

Competitive Programming Reference

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Contents

1	Data Structures	4
1.1	Prefix Sums	4
1.1.1	1D	4
1.1.2	2D	4
1.2	Sparse Table	4
1.2.1	1D	4
1.2.2	2D	5
1.3	Fenwick Trees	6
1.3.1	Point Update Range Query	6
1.3.2	Range Update Point Query	6
1.3.3	Range Update Range Query	6
1.3.4	2D PURQ / RUPQ	7
1.3.5	2D RURQ	7
1.4	Segment Trees	8
1.4.1	Standard	8
1.4.2	Lazy Propagation	8
1.4.3	Lazy Node Creation	9
1.4.4	Maxsum	10
1.4.5	Merge Sort Tree / Order Statistics	10
1.4.6	2D	11
2	Graph Theory	12
2.1	Depth First Search	12
2.2	Breadth First Search	13
2.3	0-1 BFS	13
2.4	Floyd-Warshall	13
2.5	Bellman-Ford	14
2.6	Dijkstra's Algorithm	14
2.7	Shortest Path Faster Algorithm	14
2.8	Prim's Algorithm	15
2.9	Union Find Disjoint Subset	15
2.10	Kruskal's Algorithm	16
2.11	Topological Sort	16
2.12	Floyd's Cycle Finding Algorithm	16
2.13	Maximum Cardinality Bipartite Matching	17
2.13.1	Kuhn's Algorithm	17
2.13.2	Hopcroft-Karp	17
2.14	Articulation Points and Bridges	18
2.15	Strongly Connected Components	19
2.16	Travelling Salesman Problem	20
2.16.1	Bottom Up	20
2.16.2	Top Down	20
2.17	Trees	21
2.17.1	Pre/Postorder Traversal	21
2.17.2	Subtree to Range	21

2.17.3	Weighted Maximum Independent Set	21
2.17.4	Diameter	22
2.17.5	2^K Decomposition	22
2.17.6	Lowest Common Ancestor	23
2.17.7	Shortest Path	23
2.17.8	Heavy Light Decomposition	23
2.17.9	Centroid Decomposition	24
3	Dynamic Programming	26
3.1	Maxsum	26
3.1.1	1D	26
3.2	Longest Increasing Subsequence	26
3.2.1	N^2 DP	26
3.2.2	Data Structure Speedup	27
3.2.3	$N \log N$ DP	27
3.3	Coin Combinations	27
3.4	Coin Change	27
3.5	Knapsack	27
3.5.1	0-1	27
3.5.2	0-1 No Values	28
3.6	Digit DP	28
3.7	Convex Hull Trick	29
3.8	Li Chao Tree	30
3.9	Divide and Conquer	31
4	Math	32
4.1	Fast Exponentiation	32
4.2	Prime Factorisation	32
4.3	Sieve of Eratosthenes	32
4.4	Greatest Common Divisor	33
4.5	Lowest Common Multiple	33
4.6	Modular Inverse	33
4.7	$\binom{n}{k}$	33
4.8	Fibonacci	34
4.9	Convex Hull	34
4.10	Furthest Pair of Points	35
4.11	Nearest Pair of Points	36
5	Algorithms	38
5.1	Binary Search	38
5.2	Binary Search using Lifting	38
5.3	Sliding Set	38
5.4	Sliding Window	39
5.5	Set Merging	39
5.6	Discretisation	39
5.7	Meet in the Middle	39
5.8	On the Fly	40
5.9	Square Root Decomposition	40
5.10	Mo's Algorithm	40
5.11	Strings	41
5.12	Manacher's Algorithm	41
5.13	Knuth-Morris-Pratt	42
5.14	Z-Function	42
5.15	Suffix Array	43

6	Miscellaneous	44
6.1	Maximum Time complexity v/s N	44
6.2	Fast I/O	44
6.3	Superfast I/O	44
6.4	Header	44
6.5	Compile Commands	46
6.6	Pruning	46
6.7	STL Data Structures and Functions	46

1 Data Structures

Data Structure	Precomputation	Update	Query	Memory	Notes
Prefix Sum	$O(N)$	X	$O(1)$	$O(N)$	Associative Functions (+, XOR)
Sparse Table	$O(N \log N)$	X	$O(1)$	$O(N \log N)$	Idempotent Functions (max, gcd)
Fenwick Tree	X	$O(\log N)$	$O(\log N)$	$O(N)$	Prefix Operations
Segment Tree	X	$O(\log N)$	$O(\log N)$	$O(4N)$	Very flexible and extendable

1.1 Prefix Sums

1.1.1 1D

$O(N)$ precomputation, $O(1)$ query.

```
//Query - 1-Indexed
int query(int s, int e){
    return ps[e]-ps[s-1];
}

//Precomputation
ps[0] = 0;
for(int i = 1; i <= n; i++) ps[i] = ps[i-1]+a[i];
```

1.1.2 2D

$O(R \cdot C)$ precomputation, $O(1)$ query.

```
//Query - 1-Indexed
int query(int x1, int y1, int x2, int y2){
    return ps[x2][y2]-ps[x1-1][y2]-ps[x2][y1-1]+ps[x1-1][y1-1];
}

//Precomputation
for (int i = 0; i <= r; i++) ps[i][0] = 0;
for (int j = 0; j <= c; j++) ps[0][j] = 0;
for (int i = 1; i <= r; i++) {
    for (int j = 1; j <= c; j++) {
        ps[i][j] = ps[i-1][j]+ps[i][j-1]-ps[i-1][j-1]+a[i][j];
    }
}
}
```

1.2 Sparse Table

1.2.1 1D

$O(N \log N)$ precomputation, $O(1)$ query.

```
int sp[MAXLOGN][MAXN];

// Query - 0-indexed, inclusive [l, r]
int query(int l, int r){
    r++;
    int p = 31 - __builtin_clz(r - l); // 63 for long long
    return __gcd(sp[p][l], sp[p][r - (1 << p)]);
}

// Precomputation
h = 31 - __builtin_clz(n);
for (int i = 0; i < n; i++) sp[0][i] = a[i];
```

```

for (int i = 1; i <= h; i++) {
    for (int j = 0; j + (1 << i) <= n; j++) {
        sp[i][j] = __gcd(sp[i-1][j], sp[i-1][j + (1 << (i-1))]);
    }
}

```

1.2.2 2D

$O(NM \log N \log M)$ precomputation, $O(1)$ query.

```

int sp[MAXLOGN][MAXLOGM][MAXN][MAXM];

// Query - 0-indexed, inclusive
int query(int x1, int y1, int x2, int y2) {
    x2++; y2++;
    // 63 for long long
    int kx = 31 - __builtin_clz(x2 - x1);
    int ky = 31 - __builtin_clz(y2 - y1);
    int g1 = sp[kx][ky][x1][y1];
    int g2 = sp[kx][ky][x2 - (1 << kx)][y1];
    int g3 = sp[kx][ky][x1][y2 - (1 << ky)];
    int g4 = sp[kx][ky][x2 - (1 << kx)][y2 - (1 << ky)];
    return __gcd(__gcd(g1, g2), __gcd(g3, g4));
}

// Precomputation
// Build single elements
for (int i = 0; i < n; i++) {
    for (int j = 0; j < m; j++) {
        sp[0][0][i][j] = a[i][j];
    }
}

// Build along columns (k2)
for (int k2 = 1; (1 << k2) <= m; k2++) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j + (1 << k2) <= m; j++) {
            sp[0][k2][i][j] =
                __gcd(sp[0][k2-1][i][j],
                    sp[0][k2-1][i][j + (1 << (k2-1))]);
        }
    }
}

// Build along rows (k1)
for (int k1 = 1; (1 << k1) <= n; k1++) {
    for (int k2 = 0; (1 << k2) <= m; k2++) {
        for (int i = 0; i + (1 << k1) <= n; i++) {
            for (int j = 0; j + (1 << k2) <= m; j++) {
                sp[k1][k2][i][j] =
                    __gcd(sp[k1-1][k2][i][j],
                        sp[k1-1][k2][i + (1 << (k1-1))][j]);
            }
        }
    }
}

```

1.3 Fenwick Trees

1.3.1 Point Update Range Query

$O(\log N)$ update and query.

```
inline int ls(int x){ return (x)&(-x); }

int fw[MAXN]; // 1-Indexed

void pu(int i, int v) {
    for(; i <= n; i += ls(i)) fw[i] += v;
}

int pq(int i) {
    int t = 0;
    for(; i; i -= ls(i)) t += fw[i];
    return t;
}

int rq(int s, int e) {
    return pq(e) - pq(s - 1);
}
```

1.3.2 Range Update Point Query

$O(\log N)$ update and query.

```
// Requires PURQ Code (PU, PQ)

void ru(int s, int e, int v) {
    pu(s, v);
    pu(e+1, -v);
}
```

1.3.3 Range Update Range Query

$O(\log N)$ update and query.

```
// Requires PURQ Code (PU, PQ)
// Functions need to be modified to take in array parameter
// e.g. int pu(*tree, int i, int v)

void ru(int s, int e, int v) {
    pu(fw1, s, v);
    pu(fw1, e+1, -v);
    pu(fw2, s, -v*(s-1));
    pu(fw2, e+1, v*e);
}

int ps(int i) {
    return pq(fw1, i)*i + pq(fw2, i);
}

int rq(int s, int e) {
    return ps(e) - ps(s - 1);
}
```

1.3.4 2D PURQ / RUPQ

$O(\log N \cdot \log M)$ update and query.

```
inline int ls(int x) { return x & -x; }

int fw[MAXN][MAXN]; // 1-indexed

void pu(int x, int y, int v) {
    for (int i = x; i < MAXN; i += ls(i)) {
        for (int j = y; j < MAXN; j += ls(j)) {
            fw[i][j] += v;
        }
    }
}

int pq(int x, int y) {
    int ans = 0;
    for (int i = x; i > 0; i -= ls(i)) {
        for (int j = y; j > 0; j -= ls(j)) {
            ans += fw[i][j];
        }
    }
    return ans;
}

// Range Query
int rq(int x1, int y1, int x2, int y2) {
    return pq(x2, y2) - pq(x1-1, y2) - pq(x2, y1-1) + pq(x1-1, y1-1);
}

// Range Update, Point Query
void ru(int x1, int y1, int x2, int y2, int v) {
    pu(x1, y1, v);
    pu(x1, y2 + 1, -v);
    pu(x2 + 1, y1, -v);
    pu(x2 + 1, y2 + 1, v);
}
```

1.3.5 2D RURQ

$O(\log N \cdot \log M)$ update and query.

```
// Requires 2D PURQ Code

void ru(int x1, int y1, int x2, int y2, long long v) {
    pu(fw1, x1, y1, v);
    pu(fw1, x1, y2+1, -v);
    pu(fw1, x2+1, y1, -v);
    pu(fw1, x2+1, y2+1, v);

    pu(fw2, x1, y1, v*(x1-1));
    pu(fw2, x1, y2+1, -v*(x1-1));
    pu(fw2, x2+1, y1, -v*x2);
    pu(fw2, x2+1, y2+1, v*x2);

    pu(fw3, x1, y1, v*(y1-1));
    pu(fw3, x1, y2+1, -v*y2);
    pu(fw3, x2+1, y1, -v*(y1-1));
}
```

```

    pu-fw3, x2+1, y2+1, v*y2);

    pu-fw4, x1, y1, v*(x1-1)*(y1-1));
    pu-fw4, x1, y2+1, -v*(x1-1)*y2);
    pu-fw4, x2+1, y1, -v*x2*(y1-1));
    pu-fw4, x2+1, y2+1, v*x2*y2);
}

long long ps(int x,int y) {
    return pq-fw1, x, y)*x*y-pq-fw2, x, y)*y-pq-fw3, x, y)*x+pq-fw4, x, y);
}

long long rq(int x1,int y1,int x2,int y2) {
    return ps(x2, y2)-ps(x1-1, y2)-ps(x2, y1-1)+ps(x1-1, y1-1);
}

```

1.4 Segment Trees

1.4.1 Standard

$O(\log N)$ point update and range query.

```

struct node {
    int s, e, m, v;
    node *l, *r;
    node(int _s, int _e) {
        s = _s; e = _e; m = (s+e)/2; v = 0;
        if (s != e) {
            l = new node(s, m);
            r = new node(m+1, e);
        }
    }
    void pu(int x, int y) {
        if (s == e) { v = y; return; }
        if (x <= m) l->pu(x, y);
        if (x > m) r->pu(x, y);
        v = min(l->v, r->v);
    }
    int rq(int x, int y) {
        if (s == x && e == y) return v;
        if (y <= m) return l->rq(x, y);
        if (x > m) return r->rq(x, y);
        return min(l->rq(x, m), r->rq(m+1, y));
    }
} *root;

root = new node(0, n-1);

```

1.4.2 Lazy Propagation

$O(\log N)$ range update and range query.

```

struct node {
    int s, e, m, v, lazy;
    node *l, *r;
    node(int _s, int _e) {
        s = _s; e = _e; m = (s+e)/2; v = lazy = 0;
        if (s != e) {

```



```

        l = new node(s, m);
        r = new node(m+1, e);
    }
}

int pu() {
    if (s == e) { v += lazy; lazy = 0; return v; }
    v += lazy;
    l->lazy += lazy; r->lazy += lazy;
    lazy = 0;
    return v;
}

void ru(int x, int y, int z) {
    if (s == x && e == y) { lazy += z; return; }
    if (y <= m) l->ru(x, y, z);
    else if (x > m) r->ru(x, y, z);
    else l->ru(x, m, z), r->ru(m+1, y, z);
    v = max(l->pu(), r->pu());
}

int rq(int x, int y) {
    pu();
    if (s == x && e == y) return pu();
    if (y <= m) return l->rq(x, y);
    if (x > m) return r->rq(x, y);
    return max(l->rq(x, m), r->rq(m+1, y));
}
} *root;

root = new node(0, n-1);

```

1.4.3 Lazy Node Creation

```

struct node {
    int s, e, m, v;
    node *l, *r;
    node(int _s, int _e) {
        s = _s; e = _e; m = (s+e)/2; v = 0;
        l = nullptr, r = nullptr;
    }
    void create() {
        if (s != e) {
            l = new node(s, m);
            r = new node(m+1, e);
        }
    }
    void pu(int x, int y) {
        if (s == e) { v = y; return; }
        create();
        if (x <= m) l->pu(x, y);
        if (x > m) r->pu(x, y);
        v = min(l->v, r->v);
    }
    int rq(int x, int y) {
        if (s == x && e == y) return v;
        create();
    }
}

```

```

        if (y <= m) return l->rq(x, y);
        if (x > m) return r->rq(x, y);
        return min(l->rq(x, m), r->rq(m+1, y));
    }
} *root;

root = new node(0, n-1);

```

1.4.4 Maxsum

$O(\log N)$ point update and range query.

```

struct node {
    ll s, e, m, ps, ss, ms, ts;
    node *l, *r;
    node(ll _s, ll _e) {
        s = _s; e = _e; m = (s+e)/2; ps = ss = ms = ts = 0;
        if (s != e) {
            l = new node(s, m);
            r = new node(m+1, e);
        }
    }
    void pu(ll x, ll y) {
        if (s == e) { ps = ss = ms = ts = y; return; }
        if (x <= m) l->pu(x, y);
        if (x > m) r->pu(x, y);
        //New Prefix Max -> Left Prefix, Left + Right Prefix
        ps = max(l->ps, l->ts+r->ps);
        //New Suffix Max -> Right Suffix, Left Suffix + Right
        ss = max(r->ss, r->ts+l->ss);
        //Total Sum -> Left + Right
        ts = l->ts+r->ts;
        //Maxsum - Left Suffix + Right Prefix, Left, Right,
        //          Total, Left Maxsum, Right Maxsum
        ms = max({l->ss+r->ps, ps, ss, ts, l->ms, r->ms});
    }
    ll ans() {
        return ms;
    }
} *root;

root = new node(0, n-1);

```

1.4.5 Merge Sort Tree / Order Statistics

Insertion: $O(\log N)$, Building: $O(N \log^2 N)$, Counting: $O(\log^2 N)$, Finding: $O(\log V \cdot \log^2 N)$, Range Max: $O(\log N)$.

```

struct node {
    int s, e, m;
    vector<int> v;
    node *l, *r;
    node(int _s, int _e) {
        s = _s; e = _e; m = (s+e)/2;
        if (s != e) {
            l = new node(s, m);
            r = new node(m+1, e);
        }
    }

```

```

}
void insert(int x, int y) {
    if (s == e) { v.push_back(y); return; }
    if (x > m) r->insert(x, y);
    if (x <= m) l->insert(x, y);
    v.push_back(y);
}
void build(){
    if (s == e) return;
    l->build();
    r->build();
    sort(v.begin(), v.end());
}
int countLessEqual(int x, int y, int k) {
    if (x > y) return 0;
    if (s == x && e == y) {
        return upper_bound(v.begin(), v.end(), k)-v.begin();
    }
    if (x > m) return r->countLessEqual(x, y, k);
    if (y <= m) return l->countLessEqual(x, y, k);
    return l->countLessEqual(x, m, k)+r->countLessEqual(m+1, y, k);
}
int kthSmallest(int x, int y, int k) {
    int mini = 0, maxi = (1 << 30);
    int ans = mini, gap = maxi;
    while (gap > 0) {
        while (ans + gap <= maxi && countLessEqual(x, y, ans + gap) < k) {
            ans += gap;
        }
        gap >>= 1;
    }
    return ans + 1;
}
int rangeMax(int x, int y) {
    if (x > y) return 0;
    if (s == x && e == y) return v.back();
    if (x > m) return r->rangeMax(x, y);
    if (y <= m) return l->rangeMax(x, y);
    return max(l->rangeMax(x, m), r->rangeMax(m+1, y));
}
} *root;

root = new node(0, n-1);

```

1.4.6 2D

$O(N \cdot \log N \cdot \log M)$ point update and range query.

```

struct node2D {
    int s, e, m;
    node1D *maxi;
    node2D *l, *r;
    node2D(int a, int b, int c, int d) {
        s = a; e = b; m = (s+e)/2;
        maxi = new node1D(c, d);
        if (s != e) {
            l = new node2D(s, m, c, d);
            r = new node2D(m+1, e, c, d);
        }
    }
};

```

```

    }
}
void pu(int a, int b, int v) {
    if (s == e) { maxi->pu(b, v); return; }
    if (a <= m) l->pu(a, b, v);
    else r->pu(a, b, v);
    maxi->pu(b, max(l->maxi->rq(b, b), r->maxi->rq(b, b)));
}
int rq(int a, int b, int c, int d) {
    if (s == a && e == b) return maxi->rq(c, d);
    if (b <= m) return l->rq(a, b, c, d);
    if (a > m) return r->rq(a, b, c, d);
    return max(l->rq(a, m, c, d), r->rq(m+1, b, c, d));
}
} *root;

root = new node(0, n-1, 0, n-1);

```

2 Graph Theory

Graph Algorithm	Complexity	Notes
DFS	$O(V+E)$	Flood Fill, Trees
BFS	$O(V+E)$	Unweighted Shortest Path
0-1 BFS	$O(V+E)$	Unweighted Shortest Path
Floyd-Warshall	$O(N^3)$	All Pairs Shortest Path
Bellman-Ford	$O(VE)$	Negative Single Source Shortest Path
Dijkstra'	$O(E \log V)$	Single Source Shortest Path
SPFA	$O(VE)$	Negative Single Source Shortest Path
Prim's	$O(E \log V)$	Dijkstra's
UFDS	$O(\alpha(n))$	Connectedness
Kruskal's	$O(E \log E)$	Greedy
Toposort	$O(V+E)$	Postorder
Floyd's Cycle Finding	$O(V+E)$	Outdegree 1
Kuhn's	$O(V^3)$	Bipartite Matching
Hopcroft-Karp	$O(E\sqrt{V})$	Bipartite Matching
Articulation Points	$O(V+E)$	Find Splitting Nodes
Bridges	$O(V+E)$	Find Splitting Edges
SCC	$O(V+E)$	Compress Cycles
TSP	$O(N^2 2^N)$	Tour All Nodes
Pre/Postorder	$O(V)$	Ordering of Nodes
Subtree To Range	$O(V)$	Ordering Nodes
Weighted MIS	$O(V)$	Tree DP
Diameter	$O(V)$	DFS
2^K Decomposition	$O(N \log N)$ precompute, $O(\log N)$ query	Find Parent
Lowest Common Ancestor	$O(\log N)$ query	Find Common Parent
Heavy Light Decomposition	$O(N)$ precompute, $O(\log N)$ query	Decomposition
Centroid Decomposition	$O(N \log N)$ precompute, $O(\log N)$ query	Decomposition

2.1 Depth First Search

Runs in $O(V + E)$.

```

// For adjacency lists
void dfs(int x, int p) {
    for (int y : adj[x]) {

```

```

        if (y != p) {
            dist[y] = dist[x]+1;
            dfs(y, x);
        }
    }
}

```

2.2 Breadth First Search

Runs in $O(V + E)$.

```

// For adjacency lists
visited[s] = 1;
dist[s] = 0;
q.push(s);
while (!q.empty()) {
    int f = q.front(); q.pop();
    for (int i : adjlist[f]) {
        if (!visited[i]) {
            q.push(i);
            visited[i] = 1;
            dist[i] = dist[f] + 1;
        }
    }
}
}

```

2.3 0-1 BFS

Runs in $O(V + E)$.

```

// For adjacency lists
deque<int> dq;
dist[s] = 0;
dq.push(s);
while (!dq.empty()) {
    int u = dq.front(); dq.pop();
    for (int e : adjlist[u]) {
        int v = e.first, w = e.second;
        if (dist[v] > dist[u] + w) {
            dist[v] = dist[u] + w;
            if (w == 0) dq.push_front(v);
            else dq.push_back(v);
        }
    }
}
}

```

2.4 Floyd-Warshall

Runs in $O(N^3)$.

```

// Initialise adjacency matrix
for (int i = 0; i < n; i++) {
    for (int j = 0; j < n; j++) {
        if (i == j) adj[i][j] = 0;
        else adj[i][j] = INF;
    }
}
// Floyd-Warshall

```

```

for (int k = 0; k < n; k++) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            adj[i][j] = min(adj[i][j], adj[i][k]+adj[k][j]);
            if (adj[i][i] < 0) negCycle = true;
        }
    }
}

```

2.5 Bellman-Ford

Runs in $O(VE)$.

```

vector<int> dist(n, INF);
dist[s] = 0;
bool negCycle = false;
for (int i = 1; i <= n; i++) {
    bool update = false;
    for (Edge e : edges) {
        if (dist[e.u] < INF && dist[e.v] > dist[e.u] + e.w) {
            dist[e.v] = dist[e.u] + e.w;
            update = true;
        }
    }
    if (!update) break;
    if (update && i == n) negCycle = true;
}

```

2.6 Dijkstra's Algorithm

Runs in $O(E \log V)$.

```

priority_queue<pi, vector<pi>, greater<pi>> pq;
vector<int> dist(n, INF);
dist[s] = 0;
pq.push({0, s});
while (!pq.empty()) {
    pi f = pq.top(); pq.pop();
    int d = f.first, u = f.second;
    if (d != dist[u]) continue;
    for (pi x : adj[u]) {
        int v = x.first, w = x.second;
        if (dist[v] > d + w) {
            dist[v] = d + w;
            pq.push({ dist[v], v });
        }
    }
}

```

2.7 Shortest Path Faster Algorithm

Runs in $O(VE)$.

```

vector<int> dist(n, INF);
vector<int> inQueue(n, 0);
queue<int> q;
dist[s] = 0;
q.push(s);

```

```

inQueue[s]++;
bool negCycle = false;
while (!q.empty()) {
    int u = q.front(); q.pop();
    inQueue[u]--;
    for (Edge e : adj[u]) {
        if (dist[e.v] > dist[u] + e.w) {
            dist[e.v] = dist[u] + e.w;
            if (inQueue[e.v] == 0) {
                q.push(e.v);
                inQueue[e.v]++;
                if (inQueue[e.v] > n) {
                    negCycle = true;
                    break;
                }
            }
        }
    }
}
if (negCycle) break;
}

```

2.8 Prim's Algorithm

Runs in $O(E \log V)$.

```

priority_queue<pi, vector<pi>, greater<pi>> pq;
vector<int> dist(n, INF);
vector<bool> vis(n, false);
dist[s] = 0;
pq.push({0, s});
while (!pq.empty()) {
    pi f = pq.top(); pq.pop();
    int d = f.first, u = f.second;
    if (vis[u]) continue;
    vis[u] = true;
    for (pi x : adj[u]) {
        int v = x.first, w = x.second;
        if (!vis[v] && dist[v] > w) {
            dist[v] = w;
            pq.push({ dist[v], v });
        }
    }
}

```

2.9 Union Find Disjoint Subset

With both path compression and union by rank, runs in $O(\alpha(n))$ (basically constant time).

```

int p[MAXN];
int sz[MAXN];

int root(int x) {
    if (p[x] == -1) return x;
    return p[x] = root(p[x]);
}

void connect(int x, int y) {
    x = root(x); y = root(y);
}

```

```

        if (x == y) return;
        if (sz[x] < sz[y]) swap(x, y);
        p[y] = x;
        sz[x] += sz[y];
    }

    fill(p, p+MAXN, -1);
    fill(sz, sz+MAXN, 1);

```

2.10 Kruskal's Algorithm

Runs in $O(E \log E)$.

```

sort(edges.begin(), edges.end());
for (Edge e : edges) {
    if (root(e.u) != root(e.v)) {
        connect(e.u, e.v);
        cost += e.w;
    }
}

```

2.11 Topological Sort

Runs in $O(V + E)$.

```

void dfs(int x) {
    if (v[x]) return;
    v[x] = 1;
    for (int y : adj[x]) dfs(y);
    topo.push_back(x);
}

for (int i = 0; i < n; i++) dfs(i);
reverse(topo.begin(), topo.end());

```

2.12 Floyd's Cycle Finding Algorithm

For graphs with outdegree 1, runs in $O(V + E)$.

```

// detect cycle
int slow = s, fast = s;
do {
    slow = nxt[slow];
    fast = nxt[nxt[fast]];
} while (slow != fast);
// find start of cycle
slow = start;
while (slow != fast) {
    slow = nxt[slow];
    fast = nxt[fast];
}
// collect all nodes in cycle
vector<int> cycle;
int cur = slow;
do {
    cycle.push_back(cur);
    cur = nxt[cur];
} while (cur != slow);

```

2.13 Maximum Cardinality Bipartite Matching

2.13.1 Kuhn's Algorithm

Runs in $O(V^3)$.

```
int n, mcbms = 0, miss = 0;
vector<int> match;
vector<bool> vis;
vector<vector<int>> adj;
vector<int> left;

// dfs for augmenting path
bool dfs(int u) {
    for (int v : adj[u]) {
        if (!vis[v]) {
            vis[v] = true;
            if (match[v] == -1 || dfs(match[v])) {
                match[v] = u;
                match[u] = v;
                return true;
            }
        }
    }
    return false;
}

void mcbm() {
    match.assign(n, -1);
    mcbms = 0;
    // greedy initial matching
    for (int u : left) {
        for (int v : adj[u]) {
            if (match[v] == -1) {
                match[v] = u;
                match[u] = v;
                mcbms++;
                break;
            }
        }
    }
    // dfs augmenting paths for unmatched
    for (int u : left) {
        if (match[u] == -1) {
            vis.assign(n, false);
            if (dfs(u)) mcbms++;
        }
    }
    miss = n - mcbms;
}
```

2.13.2 Hopcroft-Karp

Runs in $O(E \cdot \sqrt{V})$.

```
int n, m;
vector<vector<int>> adj;
vector<int> pairU, pairV, dist;

bool bfs() {
```

```

queue<int> q;
for (int u = 0; u < n; u++) {
    if (pairU[u] == -1) {
        dist[u] = 0;
        q.push(u);
    } else {
        dist[u] = INF;
    }
}
bool found = false;
while (!q.empty()) {
    int u = q.front(); q.pop();
    for (int v : adj[u]) {
        if (pairV[v] == -1) {
            found = true;
        } else if (dist[pairV[v]] == INF) {
            dist[pairV[v]] = dist[u] + 1;
            q.push(pairV[v]);
        }
    }
}
return found;
}

bool dfs(int u) {
    for (int v : adj[u]) {
        if (pairV[v] == -1 ||
            (dist[pairV[v]] == dist[u] + 1 && dfs(pairV[v]))) {
            pairU[u] = v;
            pairV[v] = u;
            return true;
        }
    }
    dist[u] = INF;
    return false;
}

int hopcroftKarp() {
    pairU.assign(n, -1);
    pairV.assign(m, -1);
    dist.assign(n, 0);
    int mcbm = 0;
    while (bfs()) {
        for (int u = 0; u < n; u++) {
            if (pairU[u] == -1 && dfs(u)) {
                mcbm++;
            }
        }
    }
    return mcbm;
}

```

2.14 Articulation Points and Bridges

Using Tarjan's Algorithm, runs in $O(V + E)$.

```

vector<int> adj[MAXN];
vector<int> dep(MAXN, 0), low(MAXN, 0), par(MAXN, -1);

```

```

vector<int> chi(MAXN, 0), atp(MAXN, 0);
vector<bool> vis(MAXN, false);
vector<pi> bridges;

void tarjan(int u, int d) {
    vis[u] = true;
    dep[u] = low[u] = d;
    chi[u] = 0; atp[u] = 1;
    for (int v : adj[u]) {
        if (!vis[v]) {
            par[v] = u;
            chi[u]++;
            tarjan(v, d+1);
            low[u] = min(low[u], low[v]);
            if (low[v] >= dep[u]) atp[u]++;
            if (low[v] > dep[u]) bridges.push_back({u, v});
        } else if (v != par[u]) {
            low[u] = min(low[u], dep[v]);
        }
    }
}

tarjan(0, 0);
// handle root separately since it has no parents
atp[0] = chi[0];
// atp stores number of components separated upon removal
// bridges stores all bridges in the graph

```

2.15 Strongly Connected Components

Using Tarjan's Algorithm, runs in $O(V + E)$.

```

vector<int> adj[MAXN];
vector<int> comps[MAXN];
set<int> adjscc[MAXN];
vector<int> idxs(MAXN, -1), low(MAXN, 0);
vector<bool> onStack(MAXN, false);
stack<int> st;
int dfsidx = 0, sccidx;
int comp[MAXN];

void scc(int u) {
    idxs[u] = low[u] = dfsidx++;
    st.push(u);
    onStack[u] = true;
    for (int v : adj[u]) {
        if (idxs[v] == -1) {
            scc(v);
            low[u] = min(low[u], low[v]);
        } else if (onStack[v]) {
            low[u] = min(low[u], idxs[v]);
        }
    }
    if (low[u] == idxs[u]) {
        // u is a root of an scc
        comps[sccidx].clear();
        int w;
        do {

```

```

        w = st.top(); st.pop();
        onStack[w] = false;
        comps[sccidx].push_back(w);
        comp[w] = sccidx;
    } while (w != u);
    sccidx++;
}
}

for (int i = 1; i <= n; i++) {
    if (idxs[i] == -1) scc(i);
}

for (int u = 1; u <= n; u++) {
    for (int v : adj[u]) {
        if (comp[u] != comp[v]) adjscc[comp[u]].insert(comp[v]);
    }
}

// dfs idxs now range from 0 to dfsidx-1
// scc idxs now range from 0 to sccidx-1

```

2.16 Travelling Salesman Problem

Both of these solutions run in $O(N^2 \cdot 2^N)$ time.

2.16.1 Bottom Up

```

int full = (1 << n) - 1;
for (int mask = 0; mask <= full; mask++) {
    for (int i = 0; i < n; i++) {
        dp[mask][i] = INF;
    }
}
dp[1][0] = 0; // assume source is node 0
for (int mask = 1; mask <= full; mask++) {
    for (int i = 0; i < n; i++) {
        if (!(mask & (1 << i)) || dp[mask][i] >= INF) continue;
        for (int j = 0; j < n; j++) {
            if (mask & (1 << j)) continue;
            if (adj[i][j] >= INF) continue;
            int newMask = mask | (1 << j);
            dp[newMask][j] = min(dp[newMask][j], dp[mask][i] + adj[i][j]);
        }
    }
}
ll ans = INF;
for (int i = 0; i < n; i++) {
    if (adj[i][0] < INF) {
        // close the tour
        ans = min(ans, dp[full][i] + adj[i][0]);
    }
}

```

2.16.2 Top Down

```

11 adj[MAXN][MAXN], dp[1 << MAXN][MAXN];

11 tsp(int mask, int pos) {
    if (mask == (1 << n) - 1) {
        // assume node 0 is the start and end
        return adj[pos][0] < INF ? adj[pos][0] : INF;
    }
    if (dp[mask][pos] != -1) return dp[mask][pos];
    11 ans = INF;
    for (int i = 0; i < n; i++) {
        if ((mask & (1 << i)) == 0 && adj[pos][i] < INF) {
            ans = min(ans, adj[pos][i] + tsp(mask | (1 << i), i));
        }
    }
    return dp[mask][pos] = ans;
}

memset(dp, -1, sizeof(dp));
11 res = tsp(1, 0); // initial mask has source visited

```

2.17 Trees

2.17.1 Pre/Postorder Traversal

Runs in $O(V)$.

```

int prec = 0, postc = 0;
void dfs(int x, int p) {
    pre[x] = prec++;
    for(int y : adj[x]) {
        if (y != p) dfs(y, x);
    }
    post[x] = postc++;
}

```

2.17.2 Subtree to Range

Runs in $O(V)$.

```

int dfs(int x, int p) {
    pre[x] = c++;
    rig[pre[x]] = pre[x];
    for (int y : adj[x]) {
        if (y != p) {
            rig[pre[x]] = max(rig[pre[x]], dfs(y, x));
        }
    }
    return rig[pre[x]];
}
// Subtree -> pre[x], rig[pre[x]]
// Node Index -> pre[x]
// Range of Children -> pre[x]+1, rig[pre[x]]

```

2.17.3 Weighted Maximum Independent Set

Runs in $O(V)$.

```

int dp[MAXN][2];

int mis(int v, bool take, int p) {
    if (dp[v][take] != -1) return dp[v][take];
    int ans = take * c[v];
    for (int u : adj[v]) {
        if (u == p) continue;
        int temp = mis(u, 0, v);
        if (!take) temp = max(temp, mis(u, 1, v));
        ans += temp;
    }
    return dp[v][take] = ans;
}

void ans(int v, bool take, int p) {
    for (int u : adj[v]) {
        if (u == p) continue;
        int temp0 = dp[u][0], temp1 = (take ? -1 : dp[u][1]);
        if (temp0 > temp1) ans(u, 0, v);
        else { a.push_back(u); ans(u, 1, v); }
    }
}

memset(dp, -1, sizeof(dp));
mis(0, 0, -1); // don't take root
mis(0, 1, -1); // take root
if (dp[0][1] > dp[0][0]) { a.push_back(0); ans(0, 1, -1); }
else ans(0, 0, -1);

```

2.17.4 Diameter

Runs in $O(V)$.

```

pi dfs(int x, int p, int d) {
    pi b = {x, d};
    for (pi y : adj[x]) {
        if (y.first != p) {
            pi c = dfs(y.first, x, d + y.second);
            if (c.second > b.second) b = c;
        }
    }
    return b;
}

pi s = dfs(0, -1, 0);
pi e = dfs(s.first, -1, 0);
// e.second gives diameter
// For even diameter, centroid is at e.second / 2
// For odd diameter, centroid is at e.second / 2 and e.second / 2 + 1

```

2.17.5 2^K Decomposition

$O(N \log N)$ precomputation and memory, $O(\log N)$ query.

```

int par(int x, int k) {
    for (int i = MAXLOGN; i >= 0; i--) {
        if (k >= (1 << i)) {
            if (x == -1) return x;
            x = p[x][i];
            k -= (1 << i);
        }
    }
    return x;
}

```

```

    }
}
return x;
}

int p[MAXN][MAXLOGN];
memset(p, -1, sizeof(p));
dfs(0); // compute initial parent p[i][0]
for (int k = 1; k <= MAXLOGN; k++) {
    for (int i = 0; i < n; i++) {
        if (p[i][k-1] != -1) p[i][k] = p[p[i][k-1]][k-1];
    }
}
}

```

2.17.6 Lowest Common Ancestor

Runs in $O(\log N)$.

```

int lca(int x, int y) {
    // make both nodes the same depth
    if (dep[x] < dep[y]) swap(x, y);
    for (int k = MAXLOGN; k >= 0; k--) {
        if (p[x][k] != -1 && dep[p[x][k]] >= dep[y]) x = p[x][k];
    }
    if (x == y) return x;
    // perform binary lifting while parents are different
    for (int k = MAXLOGN; k >= 0; k--) {
        if (p[x][k] != p[y][k]) {
            x = p[x][k];
            y = p[y][k];
        }
    }
    // find the next parent
    return p[x][0];
}

```

2.17.7 Shortest Path

Runs in $O(\log N)$.

```

int distance(int x, int y) {
    return dist[x] + dist[y] - 2 * dist[lca(x, y)];
}

```

2.17.8 Heavy Light Decomposition

$O(N)$ precomputation, $O(\log N)$ query (excluding $O(\log N)$ from data structure).

```

// Requires segment tree, supports path maximum queries

vector<pi> adj[MAXN];
int par[MAXN], dep[MAXN], heavy[MAXN], head[MAXN], pos[MAXN], cpos = 0;
// heavy: heavy child, head: start of chain, pos: position in segment tree

int dfs(int x, int p) {
    int sz = 1, maxc = 0;
    par[x] = p;
    for (pi y : adj[x]) {

```

```

        if (y.s != p) {
            dep[y.s] = dep[x] + 1;
            int csz = dfs(y.s, x);
            sz += csz;
            if (csz > maxc) {
                maxc = csz;
                heavy[x] = y.s;
            }
        }
    }
    return sz;
}

void decomp(int x, int h) {
    head[x] = h; pos[x] = cpos++;
    if (heavy[x] != -1) decomp(heavy[x], h);
    for (pi y : adj[x]) {
        if (y.s == par[x]) continue;
        if (y.s != heavy[x]) decomp(y.s, y.s);
        root->update(pos[y.s], y.f);
    }
}

int query(int a, int b) {
    int res = 0;
    for (; head[a] != head[b]; b = par[head[b]]) {
        // maintain b as deeper
        if (dep[head[a]] > dep[head[b]]) swap(a, b);
        res = max(res, root->query(pos[head[b]], pos[b]));
    }
    // a and b are now on the same chain
    if (dep[a] > dep[b]) swap(a, b);
    res = max(res, root->query(pos[a]+1, pos[b]));
    return res;
}

memset(heavy, -1, sizeof(heavy));
dep[0] = 0;
dfs(0, -1);
decomp(0, 0);

```

2.17.9 Centroid Decomposition

$O(N \log N)$ precomputation, $O(\log N)$ updates and queries.

```

// Example: Xenia and Tree
// Update: Mark a node red
// Query: Find distance to closest red node to query node

int sz[MAXN], par[MAXN], lvl[MAXN];
ll dist[MAXN][MAXLOGN], best[MAXN];

// find subtree sizes
int dfsSize(int x, int p) {
    sz[x] = 1;
    for (int y : adj[x]) {
        if (lvl[y] != -1 || y == p) continue;
        sz[x] += dfsSize(y, x);
    }
}

```



```

    }
    return sz[x];
}

// find centroid of each subtree
int dfsCentroid(int x, int p, int n) {
    for (int y : adj[x]) {
        if (lvl[y] != -1 || y == p) continue;
        if (sz[y] > n / 2) return dfsCentroid(y, x, n);
    }
    // current node is centroid
    return x;
}

void dfsDist(int x, int p, int level, ll d) {
    dist[x][level] = d;
    for (int y : adj[x]) {
        if (lvl[y] != -1 || y == p) continue;
        dfsDist(y, x, level, d + 1);
    }
}

void build(int x, int p, int level) {
    // find subtree sizes and centroid
    int size = dfsSize(x, -1);
    int cent = dfsCentroid(x, -1, size);
    if (p == -1) p = cent;
    par[cent] = p; // set parent of centroid to previous centroid
    lvl[cent] = level;
    dfsDist(cent, -1, level, 0);
    // recursively build subtrees
    for (int y : adj[cent]) {
        if (lvl[y] != -1) continue;
        build(y, cent, level + 1);
    }
}

void update(int x) {
    int y = x;
    int level = lvl[x];
    while (level != -1) {
        // shortest distance from y to any red node
        // update using new node x and its distance to the centroid y
        best[y] = min(best[y], dist[x][level]);
        y = par[y];
        level--;
    }
}

ll query(int x) {
    ll res = INF;
    int y = x;
    int level = lvl[x];
    while (level != -1) {
        // shortest distance to any red node in centroid chain
        res = min(res, best[y] + dist[x][level]);
        y = par[y];
        level--;
    }
}

```

```

    }
    return res;
}

memset(lvl, -1, sizeof(lvl));
fill(best, best+n, INF);
build(0, -1, 0);
update(0); // adding a node to be considered
query(y); // querying with all considered nodes

```

3 Dynamic Programming

DP Algorithm	Complexity	Notes
Maxsum	$O(N)$	
LIS - Naive	$O(N^2)$	
LIS - DS / Fast DP	$O(N \log N)$	
Coin Combinations	$O(NV)$	
Coin Change	$O(NV)$	
Knapsack - 0-1	$O(NS)$	
Knapsack - 0-1 No Values	$O(NX/64)$	
Knapsack - 0-K	$O(\log K + NS)$	
Digit DP	$O(D)$	
Convex Hull Trick	$O(1)$ insertion and query	Amortized
Li Chao Tree	$O(\log X)$ insertion and query	
Divide and Conquer	$O(N \log N)$	From $O(N^2)$
LCS	$O(N^2)$	
LCS - LIS	$O(N \log N)$	

3.1 Maxsum

3.1.1 1D

Kadane's Algorithm. Runs in $O(N)$.

```

int ans = nums[0], cur = nums[0];
for (int i = 1; i < nums.size(); i++) {
    if (cur < 0) cur = 0;
    cur += nums[i];
    ans = max(ans, cur);
}

```

3.2 Longest Increasing Subsequence

3.2.1 N^2 DP

```

int ans = 0, dp[n];
memset(dp, 0, sizeof(dp));
for (int i = 0; i < n; i++) {
    for (int j = 0; j < i; j++) {
        if (a[j] < a[i]) {
            dp[i] = max(dp[i], dp[j]);
        }
    }
    dp[i]++;
    ans = max(ans, dp[i]);
}

```

3.2.2 Data Structure Speedup

```
// Data structure should support point max updates and range max queries
// Discretise values first
for (int i = 0; i < n; i++) {
    t = query(a[i] - 1) + 1;
    update(a[i], t);
    ans = max(ans, t);
}
```

3.2.3 $N \log N$ DP

```
int len = 0, dp[n];
memset(dp, 0, sizeof(dp));
for (int x : a) {
    int pos = lower_bound(dp, dp + len, x) - dp;
    dp[pos] = x;
    if (pos == len) len++;
}
cout << len;
```

3.3 Coin Combinations

Runs in $O(N \cdot V)$.

```
int ways[v+1];
memset(ways, 0, sizeof(ways));
ways[0] = 1;
for (int i = 0; i < n; i++) {
    int c = coins[i];
    for (int sum = c; sum <= v; sum++) {
        ways[sum] = (ways[sum] + ways[sum - c]) % MOD;
    }
}
cout << ways[v];
```

3.4 Coin Change

Runs in $O(N \cdot V)$.

```
const int INF = 1e9;
vector<int> dp(v + 1, INF);
dp[0] = 0;
for (int i = 1; i <= v; i++) {
    for (int j = 0; j < n; j++) {
        if (i >= c[j] && dp[i - c[j]] != INF) {
            dp[i] = min(dp[i], dp[i - c[j]] + 1);
        }
    }
}
cout << dp[v];
```

3.5 Knapsack

3.5.1 0-1

Runs in $O(N \cdot S)$.

```

for (int i = 0; i < n; i++) {
    for (int j = s; j >= w[i]; j--) {
        dp[j] = max(dp[j], dp[j - w[i]] + v[i]);
    }
}
cout << dp[s];

```

3.5.2 0-1 No Values

Runs in $O(N \cdot X/64)$.

```

bitset<MAXX> dp;
dp[0] = 1;
for (int i = 0; i < n; i++) {
    dp |= dp << w[i];
}
cout << dp[x];

```

3.6 Digit DP

Runs in $O(D)$.

```

// Example - Numbers
// Compute the number of palindrome free numbers in a given range

vector<int> num;
ll dp[20][11][11][2][2]; // idx, last1, last2, tight, hasStarted

ll derp(int pos, int last1, int last2, bool tight, bool hasStarted) {
    if(pos == num.size()) return 1; // successfully populated whole number

    if(dp[pos][last1][last2][tight][hasStarted] != -1) {
        // state already visited
        return dp[pos][last1][last2][tight][hasStarted];
    }

    ll res = 0;
    int limit = tight ? num[pos] : 9; // do we need to keep to the range
    for(int d = 0; d <= limit; d++) { // try all next digits
        bool newHasStarted = hasStarted || (d != 0);
        bool newTight = tight && (d == limit);
        // skip palindromes only if the number has started
        if(newHasStarted) {
            if(d == last1) continue; // palindrome length 2
            if(d == last2) continue; // palindrome length 3
        }
        int newLast1 = newHasStarted ? d : 10;
        int newLast2 = hasStarted ? last1 : 10;
        res += derp(pos+1, newLast1, newLast2, newTight, newHasStarted);
    }
    return dp[pos][last1][last2][tight][hasStarted] = res;
}

// convert number to digits
void dcmp(ll x){
    num.clear();
    if(x == 0) num.push_back(0);

```

```

    while(x > 0) {
        num.push_back(x % 10);
        x /= 10;
    }
    reverse(num.begin(), num.end());
}

// Total Valid with value <= x
// Use PIE to get number within [a, b]
ll solve(ll x){
    dcmp(x);
    memset(dp, -1, sizeof(dp));
    return derp(0, 10, 10, true, false);
}

// To compute the kth string satisfying
// Either binary search or build character by character:
int count = 0;
vector<int> ans;
for (int i = 0; i < n; i++) {
    int x = 0;
    for (int j = 1; j < 10; j++) { // adjust to size of alphabet
        if (count + dp(i, j) > k) {
            break;
        }
        x = j;
    }
    count += dp(i, x); // position i is bounded by x
    ans.push_back(x);
}

```

3.7 Convex Hull Trick

Supports insertion and queries in amortised $O(1)$.

```

// Example: Commando
// Partition into contiguous groups with maximal effectiveness
// Group effectiveness is a quadratic function of their sum
//  $dp(x) = \max(dp(i) + f(p(x) - p(i)))$ 
//  $= \max(dp(i) + a(p(x) - p(i))^2 + b(p(x) - p(i)) + c)$ 
//  $= \max(dp(i) + ap(x)^2 - 2ap(x)p(i) + ap(i)^2 + bp(x) - bp(i)) + c$ 
//  $= \max(dp(i) + ap(i)^2 - bp(i) - 2ap(x)p(i)) + ap(x)^2 + bp(x) + c$ 
//  $= \max([dp(i) + ap(i)^2 - bp(i)] [-2ap(i)] [p(x)]) [+ap(x)^2 + bp(x) + c]$ 
//  $= \max(c(i) + m(i)p(x)) + v(x)$ 
//  $c(i) = dp(i) + ap(i)^2 - bp(i)$ 
//  $m(i) = -2ap(i)$ 
//  $v(x) = ap(x)^2 + bp(x) + c$ 
// Lines have increasing gradients, queries have increasing x

deque<pi> hull;

ll func(pi line, ll x){
    return line.first*x + line.second;
}

ld intersection(ll m1, ll c1, ll m2, ll c2) {
    return (ld) (c2 - c1) / (m1 - m2);
}

```

```

}

ld intersect(pi x, pi y) {
    return intersection(x.first, x.second, y.first, y.second);
}

// query maximum y at x
ll query(ll x) {
    while (hull.size() > 1) {
        if (func(hull[0], x) < func(hull[1], x)) {
            hull.pop_front();
        } else break;
    }
    return func(hull[0], x);
}

// insert new line
void insert(ll m, ll c) {
    pi line = pi(m, c);
    while (hull.size() > 1) {
        ll s = hull.size();
        if (intersect(hull[s-1], line) <= intersect(hull[s-2], line)) {
            hull.pop_back();
        } else break;
    }
    hull.push_back(line);
}

insert(0, 0); // dp[0]
for(int i = 1; i <= n; i++){
    dp[i] = query(ps[i])+a*ps[i]*ps[i]+b*ps[i]+c; // max(mx + c) + v
    insert(-2*a*ps[i], dp[i]+a*ps[i]*ps[i]-b*ps[i]); // insert new (m, c)
}

```

3.8 Li Chao Tree

Supports insertion and queries in $O(\log X)$ time where X is the domain.

```

struct Node {
    ll m, c;
    Node *lc, *rc;
    Node(ll _m = 0, ll _c = -INF) {
        m = _m; c = _c;
        lc = nullptr; rc = nullptr;
    }
    ll value(ll x) {
        return m * x + c;
    }
    void insert(ll nm, ll nc, ll l, ll r) {
        ll mid = (l+r)/2;
        bool leftCheck = nm * l + nc > value(l);
        bool midCheck = nm * mid + nc > value(mid);
        if (midCheck) {
            swap(m, nm);
            swap(c, nc);
        }
        if (r-l == 1) return;
        if (leftCheck != midCheck) {

```

```

        if (!lc) lc = new Node();
        lc->insert(nm, nc, l, mid);
    } else {
        if (!rc) rc = new Node();
        rc->insert(nm, nc, mid, r);
    }
}

ll query(ll x, ll l, ll r) {
    ll res = value(x);
    if (r-l == 1) return res;
    ll mid = (l+r)/2;
    if (x < mid && lc) return max(res, lc->query(x, l, mid));
    if (x >= mid && rc) return max(res, rc->query(x, mid, r));
    return res;
}

};

// Queries are on half open [L, R)
// Example: Commando
Node *root = new Node();
root->insert(0, 0, MINX, MAXX);
for (int i = 1; i <= n; i++) {
    // query lct
    ll x = p[i];
    ll best = root->query(x, MINX, MAXX);
    dp[i] = best + a*x*x + b*x + c;
    // update lct
    ll m = -2*a*x;
    ll c = dp[i] + a*x*x - b*x;
    root->insert(m, c, MINX, MAXX);
}

```

3.9 Divide and Conquer

Reduces complexity from $O(N^2 \cdot K)$ to $O(N \log N \cdot K)$.

```

// Example: Guards
// Minimise sum of costs where cost of partition is length * sum
// DP has form dp(i, j) = min dp(i-1, k-1) + C(k, j)
// i is the current layer, k to j is the new group
// Cost function satisfies quadrangle inequality:
// C(a, c) + C(b, d) <= C(a, d) + C(b, c) for a <= b <= c <= d

long long cost(int s, int e) {
    return (ps[e]-ps[s-1])*(e-s+1);
}

void dnc(int s, int e, long long x, int y, int k) {
    if(s > e) return;
    int m = (s+e)/2, best = 0;
    dp[m][k] = INF;
    for (int i = x; (i <= y && i <= m); i++) {
        ll val = dp[i][!k]+cost(i+1, m);
        if (dp[m][k] > val) {
            dp[m][k] = val;
            best = i;
        }
    }
}

```

```

    if (s < m) dnc(s, m-1, x, best, k);
    if (m < e) dnc(m+1, e, best, y, k);
}

// Uses DP on the fly to save space
for (int i = 1; i <= n; i++) dp[i][0] = INF;
for (int i = 1; i <= g; i++) {
    for (int j = 1; j <= n; j++) dp[j][i%2] = INF;
    dnc(0, n, 0, n, i%2);
}

```

4 Math

4.1 Fast Exponentiation

Runs in $O(\log b)$.

```

int powmod(int a, int b, int m) {
    int res = 1;
    while (b > 0) {
        if (b & 1) res = (res * a) % m;
        a = (a * a) % m;
        b >>= 1;
    }
    return res % m;
}

```

4.2 Prime Factorisation

Runs in $O(\sqrt{x})$.

```

map<int, int> cnt;
while (x % 2 == 0) {
    cnt[2]++;
    x /= 2;
}
for (int i = 3; i * i <= x; i++) {
    while (x % i == 0) {
        cnt[i]++;
        x /= i;
    }
}
if (x > 1) {
    cnt[x]++;
}

```

4.3 Sieve of Eratosthenes

Runs in $O(n \log \log n)$ with high constant.

```

bitset<MAXN> prime;
prime.set();
prime[0] = prime[1] = 0;
for (int i = 2; i < MAXN; i++) {
    if (prime[i]) {
        for (int j = i*i; j < MAXN; j += i) {
            prime[j] = 0;
        }
    }
}

```



```

    }
}

```

4.4 Greatest Common Divisor

Runs in $O(\log \min(a, b))$.

```

int gcd(int a, int b) {
    if (a > b) swap(a, b);
    while (a != 0) {
        b %= a;
        swap(a, b);
    }
    return b;
}

```

4.5 Lowest Common Multiple

```

int lcm(int a, int b) {
    return a / gcd(a, b) * b;
}

```

4.6 Modular Inverse

For prime modulo.

```

ll modinv(ll a){
    return powmod(a, MOD-2, MOD);
}

```

4.7 $\binom{n}{k}$

Precomputation takes $O(MAXN)$ time, queries answered in $O(1)$.

```

ll fac[MAXN+1], modinv[MAXN+1];

ll nck(ll n, ll k) {
    if (n < k) return 0;
    ll res = fac[n];
    res = (res * modinv[k]) % MOD;
    res = (res * modinv[n-k]) % MOD;
    return res;
}

fac[0] = 1;
for(int i = 1; i <= MAXN; i++) {
    fac[i] = fac[i-1] * i % MOD;
}
modinv[MAXN] = powmod(fac[MAXN], MOD-2, MOD);
for(int i = MAXN; i > 0; i--) {
    modinv[i-1] = modinv[i] * i % MOD;
}

```

4.8 Fibonacci

Runs in $O(\log N)$ time.

```
struct Mat {
    ll a, b, c, d; // 2x2 Matrix: [a b; c d]
};

Mat mul(Mat x, Mat y) {
    return {
        x.a*y.a + x.b*y.c,
        x.a*y.b + x.b*y.d,
        x.c*y.a + x.d*y.c,
        x.c*y.b + x.d*y.d
    };
}

Mat mpow(Mat base, long long exp) {
    Mat res = {1, 0, 0, 1}; // Identity Matrix
    while (exp) {
        if (exp & 1) res = mul(res, base);
        base = mul(base, base);
        exp >>= 1;
    }
    return res;
}

ll fib(long long n) {
    if (n == 0) return 0;
    Mat m = {1, 1, 1, 0}; // Fibonacci Seed Matrix
    return mpow(m, n-1).a;
}
```

4.9 Convex Hull

Using Monotone Chain Algorithm, runs in $O(N \log N)$ time.

```
struct pt {
    double x, y;
};

int orientation(pt a, pt b, pt c) {
    double v = a.x*(b.y-c.y)+b.x*(c.y-a.y)+c.x*(a.y-b.y);
    if (v < 0) return -1; // clockwise
    if (v > 0) return +1; // counter-clockwise
    return 0;
}

bool cw(pt a, pt b, pt c, bool includeCollinear) {
    int o = orientation(a, b, c);
    return o < 0 || (includeCollinear && o == 0);
}

bool ccw(pt a, pt b, pt c, bool includeCollinear) {
    int o = orientation(a, b, c);
    return o > 0 || (includeCollinear && o == 0);
}

// Monotone Chain Algorithm
```

```

void convexHull(vector<pt>& a, bool includeCollinear = false) {
    if (a.size() == 1) return;
    sort(a.begin(), a.end(), [](pt a, pt b) {
        return make_pair(a.x, a.y) < make_pair(b.x, b.y);
    });
    pt p1 = a[0], p2 = a.back();
    vector<pt> up, down;
    up.push_back(p1);
    down.push_back(p1);
    for (int i = 1; i < (int)a.size(); i++) {
        if (i == a.size() - 1 || cw(p1, a[i], p2, includeCollinear)) {
            while (up.size() >= 2 &&
                !cw(up[up.size()-2], up[up.size()-1],
                    a[i], includeCollinear)) {
                up.pop_back();
            }
            up.push_back(a[i]);
        }
        if (i == a.size() - 1 || ccw(p1, a[i], p2, includeCollinear)) {
            while (down.size() >= 2 &&
                !ccw(down[down.size()-2], down[down.size()-1],
                    a[i], includeCollinear)) {
                down.pop_back();
            }
            down.push_back(a[i]);
        }
    }
    if (includeCollinear && up.size() == a.size()) {
        reverse(a.begin(), a.end());
        return;
    }
    a.clear();
    for (int i = 0; i < up.size(); i++) {
        a.push_back(up[i]);
    }
    for (int i = down.size() - 2; i > 0; i--) {
        a.push_back(down[i]);
    }
}

```

4.10 Furthest Pair of Points

Using Rotating Calipers, runs in $O(H)$ time.

```

#include <bits/stdc++.h>
using namespace std;

struct pt {
    double x, y;
    int id; // original index
};

// Include Convex Hull code here

// Squared Distance
ll dist2(const pt &a, const pt &b) {
    ll dx = (ll)(a.x - b.x);
    ll dy = (ll)(a.y - b.y);

```

```

        return dx * dx + dy * dy;
    }

    // Rotating Calipers
    pair<int, int> farthestPair(const vector<pt> &hull) {
        int n = hull.size();
        if (n == 1) return {hull[0].id, hull[0].id};
        if (n == 2) return {hull[0].id, hull[1].id};

        ll best = 0;
        pair<int, int> ans = {hull[0].id, hull[1].id};

        int j = 1;
        for (int i = 0; i < n; i++) {
            int ni = (i + 1) % n;
            while (true) {
                int nj = (j + 1) % n;
                ll cur = llabs(
                    (ll)(hull[ni].x - hull[i].x) * (hull[j].y - hull[i].y)
                    - (ll)(hull[ni].y - hull[i].y) * (hull[j].x - hull[i].x)
                );
                ll nxt = llabs(
                    (ll)(hull[ni].x - hull[i].x) * (hull[nj].y - hull[i].y)
                    - (ll)(hull[ni].y - hull[i].y) * (hull[nj].x - hull[i].x)
                );
                if (nxt > cur) j = nj;
                else break;
            }

            ll d1 = dist2(hull[i], hull[j]);
            if (d1 > best) {
                best = d1;
                ans = {hull[i].id, hull[j].id};
            }

            ll d2 = dist2(hull[ni], hull[j]);
            if (d2 > best) {
                best = d2;
                ans = {hull[ni].id, hull[j].id};
            }
        }
        return ans;
    }

    convexHull(pts, false);
    pair<int, int> ans = farthestPair(pts);

```

4.11 Nearest Pair of Points

Using Shamos-Hoey, runs in $O(N \log N)$ time.

```

#include <bits/stdc++.h>
using namespace std;

struct pt {
    long long x, y;
    int id;
};

```

```

struct cmp_x {
    bool operator()(const pt &a, const pt &b) const {
        if (a.x != b.x) return a.x < b.x;
        return a.y < b.y;
    }
};

struct cmp_y {
    bool operator()(const pt &a, const pt &b) const {
        return a.y < b.y;
    }
};

vector<pt> a, t;
long long mindist;
pair<int, int> best_pair;

// Square Distance
inline long long dist2(const pt &a, const pt &b) {
    long long dx = a.x - b.x;
    long long dy = a.y - b.y;
    return dx * dx + dy * dy;
}

// Compare and update
inline void update(const pt &a, const pt &b) {
    long long d = dist2(a, b);
    if (d < mindist) {
        mindist = d;
        best_pair = {a.id, b.id};
    }
}

void rec(int l, int r) {
    /// Handle small case naively
    if (r - l <= 3) {
        for (int i = l; i < r; i++)
            for (int j = i + 1; j < r; j++)
                update(a[i], a[j]);
        sort(a.begin() + l, a.begin() + r, cmp_y());
        return;
    }

    int m = (l + r) >> 1;
    long long midx = a[m].x;
    rec(l, m);
    rec(m, r);

    merge(a.begin() + l, a.begin() + m,
          a.begin() + m, a.begin() + r,
          t.begin(), cmp_y());
    copy(t.begin(), t.begin() + (r - l), a.begin() + l);

    int tsz = 0;
    for (int i = l; i < r; i++) {
        long long dx = a[i].x - midx;
        if (dx * dx < mindist) {

```

```

        for (int j = tsz - 1; j >= 0; j--) {
            long long dy = a[i].y - t[j].y;
            if (dy * dy >= mindist) break;
            update(a[i], t[j]);
        }
        t[tsz++] = a[i];
    }
}

// Remember to check for duplicates
sort(a.begin(), a.end(), cmp_x());
mindist = LLONG_MAX;
best_pair = {0, 1};
rec(0, N);

```

5 Algorithms

5.1 Binary Search

Find the cuberoot of n . Runs in $O(\log N)$.

```

long long n; cin >> n;
long long mini = 0, maxi = 1e6, medi;
while (mini < maxi) {
    medi = mini + (maxi - mini) / 2;
    if (medi * medi * medi >= n) maxi = medi;
    else mini = medi + 1;
}
cout << mini << "\n";

```

5.2 Binary Search using Lifting

Find the cuberoot of n . Runs in $O(\log N)$.

```

long long n; cin >> n;
long long cur = 0, gap = 1e6, next;
while (gap > 0) {
    while (next = cur + gap, next * next * next < n) {
        cur = next;
    }
    gap >>= 1;
}
cout << cur + 1 << "\n";

```

5.3 Sliding Set

Speeds up DP from $O(N^2)$ to $O(N \log N)$.

```

// Example - Candymountain
// Jump across with minimax candies
// Populate with initial window
for (int i = 0; i < k; i++) {
    dp[i] = candies[i];
    s.insert(candies[i]);
}
// Sliding Set

```

```

for(int i = k; i < n; i++){
    dp[i] = max(candies[i], *s.begin());
    s.erase(s.find(dp[i-k]));
    s.insert(dp[i]);
}

```

5.4 Sliding Window

Runs in $O(N)$.

```

// Example: Count number of subarrays with sum at least k
// All numbers are non-negative
int s = 0, sum = 0, ans = 0;
for (int i = 0; i < n; i++) {
    sum += a[i];
    while (sum >= k) {
        ans += (n-i);
        sum -= a[s];
        s++;
    }
}

```

5.5 Set Merging

Reduces complexity from $O(Q \cdot N \log N)$ to $O(N \log^2 N)$.

```

for (int i = 0; i < q; i++) {
    cin >> a >> b;
    // small to large merging
    if (s[a].size() > s[b].size()) swap(s[a], s[b]);
    for (int x : s[a]) s[b].insert(x);
    s[a].clear();
    cout << s[b].size() << "\n";
}

```

5.6 Discretisation

Runs in $O(N \log N)$.

```

vector<int> a(n);
vector<int> b = a;
sort(b.begin(), b.end());
b.erase(unique(b.begin(), b.end()), b.end());
for (int &i : a) {
    i = lower_bound(b.begin(), b.end(), i) - b.begin() + 1; // 1-indexed
}
// a now holds discretised values

```

5.7 Meet in the Middle

Reduces time complexity from $O(2^N)$ to $O(N \cdot 2^{N/2})$.

```

// Example: Bobek
// Count number of subsets with sum <= tgt
left = n/2; right = n-left;
vector<int> sums;
for (int i = 0; i < (1 << left); i++) {

```

```

    int cur = 0;
    for (int j = 0; j < left; j++) {
        if (i & (1 << j)) cur += a[j];
    }
    sums.push_back(cur);
}
sort(sums.begin(), sums.end());
for (int i = 0; i < (1 << right); i++) {
    int cur = 0;
    for (int j = 0; j < right; j++) {
        if (i & (1 << j)) cur += a[left + j];
    }
    ans += upper_bound(sums.begin(), sums.end(), tgt-cur) - sums.begin();
}

```

5.8 On the Fly

Reduces memory usage from $O(N \cdot K)$ to $O(N)$.

```

// Stolen from DNC code
// Use i%2 and !(i%2) for indexing
for (int i = 1; i <= g; i++) {
    for (int j = 1; j <= n; j++) dp[j][i%2] = INF;
    dnc(0, n, 0, n, i%2);
}

```

5.9 Square Root Decomposition

$O(N)$ precomputation, $O(1)$ update, $O(\sqrt{n})$ query.

```

// Point Update, Range Sum Query

vector<ll> a(n);
int blockSize = sqrt(n) + 1;
vector<ll> blocks(blockSize, 0);
// precomputation
for (int i = 0; i < n; i++) {
    blocks[i / blockSize] += a[i];
}
// update
blocks[k / blockSize] += u - a[k];
a[k] = u;
// query
ll sum = 0;
int s = l / blockSize;
int e = r / blockSize;
if (s == e) {
    for (int i = l; i <= r; i++) sum += a[i];
} else {
    for (int i = l; i < (s + 1) * blockSize; i++) sum += a[i];
    for (int b = s + 1; b < e; b++) sum += blocks[b];
    for (int i = e * blockSize; i <= r; i++) sum += a[i];
}

```

5.10 Mo's Algorithm

Runs in $O((N + Q) \cdot \sqrt{N})$. Does not support online queries or updates.

```

struct Query {
    int l, r, idx;
};

vector<ll> a(n);
int blockSize = sqrt(n) + 1;
ll sum = 0;

bool cmp(const Query &x, const Query &y) {
    int bx = x.l / blockSize;
    int by = y.l / blockSize;
    if (bx != by) return bx < by;
    return (bx & 1) ? (x.r < y.r) : (x.r > y.r);
}

// modify to insert idx
void plus(int idx) {
    sum += a[idx];
}

// modify to remove idx
void minus(int idx) {
    sum -= a[idx];
}

// make sure indexes are 0-indexed
vector<Query> queries(q);
sort(queries.begin(), queries.end(), cmp);
vector<ll> ans(q);
int curL = 0, curR = -1;
for (Query &cq : queries) {
    while (curL > cq.l) plus(--curL);
    while (curR < cq.r) plus(++curR);
    while (curL < cq.l) minus(curL++);
    while (curR > cq.r) minus(curR--);
    ans[cq.idx] = sum;
}

```

5.11 Strings

5.12 Manacher's Algorithm

Runs in $O(N)$.

```

// for odd length palindromes, returns radius of palindrome at each index
vector<int> manacher(const string &s) {
    int n = s.size();
    vector<int> p(n);
    int l = 0, r = -1;
    for (int i = 0; i < n; i++) {
        int k = (i > r) ? 1 : min(p[l + r - i], r - i + 1);
        while (0 <= i - k && i + k < n && s[i - k] == s[i + k]) {
            k++;
        }
        p[i] = k;
        if (i + k - 1 > r) {
            l = i - k + 1;
            r = i + k - 1;
        }
    }
}

```

```

    }
}
return p;
}
// surround with #s so we only have to run odd case
string s, t;
for (char c : s) {
    t.push_back('#');
    t.push_back(c);
}
t.push_back('#');
vector<int> p = manacher(t);
// handle # removal accordingly

```

5.13 Knuth-Morris-Pratt

Runs in $O(N)$.

```

// Returns prefix function
// p[i] is longest prefix of s[0..i] which is also a suffix of it

vector<int> kmp(string s) {
    int n = s.size();
    vector<int> p(n);
    for (int i = 1; i < n; i++) {
        int j = p[i - 1];
        while (j > 0 && s[i] != s[j]) {
            j = p[j - 1];
        }
        if (s[i] == s[j]) j++;
        p[i] = j;
    }
    return p;
}

// Example: Count how many times a pattern occurs in a text
string concat = pattern + '#' + text;
vector<int> p = kmp(concat);
int ans = 0;
for (int i = 0; i < pattern.size() + 1; i < p.size(); i++) {
    if (p[i] == pattern.size()) ans++;
}

```

5.14 Z-Function

Runs in $O(N)$.

```

// Z-Function: Longest strings that is a prefix of S and S starting from i
vector<int> zfunction(string s) {
    int n = s.size();
    vector<int> z(n);
    int l = 0, r = 0;
    for (int i = 1; i < n; i++) {
        if (i < r) {
            z[i] = min(r - i, z[i - l]);
        }
        while (i + z[i] < n && s[z[i]] == s[i + z[i]]) {
            z[i]++;
        }
    }
}

```

```

    }
    if (i + z[i] > r) {
        l = i;
        r = i + z[i];
    }
}
z[0] = n;
return z;
}

```

5.15 Suffix Array

Runs in $O(N \log N)$.

```

// Get starting indexes of all suffixes of a given string after sorting

// Sort cyclic shifts of s
vector<int> sort_cyclic_shifts(const string &s) {
    int n = s.size();
    const int alphabet = 256;
    vector<int> p(n), c(n), cnt(max(alphabet, n), 0);

    // k = 0, sort single characters
    for (int i = 0; i < n; i++) cnt[s[i]]++;
    for (int i = 1; i < alphabet; i++) cnt[i] += cnt[i-1];
    for (int i = 0; i < n; i++) p[--cnt[s[i]]] = i;
    c[p[0]] = 0;
    int classes = 1;
    for (int i = 1; i < n; i++) {
        if (s[p[i]] != s[p[i-1]]) classes++;
        c[p[i]] = classes - 1;
    }

    // strings of length (1 << k)
    vector<int> pn(n), cn(n);
    for (int h = 0; (1 << h) < n; h++) {
        for (int i = 0; i < n; i++) {
            pn[i] = p[i] - (1 << h);
            if (pn[i] < 0) pn[i] += n;
        }
        fill(cnt.begin(), cnt.begin() + classes, 0);
        for (int i = 0; i < n; i++) cnt[c[pn[i]]]++;
        for (int i = 1; i < classes; i++) cnt[i] += cnt[i-1];
        for (int i = n-1; i >= 0; i--) p[--cnt[c[pn[i]]]] = pn[i];
        cn[p[0]] = 0;
        classes = 1;
        for (int i = 1; i < n; i++) {
            pair<int, int> cur = {c[p[i]], c[(p[i] + (1 << h)) % n]};
            pair<int, int> prev = {c[p[i-1]], c[(p[i-1] + (1 << h)) % n]};
            if (cur != prev) classes++;
            cn[p[i]] = classes - 1;
        }
        c.swap(cn);
    }
    return p;
}

vector<int> build_suffix_array(string s) {

```

```

s += "$"; // terminal character
vector<int> sa = sort_cyclic_shifts(s);
sa.erase(sa.begin()); // remove index of terminal character
return sa;
}

```

6 Miscellaneous

6.1 Maximum Time complexity v/s N

Complexity	Maximum in 1s
$O(1)$	Infinite
$O(\log N)$	2^{10^6}
$O(\sqrt{N})$	10^{14}
$O(N)$	10^7
$O(N \log N)$	10^6
$O(N \sqrt{N})$	10^5
$O(N^2)$	10^4
$O(N^3)$	500
$O(N^4)$	100
$O(2^N)$	22
$O(N \times 2^N)$	20
$O(N!)$	12
$O(N \times N!)$	11

6.2 Fast I/O

Cannot use with scanf, printf.

```

ios_base::sync_with_stdio(false);
cin.tie(0);

```

6.3 Superfast I/O

Only for non-negative integer input.

```

inline ll ri () {
    ll x = 0;
    char ch = getchar_unlocked();
    while (ch < '0' || ch > '9') ch = getchar_unlocked();
    while (ch >= '0' && ch <= '9') {
        x = (x << 3) + (x << 1) + ch - '0';
        ch = getchar_unlocked();
    }
    return x;
}

```

6.4 Header

Macros, functions, and variables.

```

#pragma GCC optimize("O3")
#pragma GCC optimize("unroll-loops")

#include <bits/stdc++.h>
#include <ext/pb_ds/assoc_container.hpp>

```

```

#include <ext/pb_ds/tree_policy.hpp>

using namespace __gnu_pbds;
using namespace std;

#define F first
#define S second
#define pf push_front
#define pb push_back
#define pof pop_front
#define pob pop_back
#define ins insert
#define lb lower_bound
#define ub upper_bound
#define sz(a) ((int)(a).size())
#define all(a) begin(a), end(a)
#define FOR(i, a, b) for(int i = a; i <= b; i++)
#define ROF(i, a, b) for(int i = a; i >= b; i--)
#define FOR(i, a) FOR(i, 0, a)
#define ROF(i, a) ROF(i, a, 0)
#define ITER(i, a) for(auto i : a)
#define FAST ios_base::sync_with_stdio(false); cin.tie(0); cout.tie(0);
#define MOD 1000000007
#define MOD2 998244353
#define INF INT_MAX/2
#define EPS 1e-9

typedef long long ll;
typedef pair<ll, ll> pi;
typedef pair<ll, pi> pii;
typedef tree<pi, null_type, less<pi>,
            rb_tree_tag, tree_order_statistics_node_update> ordered_set;

int ls(int x){ return (x)&(-x); }
mt19937 rng(chrono::steady_clock::now().time_since_epoch().count());
inline ll rngr(ll x, ll y) { return (rng()%(y-x+1))+x; }

inline ll ri() {
    ll x = 0;
    char ch = getchar_unlocked();
    while (ch < '0' || ch > '9') ch = getchar_unlocked();
    while (ch >= '0' && ch <= '9'){
        x = (x << 3) + (x << 1) + ch - '0';
        ch = getchar_unlocked();
    }
    return x;
}

struct custom_hash {
    static uint64_t splitmix64(uint64_t x) {
        // http://xorshift.di.unimi.it/splitmix64.c
        x += 0x9e3779b97f4a7c15;
        x = (x ^ (x >> 30)) * 0xbf58476d1ce4e5b9;
        x = (x ^ (x >> 27)) * 0x94d049bb133111eb;
        return x ^ (x >> 31);
    }
    size_t operator()(uint64_t x) const {
        static const uint64_t FIXED_RANDOM =

```

```

        chrono::steady_clock::now().time_since_epoch().count();
        return splitmix64(x + FIXED_RANDOM);
    }
    size_t operator()(pair<uint64_t, uint64_t> x) const {
        static const uint64_t FIXED_RANDOM =
            chrono::steady_clock::now().time_since_epoch().count();
        return splitmix64(x.first + FIXED_RANDOM)
            ^ (splitmix64(x.second + FIXED_RANDOM) >> 1);
    }
};

typedef unordered_map<int, int, custom_hash> safe_map;
typedef gp_hash_table<int, int, custom_hash> safe_hash_table;

// 4 Directions
int dx[]={0, 0, -1, 1};
int dy[]={-1, 1, 0, 0};
// 8 Directions
int dx[]={0, 0, -1, 1, -1, 1, -1, 1};
int dy[]={-1, 1, -1, 1, 0, 0, 1, -1};
// Knight Moves
int dx[]={-1, -2, 1, 2, 2, 1, -2, 1};
int dy[]={-2, -1, -2, -1, 1, 2, 1, 2};

```

6.5 Compile Commands

```

g++ -c "%f" -std=c++20 // Editor Compile
g++ -o "%e" "%f" -std=c++20 // Editor Build
g++ "file.cpp" -o "file" -std=c++20 // Simple for command line

```

6.6 Pruning

Kill execution after a specific time duration.

```

#define LIMIT 2.9
auto start = chrono::high_resolution_clock::now();
auto end = chrono::high_resolution_clock::now();
auto elapse = chrono::duration<double>(end-start);
if(elapse.count() > LIMIT) break;

```

6.7 STL Data Structures and Functions

```

//File I/O
freopen("test.in", "r", stdin);
freopen("test.out", "w", stdout);

// Variable / Array Functions
min(a, b);
max(a, b);
__gcd(a, b);
swap(a, b);

lower_bound(a, a+n, b); // Value >= b
upper_bound(a, a+n, b); // Value > b

fill(a, a+n, 0);

```

```

memset(a, 0, sizeof(a));
copy(a, a+n, b);

sort(a, a+n);
stable_sort(a, a+n); // If a = b, indexes will remain same
reverse(a, a+n);
random_shuffle(a, a+n, rng);
max_element(a, a+n);

// Math Functions (Low Accuracy)
pow(1, 2);
sqrt(1);
cbrt(1);
floor(1);
ceil(1);
abs(1);
log(1);
log10(1);

// Limits
INT_MAX
LLONG_MAX
LDBL_MAX

// Others
to_string(0);
stoll("0");

vector<int> v;
v.push_back(0);
v.front();
v.back();
v.pop_back();

queue<int> q;
q.push(0);
q.front();
q.pop();

priority_queue<int> pq;
pq.push(0)
pq.top();
pq.pop();

deque<int> dq;
dq.push_front(0);
dq.front();
dq.push_back(1);
dq.back();
dq.pop_front();
dq.pop_back();

set<int> s;
unordered_set<int> us;
s.insert(0);
s.find(0); // Pointer to 0's position
s.erase(0);

```

```

multiset<int> ms;
ms.insert(0);
ms.insert(0);
ms.count(0);
ms.find(0); // Pointer to a 0's position
ms.erase(ms.find(0)); // Erase a 0
ms.erase(0); // Erase all 0s

map<int, int> m;
unordered_map<int, int> um;
m[0] = 1;
m[1] = 2;

stack<int> st;
st.push(0);
st.top(); //0
st.pop();

// GNU PBDS
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>

typedef tree<int, null_type, less<int>,
            rb_tree_tag, tree_order_statistics_node_update> ordered_set;

typedef tree<pi, null_type, less<pi>, //Use a pair to simulate multisets
            rb_tree_tag, tree_order_statistics_node_update> ordered_set;

ordered_set os;
os.insert(1);
os.insert(2);
os.insert(4);
os.insert(8);
os.insert(16);
//Find by order - Kth largest (starting from 0)
os.find_by_order(1); // 2
os.find_by_order(2); // 4
os.find_by_order(4); // 16
//Order of key - How many elements are < K
os.order_of_key(-5); // 0
os.order_of_key(1); // 0
os.order_of_key(3); // 2
os.order_of_key(4); // 2
os.order_of_key(400); // 5

```
