

## DFS

**Timp:  $O(n+m)$**

**Spatiu:  $O(n)$**

```
void dfs(int x)
{
    vector_vizitat[x] = true;
    for (int i=0; i<lista_adiacentă[x].size(); ++i)
        if (vector_vizitat[lista_adiacentă[x][i]]==0)
            dfs(lista_adiacentă[x][i]);
}
```

## BFS

**Timp:  $O(n+m)$**

```
void bfs(int x)
{
    memset(distanța_minimă, -1, sizeof(distanța_minimă));
    vector_vizitat[x]=true;
    coada_bfs.push_back(x);
    distanța_minimă[x]=0;

    while(!coada_bfs.empty())
    {
        x = coada_bfs.front();
        coada_bfs.pop_front();

        for (int i=0; i<lista_adiacentă[x].size(); ++i)
        {
            if (distanța_minimă[lista_adiacentă[x][i]]<0)
            {
                vector_vizitat[lista_adiacentă[x][i]] = true;
                coada_bfs.push_back(lista_adiacentă[x][i]);
                distanța_minimă[lista_adiacentă[x][i]]=distanța_minimă[x]+1;
            }
        }
    }
}
```

## Sortare Topologica

**Timp:  $O(n+m)$**

**Spatiu:  $O(n)$**

```
void sortare_topologica(int x)
{
    vector_vizitat[x]=1;
    for(int i : lista_adiacentă[x])
    {
```

```

        if(vector_vizitat[i]==0)
            sortare_topologica(i);
    }
    lista_sorttop.push_front(x);
}

int main()
{
for(int i=n; i>=1; i--)
{
    if(vector_vizitat[i]==0)
        sortare_topologica(i);
    }
    while(!lista_sorttop.empty())
    {
        int x=lista_sorttop.front();
        fout<<x<<" ";
        lista_sorttop.pop_front();
    }
}

```

### **Kosaraju**

**Time:  $O(n+m)$**

```

void DFS1(int x)
{
    vector_vizitat[x] = true;

    for (int i=0; i < lista_adiacentă[x].size(); ++i)
        if (vector_vizitat[lista_adiacentă[x][i]]==0)
            DFS1(lista_adiacentă[x][i]);

    stiva.push_back(x);
}

void DFS2(int x)
{
    vector_vizitat_2[x] = true;

    componente[nr_componente_tari_conexe].push_back(x);

    for (int i = 0; i < lista_adiacentă2[x].size(); ++i)
        if (vector_vizitat_2[lista_adiacentă2[x][i]]==0)
            DFS2(lista_adiacentă2[x][i]);
}

int main()

```

```

{
    for(int i=1; i<=n; i++)
        if(!vector_vizitat[i])
            DFS1(i);

    for(int i=stiva.size()-1; i>=0 ;i--)
    {
        if(!vector_vizitat_2[stiva[i]])
        {
            DFS2(stiva[i]);
            nr_componente_tari_conexe++;
        }
    }
}

```

### **Tarjan**

**Time:  $O(n+m)$**

### **Biconex**

```

void biconex(int start, int tata)
{
    timp++;
    vizitat[start] = timp;
    low[start] = timp;
    for (int i=0; i<lista_adiacentă[start].size(); i++)
    {
        int conect=lista_adiacentă[start][i];
        //cout<<conect<<" "<<tata<<endl;
        if(conect!=tata)
        {
            if (vizitat[lista_adiacentă[start][i]]==0)
            {
                stackCBC.push({ start, lista_adiacentă[start][i]});
                biconex(lista_adiacentă[start][i],start);
                low[start] = min(low[lista_adiacentă[start][i]],low[start]);
                if (low[lista_adiacentă[start][i]]>=vizitat[start])
                {
                    set<int> elem;
                    elem1 = stackCBC.top().first;
                    elem2 = stackCBC.top().second;
                    elem.insert(elem1);
                    elem.insert(elem2);
                    stackCBC.pop();
                    while (elem1 != start || elem2 != lista_adiacentă[start][i])
                    {
                        elem1 = stackCBC.top().first;
                        elem2 = stackCBC.top().second;
                        elem.insert(elem1);

```

```

        elem.insert(elem2);
        stackCBC.pop();
    }
    componente.push_back(elem);
}
}
else
{
    low[start] = min(vizitat[lista_adiacentă[start][i]], low[start]);
}
}
}
}
}

```

### Critical Connection

```

class Solution {
public:
    vector<vector<int>> criticalConnections(int n, vector<vector<int>>& connections)
    {
        disc = vector<int>(n);
        low = vector<int>(n);
        for (auto muchie : connections) {
            lista_adiacentă[muchie[0]].push_back(muchie[1]);
            lista_adiacentă[muchie[1]].push_back(muchie[0]);
        }
        dfs_muchie_critică(0, -1);
        return ans;
    }
    void dfs_muchie_critică(int curr, int prev)
    {
        disc[curr] = ++time;
        low[curr] = time;
        for (int i=0; i<lista_adiacentă[curr].size(); i++)
        {
            if (disc[lista_adiacentă[curr][i]] == 0)
            {
                dfs_muchie_critică(lista_adiacentă[curr][i], curr);
                low[curr] = min(low[curr], low[lista_adiacentă[curr][i]]);
            }
            else if (lista_adiacentă[curr][i] != prev)
            {
                low[curr] = min(low[curr], disc[lista_adiacentă[curr][i]]);
            }
            if (low[lista_adiacentă[curr][i]] > disc[curr])
                ans.push_back({curr, lista_adiacentă[curr][i]});
        }
    }
    vector<int> disc;

```

```

vector<int> low;
int time = 0;
vector<vector<int>> ans;
unordered_map<int, vector<int>> lista_adiacenta;
};

```

### **Paduri de Multimi Disjuncte**

**Time:  $O(n)$  amortizat**

```

int find_node(int x)
{
    while(x!=par[x])
        x=par[x];
    return x;
}

void unite(int x,int y)
{
    int find_x=find_node(x);
    int find_y=find_node(y);
    if(dim[find_x]>=dim[find_y])
    {
        par[find_y]=find_x;
        dim[find_x]+=dim[find_y];
    }
    else
    {
        par[find_x]=find_y;
        dim[find_y]+=dim[find_x];
    }
}

```

### **Kruskal**

**Time:  $O(m \log n)$**

```

int kruskall()
{
    int cost = 0;
    sort(muchii.begin(), muchii.end());
    for(auto muchie : muchii)
    {
        if(find_node(muchie.second.first) != find_node(muchie.second.second))
        {
            unite(muchie.second.first, muchie.second.second);
            cost += muchie.first;
            sol_m.push_back({muchie.second.first, muchie.second.second});
        }
    }
}

```

```

    return cost;
}

```

## Dijkstra

**Time:  $O(n+m \log n)$**

```

void dijkstra(int startNod)
{
    d[startNod]=0;
    priority_queue<pair<int,int>> q;
    q.push({0,startNod});
    while(!q.empty())
    {
        int nod=q.top().second;
        q.pop();
        if(viz[nod]==true) continue;
        else viz[nod]=true;
        for(auto vecin : g[nod])
        {
            if(d[nod]+vecin.second<d[vecin.first])
            {
                d[vecin.first]=d[nod]+vecin.second;
                q.push({-d[vecin.first],vecin.first});
            }
        }
    }
}

```

## BellmanFord

**Time:  $O(mn)$**

```

void bellmanFord(int startNod, int n)
{
    d[startNod]=0;
    priority_queue<pair<int,int>> q;
    q.push({0,startNod});
    while(!q.empty())
    {

        int nod=q.top().second;
        viz[nod]++;
        if(viz[nod]>=n)
        {
            fout<<"Ciclu negativ!";
            ok=0;
            return;
        }
    }
}

```

```

    }
    q.pop();
    for(auto vecin : g[nod])
    {
        if(d[nod]+vecin.second<d[vecin.first])
        {
            d[vecin.first]=d[nod]+vecin.second;
            q.push({-d[vecin.first],vecin.first});
        }
    }
}
}

```

### **Roy-Floyd**

**Time:  $O(n^3)$**

**Space:  $O(n^2)$**

```

for(int i=1; i<=n; i++)
    for(int j=1; j<=n; j++)
    {
        fin>>m[i][j];
        if(m[i][j]==0) m[i][j]=INFINIT;
    }

for(int k=1; k<=n; k++)
    for(int i=1; i<=n; i++)
        for(int j=1; j<=n; j++)
            if(m[i][k]!=INFINIT and m[k][j]!=INFINIT and m[i][j]>m[i][k]+m[k][j])
                m[i][j]=m[i][k]+m[k][j];
for(int i=1; i<=n; i++)
{
    for(int j=1; j<=n; j++)
    {
        if(i!=j and m[i][j]!=INFINIT) fout<<m[i][j]<<" ";
        else fout<<"0 ";
        if(j==n) fout<<"\n";
    }
}

```

### **DFS Darb**

**Time:  $O(m)$**

```

void DFS(int curr)
{
    for(int i = 0; i < lista_adiacenta[curr].size(); i++)
    {
        if(vizitat[lista_adiacenta[curr][i]] == 0)

```

```

{
    vizitat[lista_adiacentă[curr][i]]=vizitat[curr];
    vizitat[lista_adiacentă[curr][i]]++;
    if(vizitat[lista_adiacentă[curr][i]] > dist_max)
    {
        nod_departe = lista_adiacentă[curr][i];
        dist_max=vizitat[lista_adiacentă[curr][i]];
    }
    DFS(lista_adiacentă[curr][i]);
}

```

### **Ford-Fulkerson**

**Time:  $O(n \cdot \text{flux})$**

```

vector<int> lista_adiacentă[flowmax];
bool BFSflow(int s, int fin, int f[flowmax][flowmax], int c[flowmax][flowmax], int tata[flowmax])
{
    bool vizitat[flowmax]={ false };
    queue<int> q;
    q.push(s);
    vizitat[s] = true;
    while(!q.empty())
    {
        int nod = q.front();
        q.pop();
        for(auto i : lista_adiacentă[nod])
        {
            if(c[nod][i]-f[nod][i]>0 and vizitat[i] == false)
            {
                vizitat[i] = true;
                q.push(i);
                tata[i] = nod;
                if(i == fin)
                    return true;
            }
        }
    }
}

return false;
}

```

```

int main()
{
    int f[flowmax][flowmax]={0};
    int c[flowmax][flowmax]={0};
    int tata[flowmax]={0};

```



```

int n, m;
fin >> n >> m;
for(int i = 1; i <= m; ++i)
{
    int a, b, fluxx;
    fin >> a >> b >> fluxx;
    lista_adiacentă[a].push_back(b);
    lista_adiacentă[b].push_back(a);
    c[a][b] = fluxx;
}
int flow = 0;

while(BFSflow(1,n,f,c,tata)==true)
{
    int fmin = INT_MAX;
    int nod = n;
    while(nod != 1)
    {
        fmin = min(fmin, c[tata[nod]][nod] - f[tata[nod]][nod]);
        nod = tata[nod];
    }
    flow += fmin;
    nod = n;
    while(nod != 1)
    {
        f[tata[nod]][nod] += fmin;
        f[nod][tata[nod]] -= fmin;
        nod = tata[nod];
    }
}

fout << flow;
return 0;
}

```

### **Hopcroft Karp**

**Time:  $O(\sqrt{m}) * n$**

```

bool cuplaj(int k)
{
    if (vector_vizitat[k]==1) return false;
    vector_vizitat[k]=1;
    for (int i:lista_adiacentă[k])
        if (dr[i] == 0)
        {
            st[k] = i;
            dr[i] = k;
        }
    }

```

```

        return true;
    }
    for (int i : lista_adiacentă[k])
        if (cuplaj(dr[i]))
        {
            st[k] = i;
            dr[i] = k;
            return true;
        }
    return false;
}

int main()
{
    fin >> n1 >> n2 >> m;
    for (int i=1; i<=m; i++)
    {
        int a,b;
        fin >> a >> b;
        lista_adiacentă[a].push_back(b);
    }
    bool ok=1;
    while(ok)
    {
        ok=0;
        memset(vector_vizitat, 0, sizeof(vector_vizitat));
        for (int i=1; i<=n1; i++)
            if(st[i]==0 and cuplaj(i)==true)
            {
                cupmax++;
                ok=1;
            }
    }
    fout << cupmax << "\n";
    for(int i=1; i<=n1; i++)
        if(st[i]>0) fout << i << " " << st[i] << "\n";
    return 0;
}

```

## Euler

**Conditii:** conex si toate nodurile au grad par

**Time:**  $O(n+m)$ ?

euler (nod v)

```

    cat timp (v are vecini)
        w = un vecin aleator al lui v
        sterge_muchie (v, w)
        euler (w)
    sfarsit cat timp

```

adauga v la ciclu

### Ciclu Hamiltonian

Time:  $O(m \cdot 2^n)$

```
int main()
{
    vector <vector <pair<int, int>>> costuri_hamilton;
    fin>>n>>m;
    costuri_hamilton.resize(n+1);
    for(int i=1; i <=m; i++)
    {
        int x,y,ct;
        fin>>x>>y>>ct;
        costuri_hamilton[x].push_back({y, ct});
    }

    int cost_final = INFINIT;
    int costuri[(1<<n)+5][n+5];

    for(int i = 0; i < (1<<n); i++)
        for(int j = 0; j < n; j++)
            costuri[i][j] = INFINIT;

    costuri[1][0] = 0;

    for(int i=0; i <(1<<n); i++)
        for(int j=0; j<n; j++)
            for(int k=0; k<costuri_hamilton[j].size(); k++)
                costuri[i][j] = min(costuri[i][j], costuri[i
^ (1<<j)][costuri_hamilton[j][k].first]+costuri_hamilton[j][k].second);

    for(int i=0; i<costuri_hamilton[0].size(); i++)
        cost_final = min(cost_final, costuri[(1<<n)-1][costuri_hamilton[0][i].first] +
costuri_hamilton[0][i].second);

    if(cost_final != INFINIT)
        fout<<cost_final;
    else
        fout<<"Nu exista solutie";

    return 0;
}
```

**Havel Hakimi**

**Time:  $O(n^2 \log n)$**

**Space:  $O(1)$**

```
while (true)
{
    sort(grade.begin(), grade.end());
    reverse(grade.begin(), grade.end());
    if (grade[0] == 0)
        return true;

    int nodactual=grade[0];
    grade.erase(grade.begin() + 0);

    if (grade.size() < nodactual)
        return false;

    for (int i=0; i<nodactual; i++)
    {
        grade[i]--;
        if (grade[i] < 0)
            return false;
    }
}
```