Code Template for ACM-ICPC

UIT.HTH

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Contents

1 DataStructures

1.1 RMQ

```
// index from 1
int table[MAXLOG][MAXN];
int numlog[MAXN];

void buildTable() {
    numlog[1] = 0;
    for (int i = 2; i <= N; i++)
        numlog[i] = numlog[i / 2] + 1;

    for (int i = 0; i <= numlog[N]; i++) {
        int curlen = 1 << i;
        for (int j = 1; j <= N; j++) {
            if (i == 0) {
                table[i][j] = a[j];
                continue;
            }
            table[i][j] = max(table[i - 1][j], table[i -
                1][j + curlen / 2]);
        }
    }
}

int getMax(int l, int r) {
    int curlog = numlog[r - l + 1];
    return max(table[curlog][l], table[curlog][r - (1
        << curlog) + 1]);
}
```

1.2 STL

```
#include <functional>

// using pair in unordered_map
namespace std {
template <>
struct hash<pair<int, long long> > {
  public:
    size_t operator()(pair<int, long long> x) const {
        return x.first * 1000000009 + x.second;
    }
};
} // namespace std
```

2 String

2.1 Manacher

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

int manacher(string s)
{
        int n=s.size()*2-1;
        vector <int> f=vector <int>(n, 0);
        string a=string(n, '.');
        for (int i=0;i<n;i+=2)
                a[i]=s[i/2];
        int l=0, r=-1, center, res=0, j=0;
```

```
    for (int i=0; i<n; i++)
  {
    if (i>r)
      j=1;
    else
      j=min(f[l+r-i],r-i)+1;
            while (i-j>=0 && i+j<n && a[i-j]==a[i+j])
      j++;
            j--;
            f[i]=j;
            if (i+j>r)
    {
            r=i+j;
            l=i-j;
    }
            int len=(f[i]+i%2)/2*2+1-i%2;
            if (len>res)
    {
            res=len;
            center=i;
    }
    }
        return res;
}

string st;
int main()
{
  cin>>st;
  cout<<manacher(st);
}
```

2.2 KMP

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

int lps[10000003];
void kmp(string a,string b)
{
  int n=a.length();
  int m=b.length();
  int i=1;
  int len=0;
  while (i<m)
  {
    if (b[i]==b[len])
    {
      len++;
      lps[i]=len;
      i++;
    }
    else
    {
      if (len!=0)
        len=lps[len-1];
      else
        i++;
      lps[i]=0;
    }
  }
  i=0;
  int j=0;
  int ans=0;
  while(i<n)
```

```cpp
  {
    while (a[i]==b[j])
    {
      i++;
      j++;
      if (i>=n || j>=m)
        break;
    }
    if (j==m)
    {
      cout<<i-j+1<<" ";
      j=lps[j-1];
    }
    else
      if (j!=0)
        j=lps[j-1];
      else
        i++;
    if (i>=n)
      break;
  }
}

string st1,st2;
int main()
{
  cin>>st1>>st2;
  kmp(st1,st2);
}
```

2.3   LyndonDecomposition

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

void lyndon(string s)
{
        int n=s.length();
        int i=0;
        while (i<n)
        {
                int j=i+1;
                int k=i;
                while (j<n && s[k]<=s[j])
                {
                        if (s[k]<s[j])
                                k=i;
                        else
                                k++;
                        j++;
                }
                while (i <= k)
                {
                        cout<<s.substr(i,j-k)<<endl;
                        i+=j-k;
                }
        }
        cout<<endl;
}

string st;
int main()
{
        cin>>st;
        lyndon(st);
```

```cpp
}
```