
181 bool seg_has_inter(line l1, line l2){
182     // if collinear
183     if (l1.inside_seg(l2.p1) || l1.inside_seg(l2.p2) || l2.inside_seg(l1.p1) || l2.inside_seg(l1.p2))
184         return true;
185     return ccw(l1.p1, l1.p2, l2.p1) * ccw(l1.p1, l1.p2, l2.p2) < 0 and
186         ccw(l2.p1, l2.p2, l1.p1) * ccw(l2.p1, l2.p2, l1.p2) < 0;
187 }
188 ld dist_seg(point p, point a, point b){ // point - seg
189     if((p-a)*(b-a) < EPS) return norm(p-a);
190     if((p-b)*(a-b) < EPS) return norm(p-b);
191     return abs((p-a)^(b-a)) / norm(b-a);
192 }
193 ld dist_line(point p, line l){ // point - line
194     return abs(l.eval(p))/sqrt(1.a*1.a + 1.b*1.b);
195 }
196 line bisector(point a, point b){
197     point d = (b-a)*2;
198     return line(d.x, d.y, a*a - b*b);
199 }
200 line perpendicular(line l, point p){ // passes through p
201     return line(1.b, -1.a, -1.b*p.x + 1.a*p.y);
202 }
203 // Circle
204 struct circle{
205     point c; cod r;
206     circle() : c(0, 0), r(0){}
207     circle(const point o) : c(o), r(0){}
208     circle(const point a, const point b){
209         c = (a+b)/2;
210         r = norm(a-c);
211     }
212     circle(const point a, const point b, const point cc){
213         assert(ccw(a, b, cc) != 0);
214         c = inter_line(bisector(a, b), bisector(b, cc))[0];
215         r = norm(a-c);
216     }
217     bool inside(const point &a) const{
218         return norm(a - c) <= r + EPS;
219     }
220 };
221 pair<point, point> tangent_points(circle cr, point p){
222     ld d1 = norm(p-cr.c), theta = asin(cr.r/d1);
223     point p1 = rotccw(cr.c-p, -theta);
224     point p2 = rotccw(cr.c-p, theta);
225     assert(d1 >= cr.r);
226     p1 = p1 * (sqrt(d1*d1-cr.r*cr.r) / d1) + p;
227     p2 = p2 * (sqrt(d1*d1-cr.r*cr.r) / d1) + p;
228     return {p1, p2};
229 }
230 circle incircle(point p1, point p2, point p3){
231     ld m1 = norm(p2-p3);
232     ld m2 = norm(p1-p3);
233     ld m3 = norm(p1-p2);
234     point c = (p1*m1 + p2*m2 + p3*m3)*(1/(m1+m2+m3));
235     ld s = 0.5*(m1+m2+m3);
236     ld r = sqrt(s*(s-m1)*(s-m2)*(s-m3)) / s;
237     return circle(c, r);
238 }
239 circle circumcircle(point a, point b, point c){
240     circle ans;
241     point u = point((b-a).y, -(b-a).x);
242     point v = point((c-a).y, -(c-a).x);
243     point n = (c-b)*0.5;
244     ld t = (u^n)/(v^u);
245     ans.c = ((a+c)*0.5) + (v*t);
246     ans.r = norm(ans.c-a);
247     return ans;
248 }

```

```

266 vp inter_circle_line(circle C, line L){
267     point ab = L.p2 - L.p1, p = L.p1 + ab * ((C.c-L.
        p1)*(ab) / (ab*ab));
268     ld s = (L.p2-L.p1)^(C.c-L.p1), h2 = C.r*C.r - s*s
        / (ab*ab);
269     if (h2 < -EPS) return {};
270     if (eq(h2, 0)) return {p};
271     point h = (ab/norm(ab)) * sqrt(h2);
272     return {p - h, p + h};
273 }
274
275 vp inter_circle(circle C1, circle C2){
276     if(C1.c == C2.c) { assert(C1.r != C2.r); return
        {};}
277     point vec = C2.c - C1.c;
278     ld d2 = vec*vec, sum = C1.r+C2.r, dif = C1.r-C2.r
        ;
279     ld p = (d2 + C1.r*C1.r - C2.r*C2.r)/(d2*2), h2 =
        C1.r*C1.r - p*p*d2;
280     if (sum*sum < d2 or dif*dif > d2) return {};
281     point mid = C1.c + vec*p, per = point(-vec.y, vec
        .x) * sqrt(max((ld)0, h2) / d2);
282     if(eq(per.x, 0) and eq(per.y, 0)) return {mid};
283     return {mid + per, mid - per};
284 }
285
286 // minimum circle cover O(n) amortizado
287 circle min_circle_cover(vp v){
288     random_shuffle(v.begin(), v.end());
289     circle ans;
290     int n = v.size();
291     for(int i=0;i<n;i++) if(!ans.inside(v[i])){
292         ans = circle(v[i]);
293         for(int j=0;j<i;j++) if(!ans.inside(v[j])){
294             ans = circle(v[i], v[j]);
295             for(int k=0;k<j;k++) if(!ans.inside(v[k]))
                ans = circle(v[i], v[j], v[k]);
296         }
297     }
298 }
299 return ans;
300 }
301 }

```

8 Algorithms

8.1 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 }

```

8.2 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 }

```

8.3 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 }

```

8.4 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 }

```

8.5 Ternary Search

```

1 double ternary_search(double l, double r) {
2     double eps = 1e-9; //set the error
3     limit here
4     while (r - l > eps) {
5         double m1 = l + (r - l) / 3;
6         double m2 = r - (r - l) / 3;
7         double f1 = f(m1); //evaluates the
8         function at m1
9         double f2 = f(m2); //evaluates the
10        function at m2
11        if (f1 < f2)
12            l = m1;

```



```

10         else
11             r = m2;
12     }
13     return f(l); //return the
14     maximum of f(x) in [l, r]

```

8.6 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 {
9             lo = mid + 1;
10        }
11    }
12    return lo;

```

8.7 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){

```

```

44         mt.add(x);
45         balancear();
46     }
47     void rem(ll x){
48         //x = -x;
49         if(mt.pop(x) == 0)
50             gt.pop(x);
51         balancear();
52     }
53 };
54
55 int main() {
56     ios::sync_with_stdio(false);
57     cin.tie(NULL);
58
59     int n, k, q; cin >> n >> k >> q;
60
61     BigK big = BigK(k);
62
63     int arr[n] = {};
64
65     while (q--) {
66         int pos, num; cin >> pos >> num;
67         pos--;
68         big.rem(arr[pos]);
69         arr[pos] = num;
70         big.add(arr[pos]);
71
72         cout << big.gt.s << '\n';
73     }
74
75     return 0;
76 }

```

9 Data Structures

9.1 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
5 // ordered set
6 // order_of_key(k) - returns number of elements
7 // strictly smaller than k
8 // find_by_order(n) - return an iterator pointing to
9 // the k-th element in the ordered set (counting
10 // from zero).
11
12 // Problem:
13 // https://cses.fi/problemset/task/2169/
14
15 // Complexity:
16 // O(log n) for all operations
17
18 // How to use:
19 // ordered_set<int> os;
20 // cout << os.order_of_key(1) << '\n';
21 // cout << os.find_by_order(1) << '\n';
22
23 // Notes
24 // The ordered set only contains different elements
25 // By using less_equal<T> instead of less<T> on using
26 // ordered_set declaration
27 // The ordered_set becomes an ordered_multiset
28 // So the set can contain elements that are equal
29
30 #include <ext/pb_ds/assoc_container.hpp>
31 #include <ext/pb_ds/tree_policy.hpp>
32
33 using namespace __gnu_pbds;
34 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 }

```

9.2 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;

```

9.3 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 }

```

9.4 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 3ª Programao da
  Unicamp 2023
8 // https://codeforces.com/group/WYIydkPyE/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 };

```

9.5 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;
37
38     Segtree(int n) {
39         this->n = n;
40         create();
41         create();
42     }
43
44     ftype f(ftype a, ftype b) {
45         return a + b;
46     }
47
48     ftype create() {
49         seg.push_back(0);
50         e.push_back(0);
51         d.push_back(0);
52         return seg.size() - 1;
53     }
54
55     ftype query(int pos, int ini, int fim, int p, int
q) {
56         if (q < ini || p > fim) return NEUTRAL;
57         if (pos == 0) return 0;
58         if (p <= ini && fim <= q) return seg[pos];
59         int m = (ini + fim) >> 1;
60         return f(query(e[pos], ini, m, p, q), query(d
[pos], m + 1, fim, p, q));
61     }
62
63     void update(int pos, int ini, int fim, int id,
int val) {
64         if (ini > id || fim < id) {
65             return;
66         }
67
68         if (ini == fim) {
69             seg[pos] = val;
70         }
71         return;
72     }
73 }
74

```

```

68     int m = (ini + fim) >> 1;
69
70     if (id <= m) {
71         if (e[pos] == 0) e[pos] = create();
72         update(e[pos], ini, m, id, val);
73     } else {
74         if (d[pos] == 0) d[pos] = create();
75         update(d[pos], m + 1, fim, id, val);
76     }
77
78     seg[pos] = f(seg[e[pos]], seg[d[pos]]);
79 }
80
81 ftype query(int p, int q) {
82     return query(1, 1, n, p, q);
83 }
84
85 void update(int id, int val) {
86     update(1, 1, n, id, val);
87 }
88 };

```

9.6 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(j, i) - update the value of grid[i][j]
6 // query(j1, j2, i1, i2) - return the sum of values
7 // inside the rectangle
8 // defined by grid[i1][j1] and grid[i2][j2] inclusive
9 // Problem:
10 // https://cses.fi/problemset/task/1739/
11 // Complexity:
12 // Time complexity:
13 // O(log N * log M) for both query and update
14 // O(N * M) for build
15 // Memory complexity:
16 // 4 * M * N
17
18 // How to use:
19 // Segtree2D seg = Segtree2D(n, n);
20 // vector<vector<int>> v(n, vector<int>(n));
21 // seg.build(v);
22
23 // Notes
24 // Indexed at zero
25
26 struct Segtree2D {
27     const int MAXN = 1025;
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.resize(2*MAXN, vector<int>(2*MAXN));
36     }
37
38     void buildY(int noX, int lX, int rX, int noY, int
39         lY, int rY, vector<vector<int>> &v){
40         if(lY == rY){
41             if(lX == rX){
42                 seg[noX][noY] = v[rX][rY];
43             }else{
44                 seg[noX][noY] = seg[2*noX+1][noY] +
45                 seg[2*noX+2][noY];
46             }
47         }else{

```

```

46         int m = (lY+rY)/2;
47
48         buildY(noX, lX, rX, 2*noY+1, lY, m, v);
49         buildY(noX, lX, rX, 2*noY+2, m+1, rY, v);
50
51         seg[noX][noY] = seg[noX][2*noY+1] + seg[
52         noX][2*noY+2];
53     }
54 }
55
56 void buildX(int noX, int lX, int rX, vector<
57     vector<int>> &v){
58     if(lX != rX){
59         int m = (lX+rX)/2;
60
61         buildX(2*noX+1, lX, m, v);
62         buildX(2*noX+2, m+1, rX, v);
63     }
64
65     buildY(noX, lX, rX, 0, 0, M - 1, v);
66 }
67
68 void updateY(int noX, int lX, int rX, int noY,
69     int lY, int rY, int y){
70     if(lY == rY){
71         if(lX == rX){
72             seg[noX][noY] = !seg[noX][noY];
73         }else{
74             seg[noX][noY] = seg[2*noX+1][noY] +
75             seg[2*noX+2][noY];
76         }
77     }else{
78         int m = (lY+rY)/2;
79
80         if(y <= m){
81             updateY(noX, lX, rX, 2*noY+1, lY, m, y
82             );
83         }else if(m < y){
84             updateY(noX, lX, rX, 2*noY+2, m+1, rY
85             , y);
86         }
87
88         seg[noX][noY] = seg[noX][2*noY+1] + seg[
89         noX][2*noY+2];
90     }
91 }
92
93 void updateX(int noX, int lX, int rX, int x, int
94     y){
95     int m = (lX+rX)/2;
96
97     if(lX != rX){
98         if(x <= m){
99             updateX(2*noX+1, lX, m, x, y);
100         }else if(m < x){
101             updateX(2*noX+2, m+1, rX, x, y);
102         }
103     }
104
105     updateY(noX, lX, rX, 0, 0, M - 1, y);
106 }
107
108 int queryY(int noX, int noY, int lY, int rY, int
109     aY, int bY){
110     if(aY <= lY && rY <= bY) return seg[noX][noY
111     ];
112
113     int m = (lY+rY)/2;
114
115     if(bY <= m) return queryY(noX, 2*noY+1, lY, m
116     , aY, bY);
117     if(m < aY) return queryY(noX, 2*noY+2, m+1,
118     rY, aY, bY);

```

```

107         return queryY(noX, 2*noY+1, lY, m, aY, bY) +
108         queryY(noX, 2*noY+2, m+1, rY, aY, bY);
109     }
110
111     int queryX(int noX, int lX, int rX, int aX, int
112     bX, int aY, int bY){
113         if(aX <= lX && rX <= bX) return queryY(noX,
114         0, 0, M - 1, aY, bY);
115
116         int m = (lX+rX)/2;
117
118         if(bX <= m) return queryX(2*noX+1, lX, m, aX,
119         bX, aY, bY);
120         if(m < aX) return queryX(2*noX+2, m+1, rX, aX
121         , bX, aY, bY);
122
123         return queryX(2*noX+1, lX, m, aX, bX, aY, bY)
124         + queryX(2*noX+2, m+1, rX, aX, bX, aY, bY);
125     }
126
127     void build(vector<vector<int>> &v) {
128         buildX(0, 0, N - 1, v);
129     }
130
131     int query(int aX, int bX, int aY, int bY) {
132         return queryX(0, 0, N - 1, aX, bX, aY, bY);
133     }
134
135     void update(int x, int y) {
136         updateX(0, 0, N - 1, x, y);
137     }
138 };

```

9.7 Minimum And Amount

```

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

```

```

38         seg.assign(2*sz, NEUTRAL);
39     }
40
41     ftype f(ftype a, ftype b) {
42         if (a.ff < b.ff) return a;
43         if (b.ff < a.ff) return b;
44
45         return mp(a.ff, a.ss + b.ss);
46     }
47
48     ftype query(int pos, int ini, int fim, int p, int
49     q) {
50         if (ini >= p && fim <= q) {
51             return seg[pos];
52         }
53
54         if (q < ini || p > fim) {
55             return NEUTRAL;
56         }
57
58         int e = 2*pos + 1;
59         int d = 2*pos + 2;
60         int m = ini + (fim - ini) / 2;
61
62         return f(query(e, ini, m, p, q), query(d, m +
63         1, fim, p, q));
64     }
65
66     void update(int pos, int ini, int fim, int id,
67     int val) {
68         if (ini > id || fim < id) {
69             return;
70         }
71
72         if (ini == id && fim == id) {
73             seg[pos] = mp(val, 1);
74
75             return;
76         }
77
78         int e = 2*pos + 1;
79         int d = 2*pos + 2;
80         int m = ini + (fim - ini) / 2;
81
82         update(e, ini, m, id, val);
83         update(d, m + 1, fim, id, val);
84
85         seg[pos] = f(seg[e], seg[d]);
86     }
87
88     void build(int pos, int ini, int fim, vector<int>
89     &v) {
90         if (ini == fim) {
91             if (ini < (int)v.size()) {
92                 seg[pos] = mp(v[ini], 1);
93             }
94             return;
95         }
96
97         int e = 2*pos + 1;
98         int d = 2*pos + 2;
99         int m = ini + (fim - ini) / 2;
100
101         build(e, ini, m, v);
102         build(d, m + 1, fim, v);
103
104         seg[pos] = f(seg[e], seg[d]);
105     }
106
107     ftype query(int p, int q) {
108         return query(0, 0, n - 1, p, q);
109     }
110 };

```

```

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

```

9.8 Lazy Addition To Segment

```

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

```

```

50         int d = 2*pos + 2;
51         int m = ini + (fim - ini) / 2;
52
53         lazy[e] = apply_lazy(lazy[e], lazy[pos], 1);
54         lazy[d] = apply_lazy(lazy[d], lazy[pos], 1);
55
56         seg[e] = apply_lazy(seg[e], lazy[pos], m -
   ini + 1);
57         seg[d] = apply_lazy(seg[d], lazy[pos], fim -
   m);
58
59         lazy[pos] = NEUTRAL_LAZY;
60     }
61
62     ftype f(ftype a, ftype b) {
63         return a + b;
64     }
65
66     ftype query(int pos, int ini, int fim, int p, int
   q) {
67         propagate(pos, ini, fim);
68
69         if (ini >= p && fim <= q) {
70             return seg[pos];
71         }
72
73         if (q < ini || p > fim) {
74             return NEUTRAL;
75         }
76
77         int e = 2*pos + 1;
78         int d = 2*pos + 2;
79         int m = ini + (fim - ini) / 2;
80
81         return f(query(e, ini, m, p, q), query(d, m +
   1, fim, p, q));
82     }
83
84     void update(int pos, int ini, int fim, int p, int
   q, int val) {
85         propagate(pos, ini, fim);
86
87         if (ini > q || fim < p) {
88             return;
89         }
90
91         if (ini >= p && fim <= q) {
92             lazy[pos] = apply_lazy(lazy[pos], val, 1);
93
94             ;
95             seg[pos] = apply_lazy(seg[pos], val, fim
   - ini + 1);
96
97             return;
98         }
99
100         int e = 2*pos + 1;
101         int d = 2*pos + 2;
102         int m = ini + (fim - ini) / 2;
103
104         update(e, ini, m, p, q, val);
105         update(d, m + 1, fim, p, q, val);
106
107         seg[pos] = f(seg[e], seg[d]);
108     }
109
110     void build(int pos, int ini, int fim, vector<int>
   &v) {
111         if (ini == fim) {
112             if (ini < (int)v.size()) {
113                 seg[pos] = v[ini];
114             }
115             return;
116         }

```

```

115
116     int e = 2*pos + 1;
117     int d = 2*pos + 2;
118     int m = ini + (fim - ini) / 2;
119
120     build(e, ini, m, v);
121     build(d, m + 1, fim, v);
122
123     seg[pos] = f(seg[e], seg[d]);
124 }
125
126 ftype query(int p, int q) {
127     return query(0, 0, n - 1, p, q);
128 }
129
130 void update(int p, int q, int val) {
131     update(0, 0, n - 1, p, q, val);
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 };

```

9.9 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 = 8
7 // Update - update element at position id to a value
8 // val
9
10 // Problem:
11 // https://codeforces.com/edu/course/2/lesson/4/2/
12 // practice/contest/273278/problem/A
13
14 // Complexity:
15 // O(log n) for both query and update
16
17 // How to use:
18 // Segtree seg = Segtree(n);
19 // seg.build(v);
20
21 // Notes
22 // The maximum segment sum can be a negative number
23 // In that case, taking zero elements is the best
24 // choice
25 // So we need to take the maximum between 0 and the
26 // query
27 // max(0LL, seg.query(0, n).max_seg)
28
29 using ll = long long;
30
31 typedef ll ftype_node;
32
33 struct Node {
34     ftype_node max_seg;
35     ftype_node pref;

```

```

31     ftype_node suf;
32     ftype_node sum;
33
34     Node(ftype_node max_seg, ftype_node pref,
35         ftype_node suf, ftype_node sum) : max_seg(max_seg),
36         pref(pref), suf(suf), sum(sum) {};
37
38 };
39
40 typedef Node ftype;
41
42 struct Segtree {
43     vector<ftype> seg;
44     int n;
45     const ftype NEUTRAL = Node(0, 0, 0, 0);
46
47     Segtree(int n) {
48         int sz = 1;
49         // potencia de dois mais proxima
50         while (sz < n) sz *= 2;
51         this->n = sz;
52
53         // numero de nos da seg
54         seg.assign(2*sz, NEUTRAL);
55     }
56
57     ftype f(ftype a, ftype b) {
58         ftype_node max_seg = max({a.max_seg, b.
59             max_seg, a.suf + b.pref});
60         ftype_node pref = max(a.pref, a.sum + b.pref);
61
62         ftype_node suf = max(b.suf, b.sum + a.suf);
63         ftype_node sum = a.sum + b.sum;
64
65         return Node(max_seg, pref, suf, sum);
66     }
67
68     ftype query(int pos, int ini, int fim, int p, int
69         q) {
70         if (ini >= p && fim <= q) {
71             return seg[pos];
72         }
73
74         if (q < ini || p > fim) {
75             return NEUTRAL;
76         }
77
78         int e = 2*pos + 1;
79         int d = 2*pos + 2;
80         int m = ini + (fim - ini) / 2;
81
82         return f(query(e, ini, m, p, q), query(d, m +
83             1, fim, p, q));
84     }
85
86     void update(int pos, int ini, int fim, int id,
87         int val) {
88         if (ini > id || fim < id) {
89             return;
90         }
91
92         if (ini == id && fim == id) {
93             seg[pos] = Node(val, val, val, val);
94
95             return;
96         }
97
98         int e = 2*pos + 1;
99         int d = 2*pos + 2;
100         int m = ini + (fim - ini) / 2;
101
102         update(e, ini, m, id, val);
103         update(d, m + 1, fim, id, val);

```

```

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

```

9.10 Range Query Point Update

```

1 // Description:
2 // Indexed at zero
3 // Query - get sum of elements from range (l, r)
    inclusive
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/B
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 // Notes
17 // Change neutral element and f function to perform a
    different operation
18
19 // If you want to change the operations to point
    query and range update

```

```

20 // Use the same segtree, but perform the following
    operations
21 // Query - seg.query(0, id);
22 // Update - seg.update(l, v); seg.update(r + 1, -v);
23
24 typedef long long ftype;
25
26 struct Segtree {
27     vector<ftype> seg;
28     int n;
29     const ftype NEUTRAL = 0;
30
31     Segtree(int n) {
32         int sz = 1;
33         while (sz < n) sz *= 2;
34         this->n = sz;
35
36         seg.assign(2*sz, NEUTRAL);
37     }
38
39     ftype f(ftype a, ftype b) {
40         return a + b;
41     }
42
43     ftype query(int pos, int ini, int fim, int p, int
    q) {
44         if (ini >= p && fim <= q) {
45             return seg[pos];
46         }
47
48         if (q < ini || p > fim) {
49             return NEUTRAL;
50         }
51
52         int e = 2*pos + 1;
53         int d = 2*pos + 2;
54         int m = ini + (fim - ini) / 2;
55
56         return f(query(e, ini, m, p, q), query(d, m +
    1, fim, p, q));
57     }
58
59     void update(int pos, int ini, int fim, int id,
    int val) {
60         if (ini > id || fim < id) {
61             return;
62         }
63
64         if (ini == id && fim == id) {
65             seg[pos] = val;
66         }
67
68         return;
69
70         int e = 2*pos + 1;
71         int d = 2*pos + 2;
72         int m = ini + (fim - ini) / 2;
73
74         update(e, ini, m, id, val);
75         update(d, m + 1, fim, id, val);
76
77         seg[pos] = f(seg[e], seg[d]);
78     }
79
80     void build(int pos, int ini, int fim, vector<int>
    &v) {
81         if (ini == fim) {
82             if (ini < (int)v.size()) {
83                 seg[pos] = v[ini];
84             }
85             return;
86         }
87

```



```

88     int e = 2*pos + 1;
89     int d = 2*pos + 2;
90     int m = ini + (fim - ini) / 2;
91
92     build(e, ini, m, v);
93     build(d, m + 1, fim, v);
94
95     seg[pos] = f(seg[e], seg[d]);
96 }
97
98 ftype query(int p, int q) {
99     return query(0, 0, n - 1, p, q);
100 }
101
102 void update(int id, int val) {
103     update(0, 0, n - 1, id, val);
104 }
105
106 void build(vector<int> &v) {
107     build(0, 0, n - 1, v);
108 }
109
110 void debug() {
111     for (auto e : seg) {
112         cout << e << ' ';
113     }
114     cout << '\n';
115 }
116 };

```

9.11 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
    if there are negative numbers
11
12     Segtree(int n) {
13         int sz = 1;
14         // potencia de dois mais proxima
15         while (sz < n) sz *= 2;
16         this->n = sz;
17
18         // numero de nos da seg
19         seg.assign(2*sz, NEUTRAL);
20         lazy.assign(2*sz, NEUTRAL_LAZY);
21     }
22
23     ftype apply_lazy(ftype a, ftype b, int len) {
24         if (b == NEUTRAL_LAZY) return a;
25         if (a == NEUTRAL_LAZY) return b * len;
26         else return b * len;
27     }
28
29     void propagate(int pos, int ini, int fim) {
30         if (ini == fim) {
31             return;
32         }
33
34         int e = 2*pos + 1;
35         int d = 2*pos + 2;
36         int m = ini + (fim - ini) / 2;
37
38         lazy[e] = apply_lazy(lazy[e], lazy[pos], 1);
39         lazy[d] = apply_lazy(lazy[d], lazy[pos], 1);
40

```

```

41         seg[e] = apply_lazy(seg[e], lazy[pos], m -
    ini + 1);
42         seg[d] = apply_lazy(seg[d], lazy[pos], fim -
    m);
43
44         lazy[pos] = NEUTRAL_LAZY;
45     }
46
47     ftype f(ftype a, ftype b) {
48         return a + b;
49     }
50
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         build(e, ini, m, v);
107         build(d, m + 1, fim, v);
108
109         seg[pos] = f(seg[e], seg[d]);
110     }
111
112     ftype query(int p, int q) {
113         return query(0, 0, n - 1, p, q);
114     }
115
116     void update(int p, int q, int val) {
117         update(0, 0, n - 1, p, q, val);
118     }
119
120     void build(vector<int> &v) {
121         build(0, 0, n - 1, v);
122     }
123
124     void debug() {
125         for (auto e : seg) {
126             cout << e << ' ';
127         }
128         cout << '\n';
129         for (auto e : lazy) {
130             cout << e << ' ';
131         }
132         cout << '\n';
133         cout << '\n';
134     }
135 }
136 };

```

9.12 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
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://oj.uz/problem/view/IZh012_apple
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 // Create a default null node
27 // Create a node to be the root of the segtree
28
29 // Segtree seg = Segtree(MAX);
30
31 const int MAX = 1e9+10;
32 const long long INF = 1e18+10;
33
34 typedef long long ftype;
35
36 struct Segtree {
37     vector<ftype> seg, d, e, lazy;
38     const ftype NEUTRAL = 0;

```

```

33     const ftype NEUTRAL_LAZY = -1; // change to -INF
34     if the elements can be negative
35     int n;
36
37     Segtree(int n) {
38         this->n = n;
39         create();
40         create();
41     }
42
43     ftype apply_lazy(ftype a, ftype b, int len) {
44         if (b == NEUTRAL_LAZY) return a;
45         else return b * len; // change to a + b * len
46         to add to an element instead of updating it
47     }
48
49     void propagate(int pos, int ini, int fim) {
50         if (seg[pos] == 0) return;
51
52         if (ini == fim) {
53             return;
54         }
55
56         int m = (ini + fim) >> 1;
57
58         if (e[pos] == 0) e[pos] = create();
59         if (d[pos] == 0) d[pos] = create();
60
61         lazy[e[pos]] = apply_lazy(lazy[e[pos]], lazy[
62 pos], 1);
63         lazy[d[pos]] = apply_lazy(lazy[d[pos]], lazy[
64 pos], 1);
65
66         seg[e[pos]] = apply_lazy(seg[e[pos]], lazy[
67 pos], m - ini + 1);
68         seg[d[pos]] = apply_lazy(seg[d[pos]], lazy[
69 pos], fim - m);
70
71         lazy[pos] = NEUTRAL_LAZY;
72     }
73
74     ftype f(ftype a, ftype b) {
75         return a + b;
76     }
77
78     ftype create() {
79         seg.push_back(0);
80         e.push_back(0);
81         d.push_back(0);
82         lazy.push_back(-1);
83         return seg.size() - 1;
84     }
85
86     ftype query(int pos, int ini, int fim, int p, int
87 q) {
88         propagate(pos, ini, fim);
89         if (q < ini || p > fim) return NEUTRAL;
90         if (pos == 0) return 0;
91         if (p <= ini && fim <= q) return seg[pos];
92         int m = (ini + fim) >> 1;
93         return f(query(e[pos], ini, m, p, q), query(d
94 [pos], m + 1, fim, p, q));
95     }
96
97     void update(int pos, int ini, int fim, int p, int
98 q, int val) {
99         propagate(pos, ini, fim);
100         if (ini > q || fim < p) {
101             return;
102         }
103
104         if (ini >= p && fim <= q) {
105             lazy[pos] = apply_lazy(lazy[pos], val, 1)

```

```

97     seg[pos] = apply_lazy(seg[pos], val, fim
98     - ini + 1);
99     return;
100 }
101
102 int m = (ini + fim) >> 1;
103
104 if (e[pos] == 0) e[pos] = create();
105 update(e[pos], ini, m, p, q, val);
106
107 if (d[pos] == 0) d[pos] = create();
108 update(d[pos], m + 1, fim, p, q, val);
109
110 seg[pos] = f(seg[e[pos]], seg[d[pos]]);
111 }
112
113 ftype query(int p, int q) {
114     return query(1, 1, n, p, q);
115 }
116
117 void update(int p, int q, int val) {
118     update(1, 1, n, p, q, val);
119 }
120 };

```

9.13 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
   q) {
49         if (q < ini || p > fim) return NEUTRAL;
50         if (pos == 0) return 0;
51         if (p <= ini && fim <= q) return seg[pos];
52         int m = (ini + fim) >> 1;
53         return f(query(e[pos], ini, m, p, q), query(d
   [pos], m + 1, fim, p, q));
54     }
55
56     int update(int pos, int ini, int fim, int id, int
   val) {
57         int novo = create();
58
59         seg[novo] = seg[pos];
60         e[novo] = e[pos];
61         d[novo] = d[pos];
62
63         if (ini == fim) {
64             seg[novo] = val;
65             return novo;
66         }
67
68         int m = (ini + fim) >> 1;
69
70         if (id <= m) e[novo] = update(e[novo], ini, m
   , id, val);
71         else d[novo] = update(d[novo], m + 1, fim, id
   , val);
72
73         seg[novo] = f(seg[e[novo]], seg[d[novo]]);
74
75         return novo;
76     }
77
78     ftype query(int pos, int p, int q) {
79         return query(pos, 1, n, p, q);
80     }
81
82     int update(int pos, int id, int val) {
83         return update(pos, 1, n, id, val);
84     }
85 };

```