

# Team notebook

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## 1 dp

## 2 graph

### 2.1 1 - DFS

---

```
const int n = 1e6;
vector<int> adj[n + 1];
bool visited[n + 1];

void dfs(int x) {
    if (visited[x]) return;
    visited[x] = true;
    for (int &a : adj[x]) {
        dfs(x);
    }
}
```

---

### 2.2 2 - BFS

#### 2. BFS

```
vector<int> adj[n + 1];
bool visited[n + 1];
```

```

void bfs() {
    queue<int> q;
    q.push(0); // initial node
    visited[0] = true;
    while(q.size() > 0) {
        int c = q.front();
        q.pop();
        for (int a : adj[c]) {
            if (visited[a]) continue;
            q.push(a);
            visited[a] = true;
        }
    }
}

```

---

## 2.3 3 - Dijkstra

### 3. Dijkstra

```

const int inf = 1e9;
vector<pair<int, int>> adj[n];
bool processed[n];
ll distance[n];

void dijkstra() {
    priority_queue<pair<int, int>> q;
    for (int i = 0; i < n; i++) {
        distance[i] = inf;
    }
    distance[start] = 0;
    q.push({0, start});
    while (q.size() > 0) {
        int c = q.top().second;
        q.pop();
        if (processed[c]) continue;
        processed[c] = true;
        for (auto& a : adj[c]) {
            int u = a.first;
            int w = a.second;
            if (distance[c] + w < distance[u]) {
                distance[u] = distance[c] + w;
            }
        }
    }
}

```

---

```

        q.push({-distance[u], u});
    }
}

```

---

## 2.4 4 - BellmanFord

### 4. BellmanFord

```

const int inf = 1e9;
vector<tuple<int, int, int>> edges;
ll distance[n];

void bellmanFord() {
    for (int i = 0; i < n; i++) {
        distance[i] = inf;
    }
    distance[start] = 0;
    for (int i = 0; i < n - 1; i++) {
        //bool changed = false; add one iteration (i < n) to validate
        //negative cycles
        for (auto& edge : edges) {
            int a, b, w;
            tie(a, b, w) = edge;
            if (distance[a] + w < distance[b]) {
                distance[b] = distance[a] + w;
                //changed = true;
            }
        }
    }
}

```

---

## 2.5 5 - Floyd Warshall

### 5. Floyd Warshall

```

const int inf = 1e9;
vector<pair<int, int>> adj[n];

```

```

11 distance[n][n];

void floydWarshall() {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            distance[i][j] = inf;
        }
    }
    for (int i = 0; i < n; i++) {
        for (auto p : adj[i]) {
            int b = p.first;
            int w = p.second;
            distance[i][b] = w;
        }
    }
    for (int k = 0; k < n; k++) {
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < n; j++) {
                distance[i][j] = min(distance[i][j],
                    distance[i][k] + distance[k][j]);
            }
        }
    }
}

```

---

## 2.6 6 - Euler Path and Cycle

### 6. Euler Path and Cycle

```
// TODO
```

---

## 2.7 7 - Topological Sort

### 7. Topological Sort

```

stack<int> topo;
vector<int> adj[n + 1];
bool visited[n + 1];

```

```
void dfs(int x) {
```

```

    if (visited[x]) return;
    visited[x] = true;
    for (int a : adj[x]) {
        dfs(a);
    }
    topo.push(x);
}

```

---

## 2.8 8 - Transitive Closure

### 8. Transitive Closure

```

const int inf = 1e9;
vector<int> adj[n];
11 distance[n][n];

void floydWarshall() {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            distance[i][j] = false;
        }
    }
    for (int i = 0; i < n; i++) {
        for (int b : adj[i]) {
            distance[i][b] = true;
        }
    }
    for (int k = 0; k < n; k++) {
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < n; j++) {
                distance[i][j] |= distance[i][k] & distance[k][j];
            }
        }
    }
}

```

---

## 2.9 9 - Kruskal

### 9. Kruskal

```
vector<tuple<int, int, int> edges;
```

```
void kruskal() {
    ll res = 0;
    sort(edges.begin(), edges.end()); // sorted by weight
    for (auto edge : edges) {
        int a, b, w;
        tie(w, a, b) = edge;
        if (find(a) != find(b)) {
            group(a, b);
            res += w;
        }
    }
}
```

## 2.10 A - Union Find

### 10. Union Find

```
int link[n];
int score[n];

void find(int a) {
    if (link[a] == a) return a;
    return link[a] = find(link[a]);
}

void group(int a, int b) {
    int pa = find(a);
    int pb = find(b);
    if (pa != pb) {
        if (score[pa] > score[pb]) {
            link[pb] = pa;
        } else if (score[pa] < score[pb]) {
            link[pa] = pb;
        } else {
            score[pa]++;
            link[pb] = pa;
        }
    }
}
```

```
void init() {
    for (int i = 0; i < n; i++) {
        link[i] = i;
        score[i] = 0;
    }
}
```

## 2.11 B - SCC

### B - SCC

```
/// Complexity: O(|N|)
/// Tested: https://tinyurl.com/y8ujj3ws
int scc(int n) {
    vector<int> dfn(n+1), low(n+1), in_stack(n+1);
    stack<int> st;
    int tag = 0;
    function<void(int, int)> dfs = [&](int u, int &t) {
        dfn[u] = low[u] = ++t;
        st.push(u);
        in_stack[u] = true;
        for (auto &v : g[u]) {
            if (!dfn[v]) {
                dfs(v, t);
                low[u] = min(low[u], low[v]);
            } else if (in_stack[v])
                low[u] = min(low[u], dfn[v]);
        }
        if (low[u] == dfn[u]) {
            int v;
            do {
                v = st.top(); st.pop();
                // id[v] = tag;
                in_stack[v] = false;
            } while (v != u);
            tag++;
        }
    };
    for (int u = 1, t; u <= n; ++u) {
        if (!dfn[u]) dfs(u, t = 0);
    }
}
```

```
    return tag;
}
```

## 3 math

### 3.1 Extended Euclides

```
// It finds X and Y in equation:
// a * X + b * Y = gcd(a, b)
```

```
int x, y;

int euclid(int a, int b) {
    if (b == 0) {
        x = 1;
        y = 0;
        return a;
    }
    int aux = x;
    x = y;
    y = aux - a/b*y;
    return euclid(b, a % b);
}
```

### 3.2 Greatest Common Divisor

```
// Alternative: __gcd(a, b);
// O(log(max(a, b)))
```

```
ll gcd(ll a, ll b) {
    return b == 0 ? a : gcd(b, a % b);
}
```

### 3.3 Lowest Common Multiple

```
// O(log(max(a, b)))
int lcm(int a, int b) {
```

```
    return a/gcd(a, b) * b;
}
```

## 3.4 Modular Aritmethics

Modular Aritmethics.cpp

```
ll sum(ll a, ll b) {
    ll c = a + b;
    if (c >= m) c -= m;
    return c;
}
```

```
ll sub(ll a, ll b) {
    ll c = a - b;
    if (c < 0) c += m;
    return c;
}
```

```
ll mul(__int128 a, __int128 b) {
    return (a * b) % m;
}
```

```
ll modexp(ll a, ll n) {
    if (n == 0) return 1;
    ll p = modexp(a, n / 2);
    ll res = mul(p, p);
    if (n & 1) {
        res = mul(res, a);
    }
    return res;
}
```

```
// O(sqrt n)
ll phi(ll n) {
    ll ans = n;
    for (int p = 2; p <= n/p; ++p) {
        if (n % p == 0) ans -= ans / p;
        while (n % p == 0) n /= p;
    }
    if (n > 1) ans -= ans / n;
```

```

    return ans;
}

ll x, y;
// O(log(max(a, b)))
ll euclid(ll a, ll b) {
    if(b == 0) { x = 1; y = 0; return a; }
    ll d = euclid(b, a%b);
    ll aux = x;
    x = y;
    y = aux - a/b*y;
    return d;
}

ll invmod(ll a) {
    ll d = euclid(a, m);
    if (d > 1) return -1;
    return (x % m + m) % m;
}

ll divv(ll a, ll b) {
    ll inv = invmod(b);
    if (inv == -1) return -1;
    ll res = mul(a, inv);
    return res;
}

// a * (b^{euler(m) - 1})
// for primes: a * b ^ (P - 2)
ll divv2(ll a, ll b) {
    if (__gcd(b, m) != 1) return -1;
    ll ex = modexp(b, euler - 1);
    ll res = mul(a, ex);
    return res;
}

```

### 3.5 primes

```

// O(sqrt(n))
bool isPrime(int x) {
    for (int d = 2; d * d <= x; d++) {

```

```

        if (x % d == 0)
            return false;
    }
    return true;
}

// O(nloglogn)
// sieve[X] == 0 if it is prime
int const N = 1e6;
bool sieve[N + 1];
vector<int> primes;

void calculate() {
    for (int p = 2; p <= N; p++) {
        if (sieve[p]) continue;
        primes.PB(p);
        for (ll i = 1ll*p*p; i <= N; i += p)
            sieve[i] = true;
    }
}

// For 64-bit integers
// O((ln n)^2)
// 32 bits bases: 2, 3, 5, 7.
// 64 bits bases: 2 ... 37

using u64 = uint64_t;
using u128 = __uint128_t;

u64 binpower(u64 base, u64 e, u64 mod) {
    u64 result = 1;
    base %= mod;
    while (e) {
        if (e & 1)
            result = (u128)result * base % mod;
        base = (u128)base * base % mod;
        e >>= 1;
    }
    return result;
}

bool check_composite(u64 n, u64 a, u64 d, int s) {
    u64 x = binpower(a, d, n);

```

```

    if (x == 1 || x == n - 1)
        return false;
    for (int r = 1; r < s; r++) {
        x = (u128)x * x % n;
        if (x == n - 1)
            return false;
    }
    return true;
}

bool MillerRabin(u64 n) {
    if (n < 2)
        return false;

    int r = 0;
    u64 d = n - 1;
    while ((d & 1) == 0) {
        d >>= 1;
        r++;
    }

    for (int a : {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37}) {
        if (n == a)
            return true;
        if (check_composite(n, a, d, r))
            return false;
    }
    return true;
}

```

---

## 4 query

### 4.1 1 - Segment Tree

#### 1. Segment Tree

```

const int N = 1e6 + 1;

int tree[N * 4 + 4];
int nums[N + 1];

```

```

void build(int i, int l, int r) {
    if (l == r) {
        tree[i] = nums[r];
    } else {
        int mid = (l + r) / 2;
        build(i * 2 + 1, l, mid);
        build(i * 2 + 2, mid + 1, r);
        tree[i] = tree[i * 2 + 1] + tree[i * 2 + 2];
        // tree[i] = compare(tree[i * 2 + 1], tree[i * 2 + 2]);
    }
}

void update(int i, int l, int r, int pos, int diff) {
    if (l <= pos && pos <= r) {
        if (l == r) { // leaf
            tree[i] += diff;
        } else { // node
            int mid = (l + r) / 2;
            update(i * 2 + 1, l, mid, pos, diff);
            update(i * 2 + 2, mid + 1, r, pos, diff);
            tree[i] = tree[i * 2 + 1] + tree[i * 2 + 2];
            // tree[i] = compare(...)
        }
    }
}

int query(int i, int sl, int sr, int l, int r) {
    if (l <= sl && sr <= r) { // overlap
        return tree[i];
    } else if (sr < l || r < sl) { // no overlap
        return 0;
    } else { // partially overlap
        int mid = (sl + sr) / 2;
        return query(i * 2 + 1, sl, mid, l, r) + query(i * 2 + 2, mid + 1, sr, l, r);
        // return compare(a, b);
    }
}

```

---

## 5 string

### 5.1 1 - KMP

1. KMP.cpp

```
string t;
string p;
int lps[p.size()]; // set it with 0's

void init() {
    int j = 0;
    for (int i = 0; i < p.size(); i++) {
        while (j && p[i] != p[j]) j = lps[j - 1];
        if (p[i] == p[j]) j++;
        lps[i] = j;
    }
}

void kmp() {
    int n = t.size();
    int m = p.size();
    int j = 0;
    for (int i = 0; i < n; i++) {
        while (j & p[j] != s[i]) j = lps[j - 1];
        if (p[j] == s[i]) j++;
        if (j == m) {
            //process
            j = lps[j - 1];
        }
    }
}
```

### 5.2 2 Rabin Karp

2. Rabin Karp.java

```
public class C {
    BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
    BufferedWriter bw = new BufferedWriter(new OutputStreamWriter(System.out));
```

```
String t;
String p;
long prime = 257;
long mod = (int)1e9 + 7; // mod is prime and mod * mod < LONG_MAX_VALUE
```

```
private void solve() throws IOException {
    StringTokenizer st = new StringTokenizer(br.readLine());
    t = st.nextToken();
    p = st.nextToken();
    int n = t.length();
    int m = p.length();

    if (n < m) {
        return;
    }

    long patterHash = 0;
    for (int i = 0; i < m; i++) {
        int charValue = p.charAt(i) - 'a' + 1;
        patterHash = multiply(patterHash, prime, mod);
        patterHash = add(patterHash, charValue, mod);
    }

    long currentHash = 0;
    for (int i = 0; i < n; i++) {
        int charValue = t.charAt(i) - 'a' + 1;
        currentHash = multiply(currentHash, prime, mod);
        currentHash = add(currentHash, charValue, mod);
    }

    long maxPower = 1;
    for (int i = 0; i < m - 1; i++) {
        maxPower = multiply(maxPower, prime, mod);
    }

    for (int i = 0; i <= n - m; i++) {
        if (currentHash == patterHash) {
            System.out.print("Same hash found starting in index " + i + "
the substring is: ");
            System.out.println(t.substring(i, i + m));
        }
        if (i + m < n) {
            int head = t.charAt(i) - 'a' + 1;
            int next = t.charAt(i + m) - 'a' + 1;
```



```

        currentHash = subtract(currentHash, multiply(maxPower, head,
            mod), mod);
        currentHash = multiply(currentHash, prime, mod);
        currentHash = add(currentHash, next, mod);
    }
}

public long add(long a, long b, long mod) {
    return ((a % mod) + (b % mod))%mod;
}

public long subtract(long a, long b, long mod) {
    long result = ((a % mod) - (b % mod))%mod;
    if (result < 0) {
        result += mod;
    }
    return result;
}

public long multiply(long a, long b, long mod) {
    return ((a % mod) * (b % mod)) % mod;
}

public static void main(String[] args) throws IOException {
    new C().solve();
}

```

---

## 6 tree

### 6.1 1 K-th Parent

1. K-th Parent.cpp

```

class TreeAncestor {
    int LOG = 20;
    int up[50000][20];
public:
    TreeAncestor(int n, vector<int>& parent) {
        memset(up, -1, 50000 * LOG * 4);
        for (int i = 0; i < n; i++) {
            up[i][0] = parent[i];
        }
        for (int k = 1; k < LOG; k++) {
            for (int i = 0; i < n; i++) {
                if (up[i][k-1] != -1)
                    up[i][k] = up[up[i][k-1]][k-1];
            }
        }
    }

    int getKthAncestor(int node, int k) {
        for (int i = 0; i < LOG; i++) {
            if (k & 1<<i) {
                node = up[node][i];
            }
            if (node == -1) return -1;
        }
        return node;
    }
};

```

---